

FEUDAL  
LORDS™  
CAMPAIGN SETTING

# CALDER



BY  
JOSHUA RAYNACK

Requires the use of the  
*Dungeon & Dragons*  
*Player's Handbook*,  
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# Caldor: City of Crossroads

A Feudal Lords Campaign Supplement

## CREDITS

Design: Joshua Raynack  
Editing: APG Staff  
Web Production and Development: Ryan Rawls  
Graphic Design: Ryan Rawls  
Cartography: Joshua Raynack

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Requires the use of a Roleplaying Game Core Book published by Wizards of the Coast, Inc.

## PLAYTESTERS

We would like to acknowledge the following playtesters whose insight proved invaluable in finalizing this product: Clay Cushman, Cameron Guill, Heather Raynack, Josh Dover, and Mike Rollins, as well as those in other play-testing groups.

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# Player's Guide

## I

### **I**NTRODUCTION

Welcome to the city of Caldor. As its four main roads creep forth upon the burgeoning civilization that is Cthonia, so does the villainy, feudal tyranny, and debauchery, such civilizations and cities births forth upon men.

My scribe wishes to inform me of enlightenment, knowledge, religion, and providence, such cities and civilizations provide for the wayward soul. Pah! Pox to it all and upon the lot! I am Ysra the Crow and as I have written prior, my lordship, the honorable Lord Havishem of Willshire, the dark ages are upon us—hope of such things my generous scribe claims has faded with the fall of Julia the Red and with corruption of her bloodline.

Be as it may, Caldor has sumptuous eating halls and many places to rest for the weary traveler and chonieler, but only if you watch your back. As with the rest, despite comforting words of a parish priest, this age, as well as its cities, offer nothing but temptation.

—Ysra the Crow 953 C.Æ.



### **V**IEW

The city of Caldor serves as a hub for western Cthonia. Although it is not as large as some of its eastern counterparts, Caldor is a major foothold in this area. Three of its main roads feed the blossoming cities of Ardor and Kaldor as well as the lifeblood for the small town of Elton and Raven's Den to the south. The north road leads past Arden and to the First City in the east, the capital of

Cthonia.

Shadow River, as well as the previously mentioned cities of Ardor and Kaldor, protect the city from Wildland barbarians and Border Keep to the south serves as a strongpoint against Darcadia.

**Caldor (small city):** Conventional; AL LN; 15,000 gp limit; Assets 5,760,000 gp; Population 7,680; Mixed (79% human, 9% half-malekin, 5% halfling, 3% dwarf, 2% malekin, 1% half-orc, 1% other races).

**Authority Figures:** Lord Arthur Welles, Earl of Wesfolk, N male human aristocrat 3/fighter 4/wizard 8 (the King's Lord of Caldor and Wesfolk); Lord William Mercer, Sheriff of Caldor, LN male human ranger 8 (commander of the royal castle), Hugh of Blackburn, LN male human cleric 12 (Bishop of Caldor); Thomas Thibault, LN male human expert 12 (Mayor of Caldor).

**Important Characters:** Petulengro, CN male human rogue 10/Wizard 4 (Caldorean King of the Gypsies); Helena, N female human expert 13 (matriarch of House Myopia); Henry the Lamé, LE male human expert 12 (patriarch of House Morgan); Thomas Marshall, LN male human aristocrat 2/fighter 5/Knight of St. Malchus 4/Knight Commander 4 (Knight Commander of the St. Malchus Commandry).

**Notes:** The most notable place is Caldor Castle as it serves a powerful central point for the region. Construction of the grand St. Bastion Cathedral brings many curious onlookers and pilgrims especially since it is estimated to near completion in another two years. The gypsy market is possibly the largest such market in the region rivaling the one located in Tollbridge. However, besides the inquisitive onlooker, the market also brings a variety of tricksters, pickpockets, vagabonds, and charlatans.

### APPROACHING THE CITY

Within 10 to 15 miles of the city, the area is comprised of many boroughs and shires under the control of one feudal lord or another. Most of the thorps and hamlets that exist in this area, usually do not have an inn or even a hostel to rest weary feet.

Try to avoid camping within this radius of



Caldor for two reasons: many people are suspicious of strangers and you might find yourself trespassing on some lords property being fined or hung as poachers if caught. Despite their cautious nature, most peasants will exchange a place to sleep with the animals and some warm gruel for news or a fairly good story.

### MEDIEVAL COINAGE IN THE WORLD OF TERRA

The coinage in Terra follows close suit to the coinage during the medieval period. Copper and silver coins are common and most countries and independent cities mint their own. However, though not rare, no one has the funds enough to begin minting gold coins. Gold coins that are used in trade and services are actually remnants from the Romus Empire. Platinum coins are also from the late Romus period, however are much rarer. Instead, silver plates are used. Each silver plates is equivalent to 100 sp or 1 pp. Silver plates are easily stackable and weigh the same as 50 sp.

### ENTERING CALDOR

There are three main gates (King's Gate, Gypsy Gate, and North Gate) which most enter the small city and the smaller Castle Gate. Nobles are permitted to enter through Castle Gate while all others must enter through one of the other gates.

Upon entrance, those carrying weapons are sworn to defend the city should it be attacked. If such persons refuse, they may instead pay a weapon taille (tax) of 1 copper per gold value of each weapon they possess. This is often

referred to as the sword tax. In exchange, they are given a small stamped tin charm to hang about their neck exempting them from any punishment for not participating in the city's defense.

### BANKING

Most banking is within the grasp of powerful families owning hereditary rights as moneylenders. Besides lending, they provide other services such as exchanging coins of different governments, weighing goods, and producing silver plates (see inset).

Despite their stranglehold, these families are slowly shrinking in the shadow of the rising Knights of Malchus. This religious military order became bankers and property owners in their own right to fund their crusades in the Hill Lands.

Other than the Knights of Malchus, the moneylenders also deal with the church, which placed a ban on collecting interest. Unscrupulous families often disguise interest payments in one form or another.

Most banking, legal or illegal, happens in the Old Gate district centered around the Knights of Malchus Commandry as well as the Old Gate Market. Near the commandry, House Morgan, House Myopia, and House Barcel, also live and

operate in the area while conducting a secret war against each other.

### COMMERCE

Trade and commerce thrives in Caldor, though perhaps not as prosperous as the southern Italis city-states, many characters can witness exotic goods from the Hill Lands: spices, silks, tempered iron, as well as strange animals such as the occasional lion or monkey. There are several marketplaces where a character can trade: Old Gate District, Crossroads Market, and the Gypsy Market (watch thy coin in this place).

To set up a stall or tent in the Old Gate District or the Crossroads Market requires a minor fee payable to Caldor Consortium, the merchant guild of the city. The Gypsy Market, on the other hand, poses numerable problems for the consortium. The main goal of the guild is to regulate prices and the quality of goods that pass through Caldor. However, the consortium is finding it troublesome to harness the nefarious activities of the various gypsy tribes ranging from inferior goods to illicit magical components.

Independent merchants are free to set up booths or tents at the Crossroads Market for a minor fee. Although they are also free to set up at the Gypsy Market, merchants are usually permitted only if they pledge allegiance to the gypsy king. Areas in Old Gate District, as well as those that set up shop permanently in the city, are reserved for those that belong to the Caldor Consortium.

Table P-1: Marketplace Fees and Allegiances

Marketplace	Fee	Allegiance Required
Old Gate Market	1 sp	Yes; Caldor Consortium (+2 or greater)
Crossroads Market	1 gp	No
Gypsy Market	3 cp	Yes; Petulengro, King of the Gypsies (+2 or greater)

### BRIBERY

Within any city the size of Caldor, there are plenty of pockets and pouches that need lining. Although most merchant house employees are loyal, they are susceptible to monetary offers as long as it does not compromise the interest of the house patriarch or matriarch. Unlike the small villages where the watchmen are usually peasants of the manor lord fulfilling their feudal obligation, Caldor guards are paid well thus harder to bribe. Nevertheless, low-level guardsmen will accept bribes as long as it does



not break the law or threaten the security of Caldor. Those in higher positions are usually not susceptible to bribery unless it poses little or no risk to their position or well being should it be discovered.

To make a bribe, make a Diplomacy check, consult the Bribery table above, comparing the character's roll to the required DC needed for a minimum bribe. For each point a character fails to reach the necessary DC, they pay the amount listed.

Table P-2: Bribery Fees

Type of Official	DC	Bribe
Merchant house employee	30	1 sp
Lowly guard (1st or 2nd level)	40	1 sp
High guard (3rd to 5th level)	40	1 gp
Castle guard	50	1 gp
Coroner, constable, or low church official	30	1 pp
Sheriff, Caldor Consortium member or high church official	40	1 pp
Town council member or highly placed feudal lord	50	1 pp

## COMMUNE

The Caldor Charter of 867 C.E. allowed the then blossoming village to form its own government for the purposes of collecting taxes as well as instituting and regulating laws. This charter, granted by the crown to encourage growth in western Cthonia and possible expansion into the Wildlands, created the hub of civilization that stands today.

The town council is usually selected from prominent merchants and from this council a mayor is elected. The mayor and council members oversee the running of Caldor and act as judges for minor crimes (this includes all crime not involving murder, treason, or any crime that might be tried in an ecclesiastical court: heresy, witchcraft, etc.)

Those that pledge loyalty to the town of Caldor (an alliance of +2 or greater) benefit from all rights befitting a citizen. This includes exemption from the numerous taxes imposed by the crown and protection.

## COMMUNICATION

In any goodly size city or town there is always need for quick and reliable communication. It is no different in Caldor. Most wealthy burghers have personal servants to run errands and messages, however a foreigner might not have such a luxury.

Most viable source to carry a piece of information from one place to another is through a page. There are plenty of professional pages throughout Caldor (Gather Information check [DC

10]; 1 cp; 1d3 minutes). However, if times are tough or if you like your purse strings taught, any commoner child will do (Gather Information check [DC 5]; 0 cp; 1d2 minutes) and are always willing to earn coin.

Since most people of Terra cannot read or write, professional pages usually commit the message to memory and deliver it orally. However, should you deliver a message to someone who can read, and if you have the coin, passing along a note instead is the most reliable form that provides the most accuracy. If a character is unable to write a message there are many university students and monks willing to jot down a note for a fee (1 page is usually equivalent to 1 minute of speech).

To deliver a message, simply find someone willing to deliver the message. Once the message is delivered, the receiver must make a Sense Motive check (DC 5) to accurately decipher it. Depending on the quality of the page, scribe, or both, modifiers are applied to this check.

*Note:* Only a royal page will carry a message outside the city's walls.

Table P-3: Communication Costs

Service	Cost	Sense Motive Modifier
Scribe (monastery)	5 gp/page	+4
Scribe (university student)	3 gp/page	+2
Page (commoner)	1 cp	-5
Page (town council)	2 cp	+0
Page (Caldor Consortium)	5 cp	+1
Page (royal) <sup>1</sup>	1 gp +1 gp/mile	+2
Whispering wind <sup>2</sup>	90 gp	NA
Sending (arcane) <sup>2</sup>	360 gp	NA
Sending (divine) <sup>3</sup>	160 gp	NA

<sup>1</sup> The character requesting the service must have an alliance with the Lord Arthur Welles or Lord William Mercer (+2 or better) or a Heraldry bonus of +2 or better.

<sup>2</sup> This service is considered illegal.

<sup>3</sup> This cost is considered a tithe to the church. In addition, the character requesting the service must have an alliance with the particular church (+2 or better) or a Piety bonus of +2 or better.

## DINING

Unless the characters belong to one of the guilds or knows someone living in the city, most will sup at the various eating halls located throughout Caldor. Nobles or those of influence that wish to make their presence known may easily find themselves the guest of a wealthy burgher's table or even that of the



earl. Likewise, for a well-known priest.

Becoming invited for a prestigious place at the earl's table, an opulent home of a merchant-king, or to sup with an archbishop, requires a little finesse and a Heraldry or Piety check. While a successful Heraldry or Piety check might gain a character a momentary chance to dine with important personages, solid role-playing coupled with the Diplomacy skill may gain an ear of the host for future favors. However, in the world of politics, dining with an influential lord or priest is like honing a double-edged sword: as a guest, your host may want or need something in lieu of their hospitality.

Table P-4: Dining with Lords and Clergy

Host	DC	Type of Bonus Needed
Minor burgher <sup>1</sup>	5	Heraldry or Piety
Major burgher <sup>1</sup>	10	Heraldry or Piety
Minor lord or knight <sup>2</sup>	12	Heraldry
Major lord <sup>2</sup>	14	Heraldry
Thomas Thibault <sup>2</sup>	16	Piety or Heraldry
Hugh of Blackburn <sup>2</sup>	18	Piety
Lord Arthur Welles <sup>2</sup>	20	Heraldry

<sup>1</sup> This is usually an intimate affair (i.e. within their home with close family or friends and the character is usually the only guest).

<sup>2</sup> These DCs are not to be confused with gaining an audience. Most invitations to sup is a very impersonal affair involving many people, thus it is hard to gain the ear of the host during such situations.

## HEALING

Within Caldor, many parishes dedicate themselves to St. Ffraid, the Patron Saint of Healers, so much so that an entire district in the city is named for her. Most healing is provided by the church for a tithe. Although, many may find healing outside the city's walls in the guise of a pagan healer or druid. Burghers benefit more from healing services than non-citizens since their tithe obligations are less. However, only the wealthiest of burghers can afford the loftier tithes of more powerful church services.

In addition, it is not as simple as paying a tithe to a parish priest since most clerics and healers of the church feel responsible for followers, they feel no such obligation to those following a separate path. Healers of the church will use divine magic to cure followers only if a recipient's Knowledge (religion; Eternal Church of Man) skill rank is equal or greater than the spell requested. Should a character have a Piety bonus (+1 or greater), a church healer or cleric will use divine magic regardless of the recipient's

Knowledge (religion) rank. Otherwise, recipients are restricted to the benefit of a Heal skill check or they may try to locate a pagan healer outside the city.

To search for a pagan healer requires a Gathering Information check (DC 15 + 1 per level of the desired spell). Pagan healers simply charge all as if they were non-citizens. However, should a recipient worship the same path as the healer or druid, then they charge as if the recipient was a citizen (see table above).

Keep in mind, those that wield divine magic, whether sanctioned by the church or pagan in origin, view it as a gift rather than a commodity. Therefore, most are inquisitive where a prospective recipient received their wounds. Even pagan healers will hesitate aiding criminals, whereas the church might be more willing if suspect claims sanctuary and seeks guidance in starting a new life.

