

GUIDEBOOK TO THE CITY OF DOLMVAY



Labyrinth Lord
Compatible Product

GUIDEBOOK TO THE CITY OF DOLMVAY

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Small Niche Games would like to take this time to thank those of you who backed the *Guidebook to the City of Dolmvey*. Many of you had never heard of our little company before this Kickstarter launched, so we are very appreciative that you would put your faith in us and risk your hard-earned money on something sight unseen. Because of your generosity, this product expanded far beyond the 100 page supplement that I had originally envisioned. It was something that continued to write itself until I finally forced myself to stop. I hope you all enjoy using this product as much as I have enjoyed creating it.

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GUIDEBOOK TO THE CITY OF DOLMVAY

"The world is but a canvas to our imagination."

—Henry David Thoreau

How to Use This Book

The *Guidebook to the City of Dolmvay* is a *Labyrinth Lord*[™] supplement for the *Chronicles of Amherth*[™] campaign setting that details the people, layout, and government of the City of Dolmvay. The city is presented in broad strokes and is open to customization. It was specifically designed to give Labyrinth Lords a convenient and familiar city setting to place their adventures.

Making it Your Own

The version of Dolmvay presented in this text is set in the low-magic, low-fantasy *Chronicles of Amherth*[™] campaign setting. Humans are the dominant race in the city. Demihumans are a distinct minority that are subject to various levels of curiosity, prejudice, and mistrust. Think of an African tribesman wandering the streets of medieval London or the entourage of a Japanese samurai visiting Rome during the Italian Renaissance. They might draw stares and whispers, but they would not be immediately hated and reviled.

Conversely, magic is uncommon and those who practice it are often feared. Religion, particularly the teachings of the Church of Law and Order, plays a prominent role in the lives of every citizen. Although the Church is largely considered a driving force for good, past scandals and corruption have marred its perfect image.

Amherth is scaled for low-level play and the party should rarely encounter an NPC of 9th level or higher. This means the characters have a real chance to affect the world around them (for good or ill). This also means that Labyrinth Lords who prefer a more high fantasy style of play where magic is routine and powerful NPCs are common may have to increase the scale of some encounters.

Open Game Content

The *Guidebook to the City of Dolmvay* is largely open content (see the Open Game Content section for details). Small Niche Games would like to encourage professional and amateur publishers to use the *Guidebook* as a shared city setting and set their commercial adventures within the City of Dolmvay. Labyrinth Lords (and publishers) should feel free to change, add, or remove any of the information in this book to better suit his or her own game.

To that end, nothing in this book should be considered "canon". The *Guidebook* was written to be modular, allowing new NPCs, factions, locations, and adventures to be created or removed without altering the makeup of the overall city. This does NOT mean that larger changes are forbidden. If you decide to publish an adventure where the Duke is assassinated, or invading dragons devour half of Dolmvay's citizens, or the entire North Ward gets sucked into an interdimensional rift, run with it!

Just keep in mind that wholesale changes like these make it difficult for other Labyrinth Lords (or publishers) to slot into their own campaigns, which may detract from the utility of a shared city setting. That said, this book is now yours to do with as you will.

Things to Remember

The following themes are important to keep in mind when running adventures in the City of Dolmvay.

The City is Ancient

The City of Dolmvay is built upon the ruins of several older cities, most notably the ancient City of Vay whose history is shrouded in myth and legend. Crumbling old buildings, vine-covered walls, and worn cobblestone streets all combine to give Dolmvay a sense of age, even amidst newer construction. The city and the magical warren of sewers beneath it are rumored to hold a number of forgotten secrets.

Law and Order

The Church of Law and Order is the dominant religion in Dolmvay and its presence is evident throughout the city. Holy days are strictly observed, church bells call the faithful to worship, and neighborhood statues, fountains, and frescoes depict various saints and other religious motifs. Prayers and rituals are part of everyday life—a Watchman might whisper a prayer of protection to the forces of Law and Order before starting a patrol, a shopkeeper might make a sacrifice to St. Gregor of Carach for good business, and a mother might beg St. Lucilla the Kind to heal her sick child. The clergy can be seen everywhere and are a constant reminder to the citizens that their city is a bastion of Law and Order.

Power Struggles

In Dolmvay, the noble houses, wealthy merchant families, and trade guilds all vie with each other for power and influence. Some seek to curry favor with the royal family, others seek to earn (or buy) the goodwill of the Church, while others focus on winning the hearts and minds of the citizens. The Duke traditionally avoids these power struggles, but members of his inner council sometimes pursue their own agendas. One thing is certain—nothing in

Dolmvay is free and a favor granted must be repaid.

Magic is Feared

As with other places in Amherth, magic is common enough to be accepted as part of the norm, however, those who practice magic are rarely trusted by the populace. The Church of Law and Order has played upon these fears even further to paint magic-users and other spellcasters as despicable sorcerers who are easily converted to the Church of Chaos and Destruction. Magic-users are expected to register with the Adventurer's Guild and are subject to close scrutiny by agents of the Church of Law and Order. Demihumans, particularly elves, are considered creatures of magic and are therefore not to be entirely trusted.

Adventurers are Heroes

The *Guidebook to the City of Dolmvay* embraces the concept of the Adventurer's Guild where adventurers, like any other craftsmen or tradesmen, may hone their skills, network with colleagues, and seek employment.

Adventuring is a time-honored profession throughout the Duchy of Valnwall and adventurers are afforded a special celebrity status that transcends the normal social classes. This status rises and falls with the adventurer's fame and fortune. Although a nobleman may secretly look down upon an adventurer of common birth, the adventurer can still expect to be treated as a near equal, provided his deeds have been immortalized in poetry and song.

Adventurers are expected to assist the City Watch when needed, drive off monsters, and generally help keep the citizens of Dolmvay safe. The greatest adventurers may be awarded knighthoods, land grants, and even noble titles.

Demihuman adventurers, particularly dwarves, are better received than their non-adventuring counterparts, but may still suffer from prejudice and distrust until they prove themselves through Lawful deeds. Demihumans who belong to famous adventuring companies may eventually win the admiration and respect of the people of Dolmvay (if that is their desire).

ADVENTURING IN DOLMVAY

"Fortune Favors the Bold!"

—common adventurer's toast

The City of Dolmvay is a bustling port city that is ripe for adventure. Here, adventurers may find routine work guarding caravans, ships, shops, or homes, or even serve as bodyguards for wealthy patrons.

The city's image as a bastion of Law and Order is a thin veneer that hides a thriving criminal underworld. Plotting and intrigue are common throughout Dolmvay. At the upper levels, the nobles, guilds, and merchant families constantly vie for power in the royal court. Adventurers may be hired to deliver messages, disrupt competing operations, or even kidnap or assassinate rivals. At the lower levels, adventurers may be drawn into conflicts with the broklaw gangs who vie for control of the city's streets.

The Church of Law and Order sometimes hires Lawful and Neutral adventurers to assist the clergy with its quest to root out dissidents and expose worshipers of false gods. Adventurers may also be contracted to provide extra security during holiday celebrations and religious festivals.

The sewer system beneath the city is driven by ancient magic and is full of hidden passages, crypts, and monsters. These monsters sometimes creep into the city to harass and threaten citizens. Adventurers seeking less mundane adventures may be contracted by the Sewerman's Guild to verify or update maps of Dolmvay's ever-changing sewer system.

Adventurers are commonly called upon to assist the City Watch. Adventurers have also been known to hire out to politicians or members of the Ducal Council. The most powerful adventuring companies may even be commissioned by the Duke to undertake adventures in his name.

Adventurer's Guild

All adventurers are required to join the Adventurer's Guild. Those who do not may be treated as trespassers, grave robbers, and even wandering murderers. The Dolmvay Adventurer's Guild is located on the Isle of Heroes and is further detailed on pg. 145.

A number of named adventuring companies operate in the City of Dolmvay and throughout the Duchy of Valnwall. The characters are free to join one of these companies or develop their own. A few of the most famous adventuring companies are noted below.

Wardens

The Wardens are an adventuring company that hires out as guards to various citizens and organizations of Dolmvay. The Wardens are divided into the Northwardens who specialize in guarding the wealthy residents of the North Ward, and the Southwardens who specialize in protecting neighborhoods, shops, and guildworks of the South Ward. The Wardens' standard is a rose compass—the Northwardens

compass points North while the Southwardens compass points south.

Urban Delvers

The Urban Delvers specialize in exploring the city's vast sewer system, slaying subterranean monsters, and uncovering hidden ruins beneath the city. The Delvers are trained to be strong swimmers and are accustomed to operating in confined spaces. The Delvers were founded by dwarves and welcome demihumans into their ranks.

Company of the Wall

The Company of the Wall are the only adventurers who are legally allowed to explore the ancient seawall and megadungeon known as the Great Valnwall. The Company of the Wall is one of the wealthiest companies in Dolmvay and its members are well trained and well equipped. Their standard is the stylized silhouette of the Great Valnwall.

Note: The Great Valnwall will be further described in the future Small Niche Games campaign supplement *Guidebook to the Duchy of Valnwall*.

Knights of Mor

The Knights of Mor specialize in exploration of the ruined City of Mor. The members in Dolmvay act primarily as recruiters who entice wide-eyed youths with dreams of untold fame and fortune to be found in the ruins of the Great City. These new recruits are hastily trained, poorly equipped, and then shipped off to be used as fodder for more experienced Knights based in the town of Lesserton*. Their standard is the stylized silhouette of a gleaming city.

*see the Faster Monkey Games adventure supplement *Lesserton and Mor*.

Gulf Sail Society

The Gulf Sail Society is an adventuring company that specializes in water-based adventures throughout the Gulf of Valnwall. Gulf Sailors have a seedy reputation and some of its members have been hanged for piracy. The Gulf Sail standard is a trio of triangular sails.

Adventure Themes

Adventures are formed by conflicts, and the City of Dolmvay is intentionally written with a number of built-in conflicts to explore. Labyrinth Lords can use the following themes to design new adventures or even build entire campaigns around these conflicts.

Church

This is an easy one. Religion can bring peace and happiness to a lot of people. It can also be viewed as a major source of oppression and a way to control the masses. As with any large and powerful organization, corruption, infighting, and intrigue seem to go hand in hand. Clergymen may plot to shame, depose, or even kill their rivals. Outside forces and rival religious factions may target church functions, defile holy sites, and even murder clergymen in an effort to undermine the church's power and influence.

Guilds

The guilds were created to set prices, broker deals, and generally make life better for their members. Not all members are considered equal, however, and some seek only to exploit other guildsmen for their own personal gain. Plots to vandalize rival shops, disrupt deliveries, and steal wealthy clients are common. Guildworks factories can also be a constant source of problems, with apprentices earning low wages, competing for jobs, and toiling away in unsafe working conditions.

Merchant Families

The merchant families of Dolmvay have skillfully maneuvered their way into the city's upper class. This has caused friction with the poorer commoners who feel the merchants have "forgotten where they came from" as well as the Dolmvay noble houses who feel much the same way, but for different reasons. The merchant families constantly plot to expand their wealth and influence. These intrigues often involve schemes to discredit, embarrass, and even murder members of rival families. On rare occasions, powerful families may engage in open conflict until a truce is negotiated (or ordered by the Duke).

Noble Houses

The noble houses of Dolmvay once had free reign of the city and many still feel their rights are greater than that of the common man. This attitude has earned them few friends among those of lesser station. The noble houses constantly seek to outdo one another and their intrigues often resemble that of the rival merchant families. This rivalry is especially bitter between nobles who trace their lineage to the ancient houses of Vay and Mor. Honor duels are commonly fought and skilled champions are highly prized.

Economics

The enmity between poor man and rich man is subdued, but has existed far longer than any other form of strife in the city. Poverty tends to breed hardship, crime, and envy of those with wealth. It can also build character in those who manage to rise above their station. Wealth tends to breed complacency, laziness, and contempt for the poor. It can also generate some of the greatest acts of kindness and charity from those who have the will and the means to help others in need. Conflict between the poor and the wealthy can be motivated by basic needs (such as hunger), indifference, or selfish desires (such as greed).

Royalty

The Dukes of Dolm have ruled Dolmvay since the city's inception, however, this rule has not gone uncontested. The Duke and his family live each day knowing that they have been marked for death. Noble houses and merchant families conspire with usurpers to overthrow the line of Dolm. Assassins lurk around every corner, promising death in the form of a knife in the back, an arrow in the dark, or a poisoned glass of wine. Dissident factions such as the Order of Karth, the Church of Chaos and Destruction, and the Society of the Swan seek to bring about the city's downfall. With help from its allies and the Church of Law and Order, the royal family has managed to persevere.

Criminal Underworld

Dolmvay's criminal underworld is alive and well. Guild thieves break into the homes of the rich and steal objects of incalculable wealth. Broklaw gangs extort the common folk and war with each other for control of their territories, often engaging in violent, bloody battles in the streets. More nefarious factions such as Chaos priests and inhuman monsters seek only to prey upon the innocent. The City Watch is often the only thing that stands between criminals and total anarchy. It is little wonder then that Lawful adventurers are welcomed and expected to help keep peace throughout the city.

Humans vs. Demihumans

In Dolmvay, the prejudice between humans and demihumans is widespread. To a human, elves are creatures of magic and therefore never to be fully trusted; dwarves are tolerated and even sometimes shown a grudging respect; the stunted creatures known as halflings are simply objects of sympathy or ridicule.

To a demihuman, humans are arrogant, vain, and deceitful—ham-handed brutes who have neither the intelligence nor skill to develop more than a rudimentary form of civilization. Complicating matters further, demihumans often have their own prejudices, with elves and dwarves considering themselves superior to one another, and both feeling themselves above the lowly halflings.

Sewers

The sewers of Dolmvay are ripe (no pun intended) for exploration and adventure. Various monsters prowl its deepest, darkest passages. Lost dungeons, secret lairs, and hidden chambers hold wealth and knowledge of the past. An entire campaign can be centered around trying to harness the magic of the Ancients. Intrepid adventurers should be forewarned, however. The magic of the Ancients is wild and unpredictable and tampering with artifacts beyond their understanding may have dire consequences for the city above.

ANCIENT HISTORY

"The Time of the Thirteen Cities was an age undreamed of on Amherth. It is easy then, to forget that civilizations existed long before the first fire pit was dug on the banks of the Dolm River. And that not all of these civilizations were human. . ."

—Atarin the Sage

In ages past, the great city-states of Amherth rose to power during what was known as the Time of the Thirteen Cities. This was an era of myth, magic, and miracles—a Golden Age of civilization, innovation, and prosperity where anything seemed possible. Alas, one-by-one, these great city-states fell into ruin and memory until now, only their legends remain.

The Great Cities of Amalor

On the continent of Amalor, the three Great Cities of Aal, Vay, and Mor reigned supreme. The City of Aal was a mythical kingdom of master builders who artfully blended magic with science to create items, structures, and golems that defied logic, performed mundane tasks, and could even think and act on their own. It is said that this magic ultimately led to their undoing when these creations turned upon their masters and unleashed a wave of destruction that left the once-beautiful Kingdom of Aal a wasteland where only evil dwells.

The City of Mor was renowned for its mystics and sorcerers. It is said these men spent most of their lives in a trancelike state, exploring the ancient mysteries of other planes of existence. This apathy towards the mortal world became their greatest weakness, as the forces of an evil warlord known as the Halfruk Lord descended on the Great City of Mor from the Ruklands to the north. The sorcerers of Mor called upon ancient magics to defend the city, but this dark sorcery proved to be their undoing, and the Great City of Mor became a twisted ruin, tainted by foul magics.

The City of Vay

The City of Vay (pr. Vay or Vai) was built upon faith and just laws. It was the birthplace of the legendary hero Valen as well as the Church of Law and Order that was founded upon his death. According to legend, crime was almost unheard of in Vay, and a wealthy man could carry a sack of gold from one end of the city to the other in the darkest hours of the night without fear of being robbed.

Like its sister cities, however, Vay's star eventually darkened and fell. After the City of Aal became a wasteland and the City of Mor was brought down by magic and invaders, Vay, the last of the great city-states of Amalor, closed its gates to outsiders and sheathed itself in faith and piety. This insulation led to corruption, infighting, and an internal civil war that decimated the population. The Church of Law and Order eventually prevailed over the forces of evil, but by then the once-great City of Vay had become only a shadow of its former glory.

Timeline

The Time of the Thirteen Cities existed during a mythical age whose records have been lost to time. All that remains are songs, legends, ruins, and ancient artifacts from this wondrous era. Historians insist that the Golden Age of the Great Cities reached its peak thousands, if not tens of thousands of years ago, and that many of the strange artifacts that turn up today are from civilizations that came before or followed after.

However, the legends of the Great Cities are so ingrained in modern culture that the common folk speak as if they existed within the past few hundred years. The deeds of legendary heroes of that age (St. Valen, St. Poul, St. Rayment, etc.) are spoken of so casually that an outsider might think they were hearing heroic tales of recent events. This is because the common citizens of Dolmvay are more interested in acts of courage and valor than the details of when such stories actually took place.

The Dukes of Dolm

Countless years later, during the time known as the Age of Might, the petty kings of western Herth sought to colonize and expand their power on the continent of Amalor. At this time, the City of Vay had been long in decline and the wildlands of Amalor were ripe for adventure, filled with lost ruins, savage monsters, and untold treasures. The people of Amalor were divided, and chafed under the rule of oppressive religious orders and ancient noble houses who reveled in family names and past glories.

Willhelm the Duke of Dolm, a vassal of King Herek of the Kingdom of Might, was one of many nobles sent to settle Amalor. His ships made port in the ruins of the ancient city of Vay where he met with the ragged emissaries of the Church of Law and Order who still ruled there. It is said the priests looked into Willhelm's heart (some say his coffers) and declared him a blessing sent by the mighty St. Valen of Vay.

Duke Willhelm Dolm restored the ruins of Vay and the city was renamed Dolmvay in his honor. The Duke claimed the lands north of the Great Valnwall in the name of King Herek and quickly set about taming the countryside. His armies built roads and fortresses along the major rivers and pushed back the tribes of nonhumans that had flourished since the fall of the Great Cities.

An arranged marriage between the Duke and the Lady Morgan of the powerful noble house of Mor Seronand helped cement his claim to rule. Other alliances were forged through marriages, favors, and threats, bringing the petty kings and ancient noble houses of Vay and Mor under King Herek's banner, and the people flourished.

The Church of Law and Order grew in power during this time and, with the Duke's support, its teachings began to spread to the lands across the sea, particularly the merchant kingdom of Guildeland.

When King Herek was slain by the forces of Xanne during the War of Crows, Duke Willhelm was forced to swear fealty to the Immortal Zaer von Xanne and accommodate the Grand Emperor's demands. During this time, the Duke established strong ties with the noble houses and merchant families of Guildeland.

When the War of Hope erupted, the Duke secretly sent wealth, weapons, and supplies to help the Army of Hope break the Empire's hold on western Herth, forever establishing the Duchy of Valnwall as a champion of Law and Order.

Duke Willhelm has long since passed but, with the support of the church and the people, the line of Dolm has weathered several hundred years of wars, uprisings, and internal strife to remain in power as the rulers of Dolmvay and the Duchy of Valnwall.



CITY OF DOLMVAY

"And for the crime of child murder, I sentence you, Robert Wintor, to execution in St. Raymont's Square!"

—Judge Tomas Edwards of Oldcastle

The City of Dolmvay, also known as the White City and the City by the Sea, is the shining capital of the Duchy of Valnwall and a bastion of light in the civilized world. Dolmvay was built upon the ruins of the Great City of Vay and was founded during the Age of Might. It is the largest city in the Duchy of Valnwall with a population of approximately 70,000 citizens, with half as many visitors present on any given day.

Government

Dolmvay is the seat of ducal power. The Duke of Valnwall is technically a vassal of King Herek, however, no child of Herek's line is believed to have survived the War of Hope. This means the Duke is free to rule the Duchy of Valnwall as he sees fit, and some in fact have called for him to be crowned its king.

The Duke is closely advised by the Ducal Council—a combination of elected and appointed officials who advise the Duke on important matters, set policies, and handle daily procedures. Although the Duke has the final say in all matters of state, very few policies are made without the approval of the Church of Law and Order. The Duke is well aware that the church has the support of the common folk, and it is the common folk who comprise the majority of Dolmvay's citizens.

Standard

The Duchy of Valnwall's standard is the black silhouette of a crown above a stylized silhouette of the Great Valnwall. These silhouettes are outlined in gold and set upon a dark green background. The standard of the City of Dolmvay is a stylized D inside the silhouette of

the Great Valnwall, flanked by three holy hilts of Law and Order. Each earl, baron, knight, noble house, merchant family, and guild also possesses their own identifying colors and symbols.

Religion

The Church of Law and Order is the dominant religion in Dolmvay and throughout the Duchy of Valnwall. Its political arm constantly tries to influence policies and stamp out the worship of other gods, especially that of its opposition, the Church of Chaos and Destruction (Jesil).

The Xannen Gods of Amherth are worshipped by a few select nobles, but these worshipers can expect to be treated with prejudice. An ancient and secretive nature religion known as the Druun (pr. DREW-un) has been suppressed for centuries, but many commoners still pay homage to its folk rituals, customs, and beliefs.

Laws and Punishment

Whether by accident or design, adventurers sometimes end up on the wrong side of the law. Characters should be aware that Dolmvay is not some lawless dungeon where disputes can be settled with a bolt of lightning or the slash of a sword.

Dolmvay is the birthplace of the Church of Law and Order and most of its citizens are honest, law-abiding men and women. However, crimes occur on a daily basis, especially in the poorer neighborhoods. The City Watch has the authority to arrest anyone in the vicinity of an alleged crime.

Otherwise, anyone has the right to bring a grievance to the City Watch before or after a

crime has been committed. The Watch Sergeant on duty then assesses the situation and determines what action to take (if any).

Those arrested spend 1d6 days jailed at the local Watchpost awaiting trial. Trials are conducted at the District Watchpost before a single judge. Judges are appointed by the Church of Law and Order from a pool of senior Watchmen. Their rulings tend to lean heavily in the favor of the church's teachings. Although most judges are honorable, upstanding citizens, a few have grown drunk with their own power and become susceptible to bribery and corruption.

For crimes other than murder, piracy, or treason, an alman from the Alman's Guild can arrange bail for a small fee. Almen may also be hired to present a case and/or arrange bribes (when applicable). Nobles, politicians, and other wealthy citizens and organizations (such as the Adventurer's Guild) may also use their clout and influence to obtain an early release from jail, although the criminal is still expected to attend trial.

What follows is a basic list of crimes and punishments in Dolmvay.

Crime	Punishment
Debt	1d3 years indentured servitude or until debt is paid
Guild Evasion	1d6 x 100 gp fine and/or 1d6 years indentured servitude
Disturbing the Peace	1d6 gp fine and/or 1 day in jail and/or 1 day public incarceration
Damage to Property	1d6 x 5 gp fine and/or 1d6 days in jail and/or 1d3 days public incarceration
Theft or Fraud	1d6 x 10 gp fine and/or 1d6 days in jail and/or 1d6 days public incarceration
Assault (unarmed) or Extortion	1d6 gp fine and/or 1d6 days in jail and/or 1 day public incarceration

Assault (armed)	1d6 x 100 gp fine and/or 1d6 x 3 months in jail and/or 1d6 days public incarceration
Assault on a Watchman or Clergyman	1d6 x 20 gp fine and/or 1d6 x 5 days in jail and/or 1d6 x 5 days public incarceration
Insolence to a Noble	Public flogging
Murder or Piracy	Execution or public execution or public torture and execution
Treason	Public execution or public torture and execution

Note: Murder and assault charges do not include those that occur in self-defense. Fines and punishments may be doubled if the offender is also a member of a broklaw gang. Fines and punishments may be tripled if magic is involved in the commission of the crime.

Punishments

The following punishments may be imposed on criminals in Dolmvay. The severity of punishments listed above are meant to be used as guidelines. Fines and jail time tend to increase incrementally with each offense, and may go well beyond the listed amounts.

Fines

Fines are the most common form of punishment for crimes in Dolmvay. Any fines for theft, fraud, damage to property, and debt take place after the victim has been paid back. Payment of fines is expected upon sentencing, although the judge may allow the offender to remain in jail for up to 1d3 weeks while he arranges payment. Those who cannot pay a fine or restitution are found guilty of debt.

Indentured Servitude

Human slavery is illegal in the Duchy of Valnwall. However, indentured servitude is an accepted method of paying off debts. Indentured servants may be put to work in city-owned mines, logging camps, crop fields, or aboard ships unless they demonstrate some other more useful skill (such as adventuring!).

Public Incarceration

Public incarceration involves being caged or put in stocks in a public square (usually in the neighborhood where the crime was committed). The criminal is then subject to be ridiculed, pelted with offal and garbage, and suffer other forms of abuse from local law-abiding citizens.

Jail

Jail time is spent in the local Watchpost, in the dungeons of Oldcastle, or in the dungeons of the Ducal Palace, depending on the location of the crime, the severity of the offense, and the history of the offender. The judge usually counts time served waiting for trial as part of the sentence.

Flogging

Flogging involves being tied to a public whipping post and suffering 2d20 lashes. However, no one in Dolmvay has been convicted of insolence to a noble in many years, and many believe such an outdated charge would only lead to civil unrest.

Public Torture and Execution

Although executions take place monthly, public torture and execution by beheading are reserved for the most heinous criminals and crimes. They are most often held at Oldcastle, the Ducal Palace, and occasionally the Valenon. Public executions are attended by people from all over the city. The more infamous the criminal, the more popular the event.

Trial by Combat

One holdover from Dolmvay's past is a noble's right to trial by combat. A noble convicted of piracy, murder, or treason may appoint a champion to defend his honor. The judge or other presiding official (such as a Lawlord or the Duke) selects a champion to represent the court.

These honor duels are typically fought to the death, although quarter may be given if asked (at great dishonor to the loser). Agents of the church oversee these duels to ensure that no magic is used to sway the outcome. If the champion is defeated, the noble is considered guilty beyond doubt and is sentenced to death by public torture and execution.

Commerce

The City of Dolmvay is a bustling port city that sees trade from all over Amherth.

Commerce in Dolmvay is heavily influenced by the guilds and merchant families. Large privately owned guild operations (such as tanneries, breweries, mines, granaries, gristmills, fish factories, cloth mills, shipyards, slaughterhouses, stockyards, wineries, etc.) are known as guildworks. Guildworks can employ hundreds of laborers, most of whom work for low pay in unpleasant conditions. Almost all guildworks are confined to the Guild Districtare located outside the city walls.

Smaller shop operations (such as leatherworkers, taverns, butchers, livestock sellers, etc.) are practiced by guildsmen at the local level. Most of these merchants and craftsmen reside in apartments above their shops, however, wealthier shop owners may have other accommodations.

Street vendors hawk their wares from the street, carrying items for sale on their person, in pushcarts, or even blankets laid out on the sidewalk. Street vendors may practice any type of craft or sell any type of goods. Many street vendors are not guild members and must avoid harassment by local guildsmen.

A number of guilds work in conjunction with one another (such as the Slaughterhouses Guild and the Butchers Guild or the Guild of Tanners and the Leatherworker's Guild), but rivalry between guilds and even within guilds is common, especially when similar shops and guildworks are located nearby.

Currency

The Xannen gold emperor, silver empire, and copper slave* are the most commonly accepted forms of currency in Dolmvay. Antique coins from the ruined cities of Aal, Mor, and Vay are also found in circulation. Foreign coins are weighed for their value. In some cases, barter is also an acceptable method of trade. The Duchy of Valnwall does not currently mint its own coinage, although several guilds have petitioned the Duke to consider this matter.

*see the *Chronicles of Amherth*TM campaign setting for more information about these coins.

CALENDAR

"Welcome friends! Eat and drink and drink some more! We must honor the saint with another round!"

—Brother Ellis Montrall during the Festival of the Harvest

The people of Dolmvay use the standard Xannen calendar to keep track of time. A year consists of twelve months—Janur, Febron, Marcus, Arbel, Mairi, Junae, Julae, Augrast, Septem, Octubrast, Novem, and Dechem—and each month has roughly 30 days. A week consists of seven days—Modan, Todas, Wedna, Throde, Frida, Sadat, and Son's Day, which is considered a holy day of St. Valen.

Major Festivals

Festivals are a common occurrence in the City of Dolmvay, with small carnivals, religious celebrations, and neighborhood fairs seeming to take place every other week or so. These festivals are usually centered in or around the main marketplaces.

The major festivals celebrated throughout Dolmvay are listed below. They involve sporting games (stone lifting, foot and horse races, wrestling, duels, jousts, archery contests, etc.), storytelling, music, and dances. During these festivals, designated streets are blocked off to allow only foot traffic and the price of alcohol is halved.

The Feast of St. Johanna the Maiden of Battle

Johanna of Ethelstan was a legendary figure who lived hundreds of years ago. According to the story, she was a soldier's wife whose home was attacked by ruk raiders while her husband was away. Johanna defended her family for three nights and slew dozens of ruks before succumbing to her wounds. St. Johanna is prayed to for protection and is the Patron Saint

of Women and Children in Need. The festival begins on the first week in Febron and lasts for three nights.

The Feast of St. Valen

St. Valen of Vay was the founder of the modern incarnation of the Church of Law and Order. He was said to be a champion of justice and a hero to the weak and oppressed.

The Feast of St. Valen takes place on the first day of Marcus and lasts throughout the month. To honor St. Valen, the High Lawlord gives public services from the balcony of the Cathedral of St. Poul and the Duke of Valnwall and his retinue travel across the Duchy to personally hold court, hear cases, and dispense justice.

Trials for the most heinous crimes, such as treason, are held during the last week of Marcus. Children born during the month of Marcus are believed to be destined for greatness in the church. Valen is the Patron Saint of Truth, Justice, Law, and Order.

King's Day

This festival traditionally celebrates the birthday of King Herek of the fallen Kingdom of Might. It is a weeklong celebration that begins on the 19th day of Arbel and is marked by feasting, drinking, and merriment. The King's Day festival is famous for a daily melee, thrown weapon, and mounted combat tourney. All participants must wield some form of axe, which was the favored weapon of King Herek.

At the end of the week, the winner of the tourney is honored in a lavish ceremony. The

tournament was once held at the Ducal Palace, but has grown so large that it now takes place in the Dolmvay Coliseum.

The Festival of Spring

The Festival of Spring takes place on the first day of Mairi and is a celebration of life and rebirth.

Single men dress in their finest clothing. They supply all food in order to demonstrate their ability to be good providers, and hopefully impress young women for the Festival of the Planting. Women travel into the fields and meadows to collect wildflowers which are worn on clothes or hung as decorations. Friends and relatives give children small gifts and other tokens.

Betrothal announcements are common during the Festival of Spring and homage is paid to St. Mari of Galask, the Patron Saint of Hearth and Home. A child born during this festival is considered a good omen who is destined to bring honor to the family name.

The Festival of the Planting

This festival is held in hopes of a good harvest and takes place after all the crops have been sown, usually near the beginning of summer in the month of Junae. The celebration involves much dancing, singing, and flirting. Homage is paid to St. Leandra the Lady of Blossoms, the Patron Saint of Life and Fertility. Although the church frowns on overt acts of affection, promiscuity among married couples is encouraged which is why many children are born months later during the Feast of St. Valen.

Festival of St. Meschil

The Festival of St. Meschil takes place on the last three days of Junae. It is a harmonious festival of rebirth that involves singing, dancing, and games of mental skill (such as castles). Those suffering from mental illnesses and mind-affecting spells come from all over to attend these festivals and pray to be healed by the Church of Law and Order. The clergymen select one person by lottery to be healed in this manner. The festival is most famous for the nightly Dance of the Visionarres, which is said to heal the mind and bring peace to troubled souls.

The Feast of St. Poul of the Shield

According to legends, Poul was a murderer and a brigand who was captured by St. Valen and given a chance to renounce his evil ways and follow the path of Law and Order. Poul became one of the church's most devout and effective holy warriors and Valen's right-hand man.

The story of St. Poul is used to teach worshipers that even the most vile being can be brought back into the Light. The Feast of St. Poul of the Shield is a weeklong event that begins on the 1st day of Julae. During this time, criminals and outlaws are allowed to petition the church—all charges and hostilities against them may be dropped in exchange for loyal service as an acolyte. The penalty for future disloyalty is torture and death.

St. Poul is the Patron Saint of Warriors, especially Lawful fighters, city guardsmen, and reformed criminals.

Liberation Day

This festival is mainly celebrated in Dolmvay. It takes place in the middle of summer, during the second week of Julae, marking the Army of Hope's victory over the Empire of Xanne. It is a merry celebration of nationalism and pride where flags and standards bearing the Duchy of Valnwall and Republic of Westport banners are flown, carried, or sewn onto clothes.

It is a day of great feasting, drinking, and gift giving. White armbands and headbands are worn as a symbol of hope and freedom. On this day, soldiers eat and drink for free and many are invited to attend extravagant parties thrown by the wealthy. At midnight, scarecrows representing the Immortal Emperor Zaer von Xanne are burned in effigy.

Festival of St. Aleena

The festival of St. Aleena is a glorious week-long event that begins in the third week of Augrast. The festival is marked by a huge public tournament between guild-licensed adventuring companies. The tournament takes place in the Dolmvay coliseum and involves individual class-oriented duels and challenges as well as competitions between entire adventuring companies.

The festival is hosted by the Dolmvay Adventurer's Guild. The contestants are broken up into ranges of skill levels: Journeyman (1st-3rd), Master (3rd-5th), Heroic (5th-7th), and Epic (7th+), and perform in front of a crowd of thousands. Prizes are awarded to victorious adventurers and their companies, however, most adventurers are just happy to receive the title of Champion of St. Aleena.

The tournament is free to attend and a simple meal of bread and watered down wine is provided to spectators. (Vendors may apply for permits to sell concessions, toys, and other items in the stands or coliseum arcades.) The results of these contests, the more ostentatious adventurers, and the greatest feats of strength and skill are discussed and argued for weeks, months, and even years later.

The Festival of the Harvest

This festival celebrates a fruitful harvest and the hope of a mild winter. It takes place after all the crops have been reaped from the fields, usually near the beginning of autumn in the first week of Septem. The festival is marked by lavish feasts, drunkenness, and eating contests in honor of St. Ronnad of the Flagon.

The Feast of St. Garan

The Feast of St. Garan is an annual, five-day event commemorating Sir Tormic Garan's victory over the evil lords who once ruled much of the surrounding lands. The festival ends in the month of Octubrast on the night of the Blood Moon, also known as the Hunter's Moon, which marks the first full moon after the fall harvest. St. Garan is the Patron Saint of Warriors.

The Feast of St. Garan is fully detailed in the Small Niche Games adventure *Blood Moon Rising*.

Ancestor Night

Ancestor Night is a celebration of those who have passed on. It takes place during autumn on the last day of Octubrast. Those who partake in this festival believe their deceased ancestors spend the night peeking in on their descendants. On this night, the citizens wear masks to show their loved ones how they fare—painted smiles or colorful masks show they are

doing well while painted frowns and grim masks indicate they are not.

It is hoped that the ancestors will either see their good fortune and be at peace or see their unhappiness and help change their lives for the better. The elderly are given small gifts, favorite foods, and small tokens in the hopes that they will look favorably upon their families after they die. The recipients usually share the sweeter foods with their children and grandchildren, making Ancestor Night a highly anticipated event among the young. Homage is paid to St. Waldon the Patron Saint of the Peaceful Death.

The Night of Blood

The Night of Blood is celebrated on the first night of the "blood month" of Novem. Animals are slaughtered so that the meat may be salted, smoked, and cured for the long winter. High profile public executions are traditionally carried out on the Night of Blood. Homage is paid to St. Harald the Patron Saint of Plenty.

The Feast of St. Lucilla the Kind

This one-night celebration in Novem is held to help the poor and downtrodden. During the week leading up to the festival, citizens leave gifts of food, clothing, and even coins in front of their doors. On the night of the festival, citizens gather with family and friends while Church missionaries feed the poor. St. Lucilla the Kind is the Patron Saint of the Poor, Sick, and Needy.

Yule

Yule is a week-long festival held in the month of Dechem during the nights of the full moon, celebrating the end of the year and the midpoint of winter. Goodwill is promoted in the hopes that it carries over into the new year. Gifts are exchanged among loved ones and neighbors. Gifts of food and drink are also left out at night for a mythical character known as Sainted Klaus who is said to be the Patron Saint of Winter Joy. In the wilds beyond the city walls, folk tend to stay indoors at night as strange happenings are said to occur during Yuletide.

CITIZENS OF DOLMVAY

"Halaw, good sirs. I see you are strangers to the White City. I know the perfect place for you to take your rest."

—Father Karles Trenton

The people of Dolmvay are a mixture of human cultures from all over Amherth, however, it is not the chaotic melting pot of cities like the Republic of Westport. Most of its citizens are native Valinians that are divided into two main social classes—noble and commoner. Commoners are further divided by wealth and profession into three subclasses—merchant, craftsman/tradesman, and laborer. Two other subclasses exist that transcend the normal social hierarchy—clergymen and adventurer.

The nobles own family lands and lay claim to hereditary titles. They usually occupy large manor homes inside the city and maintain large estates in other parts of the Duchy of Valnwall. The nobles once held an enormous amount of power over the lives of the common folk, but this has changed in recent times. Many nobles still (publicly or privately) express disdain for those who are not of noble birth.

The commoners of Dolmvay make up the bulk of the city's population. They practice a wide range of trades and professions (laborers, watchmen, craftsmen, scholars, military, etc.) and their lifestyle is dependent on individual wealth and status. The most influential commoners are either members of the wealthy merchant families or high-ranking guild members while the least influential are common apprentices and laborers.

It should be noted that clergymen and adventurers are afforded an honorable status that usually transcends the normal social classes. This status rises and falls based upon their deeds and popularity.

Alignment

The citizens of Dolmvay are overwhelmingly Lawful in alignment. This does not mean they are overwhelmingly "good". This just means that most citizens tend to abide by local laws and live stable, orderly lives.

Neutral-aligned citizens tend to be more common among the very rich and the very poor. These citizens tend to be more self-serving and only obey laws and customs that do not inconvenience their daily lives.

Chaotic-aligned citizens are uncommon, but are present throughout Dolmvay. These tend to be criminals, dissidents, and other malcontents who prey upon those weaker than themselves and twist the law to their advantage.

Daily Life

Dolmvay is the birthplace of the Church of Law and Order and its citizens feel secure within the city's walls. It is a port city that lies where the Dolm River empties into the Gulf of Valnwall and its docks see traffic from all over Amherth. Dolmvay is no lawless city of thieves. The Duke, the Church, and its citizens combine to make crime difficult and the people expect to feel safe and protected.

The citizens of Dolmvay observe traditional gender roles, with men being the primary wage earners and women being the primary homemakers. Husbands and wives work together to raise and educate their children. Children are expected to follow in their parents' footsteps.

These roles are established norms dictated by society and the Church, but they are not all

inclusive—men and women sometimes assume non-traditional roles, professions, and even relationships, to varying degrees of acceptance.