Greater divine magic, such as *raise dead* or *heal*, are only possessed by a few powerful people within Caldor—including Hugh of Blackburn, Bishop of Caldor. First and foremost, bringing a noble (anyone with a Heraldry bonus) back from the dead is considered highly illegal since it presents complication with the rights of an heir. Also, most churchmen considered it a perversion of nature.

For the Bishop of Caldor to pause his schedule to perform a miracle for a deserving character, that person must have at least a Piety or Heraldry bonus equivalent to the desired spell's level. Also, such favors from the Bishop might require a minor quest or favor in return.

Table P-5: Healing Services

Service	Cost for Citizens	Cost for Non-Citizens
First aid	Free	3 sp
Long-term care	7 sp per day	2 gp per day
Treat Wound	3 cp	1 sp
Treat Poison	Poison's save DC in copper per Heal check	Poison's save DC in silver per Heal check
Treat Disease	Disease's save DC in silver per Heal check	Disease's save DC in gold per Heal check
Cure minor wounds	2 gp	5 gp
Cure light wounds	7 gp	10 gp
Cure moderate wounds	45 gp	60 gp
Cure serious wounds	125 gp	150 gp
Neutralize poison	240 gp	280 gp
Remove blindness/deafness	125 gp	150 gp
Remove disease	125 gp	150 gp



## INNS AND HOSTELS

Generally, inns in Caldor are large halls with common areas. Depending on the time of the year, particularly during the fair, these halls are crowded and smell of sweaty bodies. They are hot during the summer time and drafty during winter. In addition, the type of crowd varies since the wealthier pilgrims usually stay with friends and relatives or can afford a private room at a tavern (see taverns).

Another option for a wearied traveler is a hostel. Supported by a local ward or district parish, they provide a blanket, pillow, and straw mattress, for a modest price (2 sp). This, of course, is only available to a character should they elect to stay one night and have at least 1 rank in Knowledge (religion; Eternal Church of Man) or a Piety bonus (+1 or better).

## LOOKING FOR SOMEONE

In any size city, unless you know a specific address or a place to narrow your search, looking for a particular person is a daunting task. For one, there are numerous places to hide in Caldor—the Black Ward and Gypsy Market being two of them. Secondly, unless you are a prominent person, individuality and freedom of spirit are frowned upon. Therefore, it proves difficult to find someone whom

Table P-6: Gather Information: Looking For Someone

Where Information is Being Gathered	DC
A ward where the person lives or does most of their business	10
A ward adjacent to a ward where the person lives or does most of their business	15
A ward where the person rarely visits	20
A ward with no association with the person	25

Table P-7: Gather Information Modifiers

Situation	Modifier to Skill Check
Non-citizen	-2
Wanted for a minor crime or heresy	+2
Wanted for a major crime or heresy	+5
Wanted for treason against the king or city	+10
Noble person	+ Heraldry bonus of the individual
Pious person	+ Piety bonus of the individual
Spellcaster	+ spell level of the highest spell cast within the past 24 hours

dresses and acts like everyone else.

As a general rule, to inquiry the whereabouts a particular person requires a Gather Information check as normal, but with the following exceptions.

## MAGIC ITEMS

With a population of nearly eight thousand people, Caldor offers plenty of opportunities to purchase or sell magic items. However, there is no one place that someone can go to peruse over a vast array of magically energized weapons, armor, or trinkets. Occasionally, a merchant might have one or two such items on display. Most transactions for such goods are between individuals rather than merchants or shops.

As a general rule, it requires one day per thousand gold piece value of a magic item to find a buyer or seller. This time also includes negotiating a final price, putting word on the street, and pursuing other interests needed to either purchase or sell a magical item.

## RESIDENTIAL AREAS

There are plenty of places to set up shop or live within the numerous wards of Caldor. Most housing, despite the wealth an individual might have, are

Table P-8: Residential Prices

Residence	Cost <sup>1</sup>
Poor residence (rent)	1d4 + modifier gp/month
Common residence (rent)	(1d4 + modifier) × 10 gp/month
Good residence (rent)	(2d6 + modifier) × 10 gp/month
Poor residence (buy)	(1d4 + modifier) × 50 gp
Common residence (buy)	(1d4 + modifier) × 500 gp
Good residence (buy)	(2d6 + modifier) × 1000 gp

<sup>1</sup> Modifiers cannot result in a negative number, therefore the result has a minimum of 1.

Table P-9: Residential Cost Modifiers

Ward or District	Modifier
Tanner's District	-4
Low Ward, St. Ffraid's Ward	-3
Gypsy Market, Black Ward	-2
Catacomb District, South Ward	-1
Crossroads Market, King's Ward, Pilgrim's Ward, South Ward	+0
Bath District, North Ward	+1
Bishop's Ward, North Castle Ward	+2
Castle Ward, Old Gate District	+3
High Ward	+4



generally small and cramped because of the limited space. There is great contrast between a lord living in an upscale residence within a crowded city and the lord with a spacious manor house in a village.

## SPELLCASTING

Since many fear the inquisition or becoming excommunicated from the church, arcane casters are difficult to find when a group is in need of some spellcasting. As a general rule of thumb, a character can easily find an arcane spellcaster in Caldor willing to provide a service resulting in a 3rd-level spell or lower for the price listed in the *Player's Handbook*. Finding arcane casters with the ability of casting 4th and 5th-level spells is difficult, but not fruitless. However, no character in Caldor is able to find an arcane caster willing to cast anything higher than 5th-level without providing a favor or small quest. In either case, the spell provided is no greater than 7th-level.

## TAXES

Burghers have the luxury of paying fewer taxes than those that live outside a city. The reason is defined in the charter agreement between a city and the king or queen. The city pays a tithe once a year to the king in return for the ability to govern and promote its growth.

Besides the weapon *taille* (see *Entering Caldor*), each citizen must pay a tax based off the worth of their moveable and permanent property. For moveable property, the tax is 6 cp per 1 pp of the property value. For real estate, the tax is 2 cp per 1pp of the property value. The mayor and the council has the responsibility of collecting sworn statements of the precise value of their property from each burgher. However, many of the wealthiest burghers, those on or with connections to the council, are permitted to pay a flat 20 pp a year instead of making a statement.



## WARDS

Caldor, like most cities, is divided in many neighborhood units called wards. There are eighteen districts in Caldor. Each ward is headed by an alderman as well as other officials, including a beadle and his sergeants. The alderman oversees the wardmoot, a place where daily neighborhood squabbles and complaints are heard.

Wards located near the city gates are responsible for protecting those gates and regulating

traffic. Also, all ward official has a watch that enforces curfew, polices the streets, as well as pursuing suspected villains.

Generally, during its growth, most wards were comprised of like-minded individuals or shops: bakers, goldsmiths, grocers. However, most neighborhoods, with exception of tanners and leatherworkers, are comprised of an eclectic collection of shops and personages. It is not uncommon for a poor family to live next door to a wealthy merchant.

## BATH DISTRICT

This district holds the remnants indicative of the late Romus empire: bath houses. These are large concrete structures with heated rooms and pools fed from underground natural springs. Most inns hold ownership of an adjacent bath house and include its services as part of its cost. Soap, being an expensive commodity, is not provided, but regardless of cleanliness, the heated pools soothe the nerves and muscles of any weary adventurer.

## PLACES OF INTEREST

There are several places of interest in the Bath District that a character might wish to visit.

### Caldor Consortium Guildhouse

The great merchant guild, comprising of not only the major merchant houses of Wilim and Hart, but also the vast moneylender houses of Morgan, Myopia, and Barcel, has great influence in Caldor. The Consortium regulates trade and commerce within the entire city. They are, for the most part, fair but scrupulous. It is hard to be an outsider merchant trying to earn a living without paying a heavy tax to set up shop within the walls. Furthermore, it is nearly impossible to be a citizen merchant without being a part of the guild.

However, most merchant business is not conducted within the guildhouse walls, but in the many Romus bath houses that litter the district. Be that as it may, the guildhouse also serves as hallmoot for the city council and the mayor.

### The Ar Cranium Bath

This bath house lies in the heart of the district. It serves as a hotbed of political and philosophical teaching by some of the greatest teachers the city of Caldor has to offer. Besides the higher knowledge, rumors do circulate about a secret study beneath the bath house that devotes to the learning of arcana.



## BLACK WARD

This is actually called Middle Ward, however due to the number of black markets, gambling, and illicit dealings that occur at any given time, the citizens resort in calling the area Black Ward. Almost anything has a price in the neighborhood and it serves as a hotbed of pleasure and pain, whether it is prostitutes, unscrupulous moneylenders, or a hired assassin, this is the place to begin looking.

Despite the many actions of prominent clergy from Bishop's Ward or from Lord Mercer and the council, business in the Black Ward district continues to thrive. Recently, however, the inquisition is beginning to gain a foothold in the area to quell the corruption.

## BISHOP'S WARD

This ward houses many wealth-endowed members and patrons of the clergy, including Hugh of Blackburn. Despite the fact that those that live here uphold strict religious dogma, it is also the site of controversial teachings. Many of the oldest universities in the region reside here and have brought many teachers that border on heresy with their philosophical teachings.

## PLACES OF INTEREST

Controversy and religion await those that visit Bishop's Ward.

### University of Man

Built in 826 C.E., the University of Man is constructed from the remains of an ancient Romus commander's villa. It is the home of its dean, Holis of Farm (CG, Expert 3/Cleric 5) and his administrative staff. The university is also the home of one of the largest libraries in Cthonia. The library contains nearly two-thousand books and scrolls containing numerous subjects and historical matters.

Many students roam the grounds in the shadows of their teachers listening in awe from great wisdom. However, one teacher, Abhard the Wanderer (CG, Cleric 7), is teaching a philosophy that borders on heresy. His teachings dictate that the First Man held all the ideals bound within all the saints that came thereafter. Through the growth of man, the noble ideals of humanity were diluted and with the church are only now beginning to reemerge. Many clerics, including Hugh of Blackburn, believe these teachings heresy because it places one man in a divine roll above all others, including the saints and the collective spirits of untold human generations. Many influential men have put pressure on Holis to

discharge Abhard, but to no avail.

### Loam University

Established in 896 C.E., the university, sometimes called St. Silvia's University, dedicates its philosophical teachings to the earthen saint. Many of its students are but temporary, for most prefer rural surroundings to that of the city. Its main philosophy is how man is one with the earth and followers must preserve that balance.

The university's dean, Gilad the Younger (NG, Druid 5/Cleric 5), is an ardent supporter of those that dedicate their lives to eradicate the undead. He also is attempting to call forth a church ban on using divine magic to bring the dead back to life.

Similar to the University of Man, Loam and its teachers are under constant surveillance by church spies. It seems the university's close relationship in their worship of St. Silvia is very identical to the ancient Romus practices of elemental worship.

Saint	Alignment	Domains
St. Silvia'	Neutral Good	Earth, Plant, Protection, St. Silvia

' See Caldor: Game Master's Guide for St. Silvia's Domain and new spells.

## CATACOMB DISTRICT

When Caldor was a fledgling Romus township, this section of the city sank beneath the earth due to what most suspect as an earthquake. Over the years, much of the section lay unoccupied until centuries of soil and rock covered most of the section. Now that the new has built over the old, many citizens are continuing to find numerous air pockets beneath the city streets exposing many of the ancient Romus structures.

Most of the underground buildings served as burial places for the numerous losses Caldor suffered during the plague of 883 C.E. The area continues to

### Designer's Note

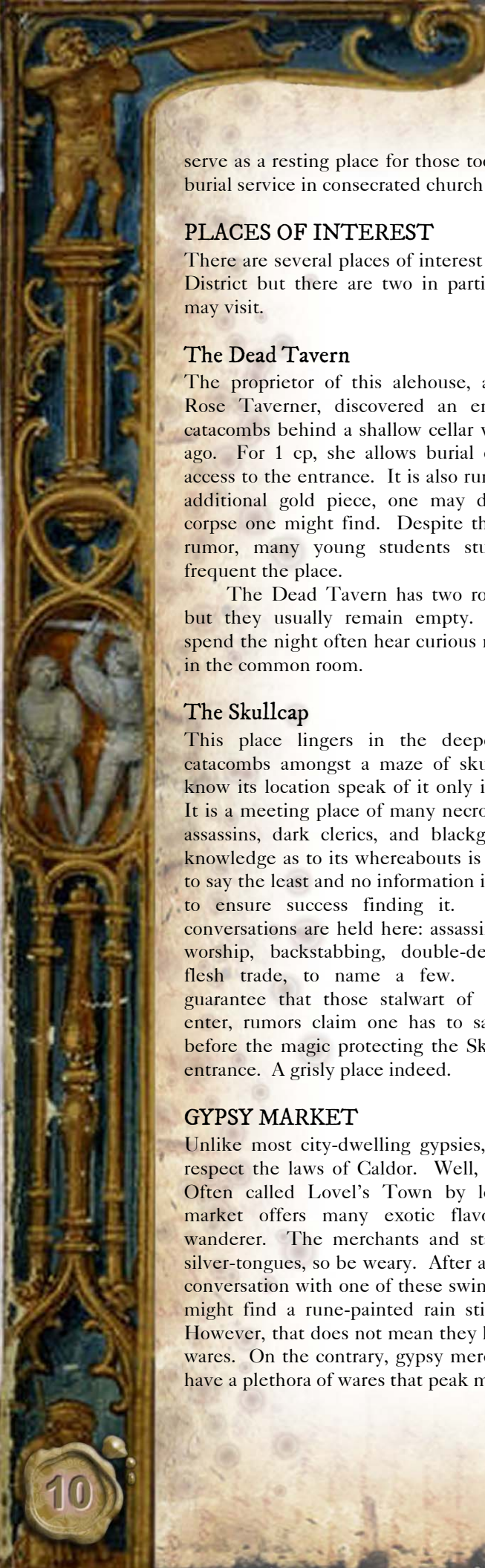
Not all of the wards are listed in detail. This is done with a single purpose in mind: to allow the Game Master and Player's to add their own elements in the city of Caldor.

We want to encourage growth of the Feudal Lords Setting by hearing what you have done in your own game to add to Caldor.

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serve as a resting place for those too poor to afford a burial service in consecrated church ground.

### PLACES OF INTEREST

There are several places of interest in the Catacomb District but there are two in particular a character may visit.

#### The Dead Tavern

The proprietor of this alehouse, a woman named Rose Taverner, discovered an entrance into the catacombs behind a shallow cellar wall several years ago. For 1 cp, she allows burial of loved ones or access to the entrance. It is also rumored that for an additional gold piece, one may dissect one fresh corpse one might find. Despite the validity of the rumor, many young students studying medicine frequent the place.

The Dead Tavern has two rooms for lodging, but they usually remain empty. Those that do spend the night often hear curious movement below in the common room.

#### The Skullcap

This place lingers in the deepest part of the catacombs amongst a maze of skulls. Those that know its location speak of it only in hushed voices. It is a meeting place of many necromancers, rogues, assassins, dark clerics, and blackguards. To gain knowledge as to its whereabouts is a dangerous task to say the least and no information is reliable enough to ensure success finding it. The darkest of conversations are held here: assassinations, demonic worship, backstabbing, double-dealings, and the flesh trade, to name a few. Furthermore, to guarantee that those stalwart of heart will never enter, rumors claim one has to sacrifice a human before the magic protecting the Skullcap will allow entrance. A grisly place indeed.

### GYPSY MARKET

Unlike most city-dwelling gypsies, the Lovel tribe respect the laws of Caldor. Well, at least in spirit. Often called Lovel's Town by locals, the gypsy market offers many exotic flavors to a casual wanderer. The merchants and stall vendors have silver-tongues, so be weary. After a few moments in conversation with one of these swindlers, a character might find a rune-painted rain stick a must have. However, that does not mean they have only useless wares. On the contrary, gypsy merchants do indeed have a plethora of wares that peak much interest.

### PLACES OF INTEREST

There are several places of interest in the Gypsy Market that might entice characters to depart from their coin.

#### Baptista's Weaponry

Baptista's gypsy wagon rests in the market only about twenty yards from Gypsy Gate. A large pavilion is set adjacent to the wagon and houses a variety of weapons. Each weapon appears finely crafted (though none are of masterwork quality) with detailed etchings, pommels made of exotic leather, and honed to perfection. Baptista (CG, Expert5/Ranger 2) offers her weapons at a slightly higher than normal value (10%). However, the increased price is worth a pint of warrior's blood. They are extremely sharp and may prove deadly to those at the end of the blade. Some attest to her magical knowledge that allows her weapons a keener edge, but she claims it is her special knowledge in the alchemical arts. Each of her weapons provides a +1 circumstance bonus to damage for the first five successful strikes.

#### The Waywanderer's Friend

At the edge of Gypsy Gate sits a hay-floored pavilion adjacent to a large building of stables. The waddle and daub structure is usually surrounded by youngsters trying to get a peek at the many exotic animals that are housed here. The proprietor, a gypsy named Elwaldo (CG, Expert 3/Druid 7), cares for the many unusual animals and magical beasts that enter the city via ranger and druid companions. Elwaldo's expertise lies in his extensive travels as a youth, particularly in the Hill Lands. He researched and learned the habits of many different species either through observation or from Turcomen tribesmen. Many people often glimpse camels, Arabis horses, unnaturally large bears, and occasionally a bull elephant.

The service is free due to the support of Lord Welles and the Caldor Consortium. Many Northmen and Turcomen ambassadors as well as merchants pass through Caldor, thus the city's need for such a service.

#### Aberama's Hides and Leathers

Unlike most shops in the Gypsy Market (which at best are semi-permanent) Aberama fashions his hide armor from a old stone workshop. The shop itself is open to the public as it is an opened area that spills out onto the street. His residence, along with his three wives and nearly twenty children is upstairs



over the shop and in the two buildings on either side.

Many free-living gypsies tease and joke about the responsibility Aberama adopted that they call him City-Dweller. Despite this good-natured ribbing, no one ever scoffs at his or his children's talent in fashioning hide and leather. It is for this reason alone Aberama is highly respected in the community at large.

Each hide or leather armor produced by Aberama or that of his many children, take one to three weeks and is custom fitted for the purchaser. Leather and hide armor produced by Aberama is 25% above market value. Upon completion, the customer finds that weight is decreased by 20%, spell chance failure is reduced by 5%, and there is a 10% chance that the armor has a +1 circumstance modifier to Armor Class due to its careful craftsmanship.

## LOW WARD

Perhaps the poorest ward in Caldor, the Low Ward is the home of the wretched, diseased ridden, peasants that escaped the slave-like rural life to find nothing but a more miserable existence in Caldor. Though some have found work and attempt to make repairs on the dilapidating structures that serve as their homes, many are beginning to realize it is a uphill struggle.

Those without a moral compass have chose a life of crime as many gangs roam the streets looking to waylay anyone with a hint of wealth. Each ward patrol has become a separate gang as many vie for territory and the title of alderman rather than protect their neighbors.

Many clergy devote their time to try to bring the ward from abject poverty, but they too are feeling the enormity of such a prospect. The Caldor Consortium has also addressed the problem by employing loyal guardsmen from the controlling merchant families to patrol the streets. Needless to say, it does very little as many scatter like rats at the sight of professional soldiers.

## PLACES OF INTEREST

Despite the dangers of cutpurses and corrupt ward officials, the Low Ward is the home of many political refugees in hiding and numerous arcane cabals.

### Dioon Way

Dioon Way is small alley hidden by an illusionary stone wall (Will DC 21) and is the home of a variety of arcane curiosity shops for those magically inclined.

It is named such for the gentle brush of a Dionon leaf against the wall is needed to lessen the Will save (DC 10). The alley winds and weaves for three blocks and carries such fine goods as dragon bile inks, harpy eyelashes, hag bone signal whistles, and the like. However, many young arcane practitioners almost always make their way to the O'Leary Owlery.

### O'Leary Owlery

Named after the a sorcerer who once owned the crumbling tower which the abode of owls now reside, it serves as a natural breeding place for these potential familiars. With no apparent entrance or windows into the stone tower, many adventurous students of the arcane ritualistically try to climb to the wooden structure at the tower's peak. Those that make the precarious climb find a sanctuary of brown-spotted, snowy-white owls. Close examination of these brown spots reveals that each are actually skull-like in form.

Summoning one of these Death-marked Owls as a familiar requires a Handle Animal check (DC 15 + potential familiar's Intelligence score). Failure in the check results in a loss of a familiar for a year and a day. After that time passes, the character may attempt again. Success warrants a special familiar as dictated below.

The Death-marked owl only remains with the master for six months out of the year. During its absence, it returns to the owlery to mate.

Familiar	Special
Death-marked Owl	Master gains a +6 bonus on Spot checks in shadows and the Spell Focus Mastery (necromancy) feat.

### SPELL FOCUS MASTERY [METAMAGIC]

You are able to lessen the rigorous stricture of certain metamagic spells.

**Prerequisite:** Spell Focus (in selected school), any metamagic feat.

**Benefit:** You reduce the spell slot level by one of any metamagic feat when casting a spell from the chosen school of magic (to a minimum of 0).







KNIGHTS OF MALCHUS  
COMMANDRY

**CALDOR**  
CITY OF CROSSROADS

HOUSE MORGAN

HOUSE MYOPIA

HOUSE BARCEL

OLD GATE  
MARKET

**NORTH  
GATE**

**KING'S GATE**

OLD GATE

CALDOR CONSORTIUM  
GUILDHOUSE

CROSSROADS  
MARKET

AR CRANIUM  
BATH

DIOON WAY

HOUSE  
SLOAM

THE DEAD  
TAVERN

GYPSY  
MARKET

BAPTISTA'S  
WEAPONRY

UNIVERSITY  
OF MAN

**CASTLE  
GATE**

LOAM  
UNIVERSITY

**GYPSY  
GATE**

THE KING'S  
FIELDS

THE WAYWANDERER'S  
FRIEND

ABERAMA'S  
HIDES AND LEATHERS



# CALDOR

## DISTRICTS AND WARDS



HIGH WARD

NORTH WARD

OLD GATE DISTRICT

PILGRIM'S WARD

KING'S WARD

BATH DISTRICT

LOW WARD

NORTH CASTLE WARD

CROSSROADS MARKET

CASTLE WARD

BLACK WARD

CATACOMB DISTRICT

TANNER'S DISTRICT

BISHOP'S WARD

GYPSY MARKET

ST. FFRAID'S WARD

SOUTH CASTLE WARD

SOUTH WARD



# 2

# Game Master's Guide



## INTRODUCTION

Within this portion of the guide to Caldor, there are new rules for player's to feast and Game Masters to peruse for approval. Although most of the material presented herein is meant to enrich the flavor of Caldor, it is generic enough to fit into any campaign with little manipulation.



## ORLD AT LARGE

The burghers of Caldor are in a larger sense citizens of Cthonia. Thus, many of the same ideals are projected and shared with those of other communities. To understand the inhabitants of Caldor, one must understand the basics of Cthonia.

## RELIGION

Most inhabitants of Caldor pay homage to St. Ffraid. However, as a saint, she is only a small part of the burgeoning religion of the Eternal Church of Man. The basic belief is that upon death, the spirit of a human forges into a the deluge of those souls that came before. Those humans that live are able to garner the collective knowledge and morals of these ancestral spirits through prayer and worship.

There are several aspects of the belief, but the two most important is that of the evil aspect and the good aspect. Clerics of the faith devote their time attempting to keep followers on the path of salvation so that their soul, upon death, will contribute to the good aspect rather than the temptatious, evil aspect. Each saint is a representation of how a human should live to achieve ascension. They serve as guides and a moral compass to their worshippers.

## FEUDAL LAW

In the *Feudal Lords Setting*<sup>™</sup>, most infractions of the law are brought forth to the Lord, whether it be a town council, alderman of a ward, or a noble with rights to the property on which the crime took place.

However, if it was murder or crimes against the secular ruler (king, queen, duke, baron, and so forth), Lord Arthur Welles oversees the case on the ruler's behalf.

Presented below are some simple, quick rules along with a list of crimes and appropriate fines. Though the fines may seem little compared to the wealth a player character normally generates from adventuring, it is on par to the non-playing characters, whom earn very little.

### **Determine the Crime**

First, determine the crime a NPC or PC committed and refer to Table G-1: Crimes. The initial attitude is listed before arguments are made on the defendant's defense. This is also the result of the punishment if the defense fails to change the initial attitude (see Table G-4: Attitudes and Punishments). The Profession (law) modifiers are penalties applied to the skill check when influencing the attitude of the court.

### **Prepare the Case**

Before the defense makes a Profession (law) check to determine whether punishment is given or the accused is set free, go through Table G-2: Profession (law) modifiers and apply up each modifier that applies to a particular case (don't forget to apply the modifiers from Table G-4).

**Outcast:** This refers to characters that were previously banished from the town or region. It also refers to all monstrous humanoids and non-core races (those not found in the *Player's Handbook*).

**Commoner:** All characters are considered commoners unless they have some link to nobility. This is a general term that encompasses peasants, freeman, adventures, and the like.

**Noble:** All characters that possess at least 1 level in aristocrat; in a class with the word "noble" in the title; a class with the word "knight" in the title; those with the Noble background; a character with a Heraldry bonus; or a character with a Piety bonus 5+



**Table G-1: Crimes**

Crimes	Initial Attitude	Profession (law) modifiers
Treason or sedition	Hostile	-15
Murder	Hostile	-10
Assaulting an official guard, watchmen, or soldier of the king or church	Hostile	-5
Assaulting an official guard, watchmen, or soldier of a town or lord	Hostile	-0
Disguising oneself as a lord or bearing a coat of arms without proper authority	Unfriendly	-15
Casting an evil spell	Unfriendly	-1 per spell level
Breaking and entering	Unfriendly	-15
Rape	Unfriendly	-10
Stealing property in access of 100 gp or more	Unfriendly	-10
Stealing property in access of 50 gp or more	Unfriendly	-5
Stealing property less then 50 gp	Unfriendly	-0
Drawing a weapon against an official guard, watchmen, or soldier	Imprisonment	-5
Assault with lethal damage	Imprisonment	-0
Assault with nonlethal damage	Fine	-0
Failure to report to a lord when summoned	Fine	-10
Insults or blasphemy	Fine	-0
Bribery or forgery	Fine	-5
Public drunkenness or disorderly conduct	Fine	-0

**Table G-2: Profession (law) Modifiers**

Circumstances	Profession (law) modifiers
Slave/Outcast commits crime against a commoner	-1
Slave/Outcast commits crime against the church or other institution such as a town	-3
Slave/Outcast commits crime against a noble	-5
Commoner commits crime against a slave or outcast	+1
Commoner commits crime against the church or other institution such as a town	-2
Commoner commits crime against a noble	-3
Noble commits crime against a slave or outcast	+3
Noble commits crime against a commoner	+2
Noble commits crime against the church or other institution such as a town	+1
Accused has an awful reputation (chaotic evil alignment or corrupted)	-2
Accused has a poor reputation (evil alignment , infamous reputation, or corruptible)	-1
Accused has a neutral reputation (neutral alignment or reputation bonus +0)	-0
Accused has a positive reputation (good alignment or reputation bonus +3)	+1
Accused has a exemplary reputation (lawful good alignment or reputation bonus +5)	+4
Victim has an awful reputation (chaotic evil alignment or corrupted)	+2
Victim has a poor reputation (evil alignment , infamous reputation, or corruptible)	+1
Victim has a neutral reputation (neutral alignment or reputation bonus +0)	-0
Victim has a positive reputation (good alignment or reputation bonus +3)	-1
Victim has a exemplary reputation (lawful good alignment or reputation bonus +5)	-3



are considered nobles.

### Present the Case

After each of the modifiers are added, then the defense is allowed one Profession (law) skill check to influence the attitude of the court in hopes of a lighter sentence. If the defense cannot or will not make a Profession (law) skill check, then treat the result as a 0 and apply all modifiers. If characters have 5 ranks in Bluff or 5 ranks in Diplomacy, they receive a +2 synergy bonus to Profession (law) checks when presenting a case.

*Note:* It is possible to influence the court to a harsher sentence with a particularly poor Profession (law) skill check. This represents eye-witness, circumstances, the ability prosecution, and so forth.

**Time:** The process of waiting for the appropriate magistrate, prepare the case, presenting the case, and so forth, takes time. As a rule of thumb, a particular case, from start to finish, takes 1 day per negative modifier to the Profession (law) skill check. If the modifier is positive, it only takes a period of 1 day.

### Carry out the Sentence

After the Profession (law) check is rolled, determine the court's attitude by referring to Table G-3: Influencing Court Attitudes and then determine the sentence by referring to Table G-4: Attitudes and Punishments.

**Execution:** The criminal is executed. In medieval times, the most common method of execution was hanging. It was a terrible ordeal, since the drop method had yet to be employed in where the neck is snapped, so it usually meant death by suffocating.

**Property of Executed Criminals:** All property that belonged to a character that was executed usually went to the town or lord in the region which the crime took place.

**Deformation:** The criminal is mutilated usually by branding in a prominent place (Cha -2) or by removing a body part befitting the crime (hand, foot, genitalia, tongue, one eye).