The common Dolmvay man spends most of his time working and providing for his family and home. He often specializes in a trade such as carpentry, cobbling, baking, smithing, sewing, or butchering. If he does not own his own shop, he may be forced to work in a guildworks. Common men usually aspire to become high-ranking guild members or form their own merchant families. Otherwise, they are unlikely to reach a position of power or authority outside of becoming an adventurer or rising in the Church of Law and Order.

Common women also spend much of their time working. Taking care of children is a top priority, however, women also practice trades such as sewing, weaving, midwifery, healing, and baking. The women of Dolmvay often have more opportunities than their rural counterparts and are allowed to own property and operate businesses.

Most commoners prefer large families. Children are another mouth to feed, but they eventually grow up to become helping hands. Children are taught to be respectful of authority, particularly the authority of the Church of Law and Order. Church services are attended by the entire family on Son's Day at the end of the work week. Homage is also paid daily to the Saints of Law and Order. For example, a father whose child is suffering from an illness may pray to St. Callor for healing while a newlywed couple who desires children may pray to St. Leandra the Lady of Blossoms.

The daily life of a Dolmvay noble is much different from that of a commoner. Nobles are expected to be very active in the Church of Law and Order, attending morning services each day, praying before every meal, and attending services on Son's Day. Nobles also pay homage to the various saints.

Noblemen spend much of their mornings tending to matters such as weapons practice, figuring taxes, attending court, and hearing complaints from their servants and subjects (if any). Afternoons are spent in leisure activities such as hunting, hawking, poetry, or the arts, where the noblemen can discuss politics

amongst themselves and engage in private intrigues.

Noblewomen spend much of their day in the gardens, weaving or listening to music and poetry. A wealthy noblewoman might go on an afternoon picnic or shopping spree with an entourage of guards and supporters.

The children of a noble house can expect all manner of comforts at home. They are trained in courtly arts from a young age and are allowed to pursue their own interests and hobbies. Arranged marriages are common, and some children are even betrothed from birth. Noble children are expected to be active in church activities (choirs, youth groups, junior acolytes, etc.). In this way, they mix with the common folk and hopefully learn a bit of humility.

An evening meal at a noble's manor is usually an elaborate affair, supplemented by entertainment such as music, dancing, jugglers, acrobats, jesters, or animal shows.

Dress

In the Duchy of Valnwall, clothing ranges from simple to elaborate, depending upon one's wealth and status. Shades of white, black, brown, and green are most common, however, most folk like to add a splash of brighter colors to their wardrobes. Nobles in particular occasionally adopt ancient or foreign styles of dress to make themselves stand out, creating a riot of color and fashion in busy places such as the Dolmvay City Market.

Most common men wear loose linen or wool tunics over wool pants. Tunics typically belt at the waist and fall to the mid thigh. Noblemen prefer wool leggings instead of pants and wear tunics spun from silk and other quality cloths. Vests and jackets are common among both classes and cloaks are worn in cold weather. For parties and ceremonies, noblemen wear robes or tunics that fall to the ground. Leather shoes are worn by most common city dwellers—pointed for nobles and flat or slightly rounded for commoners.

Common women usually wear long tunics that belt at the waist and fall to the ground. Noblewomen prefer sleeved dresses made of quality cloth that can be simple or elaborate,

depending on the occasion. Tights are worn under tunics as women wearing pants is severely frowned upon by the Church of Law and Order. Most women wear several layers of clothing if they can afford to.

Hats and head coverings are common among men and women, particularly in the colder months. Common men wear leather or fur caps with stirrups on the sides. Noblemen prefer more extravagant hats decorated with gold and silver lace trimming and plumes.

Common women often pull their hair back into a ponytail or bun for function and wear scarves to cover their heads. They are allowed to wear braids only on holy days or during festivals. Noblewomen weave their hair into elaborate braids and sometimes wear tall fancy hats decorated with streamers.

Adventurers have no restrictions on hairstyles or style of dress.

Arms and Armor

The full range of weapons and armor are available in Dolmvay, however, its citizens do not normally go around dressed for battle. Common folk may carry a dagger, quarterstaff, or walking stick (club). Nobles usually carry a dagger and long sword, although the light rapier of Guildeland (+1 to-hit, 1d8-1 Dmg) has become more en vogue. Adventurers are expected to dress the part, and many choose to walk the streets in polished arms and armor.

Rumors and Gossip

The City of Dolmvay is a bustling port city full of thousands of people from all over Amherth. In this day and age, news travels primarily by word of mouth. As most commoners seldom leave their own neighborhood or quarter, rumors and gossip are extremely important to the average citizen, causing a high demand for tradesmen such as City Criers.

Those traveling throughout the city (particularly adventurers) are frequently stopped and asked what news they might have heard. Whether the news involves the city itself or happenings abroad makes no difference. Unless the characters are in a hurry, it is

generally considered courteous to stop and chat on occasion.

Rumors and gossip can be utilized by the Labyrinth Lord to help spread useful information, however, in many cases, they are simply a way for folk to pass the time. Rumors and gossip serve an important role in the average citizen's life—entertainment.

Without gossip, the nobleman's treasurer might never learn of the fire that happened at the harbor. The potter toiling at the wheel all day might never hear of the scandalous affair between the Watchman and the moneylender's wife. The milkmaid at the nearby farm might never know of the battle that took place between pirates and the Valinian Navy.

In some cases, friendly gossip is considered almost as good as coin. People are more willing to divulge information or otherwise help out someone who brings them interesting news. Some taverns offer free ale to travelers (adventurers, sailors, caravan guards, etc.) because of the business their gossip brings in. Gossip is also a good way for merchants and shopkeepers to strike up a conversation with potential buyers.

Characters whose rumors often prove true can usually expect a bonus of +1 or higher to local Reaction rolls, while those who spout outlandish tales or false rumors can expect to receive penalties of -1 to -3. Once the characters make a name for themselves as adventurers, it won't be long before they become the subject of various rumors and gossip.

Most people try to be as accurate as they can when relaying rumors that involve adventurers (with a few minor embellishments). However, the characters might occasionally hear their own deeds attributed to others, or vice versa.

Characters should be aware that rumors are unreliable by nature. When passed along, they tend to change to reflect what the speaker knows and understands.

For example, a rumor might begin as a merchant's account of a savage Skjolding viking causing trouble at the 5th Street Market. A guildworks carpenter who hears the story might change the location to somewhere in the Guild

District. A beggar who hears this version of the story might believe that it wasn't a Skjolding at all, but probably the sewer monster he's seen lurking around an abandoned building in the Brown Street neighborhood.

Whenever possible, the Labyrinth Lord should try to incorporate rumors into actual conversations. This sort of dialogue not only adds flavor to a campaign, but also helps portray the city as a place that is full of real people.

For example, if the Labyrinth Lord plans to send the characters after a band of marauding ruks and wants to set up the encounter, try not to just say something like, "The shopkeeper tells you that ruks have been sighted to the west."

Instead, have the knife sharpener stop his grinding wheel for a moment and say, "My cousin, Thereon works for a logging company west of the city. He said he looked up from the log he was splitting and there, not two feet away, a ruk was staring at him from the bushes. Old Thereon raised his axe and gave a shout, and that ruk ran away, quick as you please, but I expect there are more about. You fellows got any knives or swords that need sharpening? You never can tell when a sharp blade will come in handy."

Rumor Table

The following rumors are currently floating around Dolmvay. (T) means the rumor is True. (F) means the rumor is False. (L) means the rumor is left to the Labyrinth Lord's discretion.

1. "Two Fingers" Holloway is a good man to see if you need to borrow money. I wouldn't cross him, though. He seems to have powerful friends. (T)

2. A few (silver) empires is all it takes to bribe most agents of the Harbormaster to overlook expensive cargo. (L)

3. An alliance of several powerful merchant families has been formed in order to bring down the noble House Willorem. (L)

4. An ancient vampire lives inside the city walls. (T) Some whisper he is actually Valen of Vay who chose to become undead in order to defeat the Ghoul King Lorrigan Makaar. (F)

5. Anyone who enters Plague Town contracts a deadly disease within one month. (F) I've known men who return from there to die within a day. (L)

6. Ben Hapson, owner of the Full Sail Inn, is really a former pirate named "Jolly" Joe Brolin. He decided to use his ill-gotten gains to open a business in Dolmvay and is having a laugh at the expense of his respectable patrons. (L)

7. Cadfan the Moneylender is a former adventurer. They say he obtained his wealth by looting the bodies of his dead companions at the Lost Tomb of Mechtansmere. (F)

8. Dean the Fishmonger likes to mix good fish with grouted fish. That's why his customers always get sick. (F)

9. Don't be fooled by Amelrik Ligier's brutish appearance. That man can set a board of castles! (T)

10. Don't be fooled by the halfling Caby Darkbriar's cute and innocent appearance. They say she hires out as a tracker and guide and then murders men in their sleep. (F)

11. Duke Robert has been corrupted by an evil wizard. Nothing he says or does anymore can be trusted. (F)

12. Dungeon Rock is an impregnable fortress that the Duke may retreat to in times of trouble. (L)

13. Dyson the Cartographer is the man to see about treasure maps and maps of ancient ruins. (T)

14. Ermloch the Wine Seller is NOT an alchemist. (F) You can't believe everything you hear in the taverns of Dolmvay. (T)

15. Father Gabrel Sorlund is one of the most powerful men in the church. (T)

16. Father Karles Trenton still has ties to a local broklaw gang. He will set you up to be robbed if you're new to the Wharf District. (T)

17. Go to the Citizen's Tower in the City Center District if you want to meet your favorite adventuring companies. (T) I once saw the adventuring fighter Jon Black gambling against another adventurer named Bears of Tallrock.

Black was on a winning streak that Tallrock appeared none too happy about. (L)

18. Halidyne Park in the District of Nobles is a popular nighttime meeting spot for wealthy lovers. (T)

19. Have you been to the Citadel of Honored Sailors? My brother's second cousin once found a chest full of gold hidden behind a loose stone. They took most of the gold from him, but I bet there's plenty more to be found there. (L)

20. Holk halflings are scavengers and thieves who will rob you blind if you're not careful. (L)

21. I bought a bouquet of fresh flowers from the Blessings of Leandra florist shop in the River District. I've never smelled blossoms so fragrant. The owner said she grew them herself in the gardens behind the shop. (T)

22. I have seen the Royal Scribe in the District of Scholars many times. (T) I think she may be in league with enemies of the Duke. (F)

23. I hear the Duke no longer recognizes the sovereign line of King Herek. There are those who believe he is planning to declare himself King of the Valnwall. (L)

24. I hear the Vaultkeeper pockets one gold piece out of every three that make it to the City Treasury. (F)

25. I heard the Wolflord and the High Watchman are planning to arrest the merchant families running the Gange Consortium. (T)

26. I saw a thug named "Fishhook" Thomas stealing choice items from the Eternal Flame of St. Margaret. (L)

27. I saw the mushroom sage Willow Greer poke her head out of a sewer grate the other day. (T) Wonder what she's been up to down there? (L)

28. If you challenge the Duke to single combat and win, you become the new Duke. (F)

29. If you need work quick, go see Bekker of Malthaven. He's always got a few jobs lined up, although not all of his work is reputable. (T)

30. If you're looking for great meals and entertainment, try the Inn of the Red Flagon in the Market District. (T)

31. It was a battle between wizards, I tell you. I saw one fall from the ruins of Bearmont Tower while the other one flew off into the night. (T)

32. I've seen rats that walk like men. There are many who believe that a whole city of these foul creatures lies hidden somewhere deep within the sewers. (T)

33. Mactorlla the Sea Witch is responsible for several recent attacks on local ships. (T)

34. More murders occur near Jennysdock in Baytown than any other place in the city. (F)

35. My brother is a soldier in the King's Army. His patrol was ambushed last year by ruk raiders in the Peaks of Valen and they were saved by that ranger Leonine "the Mountain Lion" Valters. (L)

36. My brother says he once saw a gold dragon land in the forest to the east and transform itself into a beautiful human woman. (T) I say he was drunk. (T)

37. My cousin sits and listens to the philosophers at the Halls of Learning. Some of the things they're spouting are likely to get him cast out of the church if he's not careful. (L)

38. My cousin's mother's aunt once bought a magic lamp from Abah the Dealer. (L)

39. On certain nights, the nobles use the Dolmvay Coliseum, forcing prisoners to fight against vicious animals and each other for their own amusement. (L)

40. One can get lost in the Dolmvay sewers. Stories exist of tribes of feral humans living deep beneath the city. (T)

41. Riverlord Isle is a sovereign island-state ruled by the Harbor Watchmen of Riverlord Castle. The people who live on the island are not bound by the laws of Dolmvay. (F)

42. Rumor has it that a thief and swindler named Janni the Lucky was behind the theft of Lord Morgandry's family jewels. (L)

43. Tenkar the dwarven barkeep is known to support artists, storytellers, and poets whose work he appreciates. (T)

44. That Lord Cadriel Tresallinde is the same Tresallinde who tried to overthrow the Lawful

government of Westport. (T) The Duke had best keep an eye on that one. (L)

45. That surly dwarf Blood Axe is actually Tenkar the Barkeep in disguise. (F)

46. The adventuring fighter Ragstad Alemaker says that Vanhurr elves are savages who would draw us into some war in the distant lands beyond the mountains to the west. I don't know why the Duke entertains them at all. (T)

47. The Alchemist's Guild has denounced Storen Keonar is a rogue alchemist whose potions are bound to get someone killed. (L)

48. The Arch of Crows is haunted by the spirits of dead man who were hanged there. (L)

49. The Brotherhood of Injured Sailors are nothing more than beggars and thieves. Give them a (copper) slave and they'll expect an (gold) emperor. (L)

50. The Cathedral of St. Poul is one of the holiest sites in all of Amherth. (T)

51. The Chapel of St. Valen is almost as beautiful as the Cathedral of St. Poul. They say if you worship there during the Festival of St. Valen you are sure to win your next fight. (L)

52. The church has ordered the arrest of Kormydigar the Summoner and all of his companions. (T)

53. The Church of Law and Order has no power over undead. (F)

54. The City Center District is the place to shop for quality goods and services. (T)

55. The City Lawlord spies on the Duke on behalf of the Valenon. (F)

56. The crippled halfling Tobias Quiggley is the one to see about a wagon. Those Holk are master wainwrights who craft the sturdiest carts, carriages, and wagons in the Duchy. (T)

57. The Dolm River Bridge has caught fire several times in the past. (T)

58. The Dolmvay Market is the place to buy everyday items at the lowest prices. (T)

59. The Dolmvay sewers are powered by magics that are best left alone. (L)

60. The drunken dwarf Vlarkvlaaran got tossed out of nine different taverns the other night. That's a record even for him. (T)

61. The Ducal Guards tend to be more accommodating to noblemen than to common folk. (L)

62. The Duke and the Lord High Admiral are mustering the King's Navy for an attack on the pirate haven of Jameston. (T) I heard from the adventurer James of the Stormcrow that the Duke is also issuing Letters of Marque to privateers. (L)

63. The Duke is immune to all natural poisons. (F)

64. The Duke is planning to announce his betrothal at the next King's Day festival. (L)

65. The elf Salindra "Sally" Rowanberry and the hulking half-ogruk "Bash" are actually lovers. (F)

66. The Font of Law and Order is cursed to remain dry until St. Valen returns. (L)

67. The Gundamark dwarves are savages who would draw us into some war in the distant lands to the east. I don't know why the Duke entertains them at all. (T)

68. The High Lawlord has vowed to kill all demihumans that refuse to convert to the Church of Law and Order. (F)

69. The High Lawlord is the true power behind the throne. (F)

70. The Hiltamen of the Valenon are even better trained than the City Watch. (T)

71. The House of Melius should be burned to the ground. It goes against everything the church stands for. (L)

72. The Lord of Swords and the Lord of Sails are constantly at each other's throats. (F)

73. The Mad Lady Dalion is a witch who steals the souls of little children. (F)

74. The Master of Guilds has plots that stretch all the way to Guildeland and beyond. (T) Some say he has ties to anti-government factions such as the Society of the Swan. (L)

75. The monks of St. Meschil have ways to treat sicknesses of the mind. (T)

76. The old Duke's bastards are about to come of age. I expect that one or two of them will make a play for the throne. (L)

77. The other day I saw a large guild cog almost ram Ivon the Boatman's barge as he crossed the Dolm. Ivon's planning to file a grievance with the Watch. (L)

78. The owner of the Menagerie of the Fantastic and Bizarre is always looking to buy new exhibits. He'll pay high prices for exotic creatures. (T)

79. The philosopher Vinthus Tralento is one of the worst troublemakers this city has ever seen. (L) He actually believes there is no difference between a commoner's blood and a noble's blood. (T)

80. The Pig Whistle butcher shop sells the best cuts of pork in the city. That smelly old butcher really knows how to slice open a pig. I think he really enjoys his work. (T)

81. The Rainbow Halls of House Irrlenov are bathed in the blood of seven different types of demons. (F)

82. The ranger known as Gantrios the Sea Raven is some sort of sorcerer. I saw him talking to his bird as if it understood what he was saying. (F)

83. The Royal Scribe is having a secret affair with her nephew, Duke Robert. (F)

84. The scholars say the Duke supports the fine arts and encourages better education of the common folk. (T)

85. The serphala act as concubines to the holiest priests. (F)

86. The shows at the Gosling Theater in the District of Scholars are always hilarious. (L)

87. The Society of the Noble Flame was formed to help protect us from elves and wizards and the like. If you're have a problem with magic-users, paint a flaming hilt on your shutters and they'll contact you. (L)

88. The Son of Sons statue is built upon an ancient site that was sacred to several older religions, including that of the Druun. (T)

89. The Speaker of Lords has seduced the Speaker of Commons. (T)

90. The Wolflord has grown power-mad and now plots against his cousin, the Duke. (F)

91. There are many ways to deal with an enemy. However, only Old Murtha in Baytown can truly make someone pay. (T)

92. They say an eye of terror lurks in the deepest reaches of Dolmvay's sewers. (T)

93. They say the Duke's uncle, Earl Uthermor Calwell, is in league with the infamous wizard Barrugal. (T)

94. They say the halfruk nanny Gweneth, Daughter of Sar killed the nobleman's wife and now shares his bed. (F)

95. They say the Sallunde Family is one of the major families running the Gange Consortium. (F)

96. They should burn the Old Brewery down. It's full of ghosts that are starting to move out into the street. (L)

97. Those poor children at the Orphanage of St. Lucilla are always in need of blankets, clothing, and shoes. (T)

98. Trident Park is steeped in ancient magic. I've seen dancing lights, strange shadows, and unnatural creatures lurking around the park's three pillars. Best stay away from that fey place. (L)

99. Two factions of criers were arguing this morning outside the City Crier's Guild headquarters in the District of Commons. You should have heard the noise! (L)

100. Word on the street is that an uprising is brewing. I hear someone finally managed to bribe one of the Duke's Iron Wolves. (L)

Common Gestures and Phrases

The following gestures, phrases, and curses are commonly used in the City of Dolmvay.

Common Gestures

Bow	A formal male greeting made to one of higher station. It is made by placing the right hand on the stomach and bowing at the waist. A nobleman bowing to one of his betters often bows his head, places one foot in front of the other, bends at the knees, and sweeps both arms to his side instead.
Cheek Kiss	An informal female greeting between equals. It is made by lightly kissing one or both cheeks, and is often accompanied by a hug.
Curtsy	A formal female greeting made to one of higher station. It is made by bowing the head, placing one foot in front of the other, and bending the knees while slightly lifting the hem of one's dress with both hands.
Flower	A formal greeting between a man and a woman. It is made by bowing the head and lightly kissing the offered hand of a woman. Maintaining eye contact during the flower is considered a lascivious gesture that may or may not be welcome.
Forearm Clasp	An informal male greeting of respect and trust between equals. It is made by two men simultaneously clasping each other's right forearms. When used in conjunction with a surprise attack (such as a knife to the belly), it is known as the "Murder Grip". Fines and penalties for such an attack are often doubled or tripled.
Kneel	A sign of respect reserved for the Duke and his family. It is made by dropping to the right knee and bowing the head until the royal passes or orders the subject to rise.
Exile Curse	A sign of disrespect made by closing the fists and crossing the forearms in an "X". Loosely translates to "Begone from me you Get of the Lawless!"
Salute	Crisply placing the closed right fist on the left side of the chest while standing tall. Used mainly by knights, soldiers, and sailors as a sign of respect or affirmation to their superiors.
Sign of the Holy Hilt	A traditional hand gesture to ward off evil. It is made by touching the forehead, sternum, left chest, and right chest in succession.

Common Phrases

A sword, a spell, and a prayer are needed here	A phrase that means it is time to hire adventurers.
Across the Drink	A common term that loosely translates to "on the other side of the Dolm River".
Avalen (pr. ah-VAY-len)	A common religious phrase spoken at the end of a prayer or hymn. It is also sometimes used as a phrase of emphatic agreement. <i>"In the Light we suffer, in the Light we strive, in the Light we overcome. Avalen."</i>
Aye	A common term of acknowledgement or agreement. "Yes".
Beard or Stump	Derogatory term for a dwarf. Most commonly used by humans and elves.
Chaos Spawn	An evil creature or monster. Also sometimes used as a curse.
Clean Heart, Clean Mind, Clean Body	A reminder that purity is the path to peace, and peace is a blessing of Law and Order.
Clink	Derogatory term for a wealthy person, particularly a noble. Refers to the sound a rich man's purse makes when he walks.
Downtown (the South Ward)	Those who dwell in the South Ward are sometimes referred to as Downtowners.
Ear or Slip	Derogatory term for an elf. Most commonly used by humans and dwarves.
Foot or Stinkfoot	Derogatory term for a halfling. Most commonly used by humans.
Fortune Favors the Bold!	A common adventurers' toast before undertaking a dangerous adventure.
Gargle	A derogatory term for a poor commoner, used mainly among nobles. Refers to the distinct accent found in parts of the South Ward, particularly the Wharf District, Baytown, the Guild District, and the District of Commons.
Get of Chaos	An evil person.
Get of the Lawless	A rude or unruly person.
Go in Peace	A traditional heartfelt goodbye.
Good Eventide	An informal evening greeting. Often shortened to "Eventide".

Good Morn	An informal morning greeting.
Goodlaw	"Good Luck."
Greetings, Friend	A traditional greeting by a stranger who wishes to make someone's acquaintance. The typical response is "Hail Law".
Gront	Ugly. Deformed. Common phrases include "Ugly as a Gront" and "Gront Ugly".
Guilder	Common term for a craftsman, tradesman, or merchant, particularly one of wealth. Tends to be used in a derogatory manner when spoken by nobles.
Hail Law	A traditional formal greeting. When used informally, it is often shortened to Halaw (ha-LAW). The typical response is either "Hail Law" (Halaw) or simply "Aye". Also used as an emphatic affirmation. (Halaw to that!)
Hail Order	A traditional formal goodbye. When used informally, it is often shortened to Halawder (ha-LAW-der). The typical response is either "Go in Peace" or "Aye, Hail Order" (Halawder) or simply "Aye".
Here is Law or There is Law	A general phrase that refers to something good. It is also sometimes used as a reminder to be thankful for the blessings of Law and Order. The typical response is "Aye, (t)here is law" or simply "Aye". <i>Cloth Merchant: "All of my shipments arrived safely this morning. One of the crews almost ran afoul of pirates, but the wind was with them and they managed to escape."</i> <i>Soldier: *nods* "There is law."</i> <i>Cloth Merchant: "Aye, there is law."</i>
If the Light Will It	If it is meant to be, it will be.
In the Shadow of the Son	A nickname for the City of Dolmvay that refers to the Son of Sons statue overlooking the city. It is also sometimes used to refer to the citizens of Dolmvay, as in: "Those who dwell in the shadow of the Son".
Nay	A common term of disagreement. "No."
On the Morn	Tomorrow morning.
On the Morrow	Tomorrow.
Pretty as a Song	Extremely pretty. Refers to the beautiful song of the serphala.
Thud	Derogatory term for a human. Most commonly used by demihumans.
Uptown (the	Those who dwell in the North Ward are

North Ward) sometimes referred to as Uptowners.

Common Curses

(by) Johanna's Beard!	An irreverent curse that refers to St. Johanna the Maiden of Battle.
(by) The Blood of Valen!	Often used as an exclamation rather than a curse.
(by) The Holy Father's ****!	A particularly irreverent curse that refers to a part of the High Lawlord's anatomy. Anyone announcing this curse in a public place can be charged with disturbing the peace.
(by) The Lady's Teats!	A reference to the Church of Chaos and Destruction's most venerated saint, St. Jessical the Burner.
(by) Valen's Shattered Sword!	A reference to the legendary Sword of Valen.

Common Titles

Your Highness	This title is reserved for the King and Queen of the Kingdom of Might. King Herek was one of several petty kings to claim the throne during the time known as the Age of Might. His descendants (if any) would also have claim over the Duchy of Valnwall.
Your Grace	This title is reserved for the Duke and Duchess of Valnwall. The current Duke is Robert val Dolm. He is unmarried.
Lord or Lady	This title is reserved for the noble houses of the Kingdom of Might as well as the ancient noble houses of Vay and Mor. This title may also be applied to visiting nobles from other realms.
Sir or Madam	This title is reserved for knights and their spouses. A landed knight may be introduced as "The Loyal Sir" while his wife may be introduced as "The Honorable Madam".
Master or Mistress	This title is reserved for master craftsmen and tradesmen, including master adventurers.
Don or Dona	This title is reserved for wealthy merchants.

CITY LAYOUT

"Like a beacon in the night, with a light to rival that of the sun, the purity and holiness of the White City stands above all."

—*from the History of Dolmvay by Father Ethan Harlen*

The City of Dolmvay is split between two Wards that lie on the north and south banks of the Dolm River. These Wards are divided into broad regional Districts. Districts are divided into Quarters that are usually based on regional, ethnic, or occupational commonalities. Quarters are further divided into Neighborhoods which typically encompass one to three city blocks. A few of the more notable Quarters and Neighborhoods are described in the text, but the Labyrinth Lord is free to design his own to better suit the needs of his campaign.

Architecture

The architecture of Dolmvay is a mixture of old and new construction made from stone and/or wood, with some of the older structures dating back to the time of Vay. The architects of Vay used ancient magics that melted and reshaped stone to build the city's foundation and sewers. After the fall of the Great City, local stonemasons reverted to simpler stacked stone construction. Over the years, the use of cut stones, bricks, and wood has become more common.

The grandest buildings in Dolmvay such as the Ducal Palace and the Cathedral of St. Poul are massive structures with arched portals, columned arcades, stained glass windows, vaulted ceilings, and hemispherical domes. However, the vast majority of the buildings throughout the city are between one- to five-stories tall, with thick shutters, opaque glass windows, and wooden doors. Flat roofs or pitched roofs with a narrow walk along the peak are most common. White is used to paint exterior walls and doors, giving rise to Dolmvay's nickname as the White City.

Dolmvay streets tend to be narrow and formed by rows of attached buildings, especially in the South Ward. The streets are made of cobblestone and lined with gutters and sewer grates. Aqueducts are either massive freestanding structures or are mounted along stone buildings and city walls. Many neighborhoods are built around a central square that usually contains a unique statue, fountain, or well that is used to identify that neighborhood. A few grassy parks and narrow canals are also located throughout the city.

Residences

The citizens of Dolmvay dwell in a wide range of homes which are largely dependent on one's wealth and status.

The poorest citizens are forced to dwell in cramped apartments inside large, multi-family dwellings that are known as tenements. These tenements can rise as high as nine stories tall (although four or five stories is more common) and are often poorly maintained.

Journeyman craftsmen and tradesmen usually dwell in apartments above their shops, although some purchase modest neighborhood homes. Master craftsmen, tradesmen, and merchants can usually afford larger homes in the nearby neighborhood.

Wealthier merchants and guild masters prefer to dwell in large manor homes. Nobles dwell in even more extravagant manor homes located inside walled compounds that can stretch for several city blocks. These manor homes are often passed down for generations, and some date back to the time of the Great City of Vay.

Street Lighting

The streets of Dolmvay can be dark and treacherous at night. The North Ward and some of the wealthier neighborhoods of the South Ward (particularly in the Valenon and the District of Scholars) possess street lamps that are maintained by City Watch patrols after dark. Open businesses usually place candles in their windows or hang candlelit lanterns beside their front doors, adding to the illumination.

Anyone traveling about after nightfall is required to carry a candle, torch, or some other type of lighting. Those who do not are assumed to be up to no good and may be detained by the City Watch.

Water and Sanitation

The City of Dolmvay is a bastion of civilization and learning. Cleanliness is a key element of the city's shining image. Visitors to Dolmvay immediately notice that the city is extremely clean—far cleaner than any other large city of this age. This is due to a massively efficient aqueduct, sewer, and runoff system, as well as laws designed to prevent the accumulation of trash and debris in the street. A filthy city is a wicked city in the eyes of the Church of Law and Order.

The Streetsweeper's Guild is responsible for cleaning the streets, the Watermans' Guild manages the aqueducts, and the Sewerman's Guild maintains the sewers. These guilds each employ hundreds of common laborers and, in lieu of public incarceration, nonviolent prisoners may choose to assist the guilds by scrubbing walls, cleaning gutters, and unblocking drainpipes and sewer tunnels.

The sewers of Dolmvay are magical in nature and are further detailed on pg. 166.

Transportation

The common citizens of Dolmvay usually travel the city's cobblestone streets on foot. Guildsmen who work with animals (farmers, hostlers, livestock sellers, etc.) are allowed to lead horses, oxen, mules, etc. through the city at a slow walk. Wealthy merchants and nobles either ride on horseback, in the back of ornate wagons, or are carried by servants on

extravagant litters. Adventurers are allowed to ride horses, but are expected not to charge through busy streets at a full gallop.

King's Bay and the Dolm River see a steady stream of traffic throughout the day, that slows at night everywhere except in the Guild District. Local boat owners are sometimes hired to ferry wealthy passengers back and forth across the Dolm in order to avoid getting stuck in foot traffic on the main bridges.

Walls and Gates

The outer walls surrounding Dolmvay stand approximately fifty feet tall. Inner walls range in height from twenty to thirty feet tall. Walls around parks, churches, and private residences typically range from four to twelve feet in height.

Eight named gates provide access into the city. These gates are manned at all times. They are typically open throughout the day and closed at night. The named gates include the Traveler's Gate, the Market Gate, the Harvest Gate, the Wharf Gate, Baygate, Guild Gate, the Gates of St. Poul, and Kingsgate.

Dolm River

The Dolm River runs north-south through the City of Dolmvay before spilling out into King's Bay. The Dolm sees heavy traffic and plays a major role in travel and commerce. The river has been dredged to allow access to larger vessels and its sides are braced by walls of cut stone blocks. A few cobblestone paths and grassy parks (particularly in the North Ward) line the shores, providing a scenic view of the opposite banks of the river.

City Watch

The City Watch is responsible for protecting the lives and property of the citizens of Dolmvay. Watchposts are located throughout the city. Watchmen patrol the city in teams of two, responding to calls for help, assisting citizens, and checking businesses after dark. Watchmen swear oaths of ethics and loyalty and are difficult to bribe, intimidate, or corrupt.

Watchmen wear helmets, chain mail armor, and surcoats emblazoned with the city's standard. They typically carry spears, long

swords, and daggers. Watchmen are also trained in the use of crossbows which can be collected from the nearest Watchpost armory in times of need. The penalties for assaulting a Watchman on duty are steep.

Watchman: treat as 0-level human with, AC 5 (chain mail), hp 4, spear (Dmg 1d6), long sword (Dmg 1d8), dagger (Dmg 1d4), and 1d4 cp.

Watch Sergeant: AL L; MV 120' (40'); AC 5 (chain mail); F1; hp 6; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 11, W 11, Ch 10; SV F1; ML 8; XP 13; 1d8 cp.

Watch Captain: AL L; MV 120' (40'); AC 5 (chain mail); F2; hp 14; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 12, W 10, Ch 12; SV F2; ML 8; XP 29; 1d4 sp, 1d8 cp.

Harbor Watch

The Harbor Watch is a branch of the City Watch responsible for patrolling the river and harbor. The Harbor Watch is headquartered in the Riverlord Watchpost on the Dolm River. Harbor Watchmen wear leather armor and carry long swords, clubs, and daggers. The Harbor Watch recruits only the toughest and most proactive City Watchmen.

Harbor Watchman: treat as 0-level human with Str 13, AC 8 (leather armor), hp 4, spear (Dmg 1d6+1), short sword (Dmg 1d6+1), dagger (Dmg 1d4+1), and 1d6 cp.

Harbor Watch Sergeant: AL L; MV 120' (40'); AC 6 (studded leather armor + Dex); F1; hp 6; #AT 1; Dmg 1d6+1 (short sword + Str), 1d4+1 (dagger + Str); S 13, D 13, C 10, I 11, W 11, Ch 10; SV F1; ML 8; XP 13; 1d4 sp, 1d6 cp.

Harbor Watch Captain: AL L; MV 120' (40'); AC 6 (studded leather armor + Dex); F3; hp 18; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 13, C 13, I 11, W 11, Ch 11; SV F3; ML 8; XP 38; 1d6 sp, 1d8 cp.

Lawguard

Lawguardians are clerics of Law and Order that have been assigned to local City

Watchposts. Their primary role is to assist the Watch with major trouble, heal wounded Watchmen, and investigate supernatural occurrences. Lawguardians wear chain mail armor and wield maces or quarterstaves in battle. Lawguardians often become heroes to the neighborhoods they serve.

Lawguardian: AL L; MV 120' (40'); AC 5 (chain mail); C3; hp 14; #AT 1; Dmg 1d6+1 (mace + Str) or 1d6+1 (quarterstaff + Str); S 13, D 10, C 12, I 12, W 13, Ch 12; SA spellcasting, Turn undead; SV C3; ML 9; XP 110; holy symbol of Law and Order, vial of holy water, 1d4 sp, 1d6 cp.

Spells: 1st: *cure light wounds*, *detect magic*; 2nd: *hold person*.

Description Key

The following key explains the listings for each district.

Location: This is the general location the district can be found on the city map.

Neighborhoods: These are the types of economic neighborhoods most likely to be found in the district.

Common Businesses: These are the most common types of businesses that are found in the district. Keep in mind that these are not the *only* types of businesses, just the most common.

Watch Presence: The general presence and response times of the City Watch patrols.

Presence	Patrol	Response Time
• Low	every 2 hours	2d4 turns
• Moderate	every 1 hour	2d6 rounds
• High	every 3 turns	2d4 rounds

Things to Remember: This brief description is intended to give the Labyrinth Lord the general feel of the district.

Places of Note

A number of notable shops, businesses, and other interesting locations follow the district listing. With few exceptions (gates, docks, etc.), these places are designed to be dropped into the district wherever the Labyrinth Lord desires.



Palatial District

District of Scholars

City Center District

District of Nobles

River District

Valenon

Plague Town

Guild District

District of Commons

Oldcastle District

Market District

Baytown

Wharf District

Dolmway

SOUTH WARD

"You'll find all sorts in the South Ward. Most folk have a healthy respect for the law and can be expected to do the right thing, but that don't mean you can trust everyone you meet. Keep an eye on the street and a hand on your purse and you'll be fine."

—Watchman Elsbeth Allen

The South Ward is also known as the Common Ward. It is a blend of middle-class and lower-class residential neighborhoods, slums, markets, shops, and guildworks factories. The buildings here conform to the lay of the land, but the terrain tends to be lower and slightly less hilly than that of the North Ward. The bulk of the city's population occupies the South Ward.

BAYTOWN

"I can feel your pain, your grief—your *rage*. Tell me what ails you child, and perhaps together we can set things aright."

—Old Murtha

Location: On the shores of King's Bay, outside the walls of the Wharf District.

Neighborhoods: Slums.

Common Businesses: Boat builders, brothels, butchers, churches, fishmongers, inns, ropemaker/netmakers, taverns, warehouses.

Watch Presence: Low (Day); None (Night)

Things to Remember: This wretched slum neighborhood lies just outside the city walls. It is a place of sin and vice that is shunned by law-abiding folk. The taverns, inns, and brothels of Baytown are among the worst dives in all of Dolmvay. Think poverty, unwashed sailors, barroom brawls, clandestine meetings, and back alley murders

Baygate

This small gate is kept closed and is seldom used. It provides access from Baytown to the Guild District. The Baygate posting is considered an unfavorable assignment and the Watchmen on duty here tend to be men of shady character who had problems fitting in with members at other posts.

Outer Docks

These docks lie outside the city walls and are capable of accommodating even the largest sailing vessels. The docks are identified by female names (Jennysdock, Margaretsdock, Elanasdock, etc.), with the names of each dock inscribed on a wooden sign.

The docking fee is 1 cp piece for private vessels or 5% of the cargo's value for merchant vessels. An additional 1 cp must be paid for every week after the first. All fees are collected by an agent of the Harbormaster, and all sailors and passengers must remain on board until the fee is paid.

Cave of the Sea God

This sea cave complex located on the northernmost shores of Baytown is actually a shrine to an ancient reptilian sea god named Gurosulla. The worship of Gurosulla began far across the sea in the mythical Lands of the Rising Sun, where it is said that the gargantuan lizard was born of a union between titan and sea dragon.

According to legend, Gurosulla chooses to dwell in the deepest parts of the ocean, but occasionally surfaces to vent his wrath in the form of hurricanes, whirlpools, volcanic eruptions, and tidal waves.

The Cave of the Sea God floods with the rising tide, drowning any who are caught within. A crude stone altar bearing a statue of the bipedal Gurosulla is located in the rearmost cave, and the cave floor is littered with coins, trinkets, and the bones of drowned animals (and some humans) that were left as sacrifices by local fishermen and sailors. Anyone who takes one of these items suffers the Wrath of the Sea God—any time the character enters water that is over his head, he sinks to the bottom as if he weighed 1,000 pounds (see the *Labyrinth Lord*[™] core rulebook for rules on drowning).

Certain spells cast on the character (such as *fly*, *levitate*, etc.) allow the character to escape the water. Otherwise, the Labyrinth Lord must decide whether or not the character's companions have the strength to rescue him. A *remove curse* spell cast by a cleric of at least 12th level is needed to break the curse.

Murtha's Hovel

This hovel is located at the end of one of Baytown's darkest and most dangerous alleys. It is the home of the witch-woman Old Murtha (see pg. 86) who is said to practice dark wizardry for a fee. The hovel is lined with dusty tomes, arcane objects, and shelves filled with strange ingredients (eye of newt, tongue of frog, quicksilver lotus, etc.). The hovel is protected by a powerful enchantment that obscures it from those who wish Murtha harm.

Atwater's Hall

Atwater's Hall is a one-story tavern that caters to some of Baytown's less vile sailors, adventurers, and other clientele. The tavern consists of a common taproom in front, with kitchens, private meeting chambers, and the proprietor's quarters in the back. Atwater's Hall serves Common quality meals. The tavern is owned and operated by the former sea captain Lawrence Atwater.