**Imprisonment:** The criminal is incarcerated for a number of days equal to the DC to achieve a Helpful result from the initial attitude of the court before modifiers. For example, Lord Braxon of Henwall murdered one of his peasants. Initial court attitude is hostile for murder cases. His lawyer is able to make a Profession (law) check to reduce is punishment from death to imprisonment. The amount of time Lord Braxon will serve is 50 days—

**Table G-3: Influencing Court Attitudes**

Initial Attitude	New Attitude				
	Hostile	Unfriendly	Imprisonment	Fine	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Imprisonment	—	Less than 1	1	15	30
Fine	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

**Table G-4: Attitudes and Punishment**

Attitude	Punishment
Hostile	Execution
Unfriendly	Deformation
Imprisonment	Imprisonment
Fine	Fine
Helpful	Crime Overlooked

the DC to achieve a helpful attitude from hostile.

**Imprisonment for Commoners:** Usually, imprisonment is rarely used in a small town or village. Therefore, most small towns or villages are not equipped with proper dungeons or holding cells. However, if imprisonment is to be served in a small town or village, it is usually done in a crypt, church cellar, or empty grain bin.

**Imprisonment for Nobles:** Nobles have significantly better treatment. They are simply put under house arrest, either in their own manor or one of another lord.

**Fine:** A generic fine is 65 sp.

### Spells and the Law

Although the clergy disdains arcane magic and despite their efforts, it is not illegal to cast non-evil arcane spells. Obviously, there are a number of other spells that are non-evil that can cause much devastation: *charm person*, *suggestion*, or a massive explosion in the town square from a *fireball*. The latter, which is destructive and harms either property, life, or both, is dealt by using the normal rule of law (i.e. a loss of life from a *fireball* is considered murder). The subtle manipulation spells are just as disdainful, but hard to prove. Each is dealt by a case-by-case process, where the presiding judge determines guilt or innocence.

However, that being said, many inhabitants and commoners are suspicious of those casting arcane spells. Each time an arcane spell is cast with a crowd of onlookers, the caster must make an immediate Diplomacy check at a -1 penalty per spell level.



The initial attitude of the crowd is indifferent. Should the result of the Diplomacy check result in a Hostile attitude, the citizens will use force to run the character out of town or area.

#### Hue-and-Cry

Hue-and-cry is the medieval form of a neighborhood watch program. When a townsfolk or citizen witnesses an illegal activity, they are immediately supposed to give a shout, sounding the alarm. Failure to do so, a witness is usually found suspect of the crime and fined appropriately as if they actually committed the crime themselves.

When fighting breaks out in a town, depending on the time of day, someone will most likely give a hue-and-cry. At the beginning of each round of combat, after the initial time expires, make a general Spot Check (DC 10) during the day and a general Listen check (DC 10; this includes all modifiers save for distance). If either checks are successful, someone gives a hue-and-cry.

**Morning:** Morning is usually the busiest time of day within a city, town or village. Wait one round before the hue-and-cry check.

**Afternoon:** While still a busy time, most people are off in the fields, running errands, or distracted by their work. Wait two rounds before the hue-and-cry check.

**Early Evening:** Everybody has supped and are ready for bed. Wait three rounds before the hue-and-cry check.

**Nighttime:** All but the dubious are sleeping. Wait four rounds before the hue-and-cry check.

A ward patrol or city guards will arrive in 1d6 rounds after the hue-and-cry.



## RULERS AND POLITICS

Like any city with influence, politics abound within the city of Caldor. Clergy of the Eternal Spirit clash with both representatives of the king and those of Caldor Consortium, while the later tries to remain independent of the King's law. Every NPC of importance has an agenda to elevate themselves within the city's political stratosphere.

#### Who Rules

The city council, comprised mostly of members of the Caldor Consortium, rules the city and is in charge of its defense and well being. However, Lord Arthur Welles, as representative of the King, rules over the property of the king—the castle and the

King's Fields. Because of this, the Duke holds great sway over council decisions. After all, the council does not want the king to revoke their charter.

#### The Role of the Church

Although the church does not play a major role developing or maintaining rule of law, it still has much political clout. With the power of excommunication, even the king keeps church council when deliberating over important decisions. The power of the church, though somewhat vested in its clergy, is actually in the contentment of its followers. Many worshippers would refuse to follow a leader whose soul was condemned to hell by the church.



## VERYDAY LIFE

Those in Caldor experience a generally cooler climate as it rains more frequent than not and the winters are moderately colder than cities further south. Many from the eastern portion of Cthonia tolerate the cooler weather for a chance to settle the untamed land to the west.

Those that venture into Caldor usually find the prospect of venturing further west too dangerous beyond the city walls. The constant barbarian raids on Ardor, Blackburn, and Kaldor, make them appreciate the comforts of a large city.

So what exactly do the burghers of Caldor know about their city save for that serves as the crossroads on the eastern fringe of Cthonia? Below are the basics:

- Most buildings are built from stone with the top portion being constructed from wattle and daub. The more prominent houses are built entirely from quarried stone from either the Ash or Shadkhanim mountains. Only the wealthy have glass windows where everybody else either has wooden shutter to cover the window openings or can afford unrolled bull horn as a covering.

- Women keep themselves covered as much as possible, especially the hair. Those that do not usually wear their hair up in a bun. Wealthier women wear clothes that have an excessive amount of exotic fabric. They also wear wooden platforms to keep their shoes and dress hems clean from muddy streets.

- Common men wear simple but practical outfits of course wool, while rich merchants attempt to keep up with the latest trends dictated by young nobles. One current fashion is to have an excessive



shoe length. So much so, that it is required to tie the tips of the shoes around the ankles.

- Water is usually unsafe to drink by any means and many instead drink ale or mead. Due to this, there are many alcoholics, especially with university students. Wealthier men, along with the clergy, are able to afford wine to grace their dinner tables.

- Only the wealthy can afford a space for an indoor lavatory. This consists of a deep well and a fine wooden sit. Others contend with either an outhouse or a piss pot that is emptied daily by flinging it outside the window. A constant stream of sewage flows along the city streets. On particularly dry days, rakers pick up the slack. Although there are public privies throughout the city, most feel obliged to relieve themselves in a dark alley.

- Rumors abound about the undead within the catacombs and many citizens wish it were free to get buried on consecrated church ground.

- Though most openly disdain divine pagan magic (druids, clerics, and rangers, not of the faith), they do not hesitate to secretly search these people out for pagan charms, healing, and love potions.

- Rumors also circulate about the city that the smaller feudal lords from Caldor to Shadow River wish to join together and separate themselves from the King.



## ADVENTURING IN CALDOR

There are two complete adventures in this supplement that can easily occupy one or two nights of adventuring each. However, there are many more adventures that might be birthed in a city such as Caldor. Below are a few suggestions.

- A vile organization known as the Black Tongue wishes to animate all the remains in the catacombs to take over the city.

- A zealous member of the Eternal Church of Man has released an ancient creature that drains arcane magic and feeds on arcane spellcasters.

- A corrupted merchant is building an orphanage to later sacrifice the children to summon a Balor.

- The spirit of a disturbed body haunts a tavern cellar and won't allow the proprietor to get any of his good casks of ale and wine.

- An enhanced *pipe of the sewers* turns the city's rats into dire rats that begin to attack people. The bard that owns the magical pipes is unaware of this ability.



## IMPORTANT NPCS

There are a number of important personages that inhabit Caldor. Although it is impossible to fit each person's statistics into this guide, it is possible to provide the basics.

**Brother Calvis:** (Male human; LG; Fighter 2/ Cleric 3/ Expert 3) Recently returning as a crusader in the Hill Lands, Brother Calvis spends most of his time learning in the Belam Monastery library. However, because of his superior intelligence (Int 22) and experience as a warrior, the town council seeks him in an advisory role in solving high-ranking crimes.

*Possessions of Note:* A head band of intellect +3 that he received from a Turcomen chieftain for his battle strategy against an ore invasion along the Malsara desert fringe. This is a unique item.

**Elaine of Arden, Church Inquisitor:** (Female; LN; Rogue 3/ Ranger 3/ Cleric 5) Not a typical inquisitor by any right, she earned the title after many years aiding the church hunt heretical sorcerers.

*Possessions of Note:* Given to her for her past duty by the late Bishop Tulney of Abeth, Elaine has a *Ring of St. Bastion*. Once per day, upon command, she is immune from the spell *magic missile* for 1 hour. This is a unique item.

**Harold Barcel:** (Male; LN; Expert 7) Head of House Barcel, moneylenders.

**Howard the Fat:** (Male; CG; Expert 9) Head of House Sloam, silk merchants. Often criticized for his excessive spending, many of his heirs secretly plot to depose him before he leads the house into financial ruin.

**Lili the Fair:** (Female; LN; Rogue 5/Diviner 2) Alderman of the Black Ward. Often receives a percentage of illicit items sold in the district.

**William the Sire:** (Male human; LE; Fighter 5/ Knight of Malchus 4/Sorcerer 3). Named for his ability to sire heirs with his many mistresses, he returned from crusade several years ago and many of his former friends claim him a changed man—for the worse. They cannot place their finger on the change, but William, as they would say, has become more secretive. None know, save for his chosen apprentices, that he is a sorcerer and leads a dark cabal dedicated to the demon Mamet, who communicates through a decapitated cat's head. He frequents the Skullcap.





## PELLS

Below are new spells and domains that compliment Caldor or its inhabitants. These are in addition to those presented in the *Player's Handbook*.

### Domains

Although there are numerous worshippers of the variety of Saints within the Church of the Eternal Spirit, there are particularly two saints endeared to those of Caldor: St. Ffraid and St. Silvia.

St. Ffraid is the patron saint of healers as well as Caldor. Many pilgrims travel to the grand cathedral of St. Ffraid for guidance in attempting to cure unknown illnesses and diseases.

Little known to those outside her worship, St. Silvia, the patron saint of earth and nature, holds sway over the students and faculty of Loam University. Druids and rangers of the faith often carry her message of unity between man and nature to the northmen barbarian tribes and to other pagan worshippers.

Saint	Alignment	Domains
St. Ffraid	Neutral Good	Good, Healing, Protection, St. Ffraid
St. Silvia	Neutral Good	Earth, Plant, Protection, St. Silvia

### ST. FFRAID'S DOMAIN

**Saints:** St. Ffraid.

**Granted Power:** You are immune to disease.

**1 True Health†:** Recipients receive a +10 check on their next save against disease.

**2 Status:** Monitors the position and condition of allies.

**3 Funeral Song†:** Allows creature below 0 hp to function normally.

**4 Summon Nature's Ally IV:** Summons a creature to defend (unicorns only)

**5 Break Enchantment:** Frees recipient from alterations, curses, petrification, and enchantments.

**6 Guards and Wards:** Protects an area with an array of magical effects.

**7 Sequester:** Renders a willing subject comatose, invisible, and protected against scrying.

**8 Heal, Mass:** As *heal*, but with numerous subjects.

**9 Miracle<sup>ⓧ</sup>:** Requests a saint's intervention.

### ST. SILVIA'S DOMAIN

**Saints:** St. Silvia.

**Granted Power:** You automatically stabilize when placed on a stone surface or within 60 ft. of a treant. Furthermore, when you and all allies within ten feet of you are on a stone surface or within 60 ft. of a treant, you receive a +1 bonus to Armor Class.

**1 Summon Stone†:** Stone surface emerges from the ground.

**2 White Earth†:** Creates an area that provides healing benefits.

**3 Spike Growth:** Creatures in the area may be slowed and suffers 1d4 damage.

**4 Sunder†:** Your touch sunders objects.

**5 Liveoak:** An oak tree becomes a treant guardian.

**6 Transmute Metal to Wood:** All metal within 40 ft. transforms into wood.

**7 Earthquake:** Creates a minor area filled with intense tremors.

**8 Foresight:** Impending danger is detected by a "sixth sense."

**9 Stone Bind<sup>†</sup>:** Imprisons a soul within an ancient stone surface.

### Funeral Song

Necromancy

**Level:** Bard 2, St. Ffraid 3

**Components:** V

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One living creature

**Duration:** Concentration, up to 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

By means of this spell, you enable one living creature within range to continue to act normally if its staggered or dying. Should you become unable to sing, the spell ends immediately. When the spell ends, the target immediately suffers the effects appropriate to its current hit points. If the recipient of this spell is reduced to a dead state (usually by reaching -10 or fewer hit points), it dies immediately even if under the influence of *funeral song*.

### Stone Bind

Necromancy [Earth]

**Level:** St. Silvia 9

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** Corpse



**Duration:** Permanent  
**Saving Throw:** Will negates  
**Spell Resistance:** No

This spell is as *soul bind* except that it imprisons a newly dead body within a stone surface rather than inside a black sapphire gem. The spell also can trap the soul remnants of a newly destroyed, intelligent undead creature. Such a creature being bound in by this spell receives no saving throw.

**Focus:** A stone surface of a least 1,000 years of age for every Hit Die possessed by the creature whose soul is to be bound. If the stone is not old enough, it cracks when the binding is attempted.

**Note:** Although the focus does not have a gold piece, a journey may be needed to fulfill the requirements of the spell (such as traveling to a deep crevasse within a mountain range or venture to its peak).

### Summon Stone

Conjuration (Creation) [Earth]  
**Level:** Earth 1, St. Silvia 1  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** A stone surface whose area is up to one 5-ft. square/level (S)  
**Duration:** 1 round/level (D)  
**Saving Throw:** None; see text  
**Spell Resistance:** No

You temporarily summon a flat stone surface that emerges from a non-wood, non-artificial surface. The stone surface is 1 foot in height per 4 caster levels and composed of up to 5-foot flat stone square per level. Furthermore, undead in the area are dealt 1d4 points of damage each round they remain in the area. Undead must make a successful Reflex save to negate the damage.

### Sunder

Transmutation  
**Level:** Destruction 4, St. Silvia 4  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One object touched  
**Duration:** Instantaneous  
**Saving Throw:** Fortitude partial (object)  
**Spell Resistance:** Yes

Your hand becomes bathed in a green glow. You

must make a successful melee touch attack against an object. Any object struck by your hand takes 1d6 points of damage per level (to a maximum of 20d6). This damage ignores hardness of an object. Any object reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving only a trace of dust.

An object that makes a successful Fortitude save is partially effected, taking only 2d6 points of damage. If this damage reduces the object to 0 or fewer hit points, it is entirely disintegrated.

This spell has no effect over objects composed entirely of force.

### True Health

Conjuration/Divination (healing)  
**Level:** St. Ffraid 1  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** See text  
**Saving Throw:** Fortitude negates (harmless)  
**Spell Resistance:** Yes (harmless)

You gain tremendous insight about the health of a particular creature touched. Choose a disease. The recipient's next single saving throw against that disease gains a +10 insight bonus. Additionally, a recipient of *true health* need only one successful save against the disease chosen.

### White Earth

Conjuration (Healing) [Earth]  
**Level:** Earth 2, St. Silvia 2  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area:** 20-ft. radius spread  
**Duration:** 1 round/level (D)  
**Saving Throw:** Reflex negates; see text  
**Spell Resistance:** Yes

This spell creates an area of white, enriching soil infused with positive energy. Humanoids, animals, and plants that come in contact with the soil heal 1d4 points per round. Undead that come in contact with the soil instead take 1d4 points of damage per round from the positive energy (no save). Undead caught in the area when the spell is first cast can make Reflex saves to avoid being caught in the area. The soil is only on the surface, therefore burrowing creatures are unaffected unless they emerge within the area.



*White earth* can be made permanent with a *permanency* spell.



## MONSTERS

There are many exotic creatures that dwell in the city, especially after sunset. However, a group of over zealous adventurers might find themselves facing a city patrol rather than a creature of the night.

### GADARENE SUBTYPE

The gadarenes are an insatiable demonic subtype that are trapped between the material world and the Abyss. They are born from unsatiated, psychopathic souls, condemned to hell but able to remain on the material plane due to their intense frustration. They constantly seek to corrupt mortals to do their bidding. Scholars believe that greater demons initiate the spark of demonhood within the part of the gadarene's soul trapped in the Abyss.

**Gadarene Traits:** A gadarene has the following traits (unless noted in a creature's entry).

- **Native Subtype:** Gadarenes are not true outsiders. However, they are unable to eat or drink. To gather nourishment, they must successfully use their *suggestion* spell-like ability once per day.

- Immunity to acid, electricity, and cold.
- Resistance to fire 10.
- **Incorporeal:** All gadarenes have the incorporeal subtype when not animated an object or possessing an animal.

- **Spell-Like Abilities:** At will—*detect good*, *detect thoughts*, *suggestion*. Caster level 12th. The save DCs are Charisma based.

- Telepathy

### TROOP SUBTYPE

A troop represents an organized gathering of individuals much like a group of soldiers or watchmen. Similar to a swarm, a troop is treated as a single entity save that it comprises of Small, Medium, or Large humanoids, however they must all be the same type.

A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A troop makes saving throws as a single creature. A single troop occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 15 feet on a side. A troop can move through winding alleyways, doorways, and holes large enough for its component

creatures.

A troop of Small or Medium creatures consists of ten creatures. A troop of Large creatures consists of four creatures. Troops of creatures include many more creatures than could normally fit in a 15-foot square based on their normal space, because creatures in a troop are packed tightly together in rigid rank and file when moving or attacking. Larger troops are represented by multiples of single troops. The area occupied by a huge troop is completely shapeable, though the troop usually remains in contiguous squares.

**Traits:** A troop has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. Reducing a troop to 0 hit points or lower causes it to route, though damage taken until that point does not degrade its ability to attack or resist attack. Troops are never staggered or reduced to a dying state by damage. Also, they cannot be tripped or grappled and they cannot grapple an opponent. Troops cannot also be bull rushed unless by another creature with the troop subtype.

Any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*) bestows two negative levels. Should negative levels equal or exceed a troop's Hit Dice, then the troop is disbanded or routed. Since these negative levels are not the result of negative energy, there is no permanent level loss. A troop takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

A troop rendered unconscious by means of nonlethal damage becomes disorganized and routed, and does not regroup until its hit points exceed its nonlethal damage.

**Concerted Attack (Ex):** Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space within their reach at the end of their move, with no attack roll needed. Concerted attacks are not subject to a miss chance for concealment or cover. A troop's statistics block has "concerted attack" in the Melee and Ranged entries, with no attack bonus given. A concerted ranged attack cannot go beyond the initial range increment of a ranged weapon (please note that some ranged weapons might require a move action or greater to reload. If this is the case, the troop must follow all applicable rules unless possessing specific feats; i.e. Rapid Reload). The amount of damage a troop deals is based on its weapon damage two sizes larger than the component creature without any Strength modifiers.



A troop's attacks are nonmagical, unless the troop's description states otherwise. Damage reduction sufficient to reduce a troop attack's damage to 0, being incorporeal, and other special abilities usually give a creature immunity (or at least resistance) to damage from a troop. Some troops may also have other special attacks in addition to normal damage.

**Concerted Grapple (Ex):** A troop may always elect to still make attacks while maintaining a grapple without suffering the imposed -20 penalty on grapple checks; it is not considered grappled; is not considered flat-footed; and continues to threaten an area. The amount of damage a troop deals is based on its unarmed strike damage two sizes larger than the component creature without any Strength modifiers.

Furthermore, a troop can move at normal speed rather than half speed while engaged if a grapple if a successful grapple check is made.

**Rank and File (Ex):** A troop's initiative is always +0 regardless of the component creature.

## CALDOR TROOPS

Soldiers and wardsmen keep the peace in Caldor. Each ward and district train and hire locals to work in concert to apprehend criminals or break up fights.

### Gypsy Market Ward Patrol CR 4

Male or female humans  
CG Medium humanoid (troop)

**Init** +0; **Senses** Listen +3, Spot +3

**Languages** Trade tongue (common)

**AC** 11, touch 10, flat-footed 10  
(+1 Dex)

**hp** 35 (10 HD)

**Fort** +2, **Ref** +4, **Will** +8

**Speed** 20 ft. (4 squares)

**Melee** concerted attack (2d6)

**Space** 15 ft.; **Reach** 5 ft.

**Base Atk** +7; **Grp** +14

**Atk Options** subdued strike, concerted grapple (1d6)

**Spells Prepared (CL 1st):**

1st (2/day) – *burning hands* (DC 12), *cause fear* (DC 12), *cure light wounds*, *obscuring mist*, *sleep* (DC 12)

0 (2/day) – *cure minor wounds*, *detect magic*, *ghost sound* (DC 11), *light*, *touch of fatigue* (+6 melee touch; DC 11)

**Abilities** Str 8, Dex 13, Con 9, Int 10, Wis 12, Cha 11

**SQ** troop traits

**Feats** Alertness, Improved Bull Rush<sup>B</sup>, Improved

Overrun<sup>B</sup>, Skill Focus (craft)

**Skills** Concentration +3, Craft (any) +6, Listen +3, Spellcraft +3, Spot +3, Survival +4

**Possessions** club, divine focus

**Subdued Strike (Ex):** A Gypsy Market ward patrol is able to deal nonlethal damage without penalty.

### Typical Castle Guard Company CR 8

Male or female humans  
LN Medium humanoid (troop)

**Init** +0; **Senses** Listen +4, Spot +7

**Languages** Trade tongue (common)

**AC** 16, touch 10, flat-footed 16  
(+1 Dex, +5 armor)

**hp** 130 (20 HD)

**Fort** +14, **Ref** +7, **Will** +7

**Speed** 20 ft. (4 squares)

**Melee** concerted attack (3d6)

**Ranged** concerted attack (2d6)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +15; **Grp** +25

**Atk Options** adjacent strike, Combat Reflexes, concerted grapple (1d6)

**Abilities** Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

**SQ** castle defender, troop traits

**Feats** Alertness, Combat Reflexes<sup>B</sup>, Improved Bull Rush<sup>B</sup>, Improved Overrun<sup>B</sup>, Rapid Reload<sup>B</sup>, Skill Focus (spot)

**Skills** Climb +0, Intimidate +4, Listen +4, Spot +7

**Possessions** chainmail, guisarme, light crossbow, 20 bolts

**Adjacent Strike (Ex):** A castle guard company is comprised of a group of soldiers in a rank and file formation. Therefore, a castle guard company can always strike an adjacent foe with a reach weapon.

**Castle Defender (Ex):** While benefiting from cover, such as a castle wall, a castle guard company gains an additional +2 to AC and +1 to Reflex saves.

### Typical City Guard Company CR 6

Male or female human  
LN Medium Humanoid (Troop)

**Init** +0 **Senses** Listen +1, Spot +6

**Languages** Trade tongue (common)

**AC** 13, touch 10, flat-footed 13  
(+3 armor)

**hp** 83 (15 HD)

**Fort** +10, **Ref** +5, **Will** +4

**Speed** 20 ft. (4 squares)



**Melee** concerted attack (3d6)  
**Ranged** concerted attack (2d6; 80 ft.)  
**Space** 15 ft. **Reach** 10 ft.  
**Base Atk** +11; **Grp** +20  
**Atk Options** adjacent strike, concerted grapple (1d6)  
**Abilities** Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8  
**SQ** troop traits  
**Feats** Alertness, Improved Bull Rush<sup>B</sup>, Improved Overrun<sup>B</sup>, Skill Focus (spot)  
**Skills** Climb +2, Jump -4, Spot +6  
**Possessions** studded leather, halberd, light crossbow, 20 bolts

**Adjacent Strike (Ex):** A city guard company is comprised of a group of soldiers in a rank and file formation. Therefore, a city guard company can always strike an adjacent foe with a reach weapon.

### Typical Ward Patrol CR 3

Male or female humans  
LN Medium humanoid (troop)  
**Init** +0; **Senses** Listen +6, Spot +6  
**Languages** trade tongue (common)  
**AC** 12, touch 10, flat-footed 12 (+2 armor)  
**hp** 45 (10 HD)  
**Fort** +3, **Ref** +3, **Will** +3  
**Speed** 20 ft. (4 squares)  
**Melee** concerted attack (2d6)  
**Space** 15 ft.; **Reach** 5 ft.  
**Base Atk** +7; **Grp** +15  
**Atk Options** subdued strike, concerted grapple (1d6)  
**Abilities** Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10  
**SQ** troop traits  
**Feats** Alertness, Improved Bull Rush<sup>B</sup>, Improved Overrun<sup>B</sup>, Skill Focus (craft)  
**Skills** Craft (any) +7, Listen +4, Spot +4  
**Possessions** leather armor, club  
**Subdued Strike (Ex):** A ward patrol is able to nonlethal damage without penalty.

## LEGIONNAIRE

*"I am one of many."*

Legionnaire are minor demonic entities that venture about the city looking for mortals to corrupt. Though some might have specific agendas dictated by more powerful masters, legionnaires are just as satisfied causing minor mischief.

**Legionnaire** CR 5  
CE Medium outsider (chaotic, evil, gadarene, incorporeal, native)  
**Init** +2 **Senses** Listen +10, Spot +10; darkvision 60 ft.  
**Languages** Abyssal, Trade tongue (common); telepathy 100 ft.

**AC** 15, touch 15, flat-footed 13 (+2 Dex, +3 deflection)  
**hp** 26 (4 HD); DR 5/cold iron or lawful  
**Immune** acid, electricity, cold  
**Resist** fire 10  
**Fort** +6, **Ref** +6, **Will** +7  
**Speed** fly 30 ft. (perfect) (6 squares)  
**Melee** touch +6 (sickened)  
**Ranged** thrown object +7 (2d6)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +4; **Grp** —  
**Special Actions** animate objects, dire possession, telekinesis

**Abilities** Str —, Dex 15, Con 14, Int 10, Wis 16, Cha 17  
**SQ** incorporeal, gadarene traits, peripheral invisibility, vulnerability to exorcism  
**Feats** Ability Focus (sickening touch), Persuasive.  
**Skills** Bluff +12, Diplomacy +12, Disguise +10 (+12 acting in character), Forgery +7, Hide +11, Intimidate +14, Listen +10, Spot +10  
**Advancement** 5—20 HD (Medium)

**Animate Objects (Su):** Once per round, an object within twenty feet of a legionnaire animates as though by the spell *animate objects* (caster level 12th). A legionnaire can animate a number of objects per day equal to its Hit Dice. These objects defend the legionnaire to the best of their ability.

**Dire Possession (Su):** Once per day, a legionnaire can possess 8 HD worth of normal animals with no one creature more than the legionnaire's Hit Dice. The animal must make a successful DC 15 Will save to avoid being possessed. For the duration of the possession, these animals become their dire counterparts. This transformation lasts until the possession ends or the creature is killed. The save DC is Charisma-based

**Peripheral Invisibility (Su):** A legionnaire gains the benefit of *invisibility* (CL 12th). By staying out of the direct, focused vision of creatures, a legionnaire can roam about unseen. Unlike the *invisibility* spell, any character looking in the general direction of a legionnaire and taking an attack action to make a Spot check (DC = a legionnaire's Hide check) can see a legionnaire if the check succeeds. Once a character sees a



legionnaire, that character is immune to its peripheral invisibility for 1 hour.

**Sickening Touch (Su):** A creature touched by a legionnaire in its natural form must make a successful DC 17 Fortitude save or immediately become sickened for 1 hour. The save DC is Charisma-based and includes the +2 bonus granted by the a legionnaire's Ability Focus feat.

**Telekinesis (Su):** A legionnaire can use *telekinesis* as a standard action (CL 4). A legionnaire can use this ability while using his dire possession supernatural ability.

Should a legionnaire decide to hurl a dense object, it deals 2d6 points of damage with a successful hit. Weapons flung in such a manner deals damage as normal. It has a chance to hit equal to his base attack bonus + its Charisma modifier.

**Vulnerability to Exorcism:** By making a successful Knowledge (religion) check (DC = a legionnaire's Hide check), a character can force the legionnaire to become visible for 1 round. A legionnaire needs to hear the character performing the exorcist. This requires a standard action to perform.



## AST WORD

Although Caldor is set in Cthonia, this is *your* city and that of *your* players. Take the brief information we provided and make it unique. We would like to hear from you and your players at our forums. We also hope you share with us your stories, adventures, and characters, so we in turn can add to the *Feudal Lords Campaign Setting*.



# Adventures

## 3

### **I**NTRODUCTION

Presented in this booklet are a few adventures that center around Caldor. Though they are designed with the city of Caldor in mind, with a little modification they are able to challenge adventurers anywhere or in any other setting. For instance, the ancient Romas bathhouse could easily fit into the Hill Lands.

### **L**ADY IN THE WATER

The bath district is named so for the large number of bath houses, remnants of the late Romas empire. Caldor began as a minor settlement as the empire slowly secured a foothold in the lands now called Cthonia. Before the growth of what is now Caldor, the Romas settlement of Critos encompassed both Bath and Catacomb districts. However, a minor earthquake (at least that is what is recorded; none of the inhabitants of then or now know that an underground volcano is responsible for the heated springs), took some of the settlement beneath the earth. As years turned into decades then into centuries, the inhabitants built upon the old foundation unintentionally creating pockets of an under-city that mocks the once glorious empire.

### ADVENTURE SYNOPSIS

Characters discover an ancient underground Romus bath where they not only discover the wealth of knowledge that lays forgotten but also a devious monster that is slowly becoming tiresome of animal flesh and wanting something more sweet: human flesh.