Ruins of Bearmont Tower

This crumbling tower ruin is an old watch fire that was meant to guide ships to port and alert the city to invaders. It is a hollow five-story structure with several rotted floors and a winding staircase that hugs the wall all the way to the top. The tower is said to be haunted by the ghosts of drowned sailors.

The tower was recently the site of a magical battle between two wizards (see Bryan Sturlaker, pg. 60 and Barrugal the Infamous, pg. 75).

Baytown NPCs and Factions of Note

The following NPCs and factions may be encountered in Baytown.

Lawrence Atwater

Lawrence Atwater is a friendly, bearded man who loves a good drink and a tall tale. He is a former sea captain who owns and operates the Atwater's Hall tavern in Baytown. Atwater appears to be involved in numerous shady dealings, but this is only a cover. He was once a successful smuggler who was eventually captured and imprisoned. In exchange for an early release, Atwater agreed to work as an informant for the King's Navy. Atwater now keeps tracks of the major thieves, pirates, smugglers, and other criminals who frequent Baytown.

Lawrence Atwater: AL N; MV 120' (40'); AC 8 or 4 (chain mail + Dex); F2; hp 11; #AT 1; Dmg 1d4+1 (dagger + Str) or 1d8+1 (long sword + Str); S 13, D 13, C 10, I 11, W 10, Ch 10; SV F2; ML 8; XP 38; long sword engraved with shark designs (55 gp), gold necklace with shark tooth pendant (100 gp), 1d4 gp, 1d6 sp.

Gantrios the Sea Raven

Gantrios is a tall, gentle man with weathered skin and long hair kept in a topknot that is decorated with raven feathers. Gantrios lost his right eye in a battle with the sea troll Salkevern and now wears a black eye patch to cover the wound. Scars from the troll's claws extend from beneath the patch and across Gantrios's nose.

Gantrios was a huntsman who became enamored with the sea. He has served as a sailor, navigator, and guide for several sea-oriented adventuring companies. Gantrios never goes anywhere without his companion, an intelligent raven named Tinglint, so-named because of the silver streaks in its beak. Gantrios and Tinglint share a magical bond that allows Gantrios to see through the raven's eyes when he closes his own, as if under the effects of a *clairvoyance* spell.

Gantrios spends most of his time in Baytown and the Wharf District where he is currently tracking down rumors regarding the return of Mactorlla the Sea Witch (see pg. 86).

Gantrios the Sea Raven: AL N; MV 120' (40'); AC 6 (studded leather + Dex); R3; hp 20; #AT 1; Dmg 1d8+1 (longsword + Str), 1d6+1 (hand axe + Str), 1d4+1 (dagger + Str); S 13, D 14, C 16, I 11, W 12, Ch 7; SA +1 damage/level vs. rukha and giants, surprised only on 1 on 1d6, surprise others on 1-3 on

1d6, tracking, can see through Tinglint's (raven) eyes; SV F3; ML 8; XP 125; (2d6 x10) gp.

Tinglint: AL N; MV Fly 360' (120'); AC 8; HD 1d4 hit points; hp 4; #AT 1; 1 (beak); SA extremely intelligent, magical bond with Gantrios the Sea Raven; SV 0-level human; ML 7; XP 6.

James of the Stormcrow

James is a lithe, heavily-muscled man with a wicked half moon scar over his left eye that starts on his forehead and ends on his chin. James grew up in the Orphanage of St. Lucilla where he quickly established himself as an honorable and trustworthy lad who refused to allow himself or others to be bullied.

As a child, James enjoyed watching the ships sail in and out of King's Bay. He was eventually offered a place in the Brotherhood of St. Brandon the Navigator, but decided to join the King's Navy when he came of age rather than pursue a career in the clergy.



James is an excellent fighter who has served as a marine aboard several naval vessels including the Lord High Admiral's own *Lady Justice*. He received the scar on his face while fighting the pirate captain War Brand aboard a sinking ship during the Battle of the Riven Hulls.

James now sails with a private crew aboard a ship named the *Stormcrow* that hires out to protect merchant vessels from pirates and other threats. He is a pious man who still pays homage to St. Brandon and tithes most of his earnings to the church. James still has many contacts in the navy.

James has fallen in love with a serving girl named Mora Nettles who works at Atwater's Hall in Baytown. When James is in port, he spends most of his time there and plans to ask for her hand in marriage once he has saved enough to buy a good home. James may join an adventuring company for an adventure at sea, or the party may hire the *Stormcrow* to transport them somewhere in the Gulf of Valnwall.

James of the Stormcrow: AL L; MV 120' (40'); AC 7 (Dex) or 6 (leather armor + Dex); F4; hp 35; #AT 1; Dmg 1d8+3 (long sword + Str), 1d4+3 (dagger + Str) or 1d6+3 (trident + Str) or 1d8+3 (long sword + Str), 1d4+3 (dagger + Str); S 18, D 17, C 16, I 15, W 13, Ch 13; SV F4; ML 9; XP 245; holy symbol of St. Brandon, 1d6 gp, 1d4 sp, 1d6 cp.

Watchers of the Gray Ice

The Watchers of the Gray Ice is a disreputable adventuring company that is rumored to be in league with several pirate captains in the Gulf of Valnwall. The Watchers have come to Dolmvey to scout out merchant vessels and perhaps engage in a bit of thievery or piracy. Their standard is a sinking ship run aground on a gray iceberg. (see pg. 30 for more information on the Watchers of the Gray Ice).

Bears of Tallrock

Bears is a tall, bald-headed sailor with scars crisscrossing his body. He is a violent criminal who has spent most of his life in the rougher port cities across the Duchy of Valnwall and has no respect for authority.

Bears enjoys the company of the sorceress Florynn Dossun, but is one of the few men who is immune to her charms. He is the current leader of an adventuring company known as the Watchers of the Gray Ice.

Bears of Tallrock: AL C; MV 120' (40'); AC 4 (leather armor + Dex); T5; hp 20; #AT 1; Dmg 1d6+1 (short sword + Str), 1d4+1 (dagger + Str); S 13, D 16, C 13, I 11, W 10, Ch 11; SA thief skills, backstab; SV T5; ML 9; XP 800; pick locks 35%, find/remove traps 33%, pick pockets 40%, move silently 40%, climb walls 91%, hide in shadows 30%, hear noise 1-3; short sword with gold and silver pommel (70 gp), ten small garnets (15 gp each), brass compass, thieves' tools, 1d10 gp, 1d12 sp.

Florynn Dossun

Florynn is a sultry brunette who was born to a wealthy merchant family in Bay City. Florynn seduced her uncle and convinced him to teach her magic. She enjoys manipulating others, especially through spells. She is accustomed to getting her way and sees Bears of Tallrock as a challenge because she has thus far been unable to control him.

Florynn Dossun: AL C; MV 120' (40'); AC 8 (Dex); MU3; hp 8; #AT 1; Dmg 1d4 (dagger); S 9, D 16, C 10, I 15, W 13, Ch 14; SV MU3; SA spellcasting; ML 8; XP 155; *wand of detect magic* (12 charges), *ring of cold resistance*, spellbook, gold knotwork ring (25 gp), sapphire pendant on gold chain (350 gp), 1d8 gp, 1d12 sp.

Spells: 1st: *charm person**, *detect magic*, *mending*, *message*, *read magic*, *shield*, *sleep**, *unseen servant*; 2nd: *amnesia*, *arcane lock*, *ray of enfeeblement**, *scare*; 3rd: *dispel magic*, *suggestion*.

*denotes memorized spell

Ila Longbraid

Ila is the daughter of a scullery maid who worked in the Ducal Palace. Ila spent most of her childhood attending to noble children, acting as a playmate, brushing their hair, and helping them bathe and dress. Ila grew to despise the nobility and decided to become an adventurer to escape her life. Ila has long black hair that she works into elaborate braids.

Ila Longbraid: AL N; MV 120' (40'); AC 4 (chain mail + shield); F1; hp 9; #AT 1; Dmg 1d6 (light crossbow), 1d8 (long sword), 1d4 (dagger); S 11, D 12, C 14, I 10, W 9, Ch 11; SV F1; ML 9; XP 16; silver comb, brush, and mirror set (250 gp), 1d6 gp, 1d10 sp.

Fredrek of Tyr

Fredrek is a large, brutish man who was banished from the Kingdom of Tyr for killing his father during a drunken brawl. Fredrek prefers to live in the moment, often drinking, gambling, and wenching to excess. He is a competent sailor and navigator when sober.

Fredrek of Tyr: AL N; MV 120' (40'); AC 7 (studded leather); F2; hp 20; #AT 1; Dmg 1d8+2 (battle axe + Str), 1d4+2 (dagger + Str); S 17, D 10, C 16, I 10, W 11, Ch 8; SV F2; ML 9; XP 38; 1d4 gp, 1d8 sp, 1d6 cp.

WHARF DISTRICT

"A dead wyvern, it was. I saw them unloading it meself. Teeth as long as me arm, stinger as long as me leg. They say it was bound for some clink's menagerie, but got loose and killed ten sailors before they put it down."

—gossip at the Full Sail Inn

Location: The southwest corner of the South Ward on the shores of King's Bay.

Neighborhoods: Lower-class and slums.

Common Businesses: Boat builders, brothels, butchers, churches, fishmongers, inns, ropemaker/netmakers, taverns, warehouses.

Watch Presence: Moderate (Day); Low (Night).

Things to Remember: The Wharf District is one of the most chaotic districts in Dolmvay. Think the smell of the open sea, fishermen haggling over the day's catch, ships sailing in and out of King's Bay, teamsters loading and unloading cargo, raucous taverns and brothels, and foreign sailors from all over Amherth.

Wharf Gate

The Wharf Gate is a seagate that provides smaller sea vessels access to and from the

Inner Docks. The mutilated bodies of pirates are often hanged from the gate's arches as a warning to those who pass beneath.

Harvest Gate

The Harvest Gate, also known as Southgate, provides entry to the Wharf District. The Harvest Road passes through the gate, leading to farmlands that supply much of Dolmvay and beyond. The Harvest Gate provides easy access to the wharf and the Dolmvay Market.

Inner Docks

These docks lie within the city walls and are capable of accommodating smaller vessels. The docks are identified by colors (Greendock, Reddock, Bluedock, etc.). Each dock is painted its respective color.

The docking fee is 1 sp for private vessels or 5% of the cargo's value for merchant vessels. An additional 1 cp must be paid for every week after the first. All fees are collected by an agent of the Harbormaster and all sailors and passengers must remain on board until the fee is paid.

Shrine of St. Brandon the Navigator

Brandon of Vay was a venerated navigator and sea captain who was known for his selfless acts of charity and efforts to stop piracy in the Gulf of Valnwall. Upon his death, the church named him a patron saint of sailors.

The shrine consists of a church located inside the drydocked hull of a sailing vessel named the *Navigator's Eye* where services are held throughout the week. St. Brandon is honored with prayers and small gifts by fishermen and sailors of all alignments.

The Golden Earring

The Golden Earring is a small moneylender/pawnbroker shop run by the former thief James "Two Fingers" Holloway. The first floor contains an odd assortment of jewelry, curios, and other goods for sale or trade, with Holloway's office located in the rear behind a steel cage and barred doors. The second story contains Holloway's private living

quarters. These quarters contain numerous poison dart traps that protect Holloway's life and treasure.

Mare's Head Theater

The Mare's Head is a disreputable three-story brothel that is frequented by sailors. The first floor contains a raucous taproom and a pit recessed in the center of the floor. The second and third floors contain private meeting chambers and private "sleeping" chambers, with balconies overlooking the central pit. A wine cellar is located below.

Entertainment in the pit includes fistfights, dogfights, cockfights, and the monthly "Night of the Zalinias" which features female oil wrestling by costumed fan favorites. The Mare's Head Theater serves Poor quality meals. It is owned and operated by a greedy, immoral man named Wayen Stallens.

Full Sail Inn

The Full Sail is a tavern/inn that is frequented mainly by ships' officers, reputable crews, and adventurers looking for passage or work. It is a two-story structure with a stable out back and a cellar below. The first floor contains a common taproom, kitchens, and private meeting chambers. The second floor contains sleeping chambers and the private quarters of the proprietor and his family, a former ship's captain named Ben Hapson. The Full Sail Inn serves Common quality meals.

Bekker's Treasures

Bekker's Treasures is a small thrift shop owned and operated by Bekker of Malthaven. The shop lies on the border of the Wharf District and the Guild District and is full of ridiculously high-priced junk. That is because the shop is simply a front where Bekker arranges jobs for thugs, smugglers, and thieves.

Bekker's Treasures is located in the Malthaven Brewery Quarter and those not accustomed to being near a brewery guildworks find the smell almost unbearable. Bekker lives in a small apartment above the shop.

Citadel of Honored Sailors

This impressive stone building was once a temple to an ancient and wild sea goddess known as Amakil the Blue Tempest. The temple was gutted by fire ages ago and has since been converted to an indoor/outdoor market with shops, taverns, stalls, a chapel, and other businesses that cater mostly to merchants and sailors.

The citadel's central hall is a nautical museum that contains the remnants of ancient vessels, naval artifacts, statues depicting famous Valinian captains, and historical information regarding the Gulf of Valnwall. A number of rumors also abound of hidden chambers and ancient treasures locked deep away in the secret vaults beneath the former temple.

Wharf District NPCs and Factions of Note

The following NPCs and factions may be encountered in the Wharf District.

Brotherhood of Injured Sailors

The Brotherhood of Injured Sailors is a Beggars' Guild made up of former sailors who have been seriously injured or become too old to work on the river or sea. Its members can be found begging for coin in the Wharf, River, and Market Districts.

The Brotherhood overhears much from spying and gossip, and the brothers are happy to sell this information to the highest bidder. The Brotherhood standard is a sinking ship, and this image is often worked into its members' tattoos. A peg-legged former pirate named Bill Briston runs the Brotherhood.

Father Karles Trenton

Father Karles is a charming young priest whose calum lies in the Paradise Street section of the Wharf District. Father Karles grew up in the area and was involved with a brokclaw gang named the Bay Sticks until he was redeemed by the church.

Father Karles never fully broke ties with his former gang, however, and now secretly serves as chief advisor and religious consultant to their

leader, a crafty thug named Nine-Lives Brennad. Father Karles has connections in the local Watch, and often warns the gang of ongoing investigations and pending arrests.

Father Karles Trenton: treat as 0-level human with Int 13 and Cha 13, AC 9 or 5 (chain mail), hp 3, quarterstaff (Dmg 1d6), 1d8 gp, 1d6 sp, holy symbol of Law and Order.

James "Two Fingers" Holloway

James "Two Fingers" Holloway is a former thief who lost three fingers on his right hand while trying to open a trapped chest. Two Fingers is now a fat miser who would sell his own mother for gold.

Holloway is the proprietor of the Golden Earring and has grown rich off the misfortunes of drunken sailors. He is a known fence of stolen and smuggled goods and is suspected to be involved in many illicit dealings. Holloway pays the Thieves' Guild for protection, but is no longer an active member.

James "Two Fingers" Holloway: AL N; MV 120' (40'); AC 7 (Dex); T3; hp 9; #AT 1; Dmg 1d4 (dagger); S 10, D 17, C 11, I 13, W 12, Ch 9; SV T3; SA backstab, thief skills; ML 7; XP 110; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; thieves' tools sewn into hem of pants, gold kraken ring with tentacles encircling finger (75 gp), onyx and silver earring (10 gp), 1d10 gp, 1d8 sp, 1d6 cp.

Ben Hapson

Ben Hapson is the proprietor of the Full Sail Inn. He is a former ship's captain who has sailed all over the Gulf of Valnwall and could be an excellent source of nautical information if befriended.

Ben has a healthy respect for adventurers. His last ship was attacked by an angry dragon turtle off the coast of Wrack* and he and his crew were rescued by an adventuring company called the Green Hill Seven.

Ben Hapson: AL L; MV 120' (40'); AC 9 or 6 (studded leather and shield); F1; hp 6; #AT 1; Dmg 1d4+1 (dagger + Str) or 1d8+1 (long sword + Str); S 13, D 10, C 12, I 9, W 12, Ch 11; SV F1; ML 9; XP 13; ivory pipe engraved

with ship designs (150 gp), pouch full of Dacine Red tobacco, 1d8 sp, 1d6 cp.

*see the Faster Monkey Games adventure *Wrack and Rune*.

Wayen Stallens

Wayen Stallens is the owner and proprietor of the Mare's Head Theater. He is a short, skinny, rat-faced man with a pointed goatee and a shifty demeanor. Wayen manages the "ladies of the evening" who work in and around the theater. He is completely immoral and cares only for himself. Wayen has many enemies and never goes anywhere without two bodyguards.

Wayen Stallens: treat as 0-level human with Int 13, AC 9, hp 3, dagger (Dmg 1d4), 1d4 pieces of jewelry (worth 1d6x50 gp), 1d8 gp, 1d10 sp, 1d6 cp.

Bodyguard (2): treat as 0-level humans with Str 15, AC 8 (leather armor), hp 4, short swords (1d6+1), daggers (1d4+1), and 1d4 sp.

Josep "The Lion" Broten

Josep "The Lion" Broten is a stout Master Crier of the City Crier's Guild. Josep is assigned to the Wharf District and his booming voice can often be heard throughout the open halls of the Citadel of Honored Sailors. Josep enjoys shouting the deeds of adventurers, particularly those who travel upon the open sea.

Josep "The Lion" Broten: treat as 0-level human with Con 14, AC 9, hp 4, and 1d6 sp.

Bekker of Malthaven

Bekker is a small, cadaverous man with pale skin and wisps of black hair. He has a quick wit and a sharp tongue and fancies himself a strong negotiator and haggler.

Bekker owns a small thrift shop in the Malthaven Brewery Quarter where he sells used goods at a high markup. Bekker is a member of the Thieves' Guild, but works mainly as an intermediary, arranging introductions between adventurers (especially thieves) and prospective employers.

The Labyrinth Lord should roll 1d10 any time the characters approach Bekker seeking work.

Bekker's Job List

1. Acquire a Document
2. Assassination
3. Collection Services
4. Covert Entry into the City
5. Facilitate a Trade (Between Rival Groups)
6. Find an Artifact
7. Protection
8. Provide Leverage (Usually via Blackmail)
9. Sabotage
10. Spy (on a Spouse/Rival/Politician, etc.)

Bekker of Malthaven: AL N; MV 120' (40'); AC 9; T4; hp 7; #AT 1; Dmg 1d4; S 9, D 12, C 7, I 13, W 15, Ch 14; SV T4; SA backstab, thief skills; ML 8; XP 245; pick locks 31%, find/remove traps 23%, pick pockets 37%, move silently 37%, climb walls 90%, hide in shadows 27%, hear noise 1-3; gold and silver armband engraved with treasure trove design (125 gp), 2d8 gp, 2d4 sp, 1d8 cp.

Watchman Elsbeth Allens

Elsbeth is a middle-aged Watchman who works the Wharf District. She is the widow of a sailor who was killed by pirates. Elsbeth works closely with the Harbor Watch to root out criminals who prey upon seafarers.

Elsbeth Allens: treat as 0-level human with AC 5 (chain mail), hp 3, spear (Dmg 1d6), long sword (Dmg 1d8), dagger (Dmg 1d4), gold ring (25 gp), polished seashell necklace (15 gp), and 1d4 cp.

Sergeant Stefan Barrone

Stefan is an aging, grizzled Watch Sergeant who works the Wharf District. Stefan has a weakness for the ladies and often squanders his pay at the local brothels. Stefan has recently contracted a disease from a harlot and is too embarrassed to speak to his priest about curing it.

Sergeant Stefan Barrone: AL L; MV 120' (40'); AC 5 (chain mail); F2; hp 13; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger); S 12, D 10, C 9, I 10, W 11, Ch 10; SV F2; ML 9; XP 20; 1d4 cp.

Lawguardian Hermon Tabington

Father Hermon is a former adventuring cleric who is currently assigned to the Wharf District

and Baytown. He has many contacts amongst the local fisherman and sailors. Father Hermon has been looking for Murtha's Hovel for years, but has unable to locate it or her.

Lawguardian Hermon Tabington: AL L; MV 120' (40'); AC 5 (chain mail); C3; hp 13; #AT 1; Dmg 1d6+1 (mace + Str); S 13, D 9, C 12, I 12, W 13, Ch 12; SA spellcasting, Turn undead; SV C3; ML 9; XP 110; holy symbol of Law and Order, vial of holy water, 1d4 cp.

Spells: 1st: *cure light wounds, cause fear*; 2nd: *hold person*.

GUILD DISTRICT

"Stitch, stitch, stitch,
In poverty, hunger, and dirt,
Sewing at once, with a double thread,
A shroud as well as a shirt."

—*The Song of the Shirt*

Location: Southwest side of the South Ward, abutting the Dolm River.

Neighborhoods: Lower-class with some middle-class

Common Businesses: Armorers, blacksmiths, breweries, cobblers, churches, guildworks, leatherworkers, mills, stockyards, taverns, warehouses.

Watch Presence: Low (Day); Moderate (Night).

Things to Remember: The guild district is home to a number of warehouses, stockyards, granaries, mills, and guildworks, as well as living quarters for the laborers and craftsmen who work in them. The Guild District extends both above and below street level (known as the Underguild), with almost as many streets, shops, homes, and guildworks found underground as there are above.

Think rough workers, the sounds of chipping at stone and hammer on anvil, dank staircases leading to underground tunnels, and the smell of fresh blood, offal, and rotting carcasses.

Guild Gate

The Guild Gate provides access to the Guild Docks from the Dolm River. The gates remain

open throughout the day and night, with barges and other vessels being loaded and unloaded at all hours.

Guild Docks

These orderly docks along the Dolm River are used only for official guild business. The docks are identified by numbered signs (Dock One, Dock Two, Dock Three, etc.). The Guild Docks lie about 10' to 20' below street level and are accessed either by stone staircases that hug the river walls or by entrances to the underground Guild District. They operate all hours of the day and night.

The Red Mill

The Red Mill is located entirely underground and is one of several local mills powered by water routed from the Dolm. The Red Mill is famous for its large red wheels. These wheels are made from the water-resistant hardwood of the *arajo* tree which was imported from Mujabi.

The number of work-related deaths at the Red Mill is higher than any other guildworks, and the mill is said to be cursed. Adventurers are occasionally hired to clear giant rats, giant centipedes, and other even stranger vermin from the mill's lower levels and sewer runoffs.

Church of St. James the Elder

St. James the Elder is the Patron Saint of Laborers. The church compound consists of a rectory for the priest, acolyte dorms, a garden shrine, and a hilt-shaped stone chapel where worshipers can stop in to pray and leave offerings.

The Cold Iron Brew

The Cold Iron Brew is one of several local taverns frequented mainly by guild workers who stop by to unwind after a hard day's work. Guild workers tend to keep to themselves, but as drinks begin to flow, arguments and brawls are not uncommon.

Antique and modern weapons and armor native to the Valnwall region are firmly affixed to the tavern's walls. The tavern opens late in the afternoon and closes shortly after midnight.

The Cold Iron Brew serves Common quality meals. It is owned and operated by the former blacksmith Starn Falkirk.

Demihuman Quarter

The Demihuman Quarter, also known as "The Reek", is home to the majority of the (mostly outcast) demihumans living in Dolmway. The Reek borders several large guildworks stockyards, tanneries, fish factories, breweries, and slaughterhouses, and draws its nickname from the overpowering smells that tend to gather in this slum. The demihumans live here in squalid conditions, with the elves occupying the dilapidated buildings, dwarves dwelling in the sewers, and halflings forced to live in the streets.



The Squick

The Squick is a seedy underground tavern located beneath The Reek. It is owned and operated by a surly, bearded halfling named Camden Dewers. Dewers hates humans. Human patrons can expect to receive moldy bread, week-old meat, and watered down drinks served in filthy mugs. The Squick serves Common quality meals to demihumans and Poor quality meals to humans.

Guild District Factions and NPCs of Note

The following NPCs and factions may be encountered in the Guild District.

Guilds

The Duchy of Valnwall maintains close ties with the city-states of Guildeland, and the local guilds have a strong presence in Dolmvay. The guilds decide price ranges, guard trade secrets, provide quality control, and monitor those who practice certain trades or professions. Many guilds also take an active role in politics.

The typical guild hierarchy consists of apprentices, journeymen, master craftsmen, and headmasters.

Apprentices learn the basics of the trade or craft and perform menial tasks for their masters for a period of five to seven years. The master craftsman either pays the apprentice a (typically small) daily wage or provides food, clothing, and lodging. The more fortunate apprentices are invited into the homes of a master craftsman and treated like a member of the family, but most end up working in guildworks factories.

Journeymen have completed an apprenticeship in their chosen trade or craft and are allowed to open their own businesses, however, they may not employ apprentices. Many journeyman are hired as guildworks foremen while they continue to hone their craft. In order to become a master, a journeyman must submit an exceptional piece of work for review by a board of master craftsmen.

A master craftsman is a full-fledged member of the guild. He is allowed to employ

apprentices and journeymen and receive all the benefits and protections the guild has to offer. Master craftsmen may also hold positions of authority within the guild (treasurer, liaison, etc.).

The Headmaster is the head of the local guild. Each guild in Dolmvay has its own Headmaster.

Sewerman's Guild

The Sewerman's Guild is responsible for maintaining the city's sewers. Entering Dolmvay's magical sewers is a dangerous job that is not for the faint of heart. A sewerman is expected to train with weapons, but are taught to avoid combat if possible. Sewermen routinely venture into the sewers to clear minor blockages, map changes, install new drains and other features, and drive off infestations of giant rats, alligators, and grouted animals.

The Sewerman's Guild is always happy to trade information with and work alongside adventuring companies. Sewermen carry sewer spears (a combination gaff hook and spear) and wear specially designed waterproof leather hoods, clothing, and armor, all of which are dyed yellow. The Sewerman's Guild headquarters is located in a small walled compound in the Guild District, with smaller offices all over the city. Their standard is a black drain grate on a yellow background.

Thieves' Guild

The Thieves' Guild is alive and well in Dolmvay, but prefers to keep a very low profile. The guild's headquarters is located in the Guild District and consists of a simple apartment building whose bored members seem more concerned with tracking and recording crime statistics throughout Dolmvay. The guild's activities here are closely monitored by the Church of Law and Order, however, this building is simply a front.

The real members of the Thieves' Guild are divided into cells that rarely interact outside of meetings between cell leaders. These thieves are masters of their craft, who pride themselves on their ability to commit thefts without complications or unforeseen trouble, unlike the more violent broklaw gangs who tend to draw the attention of the City Watch. The Thieves'

Guild standard is a kraken which symbolizes the guild's many arms, and this symbol is often worked into its member's tattoos.

Treasurer's Guild

One of the most powerful guilds in Dolmvay, the Treasurer's Guild is responsible for recording all guild operations, collecting taxes from guild members, and paying guild taxes to royal tax collectors. The Treasurer's Guild keeps meticulous records and its tax collectors rarely make mistakes.

The guild headquarters is a fortress that lies at the center of a walled compound in the heart of the Guild District. Its vaults are said to be guarded by a variety of mundane and magical monsters and traps. The guild also employs several adventuring companies to protect their members and assets.

Moneylender's Guild

The Moneylender's Guild is an association of wealthy merchants and businessmen who grant loans, trade in foreign currency, and store private wealth in secure vaults. The guild also offers standard accounting services to wealthy businessmen and noblemen.

Interest on loans is generally between 5% to 25%, depending on whether or not the person needing money possesses any collateral. Foreign or ancient coins may be exchanged for a 5% fee of the total value. Coins and other valuables may be stored in the vault for a flat fee of 50 gp per month.

The Moneylender's Guild is backed by several powerful merchant families of Guildeland and is extremely influential in Dolmvay. Like the Treasurer's Guild, the guild employs several independent adventuring companies to protect its assets.

The Society of Ear, Beard, and Foot

The Society of Ear, Beard, and Foot, a.k.a. the EBF, is a broklaw gang made up entirely of demihumans. The EBF operates mainly in the Demihuman Quarter known as "The Reek", offering protection from humans in exchange for coin, goods, and favors. The EBF is led by a council of seven demihumans—three halflings, two dwarves, and two elves—each of whom are more interested in personal gain than the

betterment of other demihumans living in the Reek.

Sister Sarel Tolliver

Sister Sarel is a member of the Sisterhood of St. Lucilla the Kind. She is an attractive young woman who has been assigned to help the calum priest in one of the poorest neighborhoods of the Guild District. Sister Sarel was assaulted years ago by a crazed dwarf. She now hates demihumans and only gives them the worst food, aid, and shelter possible.

Sister Sarel Tolliver: treat as 0-level human with Wis 13, Cha 15, AC 9, hp 2, dagger (Dmg 1d4-1), and holy symbol of St. Lucilla. Sister Sarel suffers a penalty of -3 to all Reaction rolls when dealing with demihumans.

Starn Falkirk

The heavily muscled Starn Falkirk is a former blacksmith who owns and operates the Cold Iron Brew tavern in the Guild District. Falkirk once specialized in forging weapons and armor and considers himself an expert on ancient arms. Falkirk loves to discuss historic battles and weapons of war. He rarely practices his trade, but if hired, can produce normal weapons that do +1 to-hit or +1 to damage for ten times the normal cost.

Starn Falkirk: treat as 0-level human with Str 16, AC 9 or 4 (chain mail + shield), hp 4, quality long sword (Dmg 1d8+3), antique dagger (175 gp) inlaid with gold and silver and engraved with the Great Tree standard of ancient Mor (Dmg 1d4+2), 1d8 gp.

Blood Axe

Blood Axe is a grizzled, red-haired dwarf with a Mohawk and a forked beard. His ears, lips, and nose contain several piercings, and swirling blue tattoos cover much of his body.

Blood Axe is a dark, brooding warrior who suffered some disgrace in his past that he refuses to speak about. He now seeks only a glorious death so that he may atone for his mistakes.

Blood Axe wears dented, bloodstained armor and carries a red-bladed *battle axe*+2. He seldom leaves the Underguild and can most

commonly be found drinking Dwarf Spirits or brawling at the Squick.

Blood Axe: AL N; MV 90' (30'); AC 2 (plate mail + Dex); D4; hp 31; #AT 1; Dmg 1d8+4 (*battle axe*+2 + Str), 1d4+2 (dagger +Str); S 16, D 14, C 18, I 10, W 9, Ch 8; SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6; SV D4; ML 9; XP 300; ten gold and silver hoop ring piercings (10 gp each), 50 gp, 50 sp.

Kertis of Pig Street

Kertis of Pig Street is a self-taught magic-user who lives on Pig Street in the Guild District. Kertis is a thief who stole his first spellbook and now uses magic to rob and steal from others. Kertis is not a violent man. He has recently been framed for murder by a broklaw gang leader named Weeping Will (see below) and is currently Wanted by the City Watch. A 250 gp reward has been offered for his capture.

Kertis of Pig Street: AL N; MV 120' (40'); AC 8 (Dex); MU2; hp 5; #AT 1; Dmg 1d4 (silver dagger); S 9, D 13, C 10, I 14, W 13, Ch 11; SA spellcasting; SV MU2; ML 8; XP 38; spellbook, pouch with ten rubies (250 gp) sewn into hem of cloak, 50' rope, 1d4 gp, 1d4 sp, 1d6 cp.

Spells: 1st: *detect magic, feather fall, hold portal**, *read magic, sleep**; 2nd: *invisibility*.

*denotes memorized spell.

"Weeping" Will Calton

Will Calton is the ruthless leader of a broklaw gang known as the Alley Lords that operates in the Guild District neighborhoods of Pig Street and Lamb Street. Will is an opportunist who cares only for wealth and power. He is prone to sudden fits of rage followed by pronounced feelings of melancholy, earning him the nickname "Weeping Will". Anyone who mocks this name is subject to his fury.

Weeping Will recently stumbled upon Kertis of Pig Street looting a sleeping merchant in a Pig Street alley. Will chased Kertis off and then killed the merchant in a fit of rage after finding nothing of value. Weeping Will has since spread the word that he witnessed Kertis murder the merchant.

"Weeping" Will Calton: AL C; MV 120' (40'); AC 7 (leather armor + Dex); F3; hp 22; #AT 1; Dmg 1d4+1 (club + Str), 1d4+1 (dagger + Str); S 15, D 13, C 10, I 9, W 9, Ch 11; SV F3; ML 9; XP 80; pouch full of warsmoke, 1d6 sp, 1d10 cp.

Salindra "Sally" Rowanberry

Sally is a strikingly beautiful elf with a lithe figure, dark brown hair, porcelain skin, and green, almond-shaped eyes. She is kindhearted and blessed with a natural charm and charisma that often enables her to influence others without having to resort to threats or violence.

Sally was born in the realm of the Wood Elf King and spent many years honing her skills as scout, hunter, and spy. Her ranging often brought her into contact with other races who lived near the forest and, her curiosity piqued, she bid farewell to friends and family and set out to explore the larger world.

During her travels she met the half-ogruk known as "Bash" and the two became fast friends. Sally and Bash eventually joined up with a mercenary named Broco and rose to the rank of lieutenants in his company, the Homeless Men. The company is currently out of work and Sally is busy trying to exploit tensions between Dolmvay's more aggressive nobles and merchant houses.

Salindra "Sally" Rowanberry: AL N; MV 120' (40'); AC 0 (elven chain mail + shield + Dex); F4/T4; hp 18; #AT 1; Dmg 1d6+2 (short sword + Str), 1d4+2 (dagger + Str); S 16, D 19, C 8, I 11, W 12, Ch 18; SA backstab, thief skills; SV F4/T4; ML 8; XP 355; pick locks 31%, find/remove traps 23%, pick pockets 37%, move silently 37%, climb walls 90%, hide in shadows 27%, hear noise 1-3; *ring of invisibility, potion of flying*, three topaz gems (100 gp each), thieves' tools, 691 gp, 890 sp.

Bash the Hugruk

Bash is a hulking human-ogruk hybrid who stands eight feet tall and weighs almost five hundred pounds. His skin has a greenish tinge and he keeps his black hair cut short. Bash dresses in clothes made of roughspun cloth and exudes a strong odor that many find unpleasant.

Bash was raised in his mother's ogre clan. Always more intelligent than his kin, he eventually left the clan in search of adventure. Salindra "Sally" Rowanberry was the first stranger he met on the road who did not immediately run away. Sally's natural charm instantly won him over and he has been infatuated with her ever since.

After a few brief adventures, Sally and Bash joined up with Broco and his Homeless Men where their unique blend of beauty and brawn made them invaluable. Bash is never far from Sally's side. He is indifferent to the prejudice he experiences from both humans and demihumans in Dolmvay, but usually lurks in the Underguild in order to avoid trouble with citizens or the Watch.

Bash (hugruk): AL N; MV 90' (30'); AC 2 (banded mail + *shield*+1); HD 4+1; hp 33; #AT 1; Dmg 2d4+4 (bastard sword + Str), 1d6+4 (short sword + Str); SA Str 19; SV F4; ML 9

(10 when Salindra is present); XP 365; opal gem (500 gp), 137 gp.

Watchman Candace Tolliver

Candace is a young female Watchman who works in the Guild District. Her father runs a reputable cloth guildworks and she makes sure to check on his business during her patrols.

Candace Tolliver: treat as 0-level human with AC 5 (chain mail), hp 3, spear (Dmg 1d6), long sword (Dmg 1d8), dagger (Dmg 1d4), and 1d4 cp.

Camden Dewers

Camden is a surly, bearded halfling who owns the Squick tavern in the Underguild. Orphaned at birth. Camden was adopted by the head of House Barlington as a plaything for his son. This boy routinely beat and tormented Camden, especially when he attempted to tell the calum priest how badly he was being



treated. Camden finally ran away from the Barlingtens and lost himself in the crime-ridden Reek. Camden hates humans and treats them with disdain.

Camden Dewers (halfling): AL N; MV 90' (30'); AC 7 (Dex); HD 1-1; hp 7; #AT 1; Dmg 1d4 (club), 1d4 (dagger); SA hide in woodland terrain 90%, hide in shadows on 1-2 on 1d6, +1 to-hit with missile attacks, +1 to initiative when alone or in party comprised only of halflings, -2 AC when attacked by creatures larger than human size; SV H1; ML 8; XP 10; dagger with emerald in pommel (250 gp), gold and diamond flecks ring (500 gp), three emeralds (250 gp each), 1d10 gp, 1d10 sp.

Watchman Dargan "the Dwarf" Anvilon

Dargan the Dwarf is assigned to the Six Pillars Watchpost which lies in the Underguild. His main job is to patrol the Reek and he has made many enemies among the demihuman criminal element there. Dargan keeps his beard trimmed short to avoid having it pulled during a fight.

Dargan "the Dwarf" Anvilon: AL L; MV 90' (30'); AC 5 (chain mail); D2; hp 19; #AT 1; Dmg 1d6+1 (hand axe + Str), 1d4+1 (dagger +Str); S 15, D 12, C 10, I 9, W 9, Ch 11; SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6; SV D2; ML 9; XP 47; gold and silver belt buckle with bearded Woodsman design (150 gp), silver flask (15 gp) full of Dwarf Spirits, 1d6 sp, 1d10 cp.

Sergeant Tomas Tomlan

Tomas was a soldier in the King's Army until his left arm was maimed during the Battle of Elfcreek. Despite his injury, Tomas excelled in the role of City Watchman. He is currently a sergeant assigned to the Guild District.

Sergeant Tomas Tomlan: AL L; MV 120' (40'); AC 5 (chain mail); F1; hp 7; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger); S 12, D 10, C 13, I 10, W 9, Ch 10; SV F1; ML 9; XP 13; 1d6 sp, 1d4 cp.

OLDCASTLE DISTRICT

"Oldcastle was once *the* castle, home of the Duke and his family. I'd wager its walls hold secrets better left uncovered."

—Captain Willam Foster

Location: Central area of the South Ward.

Neighborhoods: Middle-class with some lower-class.

Common Businesses: Armorers, blacksmiths, bowyers, churches, hostlers, inns, leatherworkers, moneylenders, scholars (almen), taverns.

Watch Presence: Moderate (Day); Low (Night)

Things to Remember: The Oldcastle District was the first city district established in Dolmvay and its buildings are made almost entirely of stone. Think City Watchmen entering and leaving the barracks, citizens of Dolmvay bringing grievances before the courts, and public executions and other punishments.

Oldcastle

This sturdy fortress was once the seat of Duke Dolm's power. After the Ducal Palace was constructed in Z350, Oldcastle became the home of the City Watch. It is here that the Watchlord of Dolmvay and his advisors hear grievances, sentence offenders, and oversee other day-to-day matters of law and order. The dungeons of Oldcastle are feared by criminals all over the Duchy.

Watch Barracks

This barracks compound is the main barracks of the City Watch. It consists of a mess hall, stables, kennels, and several long barracks and private dorms occupied mainly by unmarried City Watchmen.

St. Raymont's Square

St. Raymont was a warrior-priest who was known for his strict morals and devotion to law and order. Also known as Punishment Square, this open courtyard contains stocks, cages,

whipping posts, and a stone dais used for public hangings, beheadings, and other executions.

The Watchlord's balcony overlooks St. Raymont's Square and it is customary for the Watchlord to lead the prayer to St. Raymont that is said before executions. For lesser punishments, the prayer is led by members of the local church.

King's Justice

This tavern is frequented mainly by City Watchmen, almen, clerks, and others who work in the Oldcastle District. It is a one-story structure that consists of a common taproom, kitchens, and a few private chambers in the rear. The King's Justice serves Common quality meals. It is owned and operated by the former watch captain Ronnad of Baytown.

Silver Orb

The Silver Orb is a pawnbroking and moneylender's shop owned and operated by a former adventurer named Cadfan the Moneylender. The shop caters mainly to those wishing to borrow money to pay fines, and the shop contains an odd mixture of junk and useful items. Cadfan is known to buy, sell, and trade exotic goods with adventurers, and the shop is said to have untold wealth and several magical items hidden away in a secret underground vault. Cadfan lives alone in a small apartment above the shop.

Oldtower

Oldtower, also known as the Tower of the Fallen Lady, was used to house political prisoners until the year Z298 when the Duchess Alleson was found guilty of adultery. Rather than have her executed for treason, Duke Robilard val Dolm chose to imprison her in the tower.

Duchess Alleson died shortly after in a mysterious fire that consumed the upper levels of the tower, but her body was never recovered, and some legends say she made a dark pact with a fire demon in order to win her freedom. Oldtower was never restored and is said to be cursed.

Oldcastle District NPCs and Factions of Note

The following NPCs and factions may be encountered in the Oldcastle District.

Almen's Guild

Almen are scholars who specialize in interpreting the laws of Dolmvay and representing citizens in open court. Almen work closely with the Church of Law and Order and adhere to a code of ethics. They often take on the role of private investigators and sometimes hire adventurers to help exonerate their clients. The Almen's Guild is located in the Oldcastle District. Their standard is a sword and a balanced scale.

Ronnad of Baytown

Ronnad of Baytown is a former captain of the City Watch. He now owns and operates the King's Justice tavern in the Oldcastle District. Born in the slums of Baytown, Ronnad has dedicated his life to serving law and order. He is a friend to Watchmen and Lawful adventuring companies and can be a great source of information regarding the nuances of Dolmvay laws. Ronnad has many contacts among local almen and the City Watch.

Ronnad of Baytown: AL L; MV 120' (40'); AC 9 or 5 (chain mail); F2; hp 12; #AT 1; Dmg 1d4 (dagger) or 1d8 (long sword); S 10, D 10, C 12, I 13, W 14, Ch 13; SV F2; ML 9; XP 20; gold locket (75 gp) with portrait of lost love, 1d4 gp, 1d6 sp, 1d4 cp.

Cadfan the Moneylender

Cadfan is a pawnbroker and moneylender who owns a shop named Silver Orb Moneylenders. He is a thin, nondescript man with a large, curling mustache and a permanent limp from an old injury to his right leg. Cadfan is vain about his graying hair and routinely dyes it black. He is nearing 50 years of age, but looks much younger and some whisper he has found some magical (or unholy) way to preserve his youth.

Cadfan is a former adventuring fighter who enjoys boasting about all of his adventures except his last one—an ill-fated trip to the Lost Tomb of Mechtansmere that he alone survived.

Cadfan never mentions his family or where he grew up (dirt poor in the village of Larm).

Cadfan the Moneylender: AL N; MV 120' (40'); AC 9; F3; hp 14; #AT 1; Dmg 1d4+2 (dagger + Str); S 16, D 9, C 9, I 16, W 12, Ch 12; SV F3; ML 8; XP 80; *potion of healing*, *potion of undead control*, *scroll of warding (undead)*, 3d6 gp 2d4 sp, 1d12 cp.

Leonine "the Mountain Lion" Valters

Leonine is an unassuming man with brown eyes and tousled brown hair. Leonine walks with a slight limp from an old wyvern sting. He is an accomplished scout and horseman who prefers to fight from horseback. Leonine spent several years adventuring among the Peaks of Valen where he earned his nickname "the Mountain Lion" for his ability to climb great heights and set ambushes for brigands and ruk raiders.

Leonine is a member of the Golden Helm Society adventuring company. He has come to Dolmvay to help a friend who is being blackmailed by a broklaw gang named Orphan Steel. Leonine is unfamiliar with street politics and intrigue and may ask a party of fellow adventurers for information or help.

Leonine "the Mountain Lion" Valters: AL L; MV 120' (40'); AC 6 (studded leather + Dex); R6; hp 33; #AT 1; Dmg 1d8+1 (longsword + Str), 1d4+1 (dagger + Str), 1d8 (long bow); S 13, D 16, C 15, I 12, W 15, Ch 12; SA +1 damage/level vs. rukha and giants, surprised only on 1 on 1d6, surprise others on 1-3 on 1d6, tracking; SV F6; ML 9; XP 1,820; Adventurer's Guild signet ring (worth 150 gp), (2d6 x10) gp.

Watchman Brannen Algood

Brannen is a friendly Watchman assigned to the Oldcastle District. He is a lazy man who does just enough work to appease his superiors and nothing more. Watchman Brannen can usually be found enjoying a mug of ale in a back alley tavern named the Brass Window.

Brannen Algood: treat as 0-level human with AC 5 (chain mail), hp 3, spear (Dmg 1d6), long sword (Dmg 1d8), dagger (Dmg 1d4), and 1d4 cp.

Captain Willam Foster

Willam is a middle-aged Watch Sergeant who specializes in investigation of thefts. He has many contacts among local fences and moneylenders and has exposed several major theft and smuggling rings. Willam is currently assigned to the Oldcastle District, and rumors suggest that the High Watchman wants him to be part of a special detail or task force.

Captain Willam Foster: AL L; MV 120' (40'); AC 5 (chain mail); F2; hp 15; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 13, W 13, Ch 12; SV F2; ML 9; XP 29; 1d4 sp, 1d4 cp.

Watchlord Jonnen Delburn

The City Watchlord oversees the day-to-day running of the City Watch and the Lawguard. The current Watchlord is a veteran Watchmen named Jonnen Delburn. Jonnen has a formidable presence that belies his average height and build. He is a shrewd man with piercing blue eyes who has an uncanny ability to tell when someone is lying to him. Jonnen answers directly to High Watchman Stefan Morshal.

Watchlord Jonnen Delburn: AL L; MV 120' (40'); AC 5 (chain mail); F4; hp 25; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger); S 12, D 10, C 15, I 13, W 14, Ch 13; SV F4; ML 9; XP 135; Watchlord's medallion (worth 100 gp), 2d4 sp, 2d10 cp.

Judge Tomas Edwards

Judge Edwards is a pious older man who has dedicated his life to upholding the laws of Dolmvay. He began his career as an alman and quickly rose to the upper ranks of his guild. He was appointed a judgeship at a young age and has earned a reputation as an honest and fair judge whose punishments usually match the crime. Judge Edwards despises violent crimes, and a murderer who comes before him can only hope for a quick death.

Judge Tomas Edwards: treat as 0-level human with Int 16, Wis 15, AC 9, hp 2, and 1d6 gp. Judge Edwards always carries a small copy of *The Guiding Light* to read in his free time.

MARKET DISTRICT

"A toast to brave adventurers, just returned from the Ruklands to the north! Hail Law!"

—George Manes

Location: Southeast side of the city.

Neighborhoods: Middle-class and lower-class.

Common Businesses: Any.

Watch Presence: Moderate (Day); Low (Night).

Things to Remember: The Market District is where the citizens of Dolmvay come for entertainment, strange sights, and low prices. Think haggling in the open market, brightly colored clothing, fluttering banners, street vendors hawking their wares, street performers, and foreign merchants from all over Amherth.

Market Gate

The Market Gate provides entry to the Market District and opens directly onto the chaos of the Dolmvay Market. The Dolmvay Road passes through the Market Gate and is used mainly by farmers and herders to transport livestock and goods to the city.

Dolmvay Market

The Dolmvay Market lies just inside the Market Gate. It is a sprawling selection of open streets, fountain squares, auction blocks, livestock corrals, and vendor's stalls, boxed in by permanent shops, inns, and taverns. The market bustles with activity throughout the day, but quiets down considerably at night.

Inn of the Red Flagon

This large, modern inn is frequented mainly by adventurers and prospective employers. It is a four-story structure with a fenced courtyard



and stables out back, and a cellar below. The first floor consists of a common taproom and kitchens. The second floor contains private quarters and common sleeping chambers. The third and fourth floors contain quality guest accommodations.

The Red Flagon common room provides a variety of entertainment including minstrels, poets, dancing fools, and animal shows. The taproom is lined with adventuring trophies such as maps of far off lands, foreign clothing, and exotic weapons and armor. A shrine and statue of St. Ronnad of the Flagon is located near the main fireplace.

The Inn of the Red Flagon serves Good quality meals. Their most famous drink is the Red Dragon, a heady brew that is lit on fire and served in the tavern's signature red flagon. The tavern is owned and operated by George Manes.

The Pig Whistle

The Pig Whistle is one of the few pork slaughterhouses allowed outside of the Guild District. This is because the pigs are kept penned in large, filthy, underground chambers that adjoin the sewers. The ground floor of the Pig Whistle is a butcher shop that sells excellent cuts of pork. The Pig Whistle is owned and operated by the wereboar Borlen Thammer.

The Painted Wheel

The Painted Wheel is a wainwright's shop owned and operated by the halfling Tobias Quiggley. The shop is a two-story building that consists of a small office on the first floor and a cramped apartment on the second floor. A barn-like workshop occupies an open courtyard out back. Tobias builds and repairs wagons, carts, and carriages and there are 1d6 wagons and carts being worked on at any given time. When necessary, Tobias contracts local artists to adorn expensive, custom-made wagons and carriages with paintings and carvings.

Orphanage of St. Lucilla

This fenced compound is owned and operated by the Church of Law and Order. Its mission is to house, feed, and educate Dolmvay's orphans in order to help them

reintegrate into society and become active members of the church. The orphanage's reputation has been marred by negligence and corruption and it has gone through several periods of reform.

The Open Temple

The Open Temple is a three-story curio shop owned and operated by Abah the Dealer. The shop specializes in foreign goods and contains an assortment of exotic artwork, weapons, armor, clothing, and household items (lamps, furniture, tableware, etc.) from all over Amherth. Adventurers who frequent the shop have occasionally uncovered a rare magic item mixed in with normal items on display. Abah lives in a small cottage in the shop's backyard.

Trep's Footwear

This cobbler's shop is located on Shoe Street amid several other rival cobblers' shops. The first floor contains a display room in front with a workshop in the rear and a cellar below. The second floor contains the private quarters of Neason Trep.

Trep is a former thief and member of the Thieves' Guild. For a price of 100 gp, Trep can construct a pair of custom soft leather boots that add +5% to a thief's move silently skill. These boots have a tendency to wear out quickly and are only good for 1d3 uses before wearing thin. A secret room adjoining Trep's root cellar is sometimes used as a safe house or meeting place for Wanted thieves.

Market District NPCs and Factions of Note

The following NPCs and factions may be encountered in the Market District.

Society of the Noble Flame

The Society of the Noble Flame is a loosely organized faction of magic-hating citizens that blames magic for most of society's woes. The Society attempts to track the activities of magic-users, elves, and other non-clerical spellcasters. Citizens accused of using illegal sorcery against others are kidnapped, tried, and burned at the stake if found guilty.

A number of citizens have raised complaints about the Society's tactics, but the City Watch has been slow to investigate and some suggest the Church of Law and Order secretly backs the Society of the Noble Flame. The Society of the Noble Flame has several secret meeting spots, but the one most often used is a hidden underground chamber in the Market District. Their standard is a holy hilt wreathed in flames.

George Manes

George Manes owns and operates the Inn of the Red Flagon. Manes has been a tavernkeeper all his life. He has three sons and a daughter, all of whom took up adventuring as their trade. Manes misses them dearly and has a soft spot for adventurers in need.

George Manes: treat as 0-level human with AC 9, hp 3, dagger (Dmg 1d4), and 1d6 sp.

Neason Trep

The wiry Neason Trep is a former thief and an active member of the Thieves' Guild (a tattoo of a kraken climbing over the city walls is located on his right shoulder blade). Trep is a skilled cobbler who owns Trep's Footwear. He specialized in burglaries and still has contacts among the city planners and mapmakers in Dolmvay. If befriended, Trep could provide an excellent source of information on the floorplans and layouts of most city buildings.

Neason Trep: AL N; MV 120' (40'); AC 8 (Dex); T4; hp 13; #AT 1; Dmg 1d4 (dagger) or 1d6 (short sword); S 9, D 15, C 13, I 12, W 11, Ch 9; SV T4; SA backstab, thief skills; ML 8; XP 345; pick locks 31%, find/remove traps 23%, pick pockets 37%, move silently 37%, climb walls 90%, hide in shadows 27%, hear noise 1-3; *potion of water breathing*, gold kraken ring with tentacles encircling finger (75 gp), onyx and silver earring (10 gp), thieves' tools, 1d4 gp, 1d6 sp, 1d4 cp.

Vlarkvlaaran (a.k.a. "Vlaarn" or "Vlark")

Vlarkvlaaran is a grizzled Gundamark dwarf with green eyes, a gray-brown beard, and battle scars over much of his body. The dwarvish rune for "X" is branded into his right cheek, just above his beard, marking him as an exile, but he refuses to speak about his past.

Vlarkvlaaran is callous, rude, and always appears drunk (although he may just be faking). He is a common sight in the seediest taverns, and usually frequents several each night (sometimes after being tossed out for drunken brawling). Vlarkvlaaran likes to drink and fight with a rough crowd and has a wide knowledge of bawdy human and dwarven drinking songs.

Almost 30 years ago, Vlarkvlaaran's entire dwarven enclave was wiped out by a trio of dragons known as the Ascension. The other Gundamark clans rallied to defeat the dragons, but refused Vlarkvlaaran's help. Many of those familiar with what came to be known as the War of the Ascension Wyrms believe (wrongly) that Vlarkvlaaran was actually in league with the dragons.

Vlarkvlaaran has spent most of his exile in Dolmvay and has an intimate knowledge of the city's magical sewer system. Vlarkvlaaran currently lives in an abandoned part of the sewers. He knows the secret cellar entrance to most taverns and uses these entrances to steal drinks or appear seemingly out of nowhere.

Vlarkvlaaran possesses a magical *ring of quick sober* that enables him to neutralize the effects of alcohol at will. He is extremely wealthy, although one could never tell by his demeanor and style of dress. Vlarkvlaaran has secretly willed his entire fortune to a young serving wench named Denay who works in the Inn of the Red Flagon. Denay takes pity on Vlarkvlaaran, chides him on his drinking, and always tries to make sure he has had enough to eat.

Vlarkvlaaran: AL N; MV 90' (30'); AC 5 (studded leather + shield + Dex); D3; hp 27; #AT 1; Dmg 1d6+1 (*hand axe+1*), 1d4 (dagger); S 12, D 15, C 17, I 11, W 15, Ch 9; SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6; SV D3; ML 8; XP 95; *ring of quick sober*; 8,000 gp (kept in a Guildeland bank), (1d10 x 15) gp.

Kormydidgar the Summoner

Kormydidgar was a young wizard who specialized in the dangerous art of summoning and commanding demons. Years of interacting with these unholy creatures finally drove him mad.

Kormydigar and several of his companions were eventually captured in the Market District by agents of the Church of Law and Order and taken to the Valenon for questioning. Kormydigar attempted to unleash a demon on his captors, but a sudden backlash of energy from attempting the summoning on sacred ground produced an explosion that killed several priests and blew a hole in one of the church's walls.

Kormydigar's companions escaped in the confusion, but no trace of Kormydigar was ever found. Some say he was killed in the blast, but many believe he escaped to some demonic realm and is plotting his return.

Kormydigar the Summoner: AL C; MV 120' (40'); AC 5 (*bracers of AC 6 + Dex*); MU6; hp 19; #AT 1; Dmg 1d6 (*quarterstaff*); S 9, D 13, C 9, I 17, W 8, Ch 13; SA spellcasting; SV MU6; ML 8; XP 1,820; *potion of command demon*, gold pentagram necklace (125 gp), gold ring with demonic engravings (75 gp), 1d6

tomes on demonic rituals and demon control, spellbook.

Spells: 1st: *burning hands, dancing lights, detect magic, floating disc, hold portal, identify, jarring hand, light, magic aura, magic missile**, *manipulate fire, protection from evil, read magic, shield**, *unseen servant*; 2nd: *arcane lock, auditory illusion, darkness globe, knock, magic mouth, mirror image, phantasmal force, pyrotechnics**, *rope trick, web**; 3rd: *dispel magic**, *gust of wind**, *tiny hut, summon monster I*; 4th: *summon monster II*.

*denotes memorized spell

Abah the Dealer

Abah is a thin, dark-skinned merchant who typically dresses in turban and robes. He is a Baladic tribesman who hails from the Great Desert of eastern Herth. Abah is an expert on foreign goods and antiques, and deals almost exclusively with adventurers, buying, trading, and selling ancient artifacts, historical artwork,



and other long lost treasures. Abah currently runs a curio shop named the Open Temple which is located in the Market District.

Abah the Dealer: AL N; MV 120' (40'); AC 6 (Dex) or 4 (leather armor + shield + Dex); F1; hp 7; #AT 1; Dmg 1d8 (scimitar), 1d4 (dagger); S 9, D 18, C 13, I 12, W 13, Ch 12; SV F1; XP 16; scimitar with bejeweled hilt (350 gp), gold and silver armbands with pyramid designs (250 gp), quality silk robes (12 gp), 1d6 gp, 1d4 sp, 1d4 cp.

Tobias Quiggley

Tobias is an older Holk halfling who owns a small wainwright's shop named the Painted Wheel in the Market District. Tobias's lower left leg has been replaced by a wooden peg. If asked about the leg, he always seems to have a different story as to how it was lost.

Tobias learned the craft of building wagons from his clan. He decided to settle down in Dolmvay years ago so he would not have to move around as much, but he misses his kinsmen as well as the thrill of traveling to new places. He is happy to share his modest home with adventurers (especially other halflings) and offers them excellent deals on carts, carriages, and wagons. Tobias knows the location of several ancient ruins in the area of Dolmvay.

Tobias Quiggley: AL N; MV 90' (30'); AC 9; HD 1-1; hp 3; #AT 1; Dmg 1d4 (dagger); SA hide in woodland terrain 90%, hide in shadows on 1-2 on 1d6, +1 to-hit with missile attacks, +1 to initiative when alone or in party comprised only of halflings, -2 AC when attacked by creatures larger than human size; SV H1; ML 7; XP 6; gold, silver, and bronze trinkets (worth 12 gp total), 1d6 gp, 1d4 sp, 1d6 cp.

Watchman Anders Grathan

Anders is a young, idealistic Watchman who works in the Market District. He has a reputation for common sense and fairness and is well respected by the people he serves.

Anders Grathan: treat as 0-level human with Wis 13, AC 5 (chain mail), hp 4, spear (Dmg 1d6), long sword (Dmg 1d8), dagger (Dmg 1d4), and 1d4 cp.

Lawguardian Kyl Ormand

Brother Kyl is a young clergyman assigned to the Market District. He has lived in Dolmvay all his life and is dedicated to serving its people. Brother Kyl recently discovered a dissident plot to sneak several wyverns into the city. The wyverns were confiscated, but most of the plotters are still unaccounted for.

Lawguardian Kyl Ormand: AL L; MV 120' (40'); AC 5 (chain mail); C3; hp 15; #AT 1; Dmg 1d6+1 (quarterstaff + Str); S 13, D 10, C 13, I 11, W 13, Ch 10; SA spellcasting, Turn undead; SV C3; ML 9; XP 95; holy symbol of Law and Order, vial of holy water, 1d6 sp.

Spells: 1st: *cure light wounds, detect evil*; 2nd: *augury*.

THE VALENON

"In the Light we suffer, in the Light we strive, in the Light we overcome.
Avalen."

—common prayer

Location: On the southern banks of the Dolm River.

Neighborhoods: Middle-class.

Common Businesses: Any (mainly churches and scholars).

Watch Presence: High (Day); Moderate (Night). The Valenon maintains its own armed patrols known as Hiltamen (see pg. 143) that are not part of the City Watch.

Things to Remember: The Valenon is the heart of the Church of Law and Order. It is the center of religious power in Dolmvay as well as the Duchy of Valnwall. The church considers itself the voice of the common people and as such it is fittingly located in the South Ward. Think robed monks, religious bells, and pilgrimages from all over the duchy. The Valenon is detailed further on pg. 132.

Valenon Docks

These private docks are used only for church business. The docks are named after various saints (St. Lucilla's Dock, St. Brandon's Dock, St. Kristoff's Dock, etc.) and bear a statue of

their respective saints. The docks lie about 10' to 20' below street level and are accessed by stone staircases that hug the river walls.

Gates of St. Poul

These gates provide access to the Valenon Docks. Only vessels on official church business are allowed to pass through this gate.

Eastgate and Westgate

These manned gates provide access to and from the Valenon. The gates are closed at night.

Cathedral of St. Poul of the Shield

This enormous cathedral is dedicated to St. Poul of the Shield, who served with honor as Valen's right-hand man during the legendary War of Light and the Ghoul Wars. It is the most prominent building in the Valenon and considered one of the three holiest sites of the Church of Law and Order.

The cathedral consists of a main chapel with numerous halls, chambers, and smaller chapels located throughout. The interior is lavishly decorated with stained glass windows, marble floors, bas-relief carvings, elaborate sculptures, and gilded portals.

A famous mural known as the Victorious Son adorns the ceiling of the main chapel. Painted by the renowned artist Stevan val Aerdon, this mural depicts St. Valen leading his host to victory over the forces of Chaos. The head of the church, known as the High Lawlord, dwells in the upper levels of the cathedral, and his audience chamber balcony overlooks St. Poul's Square.

St. Poul's Square

This wide open square courtyard consists of a large fountain surrounded by massive colonnades. A 10' tall statue atop the fountain depicts St. Poul holding his namesake shield. Thousands of doves grace the square. Perches on seven of the colonnades are reserved for the Holy Serphala (see pg. 130) to sit and sing during certain services. St. Poul's Square is where the High Lawlord addresses the faithful on the holiest days and festivals.

Tomb of St. Poul

This sacred underground tomb is located directly beneath the cathedral's main chapel and houses the remains of St. Poul of the Shield. The tomb consists of a stone sarcophagus inside a vaulted chamber whose walls are lined with statues, columns, and religious inscriptions. The claw-scarred Shield of St. Poul (see pg. 138) hangs from two golden chains affixed to the ceiling above the sarcophagus. Visitors are permitted access to the tomb only on the holiest of days.

Holy Aerie

This tall domed structure made of stone and glass houses the church's flock of Holy Serphala. The serphala dwell in an open garden that takes up most of the interior. Arched windows spaced evenly around the dome may be opened to allow the serphala to fly in and out. The aerie is tended by the clergy and is not open to the public.

Catacombs of the Dead

The ancient tunnels beneath the Valenon are filled with secret libraries, hidden vaults, and private tombs and burial chambers.

One of the most famous mass burial chamber is known as the Catacombs of the Dead. Here, the remains of the faithful who choose to be interred by the church are prepared and their bones mounted in the tunnel walls. In this way, the deceased becomes a part of the church and loved ones believe that prayers made at any shrine puts them in touch with relatives who have passed.

A number of rumors suggest the catacombs occasionally succumb to undead outbreaks, but this talk is fiercely denied by the church.

Hall of Order and the Gardens of Law

The Hall of Order is an enormous library and museum filled with religious statues, texts, and libraries. The hall is an historian's paradise that shows a glimpse into Amalor's tumultuous past, although some have criticized that these accounts were written from an entirely religious

perspective. The Hall of Order is extremely well organized and is open and free to the public.

The Gardens of Law surround the Hall of Order. These gardens are a collection of well-manicured gardens containing shrines to various saints. Stone fences and tall hedgerows separate these gardens into smaller courtyards that are designed to promote privacy and reflection. These courtyards are filled with fountains, ponds, and religious statues.

Hall of Holy Studies

The Hall of Holy Studies is a serene dormitory, meeting hall, and garden.

Twice per year, a select group of worshipers come here to pray, discuss church doctrine, and learn the history of the church. This period of study lasts for one month, during which time the church pays all of the person's normal expenses (and that of his or her family's). The curriculum is specially designed to determine whether or not any of these handpicked worshipers have the potential to become one of the Blessed (see pg. 134).

At the end of the course, a special Son's Day ceremony is held and the priests cast a *detect holy* spell on all worshipers in attendance. Those found worthy are inducted into the clergy and trained to be a spellcasting cleric.

Valenon Vault

This secret underground vault lies beneath the Valenon and is guarded by a faction of religious fanatics known as the White Crossguard. The Valenon Vault supposedly holds the wealth of the Church of Law and Order. Legends say that the vault also holds some of the church's holiest relics, tomes, and darkest secrets, as well as evil magical artifacts that were too powerful to destroy. Some say the vault is a single fortified chamber, some say it consists of several chambers hidden beneath the Valenon, while others say the vault is a fantasy that does not even exist.

Valenon NPCs and Factions of Note

The major NPCs and factions of the Valenon are further detailed on pg. 139.

DISTRICT OF COMMONS

"Hear ye! Hear ye! Now is to tell of the Brotherhood of Wrath, a tale of treachery and vile deeds that comes all the way from Irrlendum!"

—City Crier Margaret Stelson

Location: North of the Market District bordering the River District.

Neighborhoods: Middle-class with some lower-class.

Common Businesses: Armorers, bakers, blacksmiths, butchers, cobblers, farmers, florists, hostlers, inns, taverns.

Watch Presence: Moderate (Day); Low (Night)

Things to Remember: The District of Commons is the oldest district in Dolmvay with many of its stone buildings, grassy parks, and ancient statues dating back to the time of Vay. It is now primarily a middle-class residential and shop district inhabited by craftsmen, merchants, soldiers, and retired adventurers.

Inn of the Gray Worm

The Inn of the Gray Worm caters mainly to adventurers and sellswords. The first floor contains a common taproom, several small meeting rooms, kitchens, with stables out back and a cellar below. The second floor contains private sleeping chambers.

A collection of large jagged teeth are mounted on a plaque behind the bar and the proprietor, Jak Brindle, swears they were taken from a gray worm he killed during his former adventuring career. The Inn of the Gray Worm serves Good quality meals.

The Old Brewery

This former guildworks brewery has been abandoned for decades and has become a local eyesore. It contains trash, debris, crumbling vats, rotting barrels, and other brewing equipment. The building has served as home for orphans, beggars, thieves, feral dogs, and even the occasional monster. The City Watch (or an

intrepid band of adventurers) is often called in to address the citizens' complaints.

Grathane's Armory

This famous armorer's shop is owned and operated by the burly Marlon Grathane. The first floor contains a display room in the front with an open forge in the rear and a cellar below. Grathane and his family live in a modest home located directly across the street. Grathane's apprentices can build, mend, and repair armor at the normal rates.

Grathane himself can be commissioned to create armor that is far superior to normal armor, at triple the normal cost. This armor temporarily lowers the character's Armor Class by an additional -1. This armor loses its bonus after sustaining a number of hits equal to 10 - (armor's normal AC).

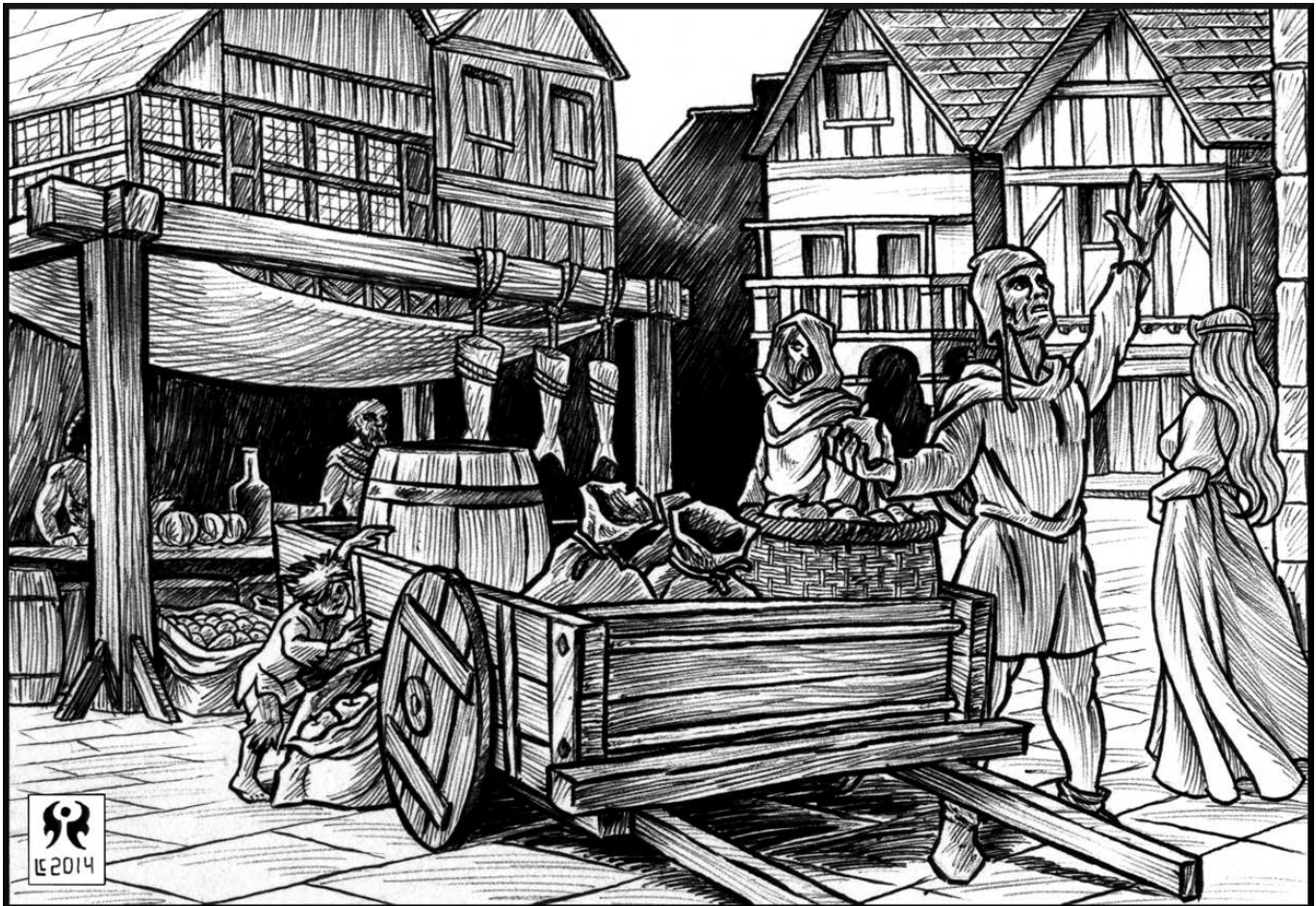
For example, a suit of chain mail fashioned by Grathane is treated as AC 4 until it suffers 5 successful strikes (10 - 5), after which time it

reverts to AC 5. The armor can be restored at a price equal to the original cost of a normal suit of armor of that type.

Eternal Flame of St. Margaret of Calesto

St. Margaret of Calesto is a patron saint of the poor and downtrodden. This shrine is located in a small courtyard and consists of a pedestal from which an eternal fire magically burns. Those seeking to ward off poverty and economic misfortune come here to leave items of clothing, blankets, food, and other offerings around the shrine. The poor and less fortunate are encouraged to say a prayer of thanks and take these items.

During the colder months, St. Margaret's fires can be seen burning in trash bins throughout many of Dolmvay's back alleys, keeping orphans and beggars warm. It is commonly believed that those who attempt to douse these fires tend to suffer hardships in the



near future.

Trident Park

This grassy lawn is one of several local parks lined with paths and dotted with statues and fountains. It is a favorite site of street performers and festivals. The park draws its name from a ring of three tall standing stones that lie at its center. These stones are rumored to have both magical and religious significance.

District of Commons NPCs and Factions of Note

The following NPCs and factions may be encountered in the District of Commons.

City Crier's Guild

Criers from the City Crier's Guild are paid to shout announcements from "crier's blocks" in public forums such as open markets, large taverns, and grassy parks. Announcements include recent events, new decrees, and the latest deeds of famous adventuring companies. In this way, the common people of Dolmvay stay informed about important happenings in other parts of the city.

Criers can expect free meals and drink with locals who wish to gossip after particularly interesting announcements. Wealthy citizens sometimes tip criers in order to encourage them to shout the more important announcements in their neighborhoods first. The City Crier's Guild standard is a pair of crossed trumpets.

Vicious Licious

The Vicious Licious are a small street-level broklaw whose territory is based around the Black Spire Neighborhood. The Vicious Licious specializes in violent crimes. They operate out of a rough brothel named the Innkeeper's Gronted Daughter. The Vicious Licious are led by its founder, a veteran street thug named Snake Marton. Their standard is a tongue licking a knife blade.

Mother Aleese the Silver Lady of Battle

Mother Aleese is a middle-aged priestess of St. Johanna the Maiden of Battle. She is a former Lawbringer who decided to retire from

adventuring after being drained almost to death by a pack of wights. Her calum is located in a particularly nasty section of the District of Commons.

Mother Aleese has had several run-ins with local broklaw gangs who were harassing her worshipers. Her latest troubles ended when she donned her weapons and armor, kicked in the front door of a broklaw stronghold, and began cracking skulls. Since then, the locals have given her the nickname the Silver Lady of Battle, and the broklaws have left her people alone.

Mother Aleese: AL L; MV 120' (40'); AC 8 (Dex) or 3 (chain mail + shield + Dex); C3; hp 21; #AT 1; Dmg 1d6+2 (*mace+1* + Str); S 13, D 14, C 13, I 12, W 15, Ch 11; SA spellcasting, Turn undead; SV C3; ML 10; XP 170; *potion of healing*, quality brocade cloak lined with silver fox fur (18 gp), silver holy symbol of St. Johanna, vial of holy water, 1d4 sp, 1d4 cp.

Spells: 1st: *command*, *cure light wounds*; 2nd: *bless*.

Jak Brindle

Jak Brindle is a former adventuring fighter who owns and operates the Inn of the Gray Worm after purchasing it from the current Speaker of Commons. Jak claims to have adventured all over the Duchy of Valnwall. In reality, he spent most of his adventuring career as a torchbearer and only picked up a sword to defend himself during a night raid by ruks.

Jak is friendly and talkative and offers to share his knowledge of the land, monsters, magic, etc. with new adventuring companies. Any information he passes on, however, is bound to be flawed.

Jak Brindle: treat as 0-level human with Str 13, AC 9 or 4 (chain mail + shield), hp 3, dagger (Dmg 1d4+1) or long sword (Dmg 1d8+1), quality velvet cloak studded with semiprecious gems (150 gp), green dragon scale boots (100 gp), braided gold and silver belt supposedly taken from a dead ruk chieftain (75 gp), 1d4 gp, 1d6 sp, and 1d4 cp.

Marlon Grathane

The burly Marlon Grathane is an expert armorer who owns and operates Grathane's

Armory. Grathane specializes in custom armor. He has an ongoing feud with his former rival Starn Falkirk and refuses to deal with anyone who bears arms or armor with Falkirk's mark.

Marlon Grathane: treat as 0-level human with Str 17, AC 9, hp 4, dagger (Dmg 1d4+2), 1d4 gp, and 1d6 sp.

Storen Keonar

Storen is an unkempt, bearded man who lives in the District of Commons. He is a skilled alchemist and brewer who specializes in unique and potent drinks made from local flora. Storen sells these drinks to taverns, nobles, wealthy merchants, and anyone else who can afford them.

Storen carries his laboratory in several portable chests and rarely stays at one inn for long periods of time. Storen has many contacts among local sages and magic-users. He enjoys experimenting with potions and brews, and there is a 20% chance that one of his batches causes a strange side effect in the imbiber. Storen keeps shoddy notes, however, and his recipes can seldom be intentionally replicated.

Sample Side Effects:

1. Skin turns dark blue for 1d4 turns.
2. Instantly fall asleep as per a *sleep* spell.
3. Animals come from all over to rub up against the character for 1d4 turns.
4. *Cure light wounds* on the imbiber, as per the spell.
5. The character's skin becomes so hot that for 1d4 turns it ignites anything flammable it touches (including clothing).
6. The character is forced to walk backwards instead of forwards for 1d4 turns.
7. The character's fingernails and toenails grow to a length of six feet over the next few rounds.
8. The character's palms secrete a slick substance for 1d4 turns that makes it impossible to hold anything in his hands.
9. The character's eyes glow with a blue light equal to that of a torch for 1d4 turns.
10. The character can *detect magic* for 1d4 turns, as per the spell.

Storen Keonar: treat as 0-level human with Int 17, AC 9, hp 3, dagger (Dmg 1d4), 1d6 *random potions*, 1d8 gp, 1d4 sp, 1d4 cp.

Cadriel Tresallinde

Cadriel Tresallinde is a handsome, clean-shaven nobleman from the city-state of Westport. Cadriel was exiled from Westport after organizing a failed coup, along with several other powerful noble houses who sought to install Cadriel as their emperor. He fled to Dolmvay and is now seeking help to restore his family name and reclaim what he feels is his birthright.

Cadriel carries an intelligent magical sword named the Moon Blade. The sword normally acts as a *longsword*+2 that can *detect magic* once per day. During the time of the new moon, it acts as a *longsword*+1 and loses its ability to *detect magic*. During the time of the full moon, it acts as a *longsword*+3 and grants its wielder *ESP* (as per the spell), three times per day.

Cadriel is currently looking to hire mercenaries and adventurers to help him overthrow the government of Westport. Agents of the Duke have already warned him against trying to recruit the citizens of Dolmvay. He is currently in negotiations with a visiting mercenary company known as the Homeless Men.

Cadriel Tresallinde: AL N; MV 120' (40'); AC 8 (Dex) or 4 (chain mail + Dex); F6; hp 24; #AT 1; Dmg 1d8+4 (*long sword*+2 + Str), 1d4+2 (dagger + Str); S 16, D 14, C 12, I 12, W 9, Ch 17; SV F6; ML 8; XP 1,070; gold necklace and amulet engraved with House Tresallinde standard (250 gp), ten rubies (500 gp each), 2d10 gp, 2d6 sp, 1d6 cp.

Sir Amelrik Ligier

Amelrik is a tall, stocky older man with stern features, brown hair, and full beard. Amelrik is cautious and chooses his words and his friends carefully. He seldom speaks about his past, but rumors suggest he was once a trusted member of the former Duke's Iron Wolves. Amelrik is extremely loyal to his friends and allies. He enjoys the game castles (chess) and can sometimes be found playing on the public boards in Trident Park. Amelrik is knowledgeable about courtly intrigues and may

be willing to discuss politics over a game of castles.