### ADVENTURE HOOKS

There are two solid way that characters can become involved with ancient Romus bath and the tanner's workshop that sits above it.

- Characters are in need of a wizard. Perhaps they need an enchantment broken, a curse removed, arcane knowledge, or even for someone to identify a magical item. Using subtle inquiries, characters learn of a tanner's shop that is rumored to sell specially prepared parchment needed to scribe scrolls. The workshop is located in the Bath district and the master tanner is a man named Kenneth Tanner.

- On the other hand, characters may be inquisitors, summoners, or righteous churchmen hunting hidden mages within the area that is designated for a new cathedral. Using cunning, they might begin to suspect Kenneth Wimby of arcane dealings.

### BACKGROUND

The bath district offers many soothing comforts from a hard days travel or labor. However, to one man, a wizard named Kenneth, it provides a fast well of knowledge. While rummaging through a recently burnt tanners workshop to steal salvaged parchment, he discovered a underground chamber. He quickly sent the neighborhood idiot, a mentally challenged, offish-looking man called Ogerth to investigate.

To Tanner's surprise, not only did Ogerth come back alive but with several scrolls in hand—arcane scrolls. The mage raised the money needed to buy the property and humbly rebuilt the workshop. However, Ogerth is only able to garnish scrolls by giving the mysterious hag, known as the Lady in the Water, fresh meat from the animals Kenneth skins for making parchment. She is now demanding live flesh, refusing to allow Ogerth to get any more scrolls until her demands are met. Kenneth has a plan.

### THE WORKSHOP

The first thing a character may notice is a repugnant smell a street away from the shop. Being a tanner by trade, Kenneth and his apprentices (Jonathan and Patrick) deal with the skinning and stretching of



animal skins. Normally, this type of work is only permitted in the Tanner's district but Kenneth secured rights by way of bribery, the fact that a tanner's shop existed in the very spot before, and the good word of the monks of Chancey Abbey. The monks need the parchment produced to scribe scrolls.

As the character approach, read or paraphrase the following:

*This quaint shop consists of mostly an open area where a variety of animal skins are stretched and drying in the sun on large racks. Two apprentices work back and forth either skinning hanging deer or scraping skin to a parchment thin consistency.*

Jon and Pat are also budding arcane apprentices and keep an eye on the coming and going of strangers, particular should they appear religious by nature. Should characters come to the shop via the second adventure hook, it is more than likely that they warned their master and he has already slipped to the bath below.

Should the characters find themselves at workshop for reason of the first adventure hook, they are introduced to Kenneth Tanner. Being a cautious man, as soon as he finds they are there honestly, he will talk openly with them.

As they are in the middle of discussing prices or services, Jon and Pat rush in and warn Kenneth that armed churchmen approach—inquisitors! Kenneth quickly tells his apprentices to stall them and informs the characters that they are free to leave, but it may draw the inquisitors after them. However, they may pay 2 gp each and he can lead them to safety.

Should the characters pay, he leaves the coin on the workbench leading the characters to a back room and through an *illusory wall* (Kenneth cast this spell from one of the scrolls Ogerth first recovered). Of course, this is all but a ruse. No inquisitors were spotted combing the street. Kenneth is attempting to lure the characters into the bath below for them either to be a sacrifice for the Lady in the Water or kill her. Either scenario will provide him with more scrolls. Otherwise, the characters leave.

### **Kenneth's Apprentices (3)**

Human Wizard (enchanter) 1/Rogue 1  
CN Medium humanoid

**Init** +5 **Senses** Listen +1, Spot +1

**Languages** Trade tongue (common), Celestial

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**AC** 11, touch 11, flat-footed 10  
**hp** 9 (2 HD)

**CR** 2

**Fort** +0, **Ref** +3, **Will** +1

---

**Speed** 30 ft. (6 squares)

**Melee** dagger +0 (1d4)

**Base Atk** +0; **Grp** +0

**Atk Options** sneak attack +1d6

**Combat Gear** *arcane scroll of silent image*, *potion of cure light wounds*

**Spells Prepared** (CL 1st; prohibited schools evocation and necromancy)

1st—sleep (DC 13), charm person (DC 13), true strike (already cast)

0—daze (3), (DC 12), message

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**Abilities** Str 10, Dex 12, Con 11, Int 13, Wis 9, Cha 8

**SQ** summon familiar, trapfinding

**Feats** Alertness<sup>B</sup>, Improved Initiative, Scribe Scroll<sup>B</sup>, Spell Focus (enchantment)

**Skills** Concentration +4, Craft (leatherworking) +5, Decipher Script +6, Disguise +4, Hide +5, Knowledge (local) +4, Spellcraft +5 (+7 for enchantment spells)

**Possessions** combat gear plus dagger, spell component pouch, spellbook (hidden within the shop; Search DC 15).

**Spellbook** spells prepared plus 0— all 0-level spells except for those of the evocation and necromancy schools; 1st *silent image*

### **Toad, Familiar**

**CR—**

N Diminutive magical beast

**Init** +1; **Senses** Listen +4, Spot +4

**Languages** empathic link

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**AC** 16, touch 15, flat-footed 15

**hp** 4 (1 HD)

**Resist** improved evasion

**Fort** +2, **Ref** +2, **Will** +4

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**Speed** 5 ft. (1 square)

**Space** 1 ft.; **Reach** 0 ft.

**Base Atk** +0; **Grp** -17

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**Abilities** Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4

**SQ** share spells

**Feats** Alertness

**Skills** Hide +21, Listen +4, Spot +4

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**Improved Evasion (Ex):** No damage on successful Reflex save and half damage is the save fails.

**Tactics:** They will descend soon after their master, Kenneth. Once characters venture deep in the bathhouse, two will hide in one of the alcoves, while another remains in Ogerth's lair and cast *silent image* from a scroll. The image appears as a single inquisitional guardsman apparently looking through the steam.



## TRAVELING IN THE BATH

Although the bath has not been in use for several hundred years, there is plenty of steam and heat. Most of this is caused by the heated springs the bath is constructed around. Another factor is there is still ancient pipes that connect to other, still working baths above ground. The steam created to heat those baths also find its way into this underground area.

The steam does not cause concealment, although it does block vision past twenty feet. Torch light, as well as magical light, is subdued by five feet. In addition to the impairing visibility, the area creates a very hot condition (DMG pg. 303)

There are also several areas on the map marked "Broken Tiles." These are naturally occurring traps due to the age of bath and the means which it sank underground.

**Deeper Pit Traps:** DMG pg. 70. Furthermore, the air in the space beneath the tiled floor is similar to severe heat conditions (DMG pg. 303).

## OGERTH'S LAIR

Once through the *illusory wall*, characters find an old, spiral staircase descending into the depths below. The staircase empties out into Ogerth's lair. Read or paraphrase the following:

*Stench of rotten meat and feces funnel up through the stairwell. With each step you take below, heat surrounds you as the air becomes thick with humidity and steam.*

*The old stone stairs lead into a small chamber. Although it seems well lit, steam fills the room obscuring your vision. The contents are simple enough: a large straw mattress, a bucket of urine and feces, a worktable, and various carved animals from bone. As you get your bearings a large, sweating offish-looking figure emerges from the only exit and appears quite startled by your presence.*

Kenneth quickly interjects that the large creature is harmless and his name is Samuel, though most in the neighborhood call him Ogerth. He explains that most tease and abuse him for his lack of intelligence, and so he takes care of him in lieu of small tasks.

**Role-Playing:** Ogerth is pleased to have guests and immediately asks Kenneth: "Should I fetch you a scroll from the hot room? I have no more meat—you must get me some more meat so I can get you a scroll—you know she loves meat. Especially if its good and bloody."

After he declines, Ogerth begins showing the characters and Kenneth his collection of bone

animals he carved from leftover deer bone. After some thought, Kenneth inquires that he remembered Ogerth mentioned that there was an exit from the bath. Ogerth responds: "I said she knows of an exit, but I never saw it. I think its in the water."

Kenneth asks Ogerth to help them find an exit to which Ogerth responds: "If I help you, I need a lot of bloody meat to give her or she says she will suck the marrow from my bones instead."

## QUESTIONS FOR KENNETH

Some characters may wish to ask Kenneth questions about their predicament. Below are a few possible questions characters may ask.

What exactly does Ogerth do for you? "Ogerth does minor tasks which includes everything and anything I ask of him. He also cleans some of the bigger animals for me."

What is this place? "This is an ancient Romus bath. It somehow was buried a few hundred years ago. An earthquake, I believe. I recently discovered it several years ago myself."

What is the hot room? "It is a place in a bath where people once sat in a heavily steamed atmosphere."

What is this creature Ogerth refers to? "I am not really sure. A fish I think—I never inquired about it. I thought it perhaps something that he invented."

## QUESTIONS FOR OGERTH

Characters might also ask questions of Ogerth. Some possibilities are listed below.

What is the creature you talk about? "You mean the lady in the water. She's terribly ugly and has large claws and black, sharp teeth. Well, that's how I imagine her. I never really look at her directly. Her name is Melpomene and although she says she's my friend, I am still frightened of her."

Where does she live? "She keeps to the water mostly."

Are there other creatures down here? "She says there is but I haven't seen any, save for the old privy. I use the bucket in my room. I never seen it, but I heard strange rustling sounds and I've never been back."

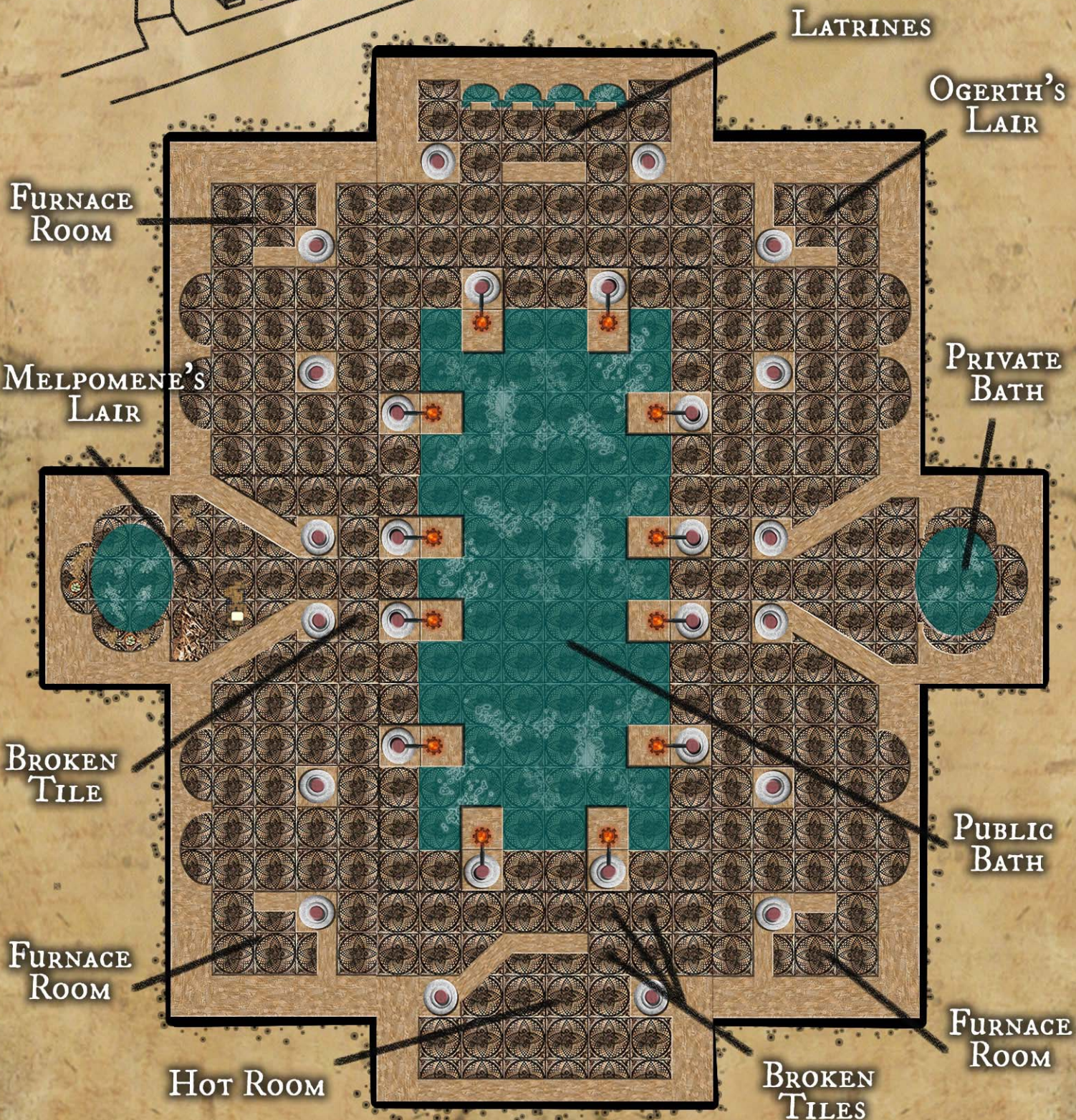
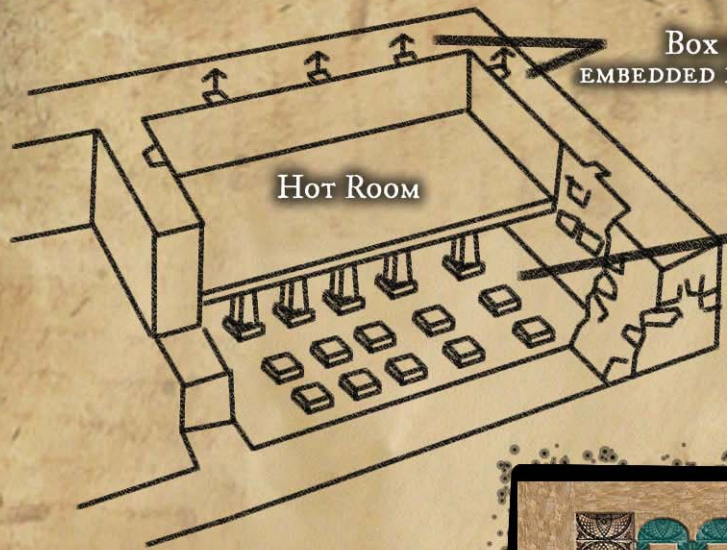
Ogerth will not leave the room and help the characters unless characters can make a successful Diplomacy check (DC 30). If forced, Kenneth will plead with the characters to let him stay. Should they ignore him and continue to press, Ogerth will attack the characters.



# ANCIENT ROMAN BATH

BOX FLUES  
EMBEDDED IN THE WALL

CROSS SECTION  
OF UNDER THE TILED FLOOR





## Ogerth

CR 1/2

Half-giant commoner 1  
CE Medium giant (psionic)

Init -1 Senses Listen -1, Spot -1

Languages Trade tongue (common)

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AC 9, touch 9, flat-footed 9

hp 4 (1 HD)

Resist +2 racial bonus against fire spells and effects

Fort +2, Ref -1, Will -1

---

Speed 30 ft. (6 squares)

Melee knife +2 (1d2+2)

Base Atk +0; Grp +2

---

Abilities Str 15, Dex 9, Con 14, Int 5, Wis 9, Cha 8

SQ fire acclimated, powerful build

Feats Skill Focus (craft)

Skills Craft (carving) +0, Swim +3

Possessions knife, 12 deer-bone carvings of animals, satchel

---

**Fire Acclimated (Ex):** Ogerth has a +2 racial bonus on saving throws against all fire spells and effects.  
**Low Intelligence (Ex):** Ogerth has lower than average intelligence for his race. He exhibits no psionic abilities that is usually normal for his kind.

## PUBLIC BATH

Since the bath sank into the earth years ago, it diverted a small underground, fresh water stream that now feed some of the pool's water from below.

Occasionally, fish find their way down here and become trapped. Without fresh food and the heat, the fish usually die. Ogerth occasionally eats some of these fish as does Melpomene. Another creature, unbeknownst to Ogerth, that feeds upon the fish is a large viper. Due to the unnatural appearance of Melpomene, it gives her wide berth while she is in the pool.

**Ogerth:** If Ogerth is with the party, he says: "Melpomene sometimes catches fish for me to eat from here."

**Large Viper (1):** MM pg. 280

## PRIVATE BATH (EL 2)

This once served as a private chamber for wealthy aristocrats wishing to discuss politics or business in a casual atmosphere. Now, it serves as a den for a swarm of rats. As the characters enter, read or paraphrase the following:

*Once a private bath privy to numerous discussions and possibly secret plots, the room is now crumbling. Much of the exposed tile and stucco has fallen from the walls exposing the box flues that normally heat the room. The natural springs that*

*feed into this private pool still keeps the water heated, though the room is cooler than the rest of the bath.*

Despite the fact that it is cooler, this room still has steam but it only impedes vision out to twenty-five feet. Rats enter here from the streets above by way of the box flues. These are too small for a character unless they are tiny. Once characters begin searching the room, the rat swarm attacks.

**Rat Swarm (2):** MM pg. 239

## LATRINES (EL 3)

These once served as latrines for guests. Along the back wall, various vines and clinging plants hug the wall from the ceiling. One of these vines is actually an assassin vine.

**Ogerth:** If Ogerth is with the party, he says: "I don't want to go in there. That is where I heard the rustling when I took a piss."

**Assassin Vine:** MM pg. 20

## FURNACE ROOM A

This room's purpose was once to hold the large furnaces needed to heat the wall of the bath. All of the bath's furnace rooms are defunct except for this room. Ogerth uses this room to cook his food. It contains cooking surplus, dried meat, small barrels of salt, as well as lard.

## FURNACE ROOM B (EL 3)

Similar to Furnace Room A, this room contains a spider swarm inhabited the chimney flues. When characters search the area, they disturb the spiders.

**Spider Swarm (3):** MM pg. 240

## HOT ROOM

This is the room that means the most to Kenneth. It contains hundreds of scrolls, some of which are arcane. Others are old records of building codes, construction costs, census info, and such. These were stored here nearly a hundred years ago when the fledging city was under attack by various barbarian tribes. A fire soon followed and those that stored the scrolls here for protection either died or couldn't find the entrance underneath the rubble.

If Ogerth is with the characters or once Kenneth realizes what this room holds (he's never been here), he will tell the characters not to disturb anything. Melpomene will then attack while Kenneth slips to the side.



**Melpomene****CR 4**

CE Medium Monstrous Humanoid (Aquatic)

**Init** +1 **Senses** Listen +6, Spot +6**Languages** Trade tongue (common)**AC** 14, touch 11, flat-footed 13**hp** 19 (3 HD)**SR** 14**Fort** +2, **Ref** +4, **Will** +4**Speed** 30 ft. (6 squares); swim 40 ft. (8 squares)**Melee** 2 claws +7 (1d4+4)**Base Atk** +3; **Grp** +7**Atk Options** horrific appearance, evil eye**Combat Gear** *elixir of sneaking*, *potion of mage armor***Abilities** Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 14**SQ** amphibious**Feats** Alertness, Toughness**Skills** Knowledge (arcane) +3, Hide +4, Listen +6, Spot +6, Swim +12**Possessions** combat gear plus a blue quartz necklace (Appraise check DC 12; Worth 45 gp; Appraise failure 20 gp)

**Horrific Appearance (Su):** The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 13 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

**Evil Eye (Su):** Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 13 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

**Amphibious (Ex):** Although sea hags are aquatic, they can survive indefinitely on land.

**Skills:** A sea hag has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Searching the Hot Room**

Characters searching the room will find the following arcane scrolls:

[DC 10] *knock*, *detect undead*, *levitate*[DC 15] *confusion*, *screaming*, *keen edge*[DC 20] *passwall*, *break enchantment*.**Kenneth Tanner****CR 3**

Human Wizard (enchanter) 3

CN Medium humanoid

**Init** +1 **Senses** Listen +3, Spot +3**Languages** Trade tongue (common), Draconic, Celestial**AC** 11, touch 11, flat-footed 10**hp** 16 (3 HD)**Fort** +3, **Ref** +2, **Will** +4**Speed** 30 ft. (6 squares)**Melee** dagger +1 (1d4+1)**Base Atk** +1; **Grp** +1**Combat Gear** 6 flasks of alchemist fire, *arcane scroll of invisibility* (2), *oil of magic weapon*, *potion of cure light wounds*

**Spells Prepared** (CL 3rd; prohibited schools transmutation and necromancy)  
 2nd—*invisibility*, *hideous laughter* (DC 15), *touch of idiocy* (DC 15)  
 1st—*burning hands* (DC 13), *charm person* (DC 14), *sleep* (DC 14), *true strike* (already cast)  
 0—*dancing lights*, *daze* (2) (DC 13), *message* (2)

**Abilities** Str 10, Dex 13, Con 14, Int 15, Wis 12, Cha 8**SQ** summon familiar**Feats** Alertness<sup>B</sup>, Eschew Materials, Scribe Scroll<sup>B</sup>, Skill Focus (craft), Spell Focus (enchantment)**Skills** Concentration +6, Craft (Alchemy) +6, Craft (leatherworking) +10, Decipher Script +6, Hide +5, Knowledge (arcana) +6, Spellcraft +6 (+8 for enchantment spells)

**Possessions** combat gear plus dagger, spell component pouch, spellbook (hidden within the shop; Search DC 20), a small chest containing 69 cp, 10 sp, and 5 gp (hidden within the shop; Search DC 15), a ledger with account records showing 3,500 cp, 733 sp, and 165 gp at House Myopia (in the shop), and a checkbook. With a checkbook and ledger in hand, a character may attempt to withdraw money from the account should they make a successful Disguise check to look like Kenneth Tanner against the viewer's opposed Spot check (+17).

**Spellbook** spells prepared plus 0— all 0-level spells except for those of the transmutation and necromancy schools; 1st *floating disk*, *hypnotism*,



silent image

### Toad, Familiar

N Diminutive magical beast

**Init** +1; **Senses** Listen +4, Spot +4

**Languages** empathic link

**AC** 17, touch 15, flat-footed 16

**hp** 6 (3 HD)

**Resist** improved evasion

**Fort** +2, **Ref** +2, **Will** +5

**Speed** 5 ft. (1 square)

**Space** 1 ft.; **Reach** 0 ft.

**Base Atk** +0; **Grp** -17

**Atk Options** deliver touch spells

**Abilities** Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4

**SQ** share spells

**Feats** Alertness

**Skills** Hide +21, Listen +4, Spot +4

**Improved Evasion (Ex):** No damage on successful Reflex save and half damage is the save fails.

### MELPOMENE'S LAIR (EL 4)

In the pile of bones there is a masterwork handaxe (Search DC 12) and an arcane scroll of *knock*. Spread around and within the pool is a large amount of coin, gems, and other trinkets: 4,200 cp, 2,110 sp, 537 gp, and 20 silver plates (worth 1 pp each); 3 shards of obsidian (Appraise check DC 12; Worth 10 gp each; Appraise failure 8 gp each). Also, deep beneath the coin, blended in with the mosaic tile, is a *hag eye*.

**Hag Eye:** A *hag eye* is a magic gem created by a covey. It appears to be nothing more than a semiprecious stone, but a *gem of seeing* or other such effect reveals it as a disembodied eye. Often, a *hag eye* is worn as a ring, brooch, or other adornment. Any of the three hags who created the *hag eye* can see through it whenever they wish, so long as it is on the same plane of existence as the hag. A *hag eye* has hardness 5 and 10 hit points. Destroying a *hag eye* deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

### CONCLUSION

With the discovery of the *hag eye*, a character that makes a successful Knowledge (Nature) (DC 13) may determine that there might be two additional sea hags in the city. They may live in one of the underground springs that feed several baths.

CR—



## APHET'S BELL

The cathedral of St. Ffraid is by no means the grandest in Caldor, but it does draw from the wealthy coffers of its patrons. Most whom visit to pay homage usually are suffering from a great malady or disease. In exchange for donations, the clergy of St. Ffraid do their best to ease the comfort of the dying as well as offer a place for the wealthy to stay in their reclining years. It is for these reasons that many are devastated to watch it burn.

### ADVENTURE HOOKS

There are a few ways to get characters involved. Three of which are listed below.

- Characters witness the fire as it grows and reaches up into the night sky. Although most clergy and worshippers are out of the cathedral, there are many surrounding buildings and cottages that might be in danger of burning.

- Characters stumble across a weakened patrol group battling an angry mob. The mob is attempting to carry off the patrol group's prisoner, James Martin, who many believe started the fire. If they get Martin away from his captors they try to hang him.

- Characters see a wanted poster for James Martin, who officials believe started the St. Ffraid's Cathedral fire. A reward of 500 gp is offered.

### BACKGROUND

James Martin, a tanner by trade, is deeply religious. From his shop he can see the bell tower of St. Ffraid's cathedral. Lately he has been plagued by nightmares of a dark cloud gathering over the cathedral. He interprets the darkness as billowing smoke from a great fire. Soon, his dreams are also filled with voices claiming to be men of the Eternal Spirit telling him his destiny is to burn the cathedral. This will punish those clergymen who relish gold and glory instead of the needs of the poor. He begins to hide in the bell tower and secretly drops notes to passing worshippers exclaiming that blasphemers will be damned.

Then one night, when the moon of Cyn is full, James Martin breaks into the cathedral, parades about in the darkness like a madmen wearing relics of the church, then burns it down. He then disappears.

### THE HUNT FOR JAMES MARTIN

Although James has left St. Ffraid's ward, he has



done little to change his appearance. However, in a fairly large city, such as Caldor, it will be a little difficult to pin-point his location. He is hiding in Bishop's Ward. A successful Gather Information check (DC 15) will find him, but only if they are searching in Bishop's ward. Otherwise, it is DC 20. Since he is wanted for a crime that many believe it to be treason against the city, the characters making the Gather Information check receive a +10 circumstance bonus.

### KNOWLEDGE (LOCAL)

Characters might use Knowledge (local) to help garner clues about who he is and where he may be.

[DC 14] He is a tanner at the edge of St. Ffraid's Ward. He knows how to read and write. He spends most of his time on religious study rather than at his workshop.

[DC 19] He was once a criminal before changing his ways and discovering the spirit of man. He claimed sanctuary at St. Ffraid's Cathedral while on the run for stealing. If he was hiding, James would go someplace to where he was familiar with as a thief (Black Ward).

[DC 24] He considers himself deeply devoted to the eternal spirit. He might hover close to a place he was once familiar, but not close enough to warrant temptation back into his old ways (Bishop's Ward).

### James Martin

CR 3

Human Exp 1/Rogue 3

CG Medium humanoid

Init +6 Senses Listen +0, Spot +0

Languages Trade tongue (common), Celestial

AC 14, touch 12, flat-footed 12; Dodge (+2 Dex, +2 armor)

hp 18 (4 HD)

Resist evasion

Fort +1, Ref +5, Will +1

Speed 30 ft. (6 squares)

Melee sap +2 (1d6 nonlethal)

Base Atk +2; Grp +2

Atk Options sneak attack +2d6

Abilities Str 10, Dex 14, Con 12, Int 11, Wis 9, Cha 8  
SQ trapfinding, trapsense +1

Feats Dodge, Improved Initiative, Improved Unarmed Strike

Skills Climb +6, Craft (leatherworking) +3, Disguise +5, Gather Information +5, Hide +6, Knowledge (local) +6, Knowledge (religion) +3, Listen +0, Move Silently +8, Spot +0, Open Lock +8, Speak Language (2), Use Rope +8

Possessions combat gear plus leather armor, sap,

backpack with ale, bedroll, sack, flint and steel, thieves' tools, hood lantern, 3 pints of oil.

**Role-Playing:** When character confront James, he exclaims: "I know what I did seems wrong, but it is done with best intentions. I will answer for what I've done, but only when I am done doing the will of the Eternal Spirit."

**Tactics:** James is armed with a sap and will use it willingly against any who try to apprehend him. He does not want to permanently harm any of his fellow men, therefore all damage done his nonlethal.

*Note:* A sap deals nonlethal damage instead or normal. James does not suffer the normal -4 penalty attributed to dealing nonlethal damage. Furthermore, those wielding a sap can sneak attack for nonlethal damage.

### MOB (EL 4)

After James Martin is successfully captured, it doesn't take long for word to get around. As characters are escorting him to the proper authorities, a group of angry townsfolk wish to hang him.

### Townsfolk (9)

CR 1/2

Commoner 1

LN Medium Humanoid

Init +1 Senses Listen -1, Spot -1

Languages Trade tongue (common)

AC 10, touch 10, flat-footed 10

hp 4 (1 HD)

Fort +1, Ref +0, Will -1

Speed 30 ft. (6 squares); Run

Melee club +1 (1d6+1)

Range club +0 (1d6+1)

Base Atk +0; Grp +1

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats Run, Skill Focus (craft)

Skills Craft (any) +5, Gather Information +0, Handle Animal +2, Knowledge (local) +1, Use Rope +2,

Possessions club

**Tactics:** The mob will not disperse until they lose 6 individuals. Should the characters become overwhelmed, a ward patrol comes to their aid.