Sir Amelrik Ligier: AL L; MV 120' (40'); AC 5 (chain mail); F4; hp 19; #AT 1; Dmg 1d8+3 (*long sword*+1 + Str), 1d4+2 or 1d4+4 (*dagger*+2 vs. *rukha* + Str); S 16, D 12, C 15, I 13, W 14, Ch 11; SV F4; ML 8; XP 245; masterfully carved knights vs. ruks castles set carved from ivory (1,500 gp set), 2d6 gp, 2d4 sp, 2d10 cp.

Watchman Giles Little

Giles is an intelligent, charming Watchman who works the District of Commons. Giles is a schemer who is on the payroll of several local broklaws. Although he is smart enough not to get his hands dirty, he often looks the other way or chooses not to patrol certain areas.

Giles Little: treat as 0-level human with AC 5 (chain mail), hp 3, spear (Dmg 1d6), long sword (Dmg 1d8), dagger (Dmg 1d4), gold ring (50 gp), gold necklace (50 gp), two sapphires (75 gp), and 1d4 sp.

Vigon the Nightshade

Vigon the Nightshade is a master assassin who is one of only five people believed to have escaped the island prison of Dungeon Rock. In reality, Vigon killed one of his jailers and assumed the man's identity as Reddmond Worner. Vigon has since been reassigned and has attained the rank of Watch Sergeant. Vigon has established himself through exemplary service and is now under consideration for the Ducal Guard. The deception is all part of Vigon's long-range plan—Vigon was hired to assassinate Duke Robert val Dolm

Sergeant Reddmond Worner (Vigon the Nightshade): AL C; MV 120' (40'); AC 3 (chain mail + Dex); T12; hp 48; #AT 1; Dmg 1d8+2 (*long sword*+1 + Str), 1d4+1 + special (*dagger* + Str + poison); S 13, D 16, C 16, I 14, W 15, Ch 13; SV T12; SA backstab, thief skills (cannot perform thief skills while wearing Watchman's mail), +2 to saving throws vs. poison; ML 8; XP 8,400; pick locks 97%, find/remove traps 95%, pick pockets 105%, move silently 95%, climb walls 98%, hide in shadows 90%, hear noise 1-5; *potion of poison*, *potion of healing*, thieves' tools, ten small diamonds (250 gp each), 1d6 sp, 1d4 cp.

RIVER DISTRICT

"Thanks to St. Jon of Naponek for another successful voyage."

—River Captain Colten Steward

Location: On the south banks of the Dolm River.

Neighborhoods: Middle-class and lower-class.

Common Businesses: Boat builders, brothels, butchers, churches, fishmongers, florists, inns, jewelers, ropemaker/netmakers, scholars, taverns, warehouses.

Watch Presence: Moderate (Day); Low (Night)

Things to Remember: This district once belonged to the wealthier residents of Dolmvay and its stone buildings are some of the oldest structures in the city. Think aging buildings in poor repair, a bustling river market, and a few wealthy families who either refuse or are unable to relocate.

Traveler's Gate

The Traveler's Gate provides entry into the River District. This gate is frequented by adventurers, wandering performers, and other travelers. The Traveler's Road passes through the gate and on to the lands of the north.

River Docks

These docks see traffic from up and down the Dolm River. The docks are named after various species of fish (Bassdock, Troutdock, Pikesdock, etc.) and are marked by a wooden sign and carvings of their respective fish. The docks lie about 10' to 20' below street level and are accessed by stone staircases that hug the river walls.

The docking fee is 1 cp piece for private vessels or 5% of the cargo's value for merchant vessels. An additional 1 cp must be paid for every week after the first. All fees are collected by an agent of the Harbormaster and all sailors and passengers must remain on board until the fee is paid.

Dean the Fishmonger

This small fishmonger's shop sells some of the best freshwater seafood in Dolmvay. The first floor contains a shop in front and a storeroom in the rear with a cellar below. The second floor contains Dean's private living quarters. A secret staircase in Dean's bedroom leads to the cellar. A secret door in the cellar leads to several hidden storerooms and an entrance to the sewers where Dean conducts his more lucrative smuggling trade.

Inn of the 100 Year Flood

The Inn of the 100 Year Flood is a large well-kept inn that is frequented mainly by respectable crews and adventurers traveling along the river. The first floor contains a common taproom, kitchens, and several small private rooms with a cellar below. The second floor contains private sleeping chambers. The inn serves Good quality meals. It is owned and operated by Basil of Hillbury, who lives with his

family in a house down the street.

Fountain of St. Jon of Naponek

This large fountain is dedicated to St. Jon of Naponek, the Patron Saint of Those Who Travel and Work Upon the River. The fountain is located in the center of an unofficial river market square.

Blessings of Leandra

This florist shop is owned and operated by a skilled florist known as Alana Fulsom. The first floor contains a display room in front and a workshop in the back, with stairs leading to a cellar. The second floor contains the private living quarters of Alana and her three daughters. The shop is adorned with springtime motifs and images of St. Leandra the Lady of Blossoms. The gardens behind the shop boast some of the fullest and most fragrant blossoms in all of Dolmvay.



A Taste of Amherth

A Taste of Amherth is a vintner's shop owned and operated by Ermloch the Wine Merchant. The shop boasts common and expensive wines from all of the civilized realms of Amherth. Ermloch is always happy to educate others, usually at great length, about the history of wines and the intricacies of wine-tasting etiquette. Ermloch lives in a small apartment above the shop.

Menagerie of the Fantastic and Bizarre

This walled compound lies close to the District of Scholars. The menagerie is a collection of stuffed display scenes, live animal exhibits, and trained animal shows. The Menagerie caters mostly to a wealthy clientele. The cost to enter is 5 gp per person. A guided tour is 10 gp per person.

The Menagerie is owned and operated by a former adventuring fighter named Jarlos the Brash. Jarlos hires adventurers to capture specific exotic and magical creatures for his displays, sometimes paying double what the Adventurer's Guild normally pays for such animals (see pg. 147).

River District NPCs and Factions of Note

The following NPCs and factions may be encountered in the River District.

Dankfell Cabal

The Dankfell Cabal is a band of Chaotic and Neutral magic-users and clerics who ultimately seek to harness the ancient magics that power Dolmvay's sewers. The cabal has established many ties with Dolmvay's underworld and has a working relationship with the Gange Consortium. The cabal most often meets in an underground tavern in the River District named the Lazy Sink. The cabal's greatest enemy is an eye of terror known as Oxxolu the Allseeing (see pg. 85).

Dean the Fishmonger

Dean is a short, hairy man who sells fresh seafood from a River District shop. Dean is an accomplished smuggler who has been paid to smuggle everything from weapons to people into and out of the city. Dean is a great source of information for anything dealing with the Dolm River.

Dean the Fishmonger: treat as 0-level human with Wis 13, AC 9, hp 3, dagger (Dmg 1d4) or short sword (Dmg 1d6), 1d4 sp, and 1d6 cp.

Basil of Hillbury

Basil is the proprietor of the Inn of the 100 Year Flood. He is a friendly, balding man who once hauled cargo up and down the Dolm River. Basil runs a respectable establishment and has many friends among the Harbormaster crews.

Basil of Hillbury: treat as 0-level human with Cha 13, hp 3, dagger (Dmg 1d4), and 1d4 sp.

Alana Fulsom

The widow Alana Fulsom is the owner of the Blessings of Leandra florist shop. Alana is a smiling, matronly woman who runs the shop with help from her three daughters. Two years ago, Alana discovered her husband with a harlot. In a fit of rage, she killed them both, dismembered the bodies, and then buried them in the flower gardens behind her shop.

Alana Fulsom: treat as 0-level human with AC 9, hp 2, gold wedding ring (75 gp), small pearl earrings (250 gp), 1d4 cp, and homegrown flower garland.

Jarlos the Brash

Jarlos the Brash is a former adventuring fighter that is well past his prime. He is the owner and proprietor of the Menagerie of the Fantastic and Bizarre. Jarlos often hires adventurers to capture exotic creatures for his displays.

Jarlos the Brash: AL L; MV 120' (40'); AC 9 or 4 (chain mail + shield); F3; hp 18; #AT 1; Dmg 1d4+1 (dagger + Str) or 1d8+2 (*long sword*+1 + Str); S 15, D 13, C 10, I 11, W 12, Ch 13; SV F3; ML 10; XP 95; *ring of animal*

command, gold and silver necklace with dragon pendant (125 gp), 1d6 gp, 1d6 sp, 1d4 cp.

Ivon the Boatman

Ivon is a portly man who owns a large flat-bottomed barge. Ivon ferries people back and forth across the Dolm so they can avoid bridge traffic (or the law). The price is normally 1 sp, although this may increase to several gp if the fare appears desperate.

Ivon the Boatman: treat as 0-level human with Str 15, AC 9, hp 3, club (Dmg 1d4+1), dagger (Dmg 1d4+1), 1d4 cp, and 1d6 cp.

Ragstad Alemaker

Ragstad is a stocky half-elf who was born and raised in a small woodland village just south of Irrlendom. He has brown hair and piercing blue-green eyes. Ragstad is the bastard son of a Vanhurr elf warrior who seduced his naïve mother before disappearing back into the wilds. Ragstad grows his hair long to cover his ears and attempts to hide his elven ancestry.

Ragstad was raised by his mother, his grandfather (an accomplished brewer who taught him the family trade), and a kindly magic-user named Elgrim the Sage who took special interest in him.

With the wizard's guidance, Ragstad began to study the art of magic. He honed his fighting and stealth skills on missions to scout out nearby ruins, collect magical ingredients, and carry messages to and from the wizard's allies. It was during this time that Ragstad first visited the City of Dolmvay and immediately fell in love with the great, urban sprawl.

Elgrim the Sage abruptly disappeared while Ragstad was away and Ragstad later learned that the wizard had been killed while accompanying a war party of Vanhurr elves on an ill-fated raid into the Wastelands of Aal. The death of Ragstad's mentor struck him hard. Needing a change of scenery, he bid goodbye to his mother and grandfather and returned to the City of Dolmvay to make his fortune.

Ragstad is a member of the Dolmvay Adventurer's Guild, and often hires himself out as an investigator or finder of lost items (and people). He presents himself as a fighter and prefers the role of party fighter or thief, only

relying on magic as a last resort. His skill as a brewer makes him welcome in almost any company. He also whittles or crafts small toys in his spare time to give away to children.

Ragstad currently lives in a small apartment in the River District with his familiar, an orange striped tomcat named Sabi.

Ragstad Alemaker: AL L; MV 120' (40'); AC 3 (leather armor + *ring of protection*+3 + Dex); F3/T3/MU4; hp 21; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str), 1d4 (sling), 1d6 (longbow); S 13, D 17, C 13, I 17, W 11, Ch 10; SA spellcasting, backstab, thief skills, advanced hearing (from familiar), night vision (from familiar); SV F3/T3/MU4; ML 8; XP 1,630; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; *potion of healing*, *potion of invisibility*, silver dagger, backpack, thieves' tools, small mirror, silk rope, grappling hook, spellbook, 3d6+6 gp.

Spells: 1st: *charm person*, *detect magic**, *floating disc*, *hold portal*, *light*, *magic missile*, *protection from evil*, *read languages*, *read magic*, *shield**, *sleep*, *summon familiar*, *ventriloquism*; 2nd: *arcane lock*, *continual light*, *detect evil*, *detect invisible*, *ESP*, *invisibility**, *knock**, *levitate*, *locate object*, *mirror image*, *phantasmal force*, *web*.

*denotes memorized spell.

Sabi (tomcat familiar): AL N; MV 120' (40')/Swim 60' (20'); AC 6 (natural); HD 1d4 hit points; #AT 3; Dmg 1 (claw)/1 (claw)/1d2 (bite); SA surprise on a 1-4 on 1d6, night vision; SV F1; ML 8; XP 8.

Willow Greer the Mushroom Sage

Willow is a short, friendly woman with green eyes and messy brown hair. She wears a mud-stained cloak with mushrooms embroidered into the hem and carries a walking stick decorated with orange and yellow fungi near the top.

Willow is a mushroom scholar and enthusiast whose obsession began with a study of how decay nourishes life. Willow cultivates and breeds mushrooms for culinary and alchemical purposes and always has a box full of specimens to show interested visitors. Willow delights in talking about mushrooms to anyone who will listen.

Willow lives in a natural cave hidden deep in the Dolmvay sewers. This cave is filled with normal- and giant-sized fungi, one of which is a toadstool large enough to serve as her cottage. Willow's home is filled with a bizarre collection of fungi in many different states of growth (occasionally growing on decaying corpses). A colony of giant ants serve as her guards. These ants have been infected with a special type of fungus that makes them obey Willow's simple commands.

Willow takes great care when traveling to and from her cave in order to keep the location of her home a secret. When above ground, she can most often be found near the River District.

Willow Greer: treat as 0-level human with Wis 17, AC 9, hp 4, dagger (Dmg 1d4), and 1d6 random potions.

Ermloch the Alchemist

Ermloch is a tall, gaunt man with short unkempt hair and dark shadows around his eyes that make him look permanently hung over. Ermloch wears threadbare clothing and dresses in haphazard fashion, making him seem absentminded to some. He treats his dramatic bouts of sniffing and wheezing with a homemade herbal tonic made from sweet lotus extract. In reality, he simply enjoys the taste and effects of the remedy, and often exaggerates the extent of his symptoms.

Ermloch is a student of arcane lore and a skilled alchemist who once contended for the headmaster position of the Dolmvay Alchemist's Guild. Ermloch's faction was disgraced after he misjudged a measurement during an alchemical trial between prospective masters. This mistake caused an explosion that consumed part of the guild house and led to a series of devastating fires on what came to be known as the Night of the Green Flames. Ermloch believes (rightly) that his ingredients were sabotaged by one of his rivals, but has never been able to determine which one.

Ermloch is wealthy from a successful adventuring career, where his knowledge of history and ability to conduct research helped his party uncover several unguarded treasure troves. He currently presents himself as an unassuming wine merchant who owns A Taste of Amherth vintner's shop. His cellar contains

secret entrances to an extensive library and laboratory that he still uses to conduct research.

Ermloch is always willing to trade knowledge and recipes with sages and adventurers. There is very little that Ermloch cannot discover if given enough time to conduct research.

Ermloch the Alchemist: AL L; MV 120' (40'); AC 9; MU5; hp 14; #AT 1; Dmg 1d6 (quarterstaff), 1d4 + special (*dagger of shocking grasp*); S 9, D 13, C 10, I 16, W 13, Ch 9; SA spellcasting; SV MU5; ML 8; XP 1,100; *dagger of shocking grasp* (3x per day on successful strike), 1d6 random potions, gold necklace with bearded Woodsman's pendant (175 gp), quality brocade jacket in the Guildeland style (30 gp), spellbook, 1d4 gp, 1d6 sp, 1d4 cp.

Spells: 1st: *comprehend languages, detect magic**, *identify, feather fall, floating disc, message, read languages, read magic, scribe, sleep**, *unseen servant*; 2nd: *arcane lock**, *continual light**, *ESP, false gold, false trap, locate object, magic mouth, web*; 3rd: *clairaudience, clairvoyance, dispel magic**, *explosive runes, tongues*.

*denotes memorized spell.

Watchman Dextan "Dex" Relbury

Dex Relbury is a large, friendly Watchman who works the River District. Dex cannot stand drunks and is known for his ability to (painfully) restore order during drunken tavern brawls. His favorite tactic is to throw unruly drunkards into the river.

Dex is currently investigating a smuggling ring led by a broklaw gang named the River Jumps. The River Jumps are known to hang from Dolmsbridge at night, drop onto unsuspecting boats as they pass underneath, and quickly unload cargo onto waiting skiffs and barges. Dex has arrested several members of the River Jumps and the rest are planning to ambush him while he makes his rounds.

Dextan "Dex" Relbury: treat as 0-level human with Str 16, AC 5 (chain mail), hp 3, spear (Dmg 1d6+2), long sword (Dmg 1d8+2), dagger (Dmg 1d4+2), and 1d4 cp.

DISTRICT OF SCHOLARS

"The River divides. As surely as the clothes upon our backs, the wealth inside our purses, and the weight of our family names. We must all learn to cross these rivers one day."

—Vinthus Tralento

Location: Northernmost end of the South Ward.

Neighborhoods: Middle-class with some upper-class.

Common Businesses: Alchemists, artists, bookbinders, churches, copyists, glassblowers, healers, inns, mapmakers, scholars, theaters, taverns.

Watch Presence: Moderate (Day); Low (Night)

Things to Remember: The District of Scholars is one of the newer city districts. It is funded by the wealthy, and most of its buildings are made of stone and decorated with murals and bas-relief carvings.

The district is home to a number of private libraries, theaters, art galleries, and houses of academia, that attract all manner of sages, scholars, artists, poets, and other men of higher learning. A number of small parks and gardens are also scattered throughout.

Think philosophers holding class in public squares, men and women hurrying back and forth with bundles of scrolls, and street side poets stopping to transcribe an inspired verse.

Gosling Theater

This three-story theater is famous for its social, political, and even religious satires. These performances have come under fire in the past from angry nobles and religious officials, but the theater has the full support of the public and has been able to weather all controversies. The theater's mascot, known as "Gozy the Goose", is a brash performer named Devan Bradberry who dresses as a goose and gets into mischief in different parts of the city.

House of Albritton

This well-kept tavern/inn is frequented by a younger crowd of scholars, minstrels, and students. The first floor contains an open taproom, kitchens, and several small private meeting chambers. The second floor contains private sleeping chambers. The House of Albritton serves Good quality meals. The tavern hosts open stage nights where aspiring minstrels and poets can recite their works and be judged by their peers.

Tower of Winds

This innocuous-looking four-story building belongs to a group of scholars known as the Society of Winds whose stated mission is to measure the strength of air circulation in various parts of the city during different times of the day, month, and year.

The first floor contains private sitting rooms, a dining room, kitchens, and a display room containing fans, pinwheels, flags, and sails from all over Amherth. The second and third floors contain private members' chambers. The fourth floor houses the society's elderly headmaster, Bryan Sturlaker.

The Society of Winds is actually a front for the White Wizard's Guild of Dolmvay (see below) with hidden laboratories and secret libraries located in an extensive complex beneath the tower.

Dyson's Delve

This cramped basement shop is packed with book-lined shelves, stacks of old scrolls, map collections, regional atlases, adventure logs, and random scribbles. A secret entrance to Dolmvay's sewers is believed to be hidden behind the clutter. Various maps can be purchased from Dyson the Cartographer who sleeps on a pallet in a dark corner of the room and almost never leaves the shop.

Cathedral of St. Mincival the Grand

St. Mincival was a charming performer who was known for his skill with a lute, his bravery, and his ability to see the kindness and beauty in

all men. The Cathedral of St. Mincival is a converted temple of the Love Goddess Jesil that was built on the site long ago. It consists of a rectangular stone hall whose roof is supported by stone columns. Various entertainers perform in front of the church and in the park across the street in the hopes of receiving donations or patronage.

Theater of Bertollo

The Theater of Bertollo is an open amphitheater built upon a grassy hill. The theater hosts several festivals throughout the year as well as biweekly plays, acrobat shows, and other performances. The Theater of Bertollo was the site of a gruesome massacre when a rogue adventuring company named the Talons Three beheaded and staked the members of a popular acting troupe called the Night Wives during one of their more risque performances. The Talons Three then fled the city and have not been seen since.

Library of Torbett

Master Torus Torbett was an eccentric historian who spent much of his life acquiring books, copying scrolls, and recording ancient legends down on paper. After his death, he left instructions that his collection be open to the public and that it remain in a disorganized state.

The library is a cramped collection of shelves, tables, and private rooms spread throughout two floors above ground, with an extensive cellar below that is rumored to contain secret hidden chambers. It is frequented mainly by scholars, curious adventurers, and agents of the church who occasionally comb through the haphazard mass of written works in search of heretical documents.

Halls of Learning

The Halls of Learning are a private collection of named buildings where various subjects and



fields of study are taught and discussed. The halls are located close to the Library of Torbett in what many consider to be the Academic Quarter.

A recent petition started by several prominent scholars is asking for the city treasury to back funding for a consolidated university centered around the Halls of Learning, but the proposal has yet to be brought before the Duke.

Tenkar's Tavern

Tenkar's Tavern is a well-kept tavern that is frequented mainly by scholars, adventurers, and reputable demihumans. The Tavern has become a haven for amateur creative types, with nightly songs, stories, games, giveaways, and poetry readings being common forms of live entertainment.

The first floor contains an open taproom, kitchens, and several private meeting rooms, with a stable out back and a cellar below. Tenkar's Tavern serves Good quality meals. It is owned and operated by a red-bearded dwarf named Tenkar the Barkeep who resides in an apartment above the tavern.

District of Scholars NPCs and Factions of Note

The following NPCs and factions may be encountered in the District of Scholars.

Society of Winds

The Society of Winds is a scholarly guild whose stated mission is to measure the strength of air circulation in various parts of the city during different times of the day, month, and year. The Society of Winds is actually a front for the White Wizard's Guild of Dolmvay. These wizards operate in secret to avoid persecution by the citizens and the Church of Law and Order. The Society's headquarters is based in the Tower of Winds and their standard is a rooftop weathervane.

Windmaster Bryan Sturlaker

Windmaster Bryan Sturlaker is the venerable leader of the Dolmvay White Wizard's Guild. Master Bryan pretends to be a doddering old scholar, but is in fact a dynamic individual who

has dedicated his life to protecting the citizens of Dolmvay from magical threats.

Master Bryan works closely with his former pupil, the Lady Elena vala Dolm, to ensure the Duke and the city remain safe. He recently fought the evil wizard Barrugal the Infamous to a draw in the ruins of Bearmont Tower, and has been recovering from his injuries ever since. Master Bryan is still trying to determine what business the Infamous One had in the City of Dolmvay, and believes it had something to do with the history of a minor saint named Aleena.

Windmaster Bryan Sturlaker: AL L; MV 120' (40'); AC 8 (*ring of protection*+2 + Dex); MU10; hp 7; #AT 1; Dmg 1d6+1 (*quarterstaff*+1, *spellturning*), 1d4 (dagger); S 9, D 13, C 10, I 17, W 17, Ch 13; SA spellcasting; SV MU10; ML 9; XP 11,500; *scroll of warding (magic)*, *potion of teleportation*, *potion of extra healing*, *brooch of shielding*, *spellbook*, 1d6 gp, 1d8 sp, 1d6 cp.

Spells: 1st: *allure*, *burning hands*, *charm person*, *detect magic**, *erase*, *floating disc*, *identify*, *light*, *magic missile*, *message*, *protection from evil**, *read languages*, *read magic*, *scribe*, *shield**, *sleep*, *unseen servant*;

2nd: *amnesia*, *arcane lock*, *continual light*, *detect evil*, *detect invisible*, *ESP**, *invisibility**, *knock*, *magic mouth*, *pyrotechnics*, *shatter*, *web**;

3rd: *clairvoyance*, *dispel magic**, *explosive runes*, *feign death*, *fireball**, *haste*, *hold person*, *protection from normal missiles**, *tongues*, *suggestion*, *water breathing*;

4th: *arcane eye*, *charm monster**, *dimension door**, *enchant arms*, *hallucinatory terrain*, *massmorph*, *mnemonic enhancer*, *plant growth*, *polymorph others**, *remove curse*;

5th: *atmosphere bubble*, *cloudkill*, *conjure elemental*, *feeblemind*, *hold monster**, *magic jar*, *stone shape*, *wall of force**.

*denotes memorized spell.

Society of the Swan

The Society of the Swan is a group of young nobles and privileged youths who identify with the ancient noble houses of Mor. Society members feel the line of Dolm are usurpers that must be overthrown.

The Society seeks to undermine the government through acts of civil disobedience, inventing irreverent slogans and phrases, spreading false rumors, and organizing public demonstrations in order to promote their anti-authoritarian agenda. A few of its more radical members have actually begun plotting acts of violence against agents of the Duke and the Church of Law and Order. The Society of the Swan's standard is a white swan. Their leader is the radical Devan Bradberry (see pg. 61).

Devan Bradberry

Davol Bitterbrook was a young street performer who was arrested for fomenting unrest. Davol escaped captivity and assumed a new identity as Devan Bradberry, a performer who is best known for his role as "Gozy the Goose", the irreverent mascot of the Gosling Theater.

Davol is an anarchist who despises the church, the nobility, and the government. Under the guise of Gozy, Davol is able to mock the establishment without fear of reprisal. Davol has started an anarchist movement known as the Society of the Swan which is slowly gaining traction, mainly amongst privileged youths seeking a diversion.

Devan Bradberry (Davol Bitterbrook): AL N; MV 120' (40'); AC 7 (Dex); T6; hp 19; #AT 1; Dmg 1d4 (dagger); S 9, D 17, C 13, I 12, W 10, Ch 13; SV T6; SA backstab, thief skills; ML 9; XP 1,820; pick locks 45%, find/remove traps 43%, pick pockets 43%, move silently 43%, climb walls 92%, hide in shadows 37%, hear noise 1-4; *potion of poison*, thieves' tools, gold chain with goose pendant (75 gp), 1d6 gp, 1d8 sp, 1d4 cp.

Caby Darkbriar

Caby is a cute, mischievous Holk halfling with green eyes and brown hair pulled back into a ponytail. She is an accomplished scout and guide who can sometimes be overconfident in her fighting ability. Caby is kind at heart and protective of those in need. She left her wandering clan several years ago after almost causing the death of a longtime friend and has not seen her family since.

Caby has been on a number of adventures since leaving her clan. She is best known for

slaying the Poison Spear gobruk king Viper Larkes with an arrow to the throat. She also helped end the Plague of Rotham by slaying the wererat responsible for the spread of disease throughout the town, and later rooted out a trogruk lair near the village of O'Mare.

Caby currently lives in the District of Scholars where she sometimes hires out as a guide to those setting out upon the Traveler's Road.

Caby Darkbriar: AL L; MV 90' (30'); AC 7 (Dex) or 2 (banded mail + Dex); H3; hp 15; #AT 1; Dmg 1d4+1 (dagger + Str) or 1d6+2 (*short sword+1* + Str), 1d4+1 (dagger + Str), 1d6 (short bow); S 13, D 16, C 13, I 9, W 12, Ch 10; SA hide in woodland terrain 90%, hide in shadows on 1-2 on 1d6, +1 to-hit with missile attacks, +1 to initiative when alone or in party comprised only of halflings, -2 AC when attacked by creatures larger than human size; SV H3; ML 9; XP 170; *short sword+1* (casts *light 30' radius* at will), *ring of trap detection*, *potion of command human*, gold necklace and gold domino pendant set with emerald pips (550 gp), 1d10 gp, 2d6 sp, 2d4 cp.

Brother Dennon Jackson

Brother Dennon is a monk of St. Keth the Scribe who is assigned to assist a calum priest in the District of Scholars. Brother Dennon is a lighthearted young man who enjoys a good glass of wine. He is a skilled bookbinder and copyist with an artistic flair. He enjoys transcribing copies of *The Guiding Light* and adding (sometimes irreverent) cartoons into the margins.

Brother Dennon Jackson: treat as 0-level human with Int 13, AC 9, hp 2, dagger (Dmg 1d4).

Brianna of Kingsgarden

Brianna is an attractive young woman and a talented artist. Brianna resides in the District of Scholars where she studies under the famous painter known only as "Saint". Brianna recently painted several portraits of broklaw gang leaders, one of whom is a fugitive named "Viper Mike" who is Wanted for murder. Brianna can often be found sketching customers at Tenkar's Tavern.

Brianna of Kingsgarden: treat as 0-level human with Cha 15, AC 9, hp 2, dagger (Dmg 1d4), 1d4 sp, sketchbook and pencils.

Tenkar the Tavernkeep

Tenkar is a grumpy, but good-natured dwarf with a red beard and a fondness for strong drink. Tenkar grew up in Dolmvay and spent several years as a City Watchman in the Underguild where he still has many contacts, most notably Dargan "the Dwarf" Anvilon.

Tenkar joined an adventuring company in order to travel, but eventually returned to Dolmvay and opened Tenkar's Tavern in the more racially tolerant District of Scholars. Tenkar is known for his kindness and generosity, however, he still enjoys a good barroom brawl.

Tenkar hates criminals. He recently discovered a secret entrance to his cellar and knows that someone has been using it to sample his choicest wines and beers. Tenkar is currently making plans to apprehend the thief and teach him a lesson.

Tenkar the Tavernkeep: AL L; MV 90' (30'); AC 8 (Dex) or 5 (scale mail); D5; hp 42; #AT 1; Dmg 1d4+2 (club + Str), 1d4+2 (dagger + Str) or 1d8+2 (battle axe + Str), 1d4+2 (dagger +Str); S 16, D 13, C 16, I 12, W 13, Ch 13; SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6; SV D5; ML 9; XP 800; *helm of haste (3x per day as potion)*, *magical flagon covered with dwarf runes (doubles potency of alcoholic drinks)*, quality bear hide gauntlets lined with polar bear fur (60 gp), 1d8 gp, 2d4 sp, 1d4 cp.

Dyson the Cartographer

Dyson is an overweight human mapmaker with two very different eyes—one is large and can see great distances while the other is smaller and useful for fine details. Dyson's back is bent from years of poring over parchment and lack of exercise. He typically wears ratty, ink-stained robes and plain sandals.

Dyson moved into his basement apartment before he became successful and cannot be bothered to find better accommodations now that he has established himself. Dyson seldom

leaves his home, however, his maps tend to be frighteningly accurate.

Dyson is well known to members of the Adventurer's Guild and can expect favors and protection from almost any adventurer in Dolmvay. Adventuring companies often pick through Dyson's shop in search of treasure maps or maps of ancient ruins (before they became ruins). Dyson is usually more than willing to trade his maps for either new maps or recent adventure journals.

Over the past few months, Dyson has been entering a strange trance and drawing lines and symbols on his body. He keeps these symbols hidden by clothing as he tries to determine their meaning. The lines and symbols are actually a map of gateways to other worlds.

Dyson the Cartographer: treat as 0-level human with Dex 16, AC 7 (Dex), hp 3, dagger (Dmg 1d4), pencils and sketchbook, pouch full of Meschil root, 2d6 gp, 1d8 sp, and 2d4 cp.

Vinthus Tralento

The aging Vinthus is an esteemed scholar and philosopher from Guildeland. Vinthus has long been opposed to hereditary titles and believes that every man should be valued based upon his worth to society rather than what family he was lucky enough to have been born into.

Vinthus has been convicted of disturbing the peace on several occasions. One of his most famous and inflammatory speeches, *The Birthright Hypocrisy*, is believed to have been responsible for a day of civil unrest known as the March of the Commons. This protest started in the City Center District and soon became a riot that spilled into the District of Nobles before the Halstead City Watch restored order in a brutal crackdown.

Vinthus Tralento: treat as 0-level human with Int 15, Wis 17, Cha 15, AC 9, hp 3, dagger (Dmg 1d4), and 1d4 cp.

Father Willem Scorn

Father Willem is an Inquisitor for the Order of Truth who specializes in hunting down rogue magic-users. He is an unassuming man with a keen mind and a fierce devotion to the people and the church. Father Willem has sensed a

large amount of magical activity taking place in the District of Scholars. Posing as a religious sage named Waldan Sellers, he has moved into a small apartment near the Theater of Bertollo in order to investigate.

Father Willem Scorn: AL L; MV 120' (40'); AC 4 (chain mail + Dex); C9; hp 52; #AT 1; Dmg 1d6+2 (*mace+1, +3 vs. magic-users + Str*); S 13, D 13, C 14, I 12, W 16, Ch 10; SA spellcasting, Turn undead; SV C9; ML 10; XP 170; *ring of spell turning, potion of healing, silver holy symbol of Law and Order, vial of holy water, manacles, 12 gp, 16 sp.*

Spells: 1st: *command, cure light wounds, detect magic, protection from evil;*

2nd: *bless, hold person, know alignment, silence 15' radius;*

3rd: *continual light, dispel magic, remove curse;*

4th: *detect lie, sticks to snakes;*

5th: *flame strike.*

Watchman Marten Lot

Marten is a middle-aged Watchman who has worked the District of Scholars for most of his career. He grew up in the Orphanage of St. Lucilla and once considered joining the clergy. He is an extremely pious man who is often at odds with the more irreverent freethinkers of the district.

Marten Lot: AL L; MV 120' (40'); AC 5 (chain mail); F1; hp 7; #AT 1; Dmg 1d6+1 (*spear + Str*), 1d8+1 (*long sword + Str*), 1d4+1 (*dagger + Str*); S 13, D 10, C 10, I 9, W 10, Ch 10; SV F1; ML 9; XP 13; *holy symbol of Law and Order, 1d4 sp, 1d4 cp.*



NORTH WARD

"The beauty of the White City can only be truly appreciated from the balconies of the North Ward. It is the one place in Dolmvay where one does not have to suffer the filth, vulgarity, and overall odious nature of the common folk."

—controversial comment made by Lady Kirstan mora Dorenton

The North Ward is also known as the Royal Ward. The Ducal Palace dominates the northern end of the district while the southern end is occupied by expensive and exotic manor homes. The entire district is a tribute to wealth and power. The buildings here conform to the lay of the land and the terrain rises higher than that of the South Ward.

PALATIAL DISTRICT

"Make way! Make way for the Duke!"

—Iron Wolf entourage

Location: Northwest corner of the city on the banks of the Dolm River.

Neighborhoods: Upper-class with some middle-class.

Common Businesses: Inns, taverns.

Watch Presence: High (Day); Moderate (Night)

Things to Remember: The Palatial District is home to the Duke and his family as well as the wealthiest nobles and royal ambassadors from other realms. It is the most heavily guarded area of the city. Think military patrols, foreign retainues, and royal entourages.

Ducal Docks

These heavily guarded docks double as a royal shipyard and are used only for official ducal business. The docks are named after various royal titles (Earlsdock, Dukesdock, Kingsdock, etc.) and each dock bears royal heraldry. The docks lie about 10' to 20' below

street level and are accessed by stone staircases that hug the river walls. The Duke's personal ship, the *Star of Dolm*, is moored here along with a number of other royal and military vessels.

Ducal Palace

The Ducal Palace lies at the center of a sprawling walled compound known as the Palatial District. The palace is an impressive structure marked by tall spires, fluttering banners, crenellated battlements, and open courtyards. The throne room and lower levels of the palace are open to the public throughout the day. The Duke and his family dwell in private chambers located in the upper levels.

Royal Dungeons

The Royal Dungeons lie deep beneath the Ducal Palace. They are a dismal place that consist of many cells, holding areas, and torture chambers, with the most vile criminals being housed in the lowermost levels. In times past, the dungeon guards were recruited from the cruelest and most sadistic jailers in the land, and the few prisoners lucky enough to be released seldom left with their minds and/or bodies intact. A secret passage connecting the dungeons to the sewers is rumored to exist.

Ducal Square

The Ducal Square is an open courtyard inside the palace compound where the Duke can address his loyal subjects. During festival times, citizens fill the square, entertainers (bards, jugglers, puppeteers, etc.) vie for attention, and

vendors hawk their wares from the surrounding arcades. The square has been the site of several high-profile public executions over the years.

Chapel of St. Valen

The Chapel of St. Valen is located adjacent to the Ducal Palace. It is the second largest church in the city (see the Cathedral of St. Poul, pg. 48) and its lower levels are said to connect to the ancient warrens beneath the Son of Sons monument (see pg. 78). The chapel is famous for its stained glass windows which depict the heroic Valen of Vay and his victories over the war machines of Aal to the west and the undead kingdom of Makaar Mor to the north (see the Small Niche Games supplement *Ghoul Keep and the Ghoul Lands*).

Ambassador Quarter

This quarter is home to foreign human ambassadors and their retinues as well as

contingents of elves and dwarves from the nearby kingdoms of Vanhurr and Gundamark. The shops and taverns here are high-end establishments with strict standards for etiquette and dress.

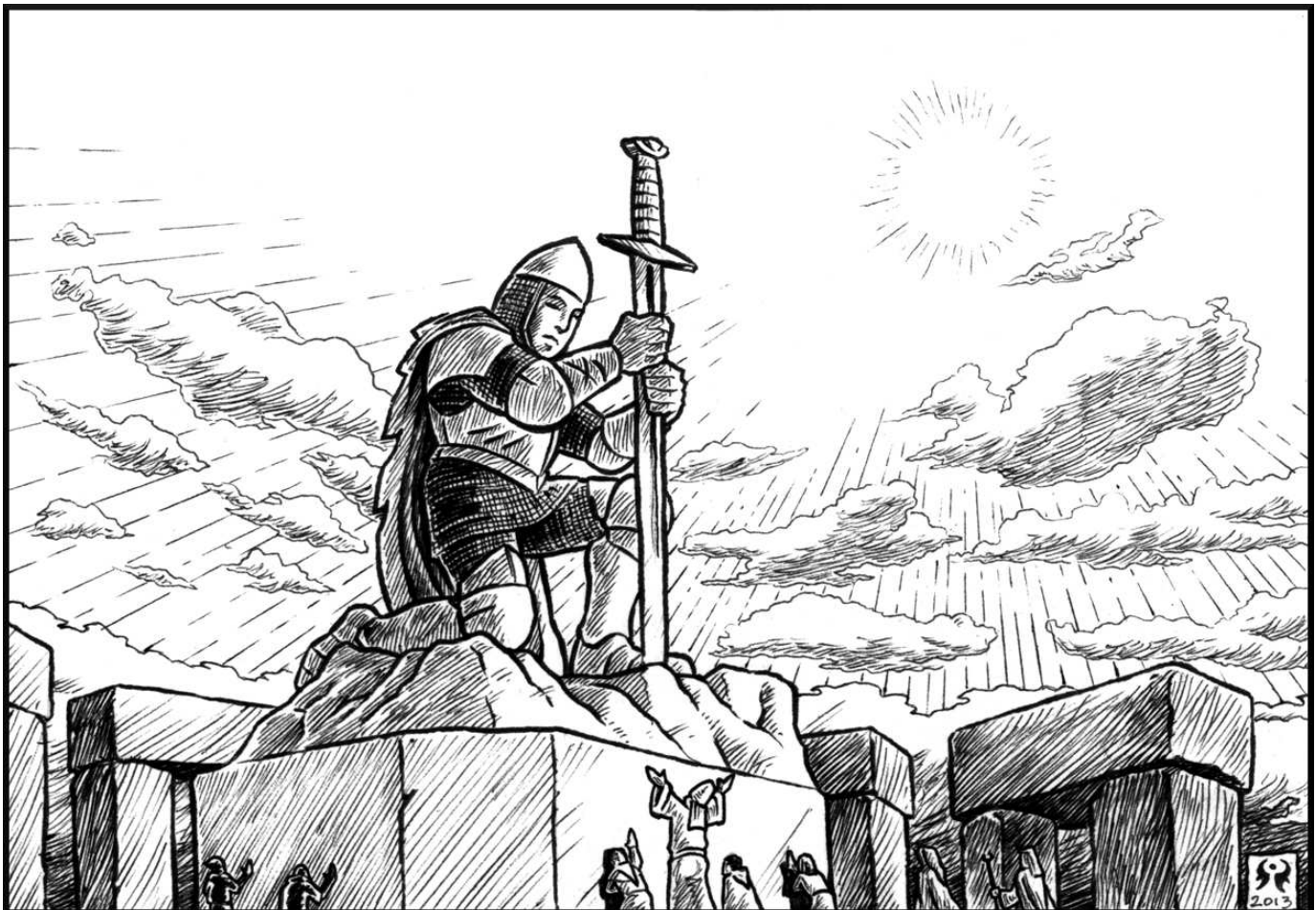
The Ambassador Quarter is thick with spying and intrigue. Although open conflict is forbidden, honor duels are permitted and can become quite the spectacle. At least once a month some foreign dignitary's aide turns up dead from a knife in the back, a poisoned drink, or a suspicious accident.

Palatial District NPCs and Factions of Note

The following NPCs and factions may be encountered in the North Ward.

Duke Robert val Dolm

The charismatic young Duke Robert val Dolm is the current ruler of the Duchy of Valnwall and



a direct descendant of the first Willhelm val Dolm. Duke Robert is known to be fair and just in his dealings with all folk, regardless of their station. He works closely with the Church of Law and Order to maintain peace and stability throughout the realm.

Despite his youth, Robert is a skilled fighter and the veteran of several campaigns, including the famous Battle of Bracken Keep where he led the King's Army to victory against a large force of ruk raiders. It is said that after the battle, the Duke left only one ruk alive to carry word of the defeat back to its people.

The symbol of the Dolmish lords is a huge gray wolf known as the Iron Wolf, which was also the nickname of the first Duke Willhelm val Dolm. The royal standard is a pair of iron wolves flanking a crown above a stylized silhouette of the Great Valnwall.

Duke Robert val Dolm: AL L; MV 120' (40'); AC 8 (Dex) or 4 (chain mail + Dex); F3; hp 20; #AT 1; Dmg 1d4+1 (dagger + Str) or 1d8+1 (long sword + Str); S 13, D 15, C 13, I 12, W 14, Ch 13; SV F3; ML 9; XP 95; informal ducal crown (1,000 gp), three bejeweled gold rings (250 gp), bejeweled dagger (175 gp), holy symbol of St. Valen.

Ducal Council

The Ducal Council advises the Duke on important matters involving the Duchy of Valnwall and the City of Dolmvay. The council consists of the Royal Scribe, the Wolflord, the High Watchman, the City Lawlord, the Vaultkeeper, the Master of Guilds, the Speaker of Commons, the Lord of Swords, and the Lord of Sails.

Royal Scribe

The Royal Scribe is a scholar and historian who is responsible for managing the royal archives. The position of Royal Scribe currently belongs to the Duke's aunt, the Lady Elena vala Dolm. Elena is an attractive scholar who delights in ancient history. Only the Duke and a few of his most trusted friends know that Elena is also a magic-user and a high-ranking member of the Society of Winds. Elena's role as scribe allows her to protect the Duke from magical threats and advise him on supernatural matters.

Lady Elena vala Dolm: AL L; MV 120' (40'); AC 8 (*ring of protection*+2 + Dex); MU7; hp 21; #AT 1; Dmg 1d4+1 (*dagger*+1); S 9, D 16, C 9, I 14, W 14, Ch 13; SA spellcasting; SV MU7; ML 9; XP 3,990; *spell scroll (floating disc, scribe, unseen servant), ring of teleportation, potion of healing, gold Royal Scribe medallion and chain (500 gp), spellbook, 1d12 gp, 1d10 sp, 1d8 cp.*

Spells: 1st: *allure, burning hands, charm person, detect magic**, *enlarge, erase, floating disc, identify, light, magic missile**, *message, protection from evil**, *read languages, read magic, scribe, sleep, unseen servant*;

2nd: *amnesia, arcane lock, continual light, detect evil, detect invisible, ESP, invisibility**, *knock, magic mouth, pyrotechnics, shatter, web**;

3rd: *dispel magic**, *explosive runes, feign death, haste, hold person**, *tongues, suggestion, water breathing*;

4th: *arcane eye, dimension door**, *mnemonic enhancer, polymorph others, remove curse*;

5th: *conjure elemental.*

*denotes memorized spell.

Wolflord

The Wolflord is the commander of the vaunted Iron Wolves and is responsible for the personal safety of the Duke of Valnwall. The current Wolflord is the Duke's cousin and childhood friend, Mikael val Dolm. Lord Mikael wears plate mail and a cloak made of platinum colored cloth. He is a skilled fighter and excellent tactician, with an excellent grasp of courtly intrigues and city politics. Lord Mikael works closely with the High Watchman and the City Lawlord.

Wolflord Mikael val Dolm: AL L; MV 90' (30'); AC 2 (plate mail + Dex); F7; hp 55; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+2 (*dagger*+1 + Str); S 15, D 13, C 13, I 12, W 13, Ch 12; SV F7; ML 10; XP 1,840; gold Wolflord medallion and chain (500 gp), holy symbol of St. Poul.

High Watchman

The High Watchman oversees all branches of the City Watch. The position of High Watchman

currently belongs to Stefan Morshal. Morshal is a commoner who began his career as a City Watchman and slowly worked his way up the ranks.

As a young Watch Captain, he gained the notice of the former Duke when he foiled a plot by several disgraced merchant families to disrupt trade by setting fire to the Guild Docks. Morshal despises corruption and imposes swift punishment on Watchmen who forsake their oaths.

High Watchman Stefan Morshal: AL L; MV 120' (40'); AC 5 (chain mail); F5; hp 36; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 15, D 10, C 15, I 12, W 12, Ch 11; SV F5; ML 9; XP 500; gold High Watchman medallion and chain (500 gp), holy symbol of St. Garan.

City Lawlord

The City Lawlord is an emissary of the Valenon and is responsible for advising the Duke on important matters of the faith. The current City Lawlord is Lawlord Ethun Barrigan. Barrigan is a stout cleric with a ruddy face and white beard. His appearance has earned him the nickname "Sainted Klaus" after the popular Yuletide saint. Barrigan works closely with the High Watchman Stefan Morshal and the two are close friends.

Lawlord Ethun Barrigan: AL L; MV 120' (40'); AC 4 (chain mail + Dex); C6; hp 29; #AT 1; Dmg 1d6 (*mace of regeneration*); S 12, D 13, C 10, I 13, W 16, Ch 14; SA spellcasting, Turn undead; SV C6; ML 9; XP 2,820; *three potions of healing, scroll of spells (cure light wounds x3), scroll of warding (undead)*, gold City Lawlord medallion and chain (500 gp), holy symbol of Law and Order, three vials of holy water.

Spells: 1st: *cure light wounds, detect evil, sanctuary*; 2nd: *bleed, hold person, reveal charm*; 3rd: *dispel magic, striking*.

Vaultkeeper

The Vaultkeeper is responsible for managing the city's treasury, collecting taxes, financing projects, and negotiating debts with the great moneylending guilds of Guildeland.

The current Vaultkeeper is a huge man named Georgen Hand. Vaultkeeper Georgen moves and speaks slowly and is the butt of many jokes. In reality, his great size and plodding demeanor conceal an extremely keen mind. Vaultkeeper Georgen is one of the Duke's most trusted advisors.

Georgen carries the key to the Dolmvay Treasury on a chain around his neck and would give his life to protect it. Georgen is always accompanied by two Iron Wolves and one Lawguardian who serve as his bodyguards.

Vaultkeeper Georgen Hand: treat as 0-level human with Str 18, Int 17, Wis 15, AC 9, hp 4, dagger (Dmg 1d4+3), gold Vaultkeeper medallion and chain (500 gp), and 1d4 cp.

Master of Guilds

The Master of Guilds serves as liaison between the royal family and the various trade guilds. The current Master of Guilds is a fat, secretive man named Master Jon Carswell. Carswell maintains a legion of spies who collect blackmail information throughout the realm, making him one of the most hated and feared men in the Duchy.

Carswell is extremely fond of fine women and wine. Many have attempted to exploit this apparent weakness, however, Carswell seldom indulges to excess. Master Carswell has a healthy respect for Vaultkeeper Georgen's intellect and the two often engage in private games of strategy such as castles and riddles.

Master Jon Carswell: treat as 0-level human with Int 16, Wis 16, AC 9, hp 3, dagger (Dmg 1d4), *ring vs. crystal balls and ESP, potion of neutralize poison*, five gold and silver rings (100 gp each), gold and emerald necklace (250 gp), bejeweled gold guild signet ring (1,500 gp), gold Master of Guilds medallion and chain (500 gp), 1d10 gp, and 1d12 sp.

Speaker of Commons

The Speaker of Commons is an elected official who represents the common folk of Dolmvay.

The current Speaker of Commons is a middle-aged woman named Marla of Holden who went on several adventures in her youth before opening the Inn of the Gray Worm in

Dolmvay. Marla began to dabble in politics, gaining the respect of the common folk when she tried to promote higher education for the poor. Marla sold the inn to a former companion named Jak Brindle soon after she was elected as Speaker of Commons.

Marla can be naive at times and is not capable of complex intrigues. Although she has the interests of the common folk at heart, she has become seduced by the lifestyle at court and is being influenced by some of the more experienced council members and politicians (such as Lady Lauren, below).

Speaker Marla of Holden: AL L; MV 120' (40'); AC 9; F2; hp 14; #AT 1; Dmg 1d4 (dagger); S 11, D 10, C 13, I 11, W 9, Ch 12; SV F2; ML 8; XP 29; platinum bracelet with serpent design (450 gp), gold Speaker of Commons medallion and chain (500 gp).

Speaker of Lords

The Speaker of Lords is an appointed official who represents the nobles of Dolmvay. The current Speaker of Lords is the Lady Lauren vala Kirkland. Lady Lauren is a beautiful and charismatic noblewoman. She is a natural politician with a reputation for chastity and propriety.

In reality, Lady Lauren is a scheming seductress who enjoys manipulating others. Lady Lauren routinely engages in trysts with men at court, often ending with the untimely death of her lover. Lady Lauren holds the interests of her family above the needs of the realm and is currently engaged in an ongoing plan to seduce and marry Duke Robert.

Lady Lauren vala Kirkland: treat as 0-level human with Dex 13, Int 15, Wis 13, Cha 16, AC 8 (Dex), hp 2, poisoned dagger (Dmg 1d4 + poison), *potion of poison*, *potion of healing*, two bejeweled gold rings (500 gp), gold wristband with Kirkland pendant (250 gp), gold Speaker of Lords medallion and chain (500 gp), 1d20 gp, and 1d10 sp.

Lord of Swords

The Lord of Swords is a military general who commands the soldiers of Dolmvay. The current Lord of Swords is a career soldier named Lord Geralt val Malders. Lord Geralt is a powerfully-built middle-aged man who has earned the

respect and admiration of his troops. He is second in command of the Duke's ground forces and answers only to the Duke and to the Lord High Commander of the King's Army.

Lord Geralt val Malders: AL L; MV 120' (40'); AC 5 (chain mail); F7; hp 40; #AT 1; Dmg 1d8+2 (long sword + Str), 1d4+2 (dagger + Str); S 16, D 10, C 12, I 11, W 12, Ch 12; SV F7; ML 9; XP 790; gold Lord of Swords medallion and chain (500 gp).

Lord of Sails

The Lord of Sails is a military captain who commands the naval vessels of Dolmvay. The current Lord of Sails is a career sailor named Wayne "Graybeard" Mattias. Lord Wayne is a former adventurer and a grizzled veteran of many sea campaigns. Lord Wayne has sailed almost every inch of the Gulf of Valnwall and is feared by the pirates of Jameston. He is second in command of the Duke's military fleet and answers only to the Duke and to the Lord High Admiral of the King's Navy.

Lord Wayne "Graybeard" Mattias: AL L; MV 120' (40'); AC 5 (chain mail); F7; hp 40; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger); S 10, D 9, C 13, I 13, W 15, Ch 13; SV F7; ML 9; XP 790; gold Lord of Sails medallion and chain (500 gp).

The Iron Wolves

The Iron Wolves are a knightly order that serves as the Duke's elite bodyguards. The Iron Wolves wear gleaming plate mail with helmets shaped into the likenesses of wolves. They carry shields, long swords, and daggers. Thick cloaks made of gold, silver, and bronze cloth are used to denote rank. At least two Iron Wolves accompany the Duke and the members of the Ducal Council wherever they go. The Iron Wolves are well trained, highly disciplined, and are said to be incorruptible.

Iron Wolf: AL L; MV 90' (30'); AC 1 (plate mail + shield + Dex); F5; hp 35; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 13, C 13, I 10, W 10, Ch 10; SV F5; ML 9; XP 650; 1d6 sp, 1d4 cp.

Ducal Guard

The Ducal Guard is a branch of the King's Army responsible for protecting the Ducal

Palace. Ducal Guardsmen are typically outfitted with helmets, chain mail armor, pole arms, long swords, and daggers. Guardsmen assigned to patrol the walls are also equipped with light crossbows.

Ducal Guard: AL L; MV 120' (40'); AC 5 (chain mail); F1; hp 6; #AT 1; Dmg 1d10+1 (pole arm + Str), 1d8+1 (long sword + Str), 1d4+1 (dagger + Str), 1d6 (light crossbow); S 13, D 10, C 10, I 10, W 10, Ch 10; SV F1; ML 9; XP 13; 1d4 sp, 1d4 cp.

Guard Sergeant: AL L; MV 120' (40'); AC 5 (chain mail); F2; hp 14; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 10, C 13, I 10, W 10, Ch 10; SV F2; ML 9; XP 38; 1d6 sp, 1d4 cp.

Guard Captain: AL L; MV 120' (40'); AC 4 (chain mail + Dex); F3; hp 23; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 13, C 13, I 12, W 10, Ch 12; SV F3; ML 9; XP 95; 1d4 gp, 1d6 sp, 1d4 cp.

CITY CENTER DISTRICT

"The City Center is the heart of the city. It is the only place where those of common birth can expect the same treatment as the nobleborn. A new age is dawning, and there are many among the old guard who should remember that."

—Walton don Buttersly

Location: Center of the North Ward along the banks of the Dolm River.

Neighborhoods: Upper-class.

Common Businesses: Any.

Watch Presence: Moderate (Day); Moderate (Night)

Things to Remember: During the time of Xannen occupation, the City Center District was designed to bridge the divide between noble and commoner classes. Xannen doctrine dictates that all citizens be entitled to the same rights, wealth, luxuries, and entertainment. Common folk were encouraged to open businesses and occupy homes in all parts of the

North Ward, and most of them settled in the thriving City Center District.

After imperial influence was removed from Dolmway, many commoner families returned to the more familiar haunts of the South Ward. The City Center District is now home to some of the larger merchant families, with shops that cater only to the wealthy. Think high society establishments, master craftsmen, and noble entourages touring the streets.

Kingsgate

Kingsgate provides entry into the City Center District from the north. It is the most heavily fortified gate in the city. The Kingsgarden Road passes through Kingsgate and leads north to the royal estate of Kingsgarden.

City Center Docks

These docks are used by merchants, officials, and ambassadors who dwell in and around the City Center District. The docks are named after various animals (Crowdock, Mulesdock, Houndsdock, etc.) and are marked by wooden signs depicting carvings of their respective animals.

The docks lie about 10' to 20' below street level and are accessed by stone staircases that hug the river walls. The docking fee is 1 sp piece for private vessels or 5% of the cargo's value for merchant vessels. An additional 1 sp must be paid for every week after the first. All fees are collected by an agent of the Harbormaster and all sailors and passengers must remain on board until the fee is paid.

Merchant Quarter

The Merchant Quarter is home to some of the wealthiest merchant families in Dolmway. These merchants have strong ties to the guilds and wield some influence in city politics. Merchant homes range in size from multilevel apartments to manor homes, with the largest being small walled compounds.

Citizen's Tower

This six-story stone building is a tavern/inn frequented by famous adventurers and wealthy employers. It consists of a common taproom on

the first floor with a stable out back and a cellar below. The second floor contains private meeting chambers. The third and fourth floors contain private sleeping quarters. The fifth floor consists of a single suite that is rented only to the wealthiest and most famous adventuring companies. The sixth floor is an open rooftop tavern with a bar and a small stage for live entertainment. The sixth floor tavern provides a scenic view of the North Ward.

Citizens of Dolmvay come to the Citizen's Tower to meet their favorite adventurers and hear firsthand accounts of their latest deeds. Adventuring companies who attract a lot of business are often given free room and board. The Citizen's Tower serves Good to Excellent quality meals.

Temple Street

The Temple District once stretched for several city blocks, but now consists of a single street known as Temple Street. A number of ancient shrines and temples to the Gods of Amherth are located here, but only a few of them are inhabited and maintained by priests or the scattered faithful. The happenings on Temple Street are closely watched by agents of the Valenon and anyone who frequents these temples comes under scrutiny of the Church of Law and Order.

House of Melius

The House of Melius is a high-end brothel that provides clients with a scenic view of the Dolm River. The brothel is billed as a bathhouse and retreat for the wealthy, and its courtesans are trained in all manner of foreign and domestic languages and arts. The proprietor Nathen Melius is known as an influential man, however, some say that he brokers information gathered from tongues loosened by wine and pleasure.

Dolmvay Coliseum

This giant stadium was built during the time of Xannen occupation and consists of a central arena surrounded by theater-style seating. The coliseum once featured gladiatorial combats and other savage spectacles, but now houses plays, auctions, military drills, tourneys, mock naval battles, and festival celebrations including the

Adventurer's Challenge during the Festival of St. Aleena, which draws adventurers from all over the realm to compete with each other in a series of games, contests, and challenges (see pg. 12).

The Siren's Call

This bathhouse is another remnant of Xannen occupation. It consists of three large baths and a number of smaller baths and steam rooms attended by musicians, masseuses, and caterers. The Siren's Call was once open to the public, but is now exclusive to wealthy members.

City Center District NPCs and Factions of Note

The following NPCs and factions may be encountered in the City Center District.

Merchant Families

A number of powerful merchant families operate throughout Dolmvay. These merchant families work in conjunction with the guilds and often have their hands in many different enterprises, including politics. Although the merchant families are common born, many retrace their lineage to the time of Vay and some wield as much power as the nobility. Some merchant families have even elevated their status by marrying their children into struggling noble houses.

The merchant families of Dolmvay are identified by the honorific particle "don" (male) or "dona" (female) as in Barster don Gales or Evelyn dona Blackmon. Male merchants are commonly referred to as Don (i.e. Don Gales) while female merchants are commonly referred to as Dona (i.e. Dona Blackmon). Like the nobility, each merchant family has its own identifying colors and symbols.

Blackmon Family

The Blackmon Family rose to prominence in the cloth industry and manages several guildworks where apprentice tailors and seamstresses process, cut, and dye common cloths such as wool and cotton. House Blackmon also imports fine silks they claim are from the mythical Lands of the Rising Sun.

House Blackmon often hires adventurers to protect these shipments from pirates.

Dandridge Family

The Dandridge Family made its fortune in jewels and antiquities. Dandridge jewelers are expert craftsmen who specialize in custom-made jewelry for nobles and wealthy merchants. They also pay top prices to adventurers for antiques recovered from ancient Vay and Mor.

Summerland Family

The Summerland Family is known for its shipping imports, particularly crops and livestock from the large town of Hillside Farms which lies up the Dolm River. House Summerland often hires adventurers to protect these shipments from thieves and hungry monsters.

Gange Consortium

The Gange Consortium is one of the largest and most organized broklaws in the city, with roots that stretch back to Guildeland. The Gange is divided into rival merchant families who use wealth and power to influence city officials, guildmasters, and even clergymen.

The most powerful Gange families are believed to be the Goldwarden Family, the Nataglia Family, the Elderberry Family, the Farrenwald Family, and the Radanozzo Family. These families often operate legitimate businesses as "fronts" to hide their illegal activities. Gange families demand tribute from many smaller broklaws, and employ thugs and spellcasters to protect their operations. The High Watchman is engaged in an ongoing campaign to disrupt Gange activities and expose its leaders.

The Gange Consortium symbol is a raven, candle, and dagger. Each merchant family also has its own identifying colors and symbols worked into this design.

Delanna the Bard

Delanna is an unassuming young woman with long brown hair and green eyes. She is a skilled musician and singer who often entertains tavern crowds with her lute. Delanna rents a small apartment in the City Center District.

Although she prefers to play music for common folk, Delanna is paid well to perform for nobles and wealthy merchant families.

Delanna the Bard: treat as 0-level human with Cha 15, AC 9, hp 2, dagger (Dmg 1d4), quality lute (350 gp), gold and silver necklace (150 gp), gold earrings (25 gp), 1d6 sp, and 1d10 cp.

Nathen Melius

Nathen Melius is a rakish Guildeland businessman with a smile that does not reach his eyes. Nathen owns and operates a riverfront pleasure house named the House of Melius. Although the establishment is praised for its discretion, Nathen himself is a dealer in information, gossip, and even blackmail.

Nathen is the bastard son of the former Duke and has become a secret friend and advisor to Duke Robert and the Wolflord Mikael val Dolm, making him one of the most powerful men in the North Ward.

Nathen Melius: AL N; MV 120' (40'); AC 7 (Dex); T6; hp 17; #AT 1; Dmg 1d8-1 (rapier), 1d4 (dagger); S 11, D 17, C 10, I 16, W 14, Ch 13; SV T6; SA backstab, thief skills; ML 9; XP 1,820; pick locks 45%, find/remove traps 43%, pick pockets 43%, move silently 43%, climb walls 92%, hide in shadows 37%, hear noise 1-4; *potion of invisibility*, gold necklace (250 gp), gold ring (150 gp), 1d10 gp, and 1d10 sp.

Jon Black

Jon is a goodhearted street thief and magic-user who grew up on the rough streets of the Guild District. Jon was orphaned at a young age and lived by stealing food, coins, and whatever other valuables he could get his hands on.

One day, he stole an intricate puzzle box from the back of a strange-looking cart. This cart belonged to a traveling wizard named Tristen of Tormundy. Tristen found Jon in a nearby alley just as he solved the puzzle and opened the strange box. Tristen knew that only someone who was exceptionally intelligent (or extremely lucky) could have opened the box. He offered to take Jon in as his apprentice and the boy readily accepted.

Jon excelled at his magical studies and eventually set out to adventure on his own. He

has been a member of several different adventuring companies and is considered an asset to any party. Jon is currently a master adventurer of the Dolmvay Adventurer's Guild and is often consulted on matters of magic.

Despite his profession, Jon is a rogue at heart and often returns to the taverns, brothels, and gambling dens of his youth. However, he never takes advantage of those less fortunate than himself. When dealing with brokclaw gangs or arrogant nobles (Jon sees little difference between the two), he often uses magic such as *charm person*, *clairvoyance*, *ESP*, and other spells to help him fleece his opponents. Jon donates much of his wealth to charities and other institutions that help the poor and needy.

Jon currently lives in a modest home in the City Center District. While in the city, he prefers to avoid violence because the penalties for using magic during the commission of a crime tend to be more severe. Jon owns a pair of *boots of traveling and springing* which help him escape from almost any difficult situation.

Jon Black: AL N; MV 120' (40'); AC 8 (Dex); MU5; hp 19; #AT 1; Dmg 1d4 (dagger); S 10, D 15, C 13, I 17, W 13, Ch 14; SA spellcasting; SV MU5; ML 8; XP 1,400; *ring of spell storing (ESP x3, fly, invisibility, sleep)*, *folding boat*, *boots of traveling and springing*, obsidian gem (75 gp), two garnets (25 gp each), Adventurer's Guild signet ring (150 gp), holy symbol of St. Lucilla the Kind, spellbook, 17 gp, 8 sp, 12 cp.

Spells: 1st: *charm person*, *detect magic**, *hold portal*, *light*, *magic missile*, *read magic*, *sleep**, *ventriloquism*; 2nd: *arcane lock*, *ESP**, *invisibility*, *levitate*, *phantasmal force*, *web**; 3rd: *clairvoyance**, *dispel magic*, *fly*, *hold person*, *lightning bolt*, *water breathing*.

*denotes memorized spell.

Janni the Lucky

Janni is a jewel thief and conman with quick reflexes, good looks, and a weakness for a pretty face. Janni was orphaned at a young age and grew up on the rough streets of Dolmvay's District of Commons. Janni is a pretender who wants to distance himself from his humble roots. Whenever he has coin, he likes to associate with people of wealth in the City Center District.

Janni is always looking for the "Big Score" that he believes will help him buy his way into the upper class. His judgment is extremely bad, however, and his risky schemes often lead to trouble with the City Watch. Janni has recently stolen a valuable painting from the ruins of a church building in the Valenon and is not-so-discretely looking for an interested buyer.

Janni the Lucky: AL N; MV 120' (40'); AC 5 (leather armor + *ring of protection*+1 + Dex); T4; hp 14; #AT 1; Dmg 1d6+2 (*short sword*+1 + Str), 1d4+1 (dagger + Str); S 13, D 17, C 14, I 11, W 9, Ch 16; SV T4; SA backstab, thief skills; ML 8; XP 520; pick locks 31%, find/remove traps 23%, pick pockets 37%, move silently 37%, climb walls 90%, hide in shadows 27%, hear noise 1-3; treasure map (sewers), random nobleman's itinerary, thieves' tools, five sapphires (125 gp e each), ten agates (10 gp each), 1d4 random pieces of stolen jewelry (worth 1d6 x 25 gp each), 1d8 gp, 1d10 sp, 1d6 cp.

Sir Garon of Woodbridge

Sir Garon is a young landed knight who was born a commoner and became squire to a knight of the noble House Brookwood. Garon was knighted after the Battle of the Redwold when he defended his lord during a surprise attack by knights of the rival House Delmouth. He was later granted his own lands to the north after leading several punitive strikes against House Delmouth.

The Duke eventually intervened in the conflict and ordered a truce between the two noble houses. However, Sir Garon refuses to cease hostilities against House Delmouth and often challenges its knights to honor duels.

Sir Garon currently lives in a modest manor home in the City Center District. His standard is a mounted knight atop an arched bridge.

Sir Garon of Woodbridge: AL L; MV 120' (40'); AC 5 (chain mail) or AC 1 (plate mail + shield); F5; hp 37; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str) or 1d6+1 (lance + Str), 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 14, D 10, C 15, I 10, W 12, Ch 10; SV F5; ML 9; XP 500; holy symbol of St. Garan.

Sergeant Sylvia Lerner

Sylvia is an intelligent Watch Sergeant who has seen the best and worst of Dolmvay's citizens. She is currently assigned to the City Center District, where she has effectively learned to walk the fine line between doing her job and angering those in power.

Sergeant Sylvia Lerner: AL L; MV 120' (40'); AC 5 (chain mail); F1; hp 6; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 10, D 10, C 9, I 12, W 13, Ch 11; SV F1; ML 9; XP 10; 1d6 sp, 1d4 cp.

DISTRICT OF NOBLES

"The commoners are revolting!"

"Aye, I know. Just be glad they're not rebelling!"

—an old nobleman's joke

Location: Southernmost end of the North Ward.

Neighborhoods: Upper-class.

Common Businesses: None.

Watch Presence: Moderate (Day); Moderate (Night)

Things to Remember: This district is home to a number of noble houses. The nobles here dwell in lavish manor homes and walled compounds, some of which span entire city blocks. These homes tend to be unique, eye-catching affairs, as the nobles seek ways to impress and outdo one another.

Noble Docks

These docks are used only by nobles. The docks are privately maintained and named after the Noble House that owns them. The docks are identified by the banners of their respective noble houses. The docks lie about 10' to 20' below street level and are accessed by stone staircases that hug the river walls.

The Rainbow Halls

The centerpiece of this massive walled compound consists of a line of seven rectangular-shaped buildings made from natural colored stone, with each stone mirroring the

color of a rainbow. The stones were imported from all over Amherth and are rumored to produce magical effects (not all of them benign). The Rainbow Halls are the home of House Irrlenov.

Thirteen Spires of Lady Dalion

The Dalion manor home is marked by thirteen ornamental stone spires that range from 20' to 60' tall. Banners bearing the standards of the Duchy of Valnwall, the City of Dolmvay, and House Dalion flutter from the three highest spires.

The spires represent the Thirteen Great Cities of ancient Amherth, but seem to have no apparent function and exist only as a curiosity. The Dalion gardens are filled with exotic flora and fauna, including a flock of peacocks whose ear-splitting cries ring out throughout the day. Many believe Lady Dalion is mad and that these shrieks are actually her own.

Dome of val Berrien

This large domed structure and minaret tower was built by the noble lord Korley val Berrien after his travels to the desert city of Gehedad, and its gardens are filled with palm trees and imported statues.

Lord Korley married a desert princess named Hadiyah of the Temple Oasis and converted to the worship of Il'Re the One True God. Lord Korley sings a haunting call to prayer every morning and evening, and the sound has become a popular curiosity.

The Church of Law and Order refuses to recognize Lord Korley's marriage and has ordered him to renounce Il'Re or be branded a heretic.

The Arch of Crows

This tall arch lies on the main street connecting the District of Nobles to the City Center District. In darker times it was used to hang political prisoners, dissidents, and impudent commoners, and draws its name from the crows that gathered to feast on their remains. The arch is a reminder to all that the

concepts of Law and Justice are not always the same thing.

Halidyne Park

This grassy park is lined with stone footpaths, groves of trees, stone fountains, and bridges crossing natural streams. It is a place where the wealthy come to relax and socialize.

Halstead Watchtower

The Halstead Watchtower is an outpost of the City Watch that is responsible for patrolling the District of Nobles. It is usually considered a favorable assignment, however, when something bad happens in the North Ward, heads here are the first to roll. Halstead Watchmen have a reputation for harassing commoners who are found wandering the District of Nobles.

District of Nobles NPCs and Factions of Note

The following NPCs and factions may be encountered in the District of Nobles.

Noble Houses

The nobles of Dolmvay are descended from the noble houses of Vay and Mor and from the most loyal subjects of the first Duke Willhelm Dolm. The majority of these nobles reside in opulent manor homes located in the District of Nobles, but many also maintain large estates outside the city walls.

The noble houses of Dolmvay are identified by the nobiliary particle "val" (male) or "vala" (female) as in Rupert val Morgan or Lana vala Gilmore. These nobles can trace their lineage back to the noble houses of Vay and/or the nobles who came to Vay with the first Duke Willhelm of Dolm.

The ancient noble houses of Mor are identified by the nobiliary particle "mor" (male) or "mora" (female) as in Stefan mor Apperson or Evelyn mora Wennow. These nobles traditionally tend to be less supportive of the Duke's rule.

Nobles are referred to as Lord (male) or Lady (female). Each noble house has its own identifying colors and symbols.

House Irrlenov, House Dalion, and House Berrien are just a few of the noble houses found in Dolmvay.

Lord Davin val Irrlenov

Lord Davin is a descendant of a noble house that originally came with Duke Willhelm of Dolm to settle the lands of Valnwall. The Irrlenov Family is one of the wealthiest and most powerful noble houses in Dolmvay. A tale told among the common folk is that one of Lord Davin's ancestors captured one of the "wee folk" of local legend and forced him to give up his treasure.

Lord Davin has established strong ties among the elves and other faerie folk, especially the Vanhurr elves who dwell along the borders of western Valnwall. He frequently hosts elvish ambassadors and their retinues, making him the talk of the other nobles.

Lord Davin val Irrlenov: AL L; MV 120' (40'); AC 7 (Dex) or 3 (chain mail + Dex); F1; hp 6; #AT 1; Dmg 1d4+1 (dagger + Str) or 1d8 (longbow), 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 16, C 10, I 10, W 12, Ch 13; SV F1; ML 8; XP 19; *elven cloak*, gold signet ring of House Irrlenov (250 gp), gold arm ring with tree design (175 gp), quality bracers embroidered with stag design (15 gp).

Lady Elsbeth vala Dalion

Lady Elsbeth, also known as the "Mad Lady Dalion" is an aging noblewoman who secretly wields an enormous amount of influence at court. Lady Elsbeth is known for her eccentricities and is believed to be going senile, but nothing could be further from the truth. Her mind is keen and she is a shrewd judge of character.

Lady Elsbeth is an amateur historian who collects records of Amherth's ancient history. She is affiliated with the Society of Winds and was once Headmaster Bryan Sturlaker's lover. Lady Elsbeth has no legitimate heirs and may bond with characters who share her love of history.

Lady Elsbeth vala Dalion: treat as 0-level human with Int 15, Wis 16, AC 9, hp 2, dagger (Dmg 1d4), gold necklace with pendant of House Dalion (500 gp), antique gold bracelet

from ancient Vay (1,200 gp), gold ring (100 gp).

Lord Korley val Berrien

Lord Korley val Berrien is a wealthy nobleman who spent much of his youth adventuring across Amherth. During his travels, Lord Korley married a desert princess named Hadiyah of the Temple Oasis, and converted to the worship of Il'Re the One True God. Lord Korley has been banned from the Church of Law and Order until he renounces Il'Re and accepts penance.

Lord Korley val Berrien: AL N; MV 120' (40'); AC 6 (Dex) or 1 (chain mail + shield + Dex); F3; hp 25; #AT 1; Dmg 1d4+1 (dagger + Str) or 1d8+2 (*scimitar*+1 + Str), 1d4+1 (dagger + Str); S 15, D 18, C 13, I 11, W 10, Ch 12; SV F3; ML 9; XP 140; *potion of healing*, *ring of endure heat*, quality bejeweled belt with sphinx designs (175 gp).

Order of Karth

The Order of Karth is an ancient and secretive order of wizards whose history dates back to the Time of the Thirteen Cities. The Order was founded in the City of Mor, but its members fled to Vay to escape the Great City's destruction. The Church of Law and Order sought to imprison the Order and a terrible battle was fought within the walls of Vay. The Order was defeated and its members scattered, but they eventually regrouped and have dedicated themselves to undermining the church and overthrowing the Duke of Dolm.

The Order of Karth specializes in the magic of transmutation and often utilizes shape-shifting creatures such as doppelgangers, mimics, cloakings, and lurkers above to terrorize the citizens of Dolmvay. The order sometimes aligns itself with treasonous nobles, Chaos priests, and other evil beings in order to achieve its goals. They are engaged in an ongoing shadow war with the White Wizard's Guild of Dolmvay. The Order of Karth's standard is a stylized lightning bolt striking a great tree. The young wizard Rethan mor Grennelon leads the Order of Karth.

Rethan mor Grennelon

Lord Rethan is an ambitious, middle-aged nobleman whose family traces its lineage back

to the Great City of Mor. Lord Rethan is the leader of the Order of Karth (see above). He believes he is the rightful heir to the lands that are now called the Duchy of Valnwall and constantly plots to overthrow the duke and bring about the downfall of the Church of Law and Order. Lord Rethan has established a network of spies, assassins, Chaos priests, and magic-users that he believes are convinced of the righteousness of his cause. Lord Rethan lives in a modest manor home with a walled courtyard out back.

Rethan mor Grennelon: AL C; MV 120' (40'); AC 5 (*bracers of AC 6 + Dex*); MU7; hp 26; #AT 1; Dmg 1d4 (dagger); S 10, D 14, C 13, I 15, W 12, Ch 12; SA spellcasting; SV MU7; ML 8; XP 5,690; *scroll of spells (continual light, lightning bolt, shocking grasp)*, *ring of fire resistance*, *potion of command human*, antique bejeweled amulet depicting the Great Tree of ancient Mor (1,200 gp), gold signet ring of House Grennelon (225 gp), spellbook, 1d10 gp, 1d12 sp, 1d6 cp.

Spells: 1st: *burning hands*, *charm person*, *detect magic**, *identify*, *magic missile**, *manipulate fire*, *message*, *read languages*, *read magic*, *shield*, *shocking grasp**, *sleep*, *spider climb*;

2nd: *arcane lock*, *continual light*, *darkness globe**, *detect invisible*, *knock*, *pyrotechnics*, *ray of enfeeblement*, *web**;

3rd: *blink**, *dispel magic*, *haste*, *lightning bolt**, *protection from normal missiles*, *suggestion*;

4th: *charm monster*, *dimension door*, *fire shield*, *massmorph*, *polymorph others**, *remove curse*;

5th: *conjure elemental*.

*denotes memorized spell.

Barrugal the Infamous

Barrugal the Infamous, also known as the Dark Walker and the Infamous One, is an evil sorcerer who has plagued the Duchy of Valnwall for many years. Barrugal is a ruthless and vindictive murderer who has committed all manner of atrocities in his quest for knowledge and power. His very name is a curse that is seldom spoken for fear of drawing his attention.

Barrugal believes that the blood sacrifice of innocents strengthens his magic. His minions and spies are everywhere and he often uses others to do his bidding. Barrugal figures into numerous dark myths and legends and is believed to be far older than he appears—many suggest that he is not entirely human.

Barrugal has only recently come to Dolmvay after a stint in the court of the Duke's estranged uncle, the Earl Uther mor Calwell. Barrugal currently resides as a guest in the manor home of House Grennelon. Although he pretends to support the Order of Karth, he is in fact only manipulating them to achieve his own ends.

Barrugal's symbol is a glowing red arrow.

Barrugal the Infamous: AL C; MV 120' (40'); AC 3 (*cloak of protection+3 + ring of protection+3*); MU11; hp 30; #AT 1; Dmg 1d6+2 (*quarterstaff+2*), 1d4 + special (*dagger, venom*); S 9, D 17, C 10, I 18, W 9, Ch 15; SA spellcasting; SV MU11; ML 6; XP 18,000; *ring of flying, scroll of spells (charm person, magic missile, sleep), potion of healing, wand of magic missiles (24 charges), spellbook, 1d6 gp, 1d8 sp, 1d6 cp.*

Spells: 1st: *allure, burning hands, charm person**, *detect magic, enlarge, feather fall, floating disc, identify, jarring hand, light, magic missile**, *message, protection from good, read languages, read magic, scribe, shield**, *shocking grasp, sleep**, *spider climb*;

2nd: *amnesia, arcane lock, continual light, detect invisible, invisibility, knock, magic mouth, mirror image**, *pyrotechnics, ray of enfeeblement, scare**, *web**;

3rd: *dispel magic, explosive runes, fireball, fly**, *haste, hold person, infravision, lightning bolt**, *protection from normal missiles, suggestion, summon monster I**;

4th: *arcane eye, charm monster**, *enchant arms, massmorph, mnemonic enhancer, polymorph others, polymorph self**, *remove curse, wall of fire**;

5th: *animate dead, conjure elemental, contact other plane, feeblemind, hold monster**, *magic jar**, *telekinesis, wall of iron*;

6th: *control weather, forceful hand**, *guards and wards.*

*denotes memorized spell.

Gweneth, Daughter of Sar

Gweneth is a halfruk female who appears as an ugly human, with pronounced canines, a square jaw, and a bluish tinge to her skin. Despite her brutish appearance, she is surprisingly well spoken and is a student of myth and lore.

Gweneth was born in the wildlands north of the ruins of Mor and spent some time adventuring with her sisters Constance and Frigga in an adventuring company known as "The Furies". Some of her most notable exploits include expeditions to the Barrow Tombs of the Eastern Plains, the defeat of an ogre clan led by the notorious Sawney Bean, and a running battle against the Red Moon Ruks which came to be known as the Battle of Glass Mountain.