### THE BELLTOWER

After James Martin is in custody (he is being held in a cellar of one of the smaller churches in St. Ffraid's Ward), he gains some notoriety. The church that holds him, charge 1 cp for visitors to look and hold brief conversations with him. It seems that all are



CHURCH BELL

# BELL TOWER



WEAK FLOOR

3RD FLOOR

BAPHET'S LAIR

2ND FLOOR

BALCONY

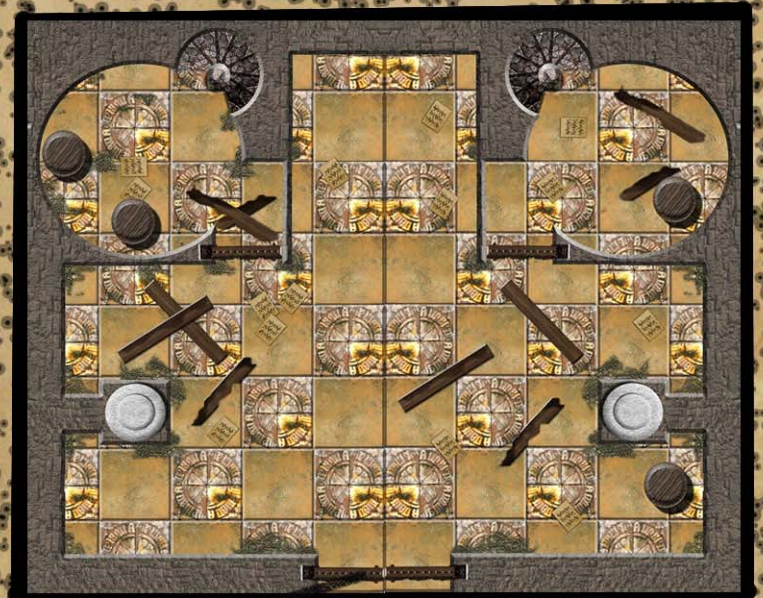


WEAK FLOOR

THE 2ND AND 3RD FLOOR IS MAINLY USED FOR STORAGE. THE 2ND FLOOR IS ALSO USED BY THOSE WHO CLAIM SANCTUARY.

THE GROUND FLOOR IS RESERVED FOR BRIEF PRIVATE MEETINGS BETWEEN LOWLY CLERGY OR WORSHIPERS.

GROUND FLOOR



ENTRANCE



fascinated with his religious zeal.

As the trial is underway, everybody wishes to gain access to hear his testimony. Even though he freely admits to causing the fire, and to much of his dismay, the barrister (lawyer) appointed to him is attempting to have him declared insane or under the influence of a demon—therefore James will be given to a monastery for the rest of his days instead of being hung. The barrister, John Hawkins (Expert 6; LG), hires the characters to investigate the only remaining part of the cathedral—the belltower. He is willing to offer characters one of his family heirlooms: a hand-embroidered silk and velvet robe (Worth 1,000 gp).

*Note:* Should the characters refuse John's offer, clergy of St. Ffraid's Cathedral approach them. With rumors that the belltower is inhabited by a demon, the church is finding it difficult to hire workmen to begin repairing the damage. They, in turn, offer the characters each a bejeweled holy symbol of St. Ffraid (worth 350 gp) as well as a polished tile dedicated to them that will be embedded in the entrance floor of the newly renovated cathedral should they investigate the tower.

### THE GROUND FLOOR (EL 3)

As the characters approach the entrance of the belltower, read or paraphrase the following.

*The tower, sixty feet in height, stretches toward the sky as it appears lonely amongst the smoldering ruin that once was St. Ffraid's Cathedral. The bell within the tower gently clangs from a slight wind as hideous stone gargoyles perch on either side of the two balconies on the top floor. Rain gently falls and water flows from the gutters and trickle out of their mouths.*

*The tower stone is blackened from smoke and ash, but sustained little fire damage. Though the stain glass windows and the great door remain intact, fire may have gutted the interior leaving the tower a simple stone husk. You see clergymen pick through the rubble and various onlookers pause to give you notice as you approach the entrance.*

### LISTEN

Characters that listen at the door before entering may hear the following:

[DC 15] There is movement inside.

[DC 20] A voice is heard: "For a place that just burned a few nights ago, it sure is cold. I can see my breath." Suddenly, a frightened voice bellows: "By the spirit! I saw some of the debris move."

As the characters begin to enter, the door swings ajar and a frightened man runs out and down the street. Unless the character physically hold him, he does not stop to answer any questions.

There are four rogues searching through the debris for loot. As the one rogue runs in fright, the three remaining hide as not to draw attention to what they were doing. Should characters enter, they will attempt to sneak attack at the most appropriate moment. They will try to drop the characters and loot them instead and leave the tower afterward.

### Belltower Thieves (3)

CR 1

Human rogue 1/expert 1  
CN Medium humaniod

**Init** +2 **Senses** Listen +7, Spot +3

**Languages** Trade tongue (common), Celestial, Northspeak

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**AC** 14, touch 12, flat-footed 12  
(+2 Dex, +2 armor)

**hp** 9 (2 HD)

**Fort** +1, **Ref** +4, **Will** +2

---

**Speed** 30 ft. (6 squares)

**Melee** mwk sickle +2 (1d6+1)

**Ranged** +3 mwk light crossbow (1d8)

**Base Atk** +0; **Grp** +1

**Atk Options** sneak attack +1d6

**Combat Gear** one of the rogues has *pipes of the sewers*

---

**Abilities** Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8

**SQ** trapfinding

**Feats** Alertness, Lightning Reflexes.

**Skills** Balance +6, Bluff +3, Disable Device +6, Handle Animal +1, Hide +6, Listen +7, Move Silently +6, Open Lock +6, Perform (wind instruments) +1, Spot +3, Swim +4, Tumble +5, Use Magic Device +1

**Possessions** leather armor, masterwork short sword, dagger, masterwork light crossbow, 10 bolts, thieves' tools, 20 sp.

### Belltower Thief Leader

CR 2

Half-Malekin ranger 1/rogue 1  
CE Medium humaniod

**Init** +3 **Senses** Listen +7, Spot +7; Low-light vision

**Languages** Trade tongue (common)

---

**AC** 17, touch 13, flat-footed 14  
(+3 Dex, +4 armor)

**hp** 9 (2 HD)

**Fort** +3, **Ref** +7, **Will** +2

---

**Speed** 30 ft. (6 squares)

**Melee** sickle +3 (1d6+1)



**Ranged** composite longbow +4 (+2 Str bonus)  
(1d8+2)

**Base Atk** +0; **Grp** +3

**Atk Options** favored enemy humans +2, sneak attack  
+1d6

**Combat Gear** 6 *potions of cure light wounds*, *potion of spider climb*

**Abilities** Str 14, Dex 16, Con 13, Int 10, Wis 14, Cha 10

**SQ** half-malekin traits, trapfinding, wild empathy +1  
**Feats** Dodge, Track.

**Skills** Climb +6, Gather Information +4, Hide +6,  
Listen +7, Move Silently +6, Search +6, Spot +7,  
Survival +6, Swim +6

**Possessions** combat gear plus +1 *studded leather armor*, sickle, composite longbow (+2 Str bonus), 20 arrows, sap, backpack (5 days of trail rations, bedroll, manacles, small steel mirror, vial of antitoxin, waterskin, 15 gp, 4 sp), belt pouch (flint and steel, 5 tindertwigs), traveler's outfit.

#### I GROUND FLOOR ANTECHAMBER

The door to this antechamber is blocked by debris. It can be pushed open with a little work (break DC 16).

#### THE SECOND FLOOR

A chill in the air still lingers as characters are able to see their own breath. Once characters enter into the main chamber, the church bell from above begins to ring and will stop in three rounds. While the bell rings, a caster must make a Concentration check (DC 10 + spell level) each round with spells that have a duration of concentration. Otherwise, it prematurely ends.

#### 2 SECOND FLOOR ANTECHAMBER (EL 2)

Normally, this serves as a nesting place for a pack of rats that feast on the wheat stored here. However, with the presence of Baphet, they have become mutated into vicious dire rats thirsting for blood. They will attack the first character entering this room via either the door or stairwell.

**Dire Rats (6):** 5 hp each; MM pg. 64.

#### 2 SECOND FLOOR MAIN CHAMBER (EL 2 OR 3)

Before the fire, this room served as mainly an area for storage. Old tables, chairs, boxes, crates, barrels of wine, blankets, straw mattresses, and the like litter the area. There are also two areas where the floor is weak due to fire damage (see map). Anyone stepping on them is subject to a natural trap.

**Deeper Pit Traps:** DMG pg. 70.

Baphet will use his powers of animation to possess a straw mattress and attack.

**Animated Mattress:** 31 hp; MM pg. 13.

The animated mattress has the following abilities:

**Blind (Ex):** The animated mattress can grapple an opponent up to three sizes larger than itself. It makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

**Constrict (Ex):** The animated mattress deals damage equal to its slam damage value plus 1- 1/2 times its Strength bonus with a successful grapple check against a creature up to one size larger than itself.

#### THE THIRD FLOOR (EL 4)

Like the floor beneath it, this also serves as a storage area, but now serves as the lair for Baphet. As soon as characters enter the main chamber, read or paraphrase the following:

*It is extremely cold in this area, however not cold enough to warrant any harm. The old bronze church bell hangs listless as several horrific gargoyle statues await its tone. Two such statues, medium in size, nestle into an alcove on either side of the room, while two more overlook the street below from the balconies. The sound of rain beats against the roof above.*

Before Baphet attacks the characters directly, he will try a number of other tactics to frighten them away or kill them.

**The Bell:** Baphet will use his supernatural telekinesis ability against the first character approaching either side of the bell. By using this power, he will swing the bell to attempt to strike the character (+7 melee; 2d6 damage).

**The Balcony:** The first character to investigate either balcony will be target of a violent thrust off the edge (200 lbs. Max and up to a distance of 80 ft.; Will save DC 18). Once they fly past the edge, characters are allowed a Climb check (DC 20) to try to catch themselves before tumbling over. Any other character that is adjacent to the character when initially pushed can make a melee touch attack and make either a Climb check (DC 20) or Strength check (DC 15) to stop the character. A failure by 4, gives the flung character a +2 circumstance bonus on his or her Climb check.

**Room Possession:** Baphet will use his ability to possess a room to animate two stone gargoyles at a time to physically attack characters.

**Animated Statues (2):** 31 hp each; MM pg. 13.  
With the following abilities:

**Hardness (Ex):** Animated gargoyles have a hardness of 8.



## Baphet

Legion

CE Medium outsider (chaotic, evil, gadarene, incorporeal, native)

**Init** +2 **Senses** Listen +10, Spot +10; darkvision 60 ft.

**Languages** Abyssal, Trade tongue (common); telepathy 100 ft.

---

**AC** 15, touch 15, flat-footed 13  
(+2 Dex, +3 deflection)

**hp** 26 (4 HD); **DR** 5/cold iron or lawful

**Immune** acid, electricity, cold

**Resist** fire 10

**Fort** +6, **Ref** +6, **Will** +7

---

**Speed** fly 30 ft. (perfect) (6 squares)

**Melee** touch +6 (sickened)

**Ranged** thrown object +7 (2d6)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** —

**Special Actions** dire possession, room possession, telekinesis,

---

**Abilities** Str —, Dex 15, Con 14, Int 10, Wis 16, Cha 17

**SQ** incorporeal, gadarene traits, peripheral invisibility, vulnerability to exorcism

**Feats** Ability Focus (sickening touch), Persuasive.

**Skills** Bluff +12, Diplomacy +12, Disguise +10 (+12 acting in character), Forgery +7, Hide +11, Intimidate +14, Listen +10, Spot +10

---

**Room Possession (Su):** Baphet has the ability to possess one room. While possessing a room, he can animate numerous objects (no more totaling 4 HD) at the same time nor exceeding his challenge rating. These objects must also be unaccompanied.

**Dire Possession (Su):** Baphet can split his soul into many and possess 8 HD worth of normal animals, but nothing greater than his challenge rating. For the duration of the possession, these animals turn into their dire counterparts.

**Peripheral Invisibility (Su):** Baphet gains the benefit of *invisibility* (CL 12th). By staying out of the direct, focused vision of creatures, Baphet can roam the city unseen. Unlike the *invisibility* spell, any character looking in the general direction of Baphet and taking an attack action to make a Spot check (DC = Baphet's Hide check) can see Baphet if the check succeeds. Once a character sees Baphet, that character is immune to its peripheral invisibility for 1 hour.

**Sickening Touch (Su):** A creature touched by Baphet in its natural form must make a successful DC 15 Fortitude save or immediately become sickened for 1 hour. The save DC is Charisma-

## CR 4

based and includes the +2 bonus granted by Baphet's Ability Focus feat.

**Telekinesis (Su):** Baphet can use *telekinesis* as a standard action (CL 4). Baphet can use this ability while using his animate or dire possession supernatural abilities.

Should Baphet decide to hurl a dense object, it deals 2d6 points of damage with a successful hit. Weapons flung in such a manner deals damage as normal. It has a chance to hit equal to his base attack bonus + its Charisma modifier.

**Vulnerability to Exorcism:** By making a successful Knowledge (religion) check (DC = Baphet's Hide check), a character can force Baphet to become visible for 1 round. Baphet needs to hear the character performing the exorcism. This requires a standard action to perform.

## GADARENE SUBTYPE

The gadarenes are an insatiable demonic subtype that are trapped between the material world and the Abyss. They are born from unsatiated, psychopathic souls, condemned to hell but able to remain on the material plane due to their intense frustration. They constantly seek to corrupt mortals to do their bidding. Scholars believe that greater demons initiate the spark of demonhood within the part of the gadarene's soul trapped into the Abyss.

**Gadarene Traits:** A gadarene has the following traits (unless noted in a creature's entry).

- Native Subtype: Gadarenes are not true outsiders. However, they are unable to eat or drink. To gather nourishment, they must successfully use their *suggestion* spell-like ability once per day.
- Immunity to acid, electricity, and cold.
- Resistance to fire 10.
- Incorporeal: All gadarenes have the incorporeal subtype when not animating an object or possessing an animal.
- Animate (Su): All gadarenes can possess physical objects.
- Dire Possession (Su): All gadarenes are able to inhabit normal animals twisting them into their dire form.
- Spell-Like Abilities: At will—*detect good*, *detect thoughts*, *suggestion*. Caster level 12th. The save DCs are Charisma based.
- Telepathy

## CONCLUSION

Baphet will leave the tower when the last animated gargoyle is destroyed. He will continue to remain active in Caldor, causing others to perform petty acts of blasphemy or crime until he is able to garner trust



of another "James Martin".

With the characters eyewitness testimony, James Martin is found guilty by reason of possession and is sentence to a secluded monastery for the remainder of his days.



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