A year ago, Gweneth was traveling to Dolmvay when she came upon a mother and two children who had been kidnapped by brigands. Gweneth rescued the children, but their mother was gravely injured. On her deathbed, she begged Gweneth to protect the children, a six-year-old boy named Adom and a three-year-old girl named Alise, both heirs to the noble House Penrose.

The father of the children, Lord Tranton val Penrose, has allowed Gweneth to stay on as nursemaid and bodyguard. Although he does not entirely trust Gweneth, the uniqueness of her bestial nature has elevated his status amongst his peers. For her part, Gweneth has come to love the children as if they were her own.

Gweneth, Daughter of Sar: AL N; MV 120' (40'); AC 6 (*leather armor + ring of protection+1 + Dex*) or 3 (*chain mail + ring of protection+1 + Dex*); F5; hp 33; #AT 1; Dmg 1d6+1 (*short sword + Str*), 1d4+1 (*dagger + Str*) or 1d8+1 (*long sword + Str*), 1d4+1 (*dagger + Str*); S 14, D 13, C 13, I 12, W 13, Ch 7; SV F5; ML 8 (10 when children are involved); XP 1,100; *potion of poison (nonlethal), potion of healing, 50 gp.*

OTHER FEATURES

"There is no such beauty as that which is seen from the height of Kingsbridge. I want every citizen of Dolmvay to experience that at least once in their lifetime."

—Duke Robert val Dolm

Other features of Dolmvay include bridges, islands, sites outside the city walls, major roads, and the Dolmvay sewers.

Bridges of Dolmvay

Three bridges cross the Dolm River. These are, in order from north to south, Kingsbridge, the Dolm River Bridge, and the Bridge of Commons.

Kingsbridge

Kingsbridge crosses the Dolm River to connect the Palatial District with the District of Scholars. This ancient structure was built long ago during the time of Vay and consists of a narrow arched bridge that soars unsupported over the Dolm River to a height of seventy feet. A viewing platform at the bridge's highest point provides a breathtaking view of Dolmvay and the Gulf of Valnwall—on a clear day it is said that one can even see the outline of the massive seawall known as the Great Valnwall.

Kingsbridge may only be used with permission of the royal family. In recent years, Duke Robert val Dolm has considered opening the bridge to the public, but his advisors have cautioned against this, citing safety concerns.

Dolm River Bridge

The Dolm River Bridge (a.k.a. Dolmsbridge) crosses the Dolm River to connect the City Center District with the River District. It is a wide stone bridge lined with shops and apartments. A drawbridge on the eastern side of the bridge is opened twice daily (once in the morning and once in the afternoon) to permit taller vessels to pass through. Dolmsbridge is

officially considered part of the City Center District, and its shops and businesses tend to cater to the upper middle class. A number of interior and exterior staircases descend from Dolmsbridge to Gull Island.

Bridge of Commons

The Bridge of Commons crosses the Dolm River to connect the City Center District with the River District. It is a narrow stone bridge that is used mainly by servants and laborers traveling to and from the District of Nobles. A drawbridge on the eastern side of the bridge is opened twice daily (once in the morning and once in the afternoon) to permit taller vessels to pass through. The Bridge of Commons crosses over Riverlord Isle.

Islands of Dolmvay

Four islands are located within the city limits along the Dolm River. These are Gull Island, Riverlord Isle, the Isle of Heroes, and Dungeon Rock.

Gull Island

This small island on the south side of Dolmsbridge is home to the Bridgers Guild—a faction of carpenters, stonemasons, and smiths who maintain the three bridges crossing the Dolm. A few shops and taverns are located on Gull Island, but the patrons tend to be unfriendly towards outsiders, especially those of high birth. Gull Island is officially part of the City Center District.

Thousands of gulls roost among the rooftops of Gull Island. In most regions of King's Bay, seagulls have been driven away by the more

aggressive dovecrows, but for some reason dovecrows do not like to venture close to Gull Island. The Labyrinth Lord is free to determine why this may be.

Riverlord Isle

This island is home to a few small taverns, shops, and a small keep once known as Riverlord Castle. The Riverlord was a warlord who rose to power after the fall of Vay, but was deposed by armies of the first Duke Willhelm val Dolm. Riverlord Castle now houses the Riverlord Watchpost of the City Watch. Riverlord Isle is officially part of the River District.

The Isle of Heroes

The Isle of Heroes is the headquarters of the Dolmvay Adventurer's Guild. It consists of a walled fortress, meeting halls, workshops, studies, stables, private dorms, and practice greens. Only active members of the Adventurer's Guild are allowed to use these facilities.

The Isle of Heroes and the Adventurer's Guild are described in more detail on pg. 145.

Dungeon Rock

This walled fortress was built to house heretics, spies, political hostages, and other vile prisoners before their trials. The island's rocky shores serve as a breakwater to the bay's more violent waves. Only five prisoners have ever managed to escape from Dungeon Rock. The mangled bodies of four of these escapees were found dashed upon the island's shores. The body of the fifth, an assassin known only as Vigon the Nightshade (see pg. 53), was never found, but is believed to have been swept out to sea.

Outside the Walls

A number of notable sites exist outside the city walls.

Plague Town

This small collection of shacks and hillside caves began as a leper colony, but has expanded to include all those suffering from terminal diseases. The colony is centered around the Church of St. Callor whose priests attempt to ease the suffering of the sick and dying.

According to church history, St. Callor was a holy man who died from a strange fever and then rose from the dead to spread the glory of Law and Order in the lands far to the north*. Although the lepers are considered active members of the church, it is felt they can contribute nothing significant to the good of the church and are therefore not entitled to church healing magic (see pg. 136).

*see the vampire Wukrael Qalor in the *Ghoul Keep and the Ghoul Lands* supplement by Small Niche Games.

Merchant Camps

Visiting merchants often stop outside of the city gates in order to house livestock and avoid paying full taxes for their goods. These camps are serviced by the few taverns, brothels, and street vendors available. There is no regular City Watch presence and the merchants and other residents of these camps must see to their own protection.

The camps have a reputation for lawlessness and vice that would not be tolerated inside the city walls. Detachments of City Watchman assisted by the Lawguard occasionally sweep the camps in order to apprehend criminals, seize contraband, and seek out fugitives. The last such sweep resulted in the arrest of several members of a Bear cult performing ritual cannibalism and the Church of Law and Order is organizing a new faction to patrol the camps and bring law to the lawless.

Mound of Valen

This tall hill located just north of the City of Dolmvay is a sacred site where Valen of Vay rallied his troops before they marched to war. A twisting path passes by the Abbey of St. Meschil as it winds up and around the hill. The Mound of Valen is rumored to be riddled with secret caves, hidden tombs, and ancient passages from an earlier age, but the Dukes of Dolm and the Church of Law and Order have forbidden adventurers from exploring and defiling this holy site.

The Son of Sons

This 50' tall iconic stone statue of St. Valen of Vay, also known as the Son of Sons, overlooks the city of Dolmvay from atop the Mound of Valen. The statue depicts St. Valen

kneeling before his fabled sword which has been thrust into the ground before him, symbolically marking the boundary between Law and Chaos. The statue is surrounded by a ring of standing stones that were erected ages past by unknown hands.

The Abbey of St. Meschil

The Abbey of St. Meschil is an asylum dedicated to helping those afflicted with normal and magical illnesses of the mind. The story of St. Meschil goes back to the time of the Great City of Vay. According to legends, Meschil was born to a large family of fishermen in a small coastal village. Her father Ervin was a devout follower of the Church of Law and Order. Her mother Salome was a refugee from the ravaged lands near the ruined city of Mor. Although Salome had converted to the church when she married, she still paid homage to the Old Gods and folk rituals of the Druun.

As a child, Meschil would sometimes enter a trancelike state in which she chanted in an arcane language, drew strange designs in the dirt, and began to hear "voices". Meschil's mother taught her which herbs to harvest and how to brew potions that helped keep these trances at bay, but the "voices" in Meschil's head persisted.

Meschil realized that the designs she had been drawing while in her trances were actually the steps to a dance that, when performed, helped focus her thoughts and bring peace of mind. Meschil also realized that when she danced, the voices went away and she began to see visions of the future.

Meschil's father came upon her one day while she danced, and grew enraged and fearful at the sight. He demanded that she immediately go on a pilgrimage to purify her body and spirit. Always the good daughter, Meschil dutifully obeyed. She joined a pilgrimage of St. Lucilla the Kind, and went from city to city helping the poor and downtrodden. But, whenever she felt the trance start to come over her, she began to dance.

Meschil could not hide her dancing from her superiors. Instead of being upset, they believed Meschil had been given a great gift. In their travels, they had encountered many people who suffered from similar trances, visions, and

strange behavior. These unfortunate people were known as visionarres, and most had been locked away in the dungeons beneath the Valenon where priests prayed for them daily and occasionally managed to decipher their cryptic phrases and predictions. Meschil's superiors believed that her strange dance might actually be able to help these lost souls.

Meschil danced her dance in front of the gibbering visionarres and saw immediate results. The visionarres stopped to watch her dance and then slowly began to join in, performing the moves step by step with her, until they too were calm and at peace. Meschil's dance, which came to be known as the Dance of the Visionarres, proved to be the first step towards helping those who had been suffering from illnesses of the mind. What's more, the prophecies of the visionarres became more focused and clear.



The church decided the visionarres needed a place where they could be free to experience their visions and perhaps guide church leaders down the right path. An abbey was constructed, and Meschil spent the rest of her life there trying to unlock the secrets of the visionarres. During her studies, she developed many remedies and helped treat numerous mental illnesses. Although most visionarres were unable to return to Dolmvay society, they were able to find peace and interact with others again.

Meschil was named a saint after her death and the abbey was dedicated in her name. The Abbey of St. Meschil is now filled with people who have exhibited symptoms of mental illnesses, although very few are true visionarres.

Clergymen of St. Meschil are experts at seeking out and deciphering prophecies. They spend their days searching for true visionarres to serve the church, although in recent years, church doctrine has tended to shy away from prophecies. Visitors to the asylum can often see clergymen and patients alike performing the eerily beautiful Dance of the Visionarres.

Major Roads

Four major roads lead into and out of the City of Dolmvay. These are the Kingsgarden Road, the Traveler's Road, the Market Road, and the Harvest Road. A number of villages and other communities lie along these roads, with inns and taverns spaced in between.

Kingsgarden Road

The Kingsgarden Road leads north to the royal estate of Kingsgarden. It is used mainly by nobles, royals, and famous adventuring companies. The Kingsgarden Road is one of the safest roads in the Duchy of Valnwall.

Traveler's Road

The Traveler's Road, also known as the Dolm River Road, loops around the city crop fields and eventually runs north along the banks of the Dolm River. The Traveler's Road passes through the farming town of Hillside Farms and on to where the river forks at the city of Edgerton. The Traveler's Road is commonly

used by adventuring companies heading out into the wilds.

Market Road

The Market Road leads east and curves south, passing through several small estates, orchards, and farming villages before joining up with the Harvest Road. The Market Road is used mainly by farmers and merchants bringing goods for sale in the Dolmvay Market.

Harvest Road

The Harvest Road leads south and east, passing through several small estates, orchards, and fishing and farming villages as it meanders along the coast of the Gulf of Valnwall. The Harvest Road is used mainly by farmers, fishermen, and merchants bringing goods to the Guild District (for processing) or the Wharf District (for shipping).

Sewers of Dolmvay

The sewers beneath the city of Dolmvay are a combination of natural and manmade passages that were built at the height of Vay's power. The sewers are powered by ancient magic and its waters empty into a giant whirlpool that lies deep beneath the Dolm River. This whirlpool produces a steady current that draws trash and debris, and generally keeps the sewers clean, however, minor blockages have occurred over the years and many of the smaller sewer chambers have become filled with stagnant water.

The sewer tunnels and chambers magically realign themselves to redirect flow around major blockages, requiring sewer maps to frequently be updated. This realignment sometimes exposes lost chambers, hidden caves, and ancient dungeons. Only senior members of the Sewermen's Guild understand the magical nature of Dolmvay's sewer system. What happens to the trash after it enters the mystical whirlpool is a mystery even to them.

The Sewers of Dolmvay are fully detailed on pg. 166.

OTHER NPCs AND FACTIONS OF NOTE

"We came upon the *Lady Sarah* adrift at sea. Ripped sails, bloody decks, yet not a body in sight. This was not an act of piracy—the cargo hold was untouched. The Sea Witch and her ilk have returned, I tell you."

—Captain Garrey "Kelpbeard" Benertan

The following NPCs and factions may be encountered throughout the City of Dolmvay.

The King's Army

The Duchy of Valnwall maintains a large standing army called the King's Army, which is ostensibly loyal to the line of its founder, King Herek of the Kingdom of Might. Valinian foot soldiers are typically outfitted with helmets, leather armor, shields, spears, long swords, and daggers. Officers wear chain mail. Archer companies are outfitted with leather armor and heavy or light crossbows. Elite archer companies are equipped with the devastating Valinian longbow (+1 to-hit and +1 to damage), which is specially crafted from the wood of the great trees. Valinian knights wear plate mail and wield heavy lances.

Soldier: AL L; MV 120' (40'); AC 7 (leather armor + shield); F1; hp 6; #AT 1; Dmg 1d6+1 (spear + Str), 1d8+1 (long sword + Str), 1d4+1 (dagger + Str) or 1d6 (light crossbow) or 1d8+1 (Valinian long bow); S 13, D 10, C 10, I 9, W 10, Ch 10; SV F1; ML 8; XP 13; 1d4 cp.

Sergeant: AL L; MV 120' (40'); AC 4 (chain mail + shield); F2; hp 14; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 10, C 13, I 11, W 10, Ch 10; SV F2; ML 8; XP 38; 1d4 sp, 1d4 cp.

Captain: AL L; MV 120' (40'); AC 3 (chain mail + shield); F3; hp 18; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S

13, D 13, C 13, I 11, W 11, Ch 12; SV F3; ML 8; XP 38; 1d6 sp, 1d6 cp.

The King's Navy

The Valinian navy prefers modern sailing vessels with an emphasis on large, heavily armed frigates to patrol the Gulf of Valnwall and beyond. Naval officers carry long swords and daggers. Common sailors carry daggers, but can be armed with long swords, shields, and crossbows from the ship's armory. Military ships are often manned by a company of marines who wear studded leather armor and carry shields, long swords, and daggers. The King's Navy is steeped in tradition and has a reputation of pride and excellence.

Sailor: treat as 0-level human with Dex 13, AC 8 (Dex) or 7 (shield + Dex), hp 3, dagger (Dmg 1d4) or long sword (Dmg 1d8) or light crossbow (Dmg 1d6), trinkets and charms (worth 1d4 cp total), and 1d4 cp.

Captain: AL L; MV 120' (40'); AC 8 (Dex) or 7 (shield + Dex); F2; hp 12; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 13, C 10, I 11, W 10, Ch 10; SV F2; ML 8; XP ; 1d6 sp, 1d4 cp.

Marine: AL L; MV 120' (40'); AC 5 (studded leather + shield + Dex); F3; hp 18; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 13, C 13, I 11, W 11, Ch 12; SV F3; ML 8; XP 95; 1d4 sp, 1d4 cp.

Knightly Orders

Knightly orders may only be formed by the clergy or the nobility. Knights typically swear allegiance to a noble lord or church faction (particularly the Sainted Orders). Knights are trained in all manner of martial arts and social graces. They are expected to be active in the church and follow the Code of Chivalry.

Any person of noble or common birth may be accepted into a knightly order. A knight begins his career as a squire in the service of a knight. Only through loyalty and skill in battle may he be "knighted" and himself become a knight. Particularly loyal and skilled knights may even be awarded lands and noble titles.

A number of knightly orders are found throughout Dolmvay including the Duke's own Iron Wolves and the Knights of the Red Hilt. Each order possesses its own identifying colors and symbols.

Mercenary Companies

Mercenary companies are bands of professional soldiers who hire out to the highest bidder. Unlike knightly orders and adventuring companies, mercenary sellswords are not held to any special code, ideal, or standard. Mercenary companies are only interested in results, and most do whatever it takes to get the job done. Many of their members are former thugs, pirates, and brigands, further adding to their unsavory reputation.

A number of different mercenary companies pass through Dolmvay in search of work, including the Homeless Men and the Silver Longbraids. Common employers include guilds, noble houses, and merchant families. Each mercenary company possesses its own identifying colors and symbols.

Religious Factions

The Church of Law and Order plays a dominant role in the lives of every citizen. Worshipers of the Druun, the Church of Chaos and Destruction, and other religious factions may also be found in Dolmvay.

The Church of Law and Order

The Church of Law and Order is the dominant religion in the City of Dolmvay. It is based in

the Valenon, a sovereign city-state whose territory consists of a walled enclave within the city.

The Valenon and the Church of Law and Order are further described on pg. 132.

Note: If the *Chronicles of Amherth*[™] setting is being used, not all of the clergy are spellcasting clerics.

Druun (pr. DREW-un)

The Druun was a nature-worshiping religion once widely practiced throughout the lands that are now known as the Duchy of Valnwall, especially in the Great City of Mor.

Druun priests were philosophers, prophets, and spiritual leaders who rose to power and guided the people in the dark times following the fall of the Thirteen Cities. Druun priests wore brown robes and tended sacred groves (usually oak), hidden pools, ancient stone henges, and other holy sites. The symbols of the Druunic Order included sickles, mistletoe, and oak.

The Druun were known to practice animal sacrifice to appease the forces of nature. On certain holy days, it is said they also practiced human sacrifice by drowning, hanging, and then ritual mutilation in a ritual known as the "Threefold Death". Another sacred human sacrificial ritual known as the "Wooden Man" involved the burning of a live captive to appease the spirits of nature. These barbaric practices are denounced by the Church of Law and Order.

During the Age of Might, the powerful Druunic Order of Pagonnus encouraged the ancient noble houses of Amalor to oppose the forces of Duke Willhelm Dolm, and many bloody battles were fought at their behest. Duke Willhelm eventually prevailed (with the help of the Church of Law and Order), and the Druun priesthood was outlawed and forced into hiding. Druun priests occasionally turn up as the head of some beast or nature cult that opposes the church's rule, and the term "pagon" has become synonymous with any religion not of the church.

The Druunic Order has left a lasting mark in the history of the land and many people still pay homage to their folk rituals and beliefs.

Church of Chaos and Destruction

The Church of Chaos and Destruction is the chief opposition to the Church of Law and Order and has adopted many of its trappings, including a similar hierarchy, rituals, and the veneration of saints. Their most iconic figure is St. Jessical the Burner, a mythical sorceress who is said to have lived during the time of the Great Cities. Chaos legends say that Jessical and the heroic Valen of Vay were once lovers until she spurned him. The Church of Law and Order denies these heresies of course.

Chaos priests believe that weakness must be eliminated and that true strength can only be achieved through chaos—lies, intrigue, betrayal, dissent, and war all help to expose and eliminate the weak, leaving the rest of society stronger by default. Concepts such as mercy and compassion as well as laws designed to protect others only serve to weaken society as a whole. Chaos priests believe magic is a form of strength and work closely with magic-users to further their own ends.

Other Religions

A scattering of other religions and cults are worshipped in Dolmvay such as the Gods of Amherth, Il'Re the One True God, a cat god named Trobilla, a snake god named Sath, a bear spirit named Three Toe, a sea god named Gurosalla, and a dragon god named Rostaarl the Devourer. The demihumans living in and around Dolmvay also worship their own pantheons. Most of these worshipers keep their religious practices private in order to avoid persecution by the Church of Law and Order.

Broklaw Gangs (pr. BROH-klaw)

A broklaw is a criminal organization whose members engage in illegal activities to amass wealth and power. Broklaws are usually centered around one or two neighborhoods or quarters, however, some of the more powerful broklaw gangs exert influence throughout the entire city. They are fiercely territorial and often develop deadly rivalries with other broklaws. Broklaws have no respect for authority and often come into conflict with the City Watch. However, very few broklaws admit spellcasters into their ranks in order to avoid the attention of the Lawguard.

Individual members of a broklaw may also be members of the Thieves' Guild, but this is not a requirement. Broklaws possess their own hierarchy, cant, and identifying symbols. The Gange Consortium, the Vicious Licious, and the Society of Ear, Beard, and Foot are examples of broklaw gangs.

Demihuman NPCs and Factions

The demihuman residents of Dolmvay are a motley collection of wanderers, outcasts, and visitors from foreign lands. Most of these demihumans dwell in the Demihuman Quarter, but some have opened businesses in other parts of the city and become respectable members of society. A few demihuman entourages from neighboring kingdoms are also present in Dolmvay, but these rarely associate with the disreputable denizens of the Reek.

Note: Unless otherwise noted, NPC elves, dwarves, and halflings use the (non-spellcasting) listings given in the **Monsters** section of the *Labyrinth Lord*[™] core rulebook.



Vanhurr Elves

The Vanhurr elves are a militant tribe of elves who dwell in a sacred forest to the west known as the Holtu Vanhurr. The Vanhurr have dedicated their lives to combating the evil creatures and ancient magics trying to escape the Wastelands of Aal. They have forged an alliance with the Duchy of Valnwall and consider Duke Robert and his family to be honored friends. Their relationship with the Church of Law and Order is a great deal more strained, and the citizens of Dolmway have learned to their dismay that an angry elf is a dangerous elf.

Wood Elves

The reclusive Wood Elf King of eastern Valnwall sealed his borders after the Fall of Mor and has had little to do with the other races ever since. A Wood Elf entourage in Dolmway is a rare sight, and almost never signifies anything good.

Gundamark Dwarves

The dwarves of Gundamark dwell in great halls beneath the Callaheim (Cloudbother) Mountains of northeastern Valnwall. The Dwarf Realm of Gundamark maintains an ancient alliance with the Duchy of Valnwall. The dwarves of Gundamark are engaged in an ongoing war with the rukha of the Ruklands. The citizens of Dolmway respect the dwarves' craftsmanship and share their hatred of rukhs, making dwarves the most accepted of all the demihuman races.

Halflings

The majority of the halflings found throughout the duchy belong to gypsy family clans known as Holk, who wander the realm in brightly colored wagons, putting on small carnivals and fairs for local villages and towns. Holk festivals involve music, storytelling, games of chance, acrobatic displays, freak shows, and trained animal acts.



The Holk have a reputation as tricksters and petty thieves. They sometimes come to Dolmvay to resupply, trade goods, recruit new members, and discuss rumors and gossip. Like many other halflings, the Holk tend to suffer abuses at the hands of "Tall Folk". Unlike other halflings, however, the Holk find ways to subtly retaliate against those who have done them wrong.

Nonhuman NPCs and Factions

The following nonhuman NPCs may be found in the City of Dolmvay.

Oxxolu the Allseeing

Oxxolu the Allseeing is an eye of terror who lurks in the darkest recesses of the City of Dolmvay. Oxxolu is extremely intelligent and a master of intrigue. Oxxolu's network of agents and spies use threats, blackmail, and murder to control various nobles, merchants, and guildsmen. Oxxolu dwells in Dolmvay's sewers where he seeks to unravel its ancient mysteries. The church has offered a reward of 10,000 gp for proof of Oxxolu's death and many adventurers have entered the sewers in search of him, never to return.

Oxxolu the Allseeing (eye of terror): AL C; MV 60' (20'); AC 0 (body) or 2 (central eye) or 3 (eye stalks); HD 11; hp 79; #AT 3 + special; Dmg 1d6 (tentacles)/1d6 (tentacles)/2d4 (bite) + gaze attacks; SA poison tentacles require saving throw vs. poison or die, gaze attacks in multiple directions produce *flesh to stone* (central eye), *slow*, *polymorph other*, *hold monster*, *sleep*, *hold person*, *stun ray*, *telekinesis*, *feeblemind* (eyestalks); SV F12; ML 9; XP 7,300.

Borlen Thammer

Borlen Thammer is a master butcher who owns the Pig Whistle guildworks. Thammer is a stout, red-bearded man who always smells of blood. Thammer is actually a wereboar who was exiled from his clan after losing a brutal fight over leadership. The vengeful Thammer then betrayed his former clan by revealing their location to a party of adventurers, making him an outcast among his own kind. Thammer hates all swine and revels in the slaughter conducted at the Pig Whistle. He has ties to several

brokclaw gangs and occasionally rents out his pens for torture and body disposal.

Borlen Thammer (wereboar): AL N; MV 150' (50'); AC 9 or 4 (natural); HD 4+1; hp 28; #AT 1; Dmg 1d6 (cleaver) or 2d6 (tusk bite); SA +2 to-hit when enraged, bite may cause lycanthropy, allergic to wolfsbane, cannot summon aid from other wereboars; SV F4; ML 9; XP 365.

Garendal Wurrik

Garendal is an ancient and crafty vampire lord who was once a Knight of the Red Hilt in the service of the Church of Law and Order. Garendal's company was an accomplished band of veteran undead-hunters who ran afoul of a vampire named Darlach of the Blood Rain. Garendal's companions were slaughtered and Garendal was turned into a vampire. Garendal called upon ancient Chaos magic to break Darlach's hold on him and the two have engaged in a secret shadow war ever since. Garendal has come to Dolmvay to infiltrate the sacred Vatican Vaults. He is responsible for a recent series of undead outbreaks in the Catacombs of the Dead.

Garendal Wurrik (vampire): AL C; MV 120' (40')/Fly 180' (60'); AC 2 (natural); HD 9; hp 66; #AT 1; Dmg 1d10 + special; SA life drain 2 levels on successful strike, take *gaseous form* at will, shapechange into large bat at will, gaze attack produces *charm person* at -2 to saving throw, aversion (garlic, Lawful holy symbols, and mirrors), regenerate 3 hit points/round, take 1d6+1 hit points damage from holy water, may be destroyed by immersion in running water or direct sunlight, immune to normal weapons, 1/2 damage from electricity- and cold-based attacks, immunity to spells (*charm*, *sleep*, and *hold* spells); SV F9; ML 11; XP 7,300.

Morgan of Ru

Morgan is a female gold dragon of the Mahari Clan which dwells in the elven lands of Ru. Morgan poses as a wealthy moneylender named Morgan dona Aylon. Morgan has come to Dolmvay to spy upon the Duke and the Church of Law and Order to ensure they mean her people no harm. Morgan has grown fond of the humans of Dolmvay and believes they share many of the same values as her own kind. She

is not so enamored with the magic-hating views of the Church of Law and Order. Morgan is always accompanied by two human bodyguards who know her secret and are loyal to her clan.

Morgan of Ru (gold dragon): AL L; MV 90' (30')/Fly 240' (80'); AC -2 (natural); HD 11; hp 78; #AT 3 or 1; Dmg 2d4 (claw)/2d4 (claw)/6d6 (bite); SA spellcasting, chlorine gas or fire breath weapon 3x per day, *polymorph self* into humanoid or animal at will; SV F11; ML 10, XP 3,600.

Spells: 1st: *detect magic, magic missile, read magic, shield, sleep*; 2nd: *continual light, detect evil, ESP, invisibility, web*; 3rd: *dispel magic, hold person, tongues*.

Bodyguards: AL L; MV 120' (40'); AC 5 (chain mail); F5; hp 30; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 10, C 13, I 10, W 10, Ch 10; SV F5; ML 8; XP 500; 1d6 gp, 1d8 sp, 1d6 cp.

Lenard Tiler

Lenard Tiler is a Master Sewerman who is responsible for making sure the sewers beneath the River District operate properly. Tiler is actually a wererat whose large clan makes its home in a part of the sewers that he has marked "off limits" and "dangerous" on the guild maps. The wererats living there trade goods, discuss clan politics, and plan crimes against the humans of Dolmvay. The existence of this "Rat City" has been hinted at for some time, but the wererats have taken great care to make sure its location remains secret. Tiler may redirect adventurers or even orchestrate an attack on those who get too close to his home.

Lenard Tiler (wererat): AL C; MV 120' (40'); AC 9 or 7 (natural); HD 3; hp 17; #AT 1; Dmg 1d6 (sewer spear) or 1d4 (bite); SA surprise on a 1-4 on 1d6, bite may cause lycanthropy, allergic to wolfsbane; SV F3; ML 8; XP 95.

Mactorlla the Sea Witch

Mactorlla is an aging sea troll whose ancestors ruled the area of King's Bay. Mactorlla's minions once harried ships traveling to and from Dolmvay until she was eventually driven off by an adventuring company named the Branded Hustlers. Mactorlla has recently returned to her old haunts in the deepest

reaches of King's Bay where she dwells in the wreckage of an ancient ship and is attended by a ragtag collection of monsters including a giant octopus, sea snakes, giant crabs, and several renegade merfolk.

Mactorlla the Sea Witch (sea troll): AL C; MV 120' (40'); AC 4 (natural); HD 6+3; hp 50; #AT 3; Dmg 1d6 (claw)/1d6 (claw)/1d10 (bite); SA regenerate 3 hit points per round except from fire or acid; SV F6; ML 10; XP 600.

Old Murtha

Murtha is an old witch-woman who dwells in Baytown. Murtha appears as a withered crone, but some believe she is not human at all (she is actually a chalek, see pg. 125). Murtha brews love potions, poisons, and other elixirs for desperate common folk. It is said that Murtha also practices dark magical rituals for those seeking justice and/or revenge.

Old Murtha (chalek): AL C; MV 90' (30'); AC 7 (natural); HD 7; hp 39; #AT 1; Dmg 1d4 (dagger); SA spellcasting, curse with dying breath; SV MU7; ML 8, XP 1,490; 1d6 potions.

Spells: 1st: *burning hands, charm person**, *detect magic**, *identify, manipulate fire, read languages, read magic, sleep**, *unseen servant*; 2nd: *amnesia**, *arcane lock, ESP**, *phantasmal force, pyrotechnics, ray of enfeeblement, stinking cloud*; 3rd: *dispel magic**, *explosive runes, suggestion**, *summon monster I, tongues*; 4th: *charm monster, confusion, enchant arms, hallucinatory terrain, polymorph others**, *polymorph self*.

*denotes memorized spell

T'Lingorroth

T'Lingorroth is an aging doppelganger who lives in the City Center District where he poses as a shady silk merchant named Tylen don Garreth. He is said to have many underworld contacts and is believed to have arranged several assassinations. In reality, T'Lingorroth has performed the assassinations himself. He was once affiliated with the Order of Karth, until they attempted to control him through magic.

Lenard Tiler (doppelganger): AL C; MV 90' (30'); AC 5 (natural); HD 4; hp 26; #AT 1; Dmg 1d12 (claw); SA shapechange, immune to *sleep* and *charm*; SV F10; ML 10; XP 190.

COMMON SHOPS AND BUSINESSES

"Hot Cherry Dolmcakes for three slaves! Come, celebrate the birth of our beloved Duke!"

—Robard the Spider Street Baker

A variety of merchant shops may be found throughout the City of Dolmvay. Most are one- to three-story buildings with a workshop or display room on the first floor and living quarters for the shop owner and his family on the upper floors. A basement or cellar is another common feature as well as a small vegetable garden behind the shop.

All of the normal weapons, armor, and equipment listed in the **Equipment** section of the *Labyrinth Lord*[™] core rulebook and the *Advanced Edition Companion*[™] may be purchased in Dolmvay at the normal rates. The Labyrinth Lord may wish to increase these prices by 5%-20% or more in the North Ward in order to reflect the (real or imagined) higher quality of the item. Listed below are basic flavor descriptions of the most common types of city shops and businesses.

Alchemist

An alchemist brews potions and medicines. A typical alchemist's shop doubles as a laboratory. Alchemist shops are avoided by most locals except the magic-users who work with them to brew magical potions and the Thieves' Guild which sometimes contracts alchemists to brew poisons. Common sights include dusty shelves lined with exotic ingredients (eye of newt, fairy wings, etc.), ancient tomes, recipe books, and glass vessels full of bubbling liquids.

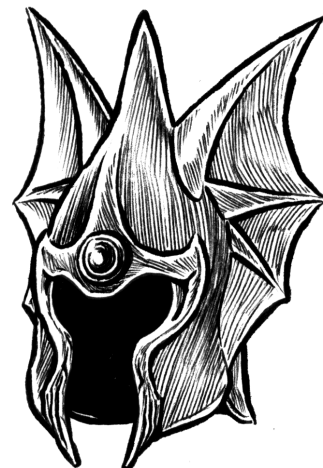
Animal Trainer

The makeup of an animal trainer's shop varies with the animal being trained. An animal

trainer typically specializes in only one type of animal (horse, dog, dovecrow, falcon, etc.) and may teach that animal to respond to commands or perform various tricks. Common sights include penned animals, bins of food, and gear for the animal being trained lining the walls (tack and harness, saddles, hoods, leashes, etc.).

Armorer

An armorer is a type of blacksmith who specializes in forging weapons and metal armor. A typical armorer's shop contains a shop in the front and a forge in the rear, although the two are often combined into one large room. An armorer's shop is always hot and the doors and windows are usually left open. Common sights include the armorer and several apprentices working the forge, iron molds, piles of raw ingots, and several finished weapons or suits of armor hanging from the walls.



Artist

Artists include sculptors, carvers, painters, glassblowers, potters, and any other creative types who work with their hands. Other types of artists such as musicians and poets seldom have shops and usually rely on patronage. A typical artist's shop doubles as a gallery and workshop. Common sights include the artist's work area, with various tools and works of unfinished and finished art on display.

Bakery

A typical bakery consists of a shop in the front and ovens in the rear. Bread is a staple in most diets so the bakery stays busy throughout the day. Some bakeries only bake bread while others deal in pastries and cakes for the wealthy. Common sights include white-aproned bakers and their apprentices bustling back and forth, servants picking up deliveries, large ovens, and racks of fresh bread, rolls, and other pastries.

Blacksmith

A blacksmith works with metal, forging and repairing farming equipment and common household items. A few blacksmiths can also mend and repair armor and weapons. A typical smithy contains a shop in the front and a forge in the rear, although the two are often combined into one large room. A smithy is always hot and the doors and windows are usually left open. Common sights include a blacksmith and several apprentices working the forge, iron molds, piles of raw ingots, and finished items (buckets of nails, horseshoes, gardening tools, etc.) displayed around the front room.

Boat Builder

A boat builder designs, builds, and repairs boats and ships. A boat builder may specialize in building a particular type of boat (such as a sailing vessel) or he may be skilled at building all types of boats. In Dolmvay, most small boat building operations are located in the Wharf District while larger vessels are produced at guildworks shipyards in the Guild District.

Bookbinder

A bookbinder assembles a book from loose sheets of parchment and attaches a cover. Books have become more and more popular in Dolmvay. The Church of Law and Order has documented its tenets as well as the history and exploits of the legendary hero Valen of Vay in a text full of anecdotes and parallels to everyday life known as *The Guiding Light* (see pg. 138). Ornate versions of this book are always in high demand among the wealthy. Other common texts include historical texts, books of poetry, heraldry and genealogy books, and private memoirs. Common sights include stacks of parchment, book-lined shelves, and jars of sticky glue.

Bowyer

A bowyer handcrafts bows and fletches arrows. A few bowyers are also skilled in crafting crossbows. A bowyer's shop is a simple room that doubles as a workshop. A target range is often located out back. Common sights include unfinished bows and arrows, a workbench surrounded by carving knives and wood shavings, and one or two long and short bows of fine quality on display.

Brewer

A brewer brews spirits such as whiskey, mead, and beer. Most taverns and inns buy beer in bulk from guildworks breweries in the Guild District. A local brewer, on the other hand, strives for quality over quantity, often using personal recipes that have been handed down for generations. A brewer's shop consists of a sampling room upstairs, vats and stills in the rear, with a cellar below (or out back) to keep the spirits cool. Common sights include a small tavern-style bar with barrels of various spirits for tasting.

Brothel

A brothel is an establishment where men and women pay to engage in pleasures of the flesh. A typical brothel consists of a sitting room where customers are plied with drink and introduced to "ladies of the evening", numerous private bedrooms, and a vault or office where money is stored. The quality of a brothel varies widely, and disease is rampant in some of the seedier dives. Common sights include scantily

clad women (or men), plush furniture, exotic costumes, and burly guardsmen. The Church of Law and Order denounces those who work at or frequent brothels, but has been unable to make the practice illegal.

Butcher

A butcher slaughters animals, dresses the carcass, and then sells the meat to local customers. Most butchers buy slabs of fresh meat from the slaughterhouses of the Guild District and then process these slabs into choice cuts. A butcher's shop consists of a display room in front and a storage/processing room in the rear. Meats that have sat for longer than a day or so may be sold off at a lower price. Common sights include cuts of meat, chopping blocks, scales, and cleaver-wielding butchers wearing bloodstained aprons.

Candlemaker

A candlemaker makes candles out of tallow (animal fat). Candles made of beeswax costs three times as much as tallow candles and are usually reserved for the wealthy. Candles and candlelit lanterns are the primary source of lighting in Dolmvay. Common sights include boxes of various colored/scented candles on display, ornate candlesticks for sale, and apprentices molding new candles. A few candlemakers are also skilled lampmakers, but the use of oil lamps is considered a foreign affectation that is shunned by most citizens.

Carpenter

A carpenter builds wooden furniture and wood frame structures such as homes, stables, and even gallows. A carpenter's shop usually doubles as a workshop. Common sights include small models of past constructions, unfinished furniture, scrolls with floorplans and designs, tools hanging from the walls, and at least one drafting table.

Cheesemaker

A cheesemaker makes cheese from the milk of creatures such as goats, sheep, and cows. This involves a process of heating and cooling the milk and other ingredients and then separating the curds (cheese) from the whey. A cheesemaker's shop consists of a front room with kitchens in the rear. Cheesemaking

produces a distinct odor that can be unpleasant, and most cheesemaking shops are located in the Guild District. Common sights include wheels of cheese on display, buckets of milk, and apprentices stirring vats of heated curds.

Church

Churches of Law and Order are present in almost every neighborhood in Dolmvay. A typical church is a hilt-shaped structure that consists of an altar, baptismal font, side chapels, and worship hall. A church can be a single building or a small fenced-in compound with several buildings. A few of the larger churches contain rectories and dorms for priests and acolytes. Common sights include stained glass windows, acolytes going about daily chores, and the faithful stopping by to worship.

Clerk/Copyist

A clerk/copyist creates copies of scrolls, books, leaflets, and other written works. A clerk/copyist's shop doubles as a workshop. Common sights include stacks of paper, cabinets full of quills and ink, and books being copied by apprentices with ink-stained fingers.

Cloth Merchant

Cloth merchants deal in bolts of mundane or exotic cloth. A cloth merchant's shop consists of a front display room with a storeroom in the rear. Common sights include bolts of colored cloth on display, a measuring table, and samples of finished cloth items such as clothing, drapes, and tablecloths.

Cobbler

A cobbler makes and repairs shoes. The typical cobbler's shop doubles as a workshop. Common sights include a cobbling station, tools, measuring tape, and shoes and boots arranged on display.

Exotic Dealer

This is a catchall for a merchant who deals in foreign imports such as spices, silks, weapons, furniture, and other items not commonly found in the Duchy of Valnwall. A dealer in exotic goods may specialize in items from different cultures (human or nonhuman) or artifacts, tomes, and relics from ancient times. Common sights include expensive furnishings, display

racks full of exotic goods, and barbarian bodyguards.

Farmer/Grocer

A farmer's or grocer's shop sells fruit, vegetables, milk, and other farm products. Common sights include jugs of milk, wedges of cheese, baskets of eggs, jars of preserves, and bins of fresh (and not-so fresh) fruits and vegetables.

Fishmonger

The fishmonger sells fresh fish and other aquatic delicacies brought in daily from the Gulf of Valnwall or the Dolm River. A fishmonger's shop consists of a front display room and a backroom where seafood is processed. The fishmonger may be an independent seller who purchases his wares wholesale from local fishermen or (more likely) is a wife or child of one of these local fisherman. Common sights include bins overflowing with fresh fish, crabs, oysters, and lobsters.

Florist

A florist sells flowers and flower arrangements. A florist's shop doubles as a workshop. Common sights include bouquets of fresh flowers, complex flower arrangements, and the florist and her apprentices weaving garlands, trimming flowers, and stuffing vases.

Fortuneteller

A fortuneteller is a person who claims to be able to predict the future through some arcane method of divination. Most fortunetellers are charlatans, but a few possess actual powers (see Visionarres on pg. 79). Common sights include astrological charts, palm reading tapestries, sacks full of bones for throwing, rune sticks, Tarot cards, and a covered crystal ball. The business of fortunetelling has been denounced by the Church of Law and Order and fortunetellers are shunned by most law-abiding citizens.

Glassmaker

A glassmaker makes glass from sand, limestone, and wood ash. This glass is then blown into small vessels such as vases and decanters or into cylinders which can be flattened into windows. Glass can be opaque,

clear, or colored. Although most glassmakers concentrate on functional items, a few specialize in creating works of art. A glassmaker's shop consists of a front display room and furnaces in the rear. Common sights include finished pieces of blown and flat glass, stained glass displays, and the glassmaker blowing glass while his apprentices tend the forge.

Healer/Herbalist

A healer/herbalist uses a combination of home remedies, rituals, and plants to heal the sick and injured. Healing is the domain of the church and almost all healers have ties to the Church of Law and Order. However, many of their rituals and remedies are holdovers from folk religions such as that of the Druun.

Hostler

A hostler buys, sells, and cares for horses. A typical hostler's shop doubles as a stable, with an office in the front and stalls in the rear. A small pen or corral is usually attached to the shop. Common sights include hay-lined stables, apprentices feeding horses and mucking stalls, and the hostler haggling over the price of a horse.

Inn

Inns are establishments of varying quality where travelers can seek lodging, stabling, and sometimes food and drink. A typical inn consists of a tavern on the first floor, lodging on the second, with a cellar below and stables out back. A few inns also serve as brothels. Common sights include foreign travelers enjoying a meal, musicians performing for crowds, and bands of adventurers looking for work. See pg. 93 for more information on Taverns and Inns.

Instrument Maker

An instrument maker crafts one or more types of musical instruments such as chimes, pipes, horns, lutes, or drums. This is a highly specialized and expensive skill. The typical instrument maker shop doubles as a workshop. Common sights include a workstation, delicate tools (fine lathes, small hammers, etc.), instrument parts (strings, reeds, etc.), and a few finished instruments on display.

Jeweler/Gemcutter

A jeweler buys, sells, and crafts personal items made from precious metals and gems, such as brooches, rings, bracelets, necklaces, and earrings. A jeweler may be commissioned to craft or customize items such as candlesticks, gem-encrusted daggers, silver serving sets, or gilded swords. Jewelers typically cut their own stones, however, they may also employ a gemcutter who specializes in cutting gems.

Leatherworker

Leatherworkers craft items made of leather including belts, waterskins, tack and harness, saddles, and even leather armor. A leatherworker's shop doubles as a workshop, with vats for boiling leather in the rear. The leatherworker usually obtains pieces of raw or cured leather from guildworks tanneries located in the Guild District. Common sights include leatherworking tools (punches, needles, shears, sinew thread, etc.), finished leather items, and the leatherworker laboring over his latest commission.

Livestock Seller

A livestock seller buys, sells, and cares for livestock such as goats, swine, and cattle. A typical livestock seller's shop consists of an office with a corral and tool shed out back. A few sellers specialize in a particular type of livestock (such as cattle) while others sell many different types. A livestock seller sometimes owns the stock he sells, or he may be acting as a middleman for a large farming operation outside of the city. Common sights include apprentices mucking the yard, herds of goats (or other stock) gulping down feed, and livestock being driven into and out of the corral.

Mapmaker

A mapmaker is skilled in drawing maps. The best mapmakers can draw an accurate map based on descriptions alone, but some of the braver mapmakers may be hired to go on overland adventures. A typical mapmaker's shop doubles as a workshop. Common sights include a drafting table, a cabinet containing various sizes of quill pens and types of inks, maps hanging from the walls, and the mapmaker poring over his latest commission.

Moneylender/Pawn Broker

A moneylender loans money to be paid back with interest. Borrowers sign contracts that are bound by law and those who fail to pay are subject to prosecution. A moneylender may also accept items of value as collateral and/or payment in exchange for the loan. A few moneylenders are known to have shady reputations and these lenders rely on other means to retrieve their money. The typical moneylender's shop consists of a front room, several private rooms, and a secure vault in the rear or in the cellar. Common sights include patrons hopeful of a loan, attractive assistants, and burly security guards.

Perfume Maker

A perfume maker mixes exotic ingredients to create colognes and perfumes for wealthy customers. A perfume maker's shop consists of a sitting room in front and workshop in the rear. Common sights include plush furniture, ornate décor, sample bottles of cologne, and attractive men and women modeling the perfumes.

Potter

A potter makes clay vessels such as bowls, cups, and vases. A potter's shop usually doubles as a workshop. Although most potters concentrate on functional items, a few specialize in creating works of art. Common sights include finished and unfinished pieces of pottery lining the shelves, lumps of raw clay, and the potter working at his wheel.

Ropemaker/Netmaker

A ropemaker makes ropes by twisting or braiding strands of hair, hemp, cotton, or other fibers into longer lengths. A ropemaker may also be a netmaker who turns lengths of rope into nets for fishing or hunting. A ropemaker's shop doubles as a workshop. Common sights include coiled lengths of rope, ropemaking tools (shears, knives, etc.), and the ropemaker and his apprentices braiding ropes with practiced ease.

Seamstress/Tailor

A seamstress/tailor creates, repairs, and mends all types of clothing. The typical shop consists of a front room and a fitting/work room

in the rear. Common sights include finished pieces of clothing on display, wealthy customers being measured to fit, and apprentices toiling away with need and thread.

Scholar

This is a catch-all shop for sages, philosophers, lawyers (known as almen), accountants, historians, academicians, and other "white collar" professionals. The makeup of a scholar's shop varies widely with its type. Common sights include scroll-lined shelves, ancient books, foreign maps, and bearded old men contemplating the meaning of life.

Stonemason

A stonemason shapes rough pieces of rock into accurate geometrical shapes (usually squares or rectangles) and then arranges the stones together with mortar to form structures. A stonemason's shop consists of a front display room with an open work station and courtyard out back. Common sights include samples of different cut stones, stonemasonry tools (hammer, pick, chisel, etc.), and apprentices chipping stone blocks in the yard.

Tavern

A tavern is an establishment where people gather to eat, drink ale, and swap gossip. The typical tavern consists of a common drinking room in front, private rooms to the side, and kitchens in the rear. Common sights include tavernkeepers setting out clean mugs, attractive bar wenches, deliveries of food, spirits, and wine, and parties of adventurers looking for work. See pg. 93 for more information on Taverns and Inns.

Theater

A theater is an establishment where performances are made before a live audience. The typical theater consists of a center stage, stadium seating in the front, and preparation rooms for the performers in the rear. Xannen-style amphitheaters tend to be open to the elements while more modern theaters are indoor multistoried structures equipped with balconies. Common sights include wealthy patrons, costumed performers, and outlandish props.

Vintner

A vintner is a merchant who deals entirely in fine wine. A typical vintner's shop consists of a tasting room in front with a wine cellar below. Vintners import their wines from local and foreign wineries and cater mostly to wealthy clientele. Common sights include plush furniture, fine glassware and decanters, attractive serving wenches, and cellars full of dusty bottles of aged wine.

Wainwright

A wainwright makes and repairs wagons and carts. A wainwright's shop consists of a barn-like workroom and stables, with a corral out back. Common sights include the wainwright nailing boards together, apprentices shaping wheels, and wagons and carts in various stages of repair.

Warehouse

A warehouse is any type of building used to store goods. Common sights include crates, barrels, stacks, bundles, and piles of assorted trade goods.

Watchpost

A Watchpost is a place where City Watchmen conduct daily business, rest between foot patrols, and guard prisoners. A typical Watchpost is a one-story stone structure that consists of a public front room, private offices and meeting rooms in the rear, and jail cells below. A pair of wooden stocks out front are used for public incarceration. A large bell hangs next to the front door and may be rung three times if no Watchmen are present at the post. In the case of an emergency, the bell may be rung repeatedly to quickly summon all available Watchmen. At least one Watchpost is present in every quarter. Common sights include armed jailers, drunken prisoners, and Watchmen leaving and returning from patrols.

Weaver

A weaver uses a loom and interlaced threads to form fabric or cloth. A typical weaver's shop doubles as a workshop. Common sights include pieces of finished and unfinished fabric hanging on display, rolls of yarn and thread, and the weaver working the loom.

TAVERNS AND INNS

"You can drink a mug of grog!
Big enough to choke a dragon!
But the only brew for the brave and true. . .
comes from the Red Flagon!"

—Red Flagon tavern song

Dozens of taverns and inns are scattered throughout Dolmvey. Taverns and Inns are rated by the quality of their food and service.

Inns

Inns provide sleeping arrangements in the form of common sleeping chambers and private rooms. Inns are rated by quality: Poor, Common, Good, and Excellent.

Poor quality inns are filthy establishments where disease and parasites run rampant. Common quality inns are only slightly cleaner. Inns of Good quality supply clothing repair and cleaning, communal washrooms, and daily room cleaning services. An inn of Excellent quality also supplies comforts such as heated baths, private massages, and running water.

Meals and stabling services may also be provided for additional fees.

Price List

Quality	Stay (Nightly)	Meals	Stabling
Poor	1 sp	+1 sp	+1 sp
Common	3 sp	+2 sp	+1 sp
Good	5 sp	+3 sp	+2 sp
Excellent	10+ gp	+10 gp	+1 gp

Taverns

Taverns serve drinks and meals in common taprooms and private meeting chambers.

Taverns are rated by quality: Poor, Common, Good, and Excellent.

Poor quality taverns are rough dives where strong drinks and bad behavior are the norm. Common quality taverns are only slightly better and typically cater to the working class. A tavern of Good quality provides good food and regular entertainment. A tavern of Excellent quality provides specialty dishes and top-notch entertainment.

Meals

Inns do not serve meals. Inn/taverns typically serve Breakfast, Lunch, and Dinner. Taverns usually serve only Lunch and Dinner. Meals are rated by quality: Poor, Common, Good, and Excellent.

Price List

Quality	Breakfast	Lunch	Dinner
Poor	5 cp	5 cp	1 sp
Common	2 sp	1 sp	3 sp
Good	2 sp	3 sp	5 sp
Excellent	5 gp	5+ gp	5+ gp

Poor Meal

Breakfast consists of biscuits and a meaty gruel made from meat left over from the previous Dinner.

Lunch consists of a piece of fresh fruit and a meaty gruel made from meaty gruel left over from Breakfast.

Dinner consists of the meat of the day with an occasional side of seasonal vegetables (green beans, potatoes, tomatoes, corn on the cob, mushrooms, celery, etc.). In most Poor quality taverns and inns, the meat of the day is usually some type of fish. A mug of ale may or may not be included in the price of Dinner.

Common Meal

Breakfast consists of a piece of fresh fruit, a helping of eggs, and sausage or bacon.

Lunch consists of simple sandwiches made from meat left over from the previous Dinner.

Dinner consists of the meat of the day (pork, fish, beef, duck, chicken, or turkey) and one side of seasonal vegetables (green beans, potatoes, tomatoes, corn on the cob, mushrooms, celery, etc.). A mug of ale is usually included in the price of Dinner.

Good Meal

Breakfast consists of a piece of fresh fruit, a helping of eggs, fried potatoes, a wedge of cheese, buttered biscuits, and sausage or bacon.

Lunch consists of simple sandwiches made from meat left over from the previous Dinner and one side of seasonal fruit (apples, oranges, strawberries, blackberries, nuts, etc.). A mug of ale is usually included in the price of Lunch.

Dinner consists of the meat of the day (pork, fish, beef, duck, chicken, or turkey), two sides of seasonal vegetables (green beans, potatoes, tomatoes, corn on the cob, mushrooms, celery, etc.) and one side of seasonal fruit (apples, oranges, strawberries, blackberries, nuts, etc.). Two mugs of ale or beer or a glass of wine is usually included with the price of Dinner.

Excellent Meal

An Excellent meal consists of specially prepared meats, vegetables, and fruits along with a selection of desserts. Each tavern or inn that serves Excellent quality meals has its own specialty dishes and signature drinks. The Labyrinth Lord is encouraged to design these foods and drinks, as needed.

Specialty Foods

In Dolmvay, nobles and wealthy merchants often throw extravagant feasts to flaunt their wealth and status. Unless otherwise noted, specialty foods cost as much as a meal of the appropriate quality. The descriptions of individual dishes are included here to add flavor to the campaign. Listed below are just a few of the specialty dishes available in the City of Dolmvay.

Braised Beef and Mushroom

Traditional braised beef with mushroom that permeates the sauce. Served with boiled potatoes and greens, this dish is one of the most popular meals in the city.

Dolmcakes

These flaky pastries are baked in the shape of a "D" and were designed to honor the line of the Dukes of Dolm. They may be served plain or filled with cherries, blueberries, blackberries, or spiced apples.

Kingsbay Clams and Oysters

Kingsbay Clams and Oysters are considered a delicacy that are served steamed, grilled, or raw on the half shell.

Kingsbay Crab

The Kingsbay Blue Crab is a species of large crab native to the Gulf of Valnwall. Kingsbay crabs may be steamed, served atop greens, or prepared into crabcakes. Kingsbay crabs are served in almost every tavern, although the quality of their taste and presentation varies.

Lake Marrow Gooseberry Pie

Lake Marrow Gooseberry Pie is a pie comprised of a traditional pie crust and fruit filling of gooseberries mixed with sugar. The best pies use gooseberries that are specially cultivated and grown near Lake Marrow to the east. These berries are said to be the tastiest in the duchy.

Lobster Mattias

Lobster Mattias is a creamy mixture of cooked lobster meat, egg yolks, and brandy, stuffed into a lobster shell. It was named after

the famed chef Alexandor Mattias who created the dish.

Pudag

This exotic dessert is made from a mixture of chocolate, nuts, and berries. The pudag recipe originated on the jungle island of Mujabi where legends say it was created by a tribe of intelligent apes.

Red Water Eel

Red Water Eel is a baked eel drowned in tomato sauce and served with olives and berries. The meal originated in Guildeland where it is served on the first days of Yule.

Renneton Cheese

The town of Renneton is known for its quality cheeses. Two of the most popular cheeses imported to Dolmvey include Renneton Hard White and Renneton Special Blue.

Seafood Kebabs

Dolmvey is well known for its seafood and vegetable kebabs. Poor quality kebabs include tarpon and bonito. Common quality kebabs include mullet, mackerel, grouper, and tuna. Good quality kebabs include shark, swordfish, snapper, and flounder. Excellent quality kebabs include the same fish as Good quality kebabs with the addition of crab and lobster meat.

Spicy Laelo Pork Tenderloin

A tender pork dish roasted at high heat in order to brown the outside while leaving the interior juicy and rosy pink. The meat is spiced with peppers from the Endos Horn and served with steamed vegetables.

Sweet Grilled Dovecrow

Sweet Grilled Dovecrow is a meal of grilled dovecrow basted with blueberry sauce and served with greens and grilled potatoes.

Specialty Drinks

The following specialty drinks may be found in most taverns.

Dwarf Spirits

Dwarf Spirits is a powerful alcoholic beverage distilled from several types of herbs and lichens

commonly found underground (particularly in the Dolmvey sewers). The drink makes elves and halflings nauseous and sometimes causes humans to hallucinate. Dwarf Spirits range in color from light yellow to dark yellow—the darker the color, the stronger the drink. The most potent (and addictive) brands of Dwarf Spirits can only be purchased in the Reek.

Grog

A potent (and cheap) sugary rum that is widely used by sailors. Grog acts as a mild painkiller and figures into many home remedies.

Clearwater Ale

Clearwater Ale is a light-tasting ale that is specially brewed with water from a spring that lies deep beneath the Clearwater Brewery in the Guild District.

Kingsgarden Lemonade

A lemonade made with fresh lemons from the royal estate of Kingsgarden. This drink is served only during the summer months. The lemons are said to be specially cultivated to dilute natural poisons.

Mountain Mushroom Stout

Mountain Mushroom Stout is a thick lager purchased from the secretive monks of the Pilz Brewery.

Spiced Tea

Spiced tea is a black tea blend with cinnamon, orange peel, and clove oil that is served during the winter months.

The Lady's Cherry Wine

The Lady's Cherry Wine is a fragrant wine made in the town of Leandras Row.

Drinks

Ale (Gallon)	1 ep
Ale (Mug)	1 sp
Beer (Gallon)	4 sp
Beer (Mug)	5 cp
Mead (Mug)	5 sp
Mead (Bottle)	12 sp
Wine, Common (Glass)	5 sp
Wine, Common (Bottle)	12 sp
Wine, Good (Glass)	10 sp
Wine, Good (Bottle)	22 sp

Specialty Drinks

Dwarf Spirits (Mug)	1 gp
Clearwater Ale (Gallon)	6 sp
Clearwater Ale (Mug)	2 sp
Grog (Mug)	7 cp
Kingsgarden Lemonade (Glass)	3 sp
Mountain Mushroom Stout* (Gallon)	24 sp
Mountain Mushroom Stout* (Mug)	3 sp
Spiced Tea (Cup)	1 sp
The Lady's Cherry Wine (Glass)***	15 sp
The Lady's Cherry Wine (Bottle)	3 gp

Food

Bread (Loaf)	2 cp
Cheese (5 lb. brick)	6 sp
Eggs, pickled, cask	12 sp
Fish, dry salted, barrel	40 gp
Rations, unpreserved (per day)	2 sp
Rations, trail (per day)	5 sp

Specialty Foods

Braised Beef and Mushroom	(Good-Excellent)
Dolmcakes	3 cp
Kingsbay Clams and Oysters	(Poor-Excellent)
Kingsbay Crab	(Poor-Excellent)
Lake Marrow Gooseberry Pie	1 sp
Lobster Mattias	(Excellent)
Pudag	1 sp
Red Water Eel	(Good-Excellent)
Renneton Cheese***	
Hard White	2 sp/lb.
Special Blue	3 sp/lb.
Seafood Kebabs	(Poor-Excellent)
Spicy Laelo Pork Tenderloin	(Good-Excellent)
Sweet Grilled Dovecrow	(Good-Excellent)

*see the Digital Orc adventure *The Blasphemous Brewery of Pilz*.

**see the Small Niche Games adventure *The Stealer of Children*.

***see the Faster Monkey Games adventure *Wheel of Evil*.



Tavern and Inn Design

When designing a tavern or inn, the Labyrinth Lord can use the following template.

Name: What is the name of the inn or tavern? Is it named after the owner? A type of monster? A signature drink or dish?

Type: Is it a tavern, inn, or a combination tavern/inn.

Number of Stories: How many stories does the inn or tavern have?

Food Quality: What is the quality (Poor, Common, Good, Excellent) of the food served?

Stables: Yes/No

Cellar: Yes/No

Clientele: What type of person does the business cater to? Adventurers? Merchants? Soldiers? Craftsmen? Thugs?

Interesting Features: What makes the business stand out? Does the taproom have a fire pit in its center? Are the servers all dwarves? Was the tavern's previous owner executed for treason? Try to add at least one interesting feature that would attract the typical Clientele.

Putting it All Together

The following template may be used to describe an inn or tavern in narrative form:

The (*Name*) is a (*Number of Stories*) (*Type*) that caters mainly to (*Clientele*). The basement contains (food cellar, wine cellar, etc.). The first floor contains (kitchens, common taproom, private meeting chambers, etc.). The second floor contains (owner's quarters, private sleeping quarters, etc.). (Insert other floor descriptions as needed). The (*Name*) is most famous for (summarize *Interesting Features* here). The (*Name*) serves meals of (*Food Quality*) quality.

Sample Taverns and Inns

These sample taverns and inns can be dropped into almost any district in Dolmvey.

Sample Taverns and Inns

1. The Gallery
2. Saer-Reas
3. Canty's Bower
4. The Muddy Cloak
5. Adventurer's Home
6. City Brook
7. The Smokehouse
8. Sworn Oath
9. The Alehouse Grounds
10. The Gronted Clam
11. Warsmoke Tavern
12. Beastmaster's Gallery

The Gallery

The Gallery is an upscale tavern frequented by noblemen, wealthy merchants, and famous adventurers. It is a three-story building topped by a vaulted domed ceiling. The cellar contains kitchens and storage chambers, including a wine cellar filled with expensive wines. The first floor contains a dining room with tables arranged around a center stage. The stage hosts musicians, dancers, and other performers. The second and third floors consist of a wraparound balcony that allows diners to watch the performances below. The Gallery serves meals of Excellent quality and boasts some of the finest dishes and entertainment in the Duchy of Valnwall. Two large guards stand at the front door and turn away anyone who does not appear wealthy.

Saer-Reas

Saer-Reas is an upscale tavern that serves expensive evening meals for one week out of every month. These meals are themed to match fantastic creatures (such as dragons), locations (such as the Great City of Mor), or events (such as the Battle of the Blackened Sun). The tavern is decorated to match the theme, the servers dress in elaborate costumes, and the menu is specially designed. During the meal, a storyteller, poet, minstrel, or acting troupe performs for diners on a central stage. The meals are of Excellent quality.

Canty's Bower

Canty's Bower is a quiet tavern and spa where male nobles like to gather, drink, and gossip. The basement contains a food cellar, a

small taproom, and a series of natural caves containing hotwater springs. The first floor contains kitchens, a common taproom, and several private meeting rooms. Bower serving maids are selected from the most attractive girls in Dolmvay and are trained in the arts of healing, conversation, and massage. Canty's Bower serves meals of Excellent quality.

The Muddy Cloak

The muddy cloak is a sturdy three-story inn/tavern that caters mainly to traveling merchants, caravan guards, and adventurers. The basement contains a food and wine cellar. The first floor contains kitchens, a common taproom, and several small meeting rooms with a walled courtyard and stables out back. The second and third floors contain private sleeping chambers. The Muddy Cloak serves Good quality meals and provides live entertainment on weekends.

Adventurer's Home

The Adventurer's Home is a two-story inn that caters primarily to adventuring companies. The basement contains an entrance to the city sewer system. The first floor contains several private meeting rooms and a small library, with stables out back. The second floor contains private sleeping chambers. The Adventurer's Home is a Good quality inn that does not serve meals. A local sage named Walson Drewery often frequents the inn's library and is consulted by adventuring companies who wish to learn more about Dolmvay's history, flora, and fauna.

City Brook

The City Brook is a one-story tavern that caters primarily to scholars, students, and clergymen. The basement contains a food and wine cellar, kitchens, and a common taproom bisected by a small freshwater stream. The first floor contains a common taproom with a street side patio. The serenity of the underground taproom and stream is believed to promote discussion. City Brook serves Good quality meals, including a pan-fried white bass in garlic sauce made from fresh bass caught in the taproom stream.

The Smokehouse

The Smokehouse is a one-story tavern made of stacked stone that is frequented mainly by merchants and craftsmen. The basement contains a wine and beer cellar. The first floor contains a storeroom, common taproom, and small private meeting rooms. The Smokehouse serves only drinks and tobacco. It is a place where men and women come to drink, smoke, and relax. Tobacco is sold here in small purses. The quality of the tobacco ranges from Good (1 gp) to Common (1 sp) to Poor (5 cp). An Excellent strain of tobacco known as Dacine Red (10 gp) may also be purchased when shipments arrive on the third week of every month.

Sworn Oath

The Sworn Oath is a one-story tavern that caters mainly to City Watchmen, Lawguardians, guardsmen, soldiers, and clergymen. The basement contains a food and beer cellar. The first floor contains kitchens, a common taproom, and several private meeting chambers with a fenced courtyard out back. A holy hilt is mounted above the main fireplace and a small shrine to St. Valen is located in the courtyard. On holy days, the cooks prepare special hilt-shaped pastries made of redcake. The Sworn Oath serves Common quality meals.

The Alehouse Grounds

The Alehouse Grounds is a two-story inn/tavern that caters mainly to visiting farmers, traveling merchants, and common laborers. The basement contains a food and beer cellar. The first floor contains kitchens and a common taproom with an open green out back that serves as a small farmer's market. Fresh dairy and produce can be purchased on the green at a 25% discount, provided the buyer has bought the seller at least one drink in the tavern. The second floor contains private sleeping chambers. The Alehouse Grounds serves Common quality meals.

The Gronted Clam

The Gronted Clam is a dilapidated one-story tavern that caters mainly to sailors, fishermen, and common laborers. The basement contains a food and beer cellar. The first floor contains kitchens, a common taproom, and several private meeting chambers. The taproom

contains a fountain shaped like a clam, but the fountain's designer was a drunk who worked for house grog and the clamshell appears deformed.

The Gronted Clam serves Poor quality meals. The seafood is particularly bad, as the tavern's miserly owner routinely buys cheaper, days-old fish and clams. Anyone who eats the seafood without drinking the house grog must make a saving throw vs. poison or become violently ill with nausea and vomiting for the next 1d4 days. The character is bedridden and unable to take any action during this time.

Warsmoke Tavern

The Warsmoke Tavern is a one-story tavern that caters mainly to sellswords, thugs, and adventuring fighters. The basement contains a food and beer cellar. The first floor contains kitchens, a common taproom, and several private meeting rooms. The center of the taproom is used for arranged duels that are usually fought to "first blood". The tavern serves Poor quality meals as well as a black, tobacco-like herb known as warsmoke (15 cp). The herb makes the smoker aggressive and reckless, granting a +1 to-hit and +1 to damage, but a +1 to AC for 1d6 turns. Once the effect wears off, the smoker suffers -1 to-hit, +1 to AC, and -1 to all ability checks for one day. The smoke from this herb burns dark black and prolonged use permanently stains the fingers and teeth.

Beastmaster's Gallery

The Beastmaster's Gallery is a large five-story tavern with an open roof. The basement contains kitchens, storage chambers, and animal cages. On the first floor, tables and chairs are arranged around a sunken arena that is used for fights between costumed men (known as Beastmasters) and beasts (bears, wolves, panthers, etc.). The second through fourth floors are wraparound balconies that allow diners to watch the fights below. The fifth floor is a rooftop balcony that is open to the sky. The Beastmaster's Gallery serves Poor quality meals.

RANDOM TABLE: CITY ENCOUNTERS

"The streets of Dolmvay hold as much adventure, and danger, as the trackless wilds beyond the city walls."

—Adventurer's Guild Headmaster Mikael of Patton

Dolmvay is home to a variety of citizens that characters can and do interact with on a daily basis. Not all of these encounters need be memorable. There is no need to stat up every barkeep, haggle the price of every horseshoe, or provide detailed motivations for every lampmaker the characters pass on the street. Random encounters should only come into play when the Labyrinth Lord is ready to break from "down time" or when the characters do something that warrants further attention (such as stopping to talk with random strangers).

The Labyrinth Lord should make full use of the **Reaction Table** in the *Labyrinth Lord*[™] core rulebook in order to determine how these encounters begin. The characters' popularity, style of dress, race, and class are just a few factors that may affect Reaction rolls, for good or ill.

STOCK ENCOUNTERS

The following stock encounters can be placed anywhere in the city. These encounters are loosely designed, so the Labyrinth Lord may have to spend an extra minute or so to decide how the encounter begins.

1. Adventurer
2. Beggar
3. Broklaw Thug
4. City Watchman
5. Clergyman
6. Craftsman/Artisan

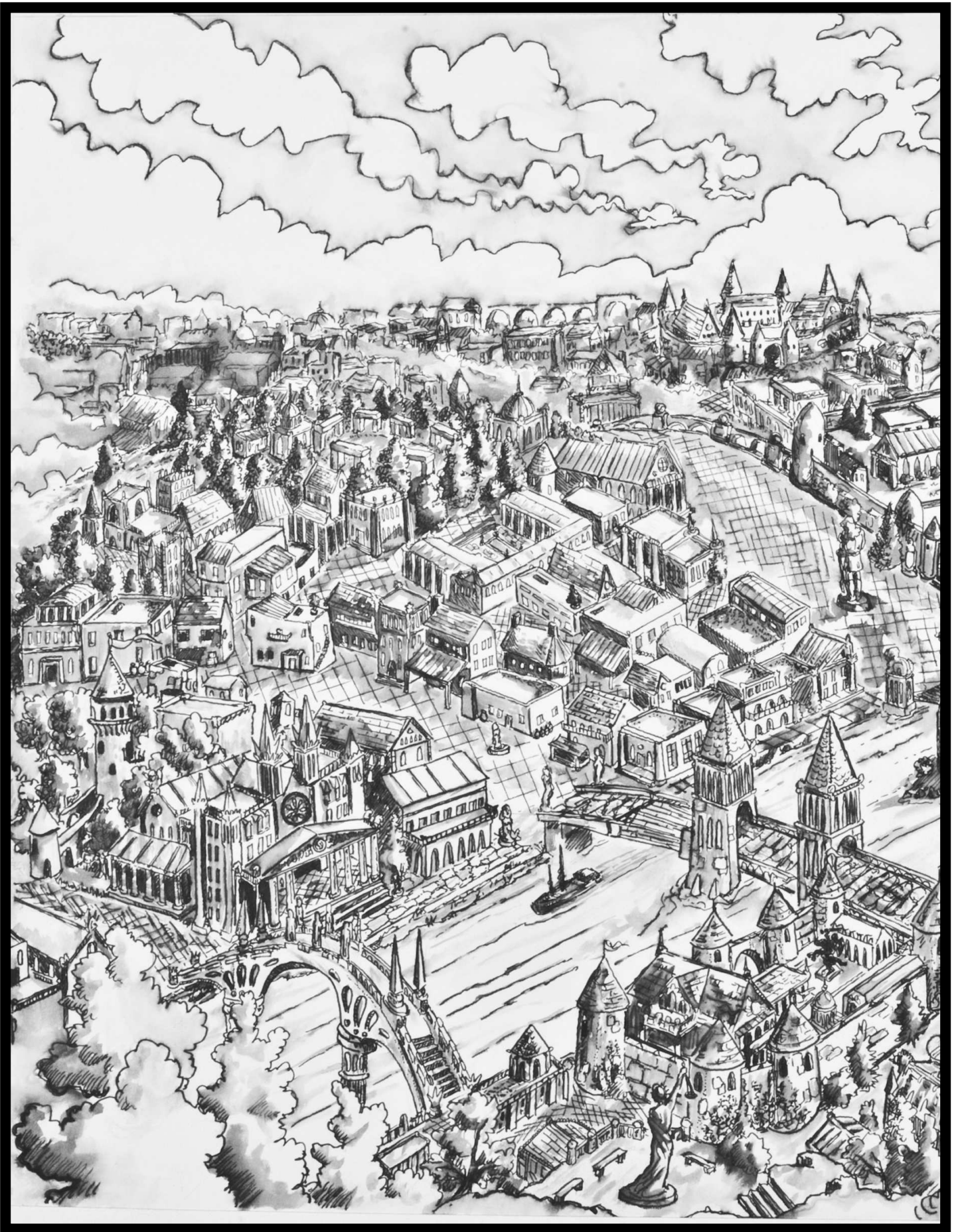
7. Craftsman/Artisan
8. Harlot
9. Inhuman
10. Knight
11. Merchant
12. Merchant
13. Nobleman
14. Performer
15. Sailor
16. Scholar
17. Soldier
18. Thief
19. Tradesman
20. Tradesman

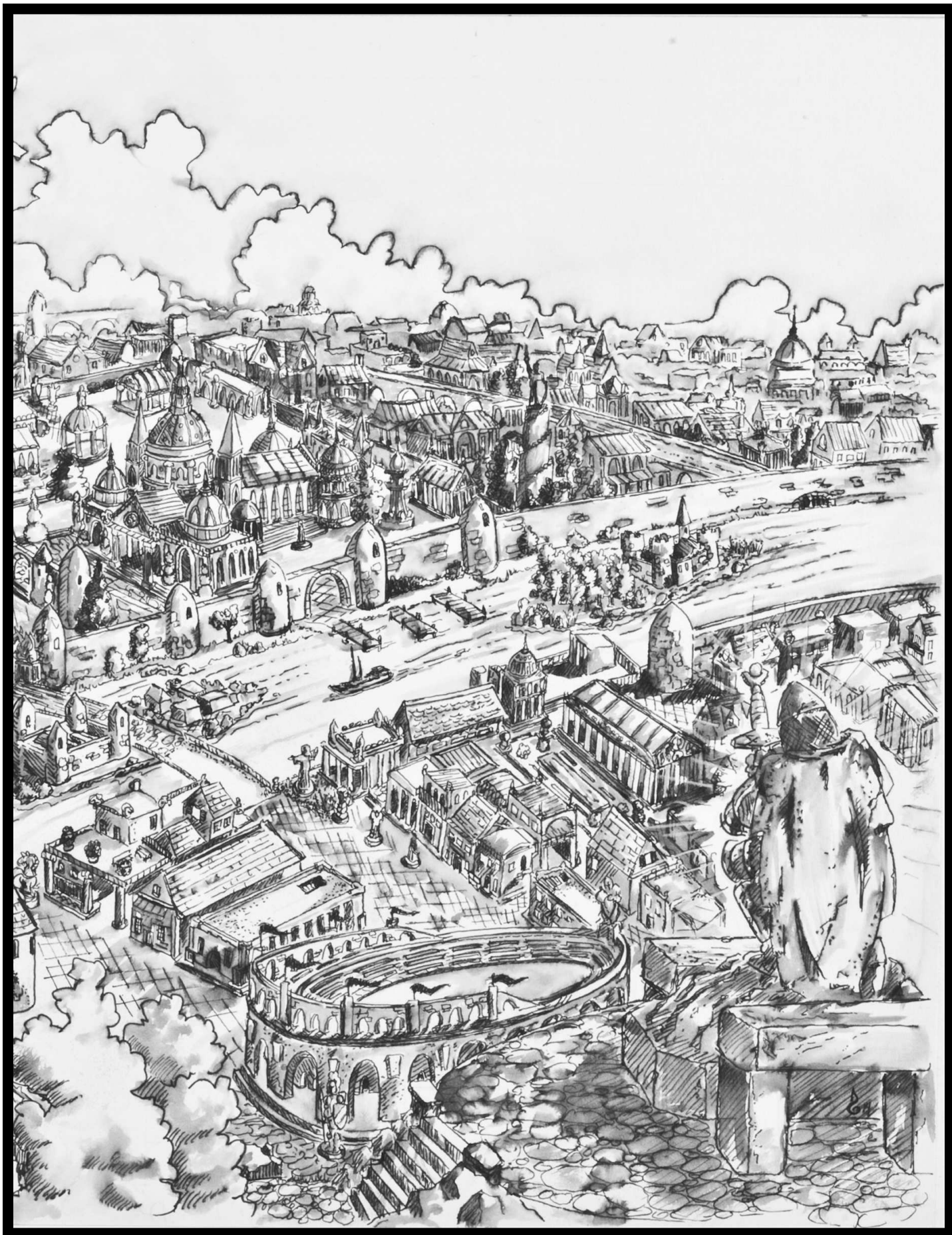
Adventurer

This encounter may be with a single adventurer (01-50%), two adventurers (51-75%), or an adventuring party (76-100%). The Labyrinth Lord is free to insert members of a named adventuring company or create new ones. Adventurers usually enjoy stopping to talk with their colleagues. They may be on their way to a job, returning from an adventure, or simply out for a night on the town. Adventurers are usually a good source of information about possible employment, power struggles, and other happenings in the city.

Beggar

This encounter may be with a single beggar (75%) or a group of 2d4 beggars (25%). Beggars beg for coins, food, or items that can be readily sold, especially extra weapons and





Artist's rendition of the City of Dolmway by religious artist Jon Caralos

armor. There is a 25% chance the beggar(s) attempt to pick the characters' pockets (45% chance of success) if the characters do not give him coin. Most businessmen attempt to discourage beggars from hanging around their shops. Beggars are people-watchers who tend to be well informed about local happenings.

Broklaw Thug

This encounter is with 2d4 broklaw thugs hanging around a seedy tavern, abandoned building, or dark alley. These are 0-level humans with AC 9, hp 3, armed with clubs (Dmg 1d4) and daggers (Dmg 1d4). If eight thugs are encountered, one will be a 1st level Fighter with hp 6 and Str 13 (+1 Dmg). Broklaw thugs tend to avoid confrontations with groups of armed adventurers, however, they may stop to pick a fight with characters who appear weak or are traveling alone. In some cases, broklaw gangs may attempt to hire adventurers to help them eliminate rivals.

City Watchman

This encounter involves 2d4 City Watchmen on routine patrol through the city streets. The Watchmen tend to be friendly towards adventurers, however, there is a 25% chance they are responding to a crime and cannot stop to chat. At the Labyrinth Lord's discretion, the Watchmen may ask the adventurers for help with crowd control, investigation, and/or an immediate threat.

Clergyman

This encounter involves 1d4 clergymen. The clergymen may be sweeping the front of a chapel, sermonizing in the square, or socializing with members of the calum. Clergymen are in touch with the communities they serve (calums) and tend to be extremely well informed about local happenings. There is a 5% chance the clergyman is one of the Blessed (a spellcasting cleric).

Craftsman/Artisan

This encounter involves 1d3 craftsmen (carpenters, leatherworkers, butchers, etc.) or artisans (painters, sculptors, etc.). Each craftsman may be an apprentice (01-50%), journeyman (51-80%), or a master (81-100%). The craftsmen may be out on business, trying

to entice customers into a shop, or simply on their way to the local tavern for a drink and some gossip.

Harlot

This encounter involves 1d4 "ladies of the evening". These women may be diseased tramps (01-10%), common streetwalkers (11-50%), brothel wenches (51-74%), wealthy courtesans (75-90%), or otherwise respectable women looking for a pleasant diversion (91-100%). Harlots typically target adventurers and attempt to create long-lasting relationships in the hopes of benefiting from the adventurer's fame and future success. There is a 10% chance the harlot is involved with a scheme to rob or kidnap adventurers, at the Labyrinth Lord's discretion.

Inhuman

This involves an encounter with 1d4 creatures who are not human, including demihumans, humanoids, doppelgangers, were-creatures, undead, etc. The Labyrinth Lord is free to decide why the inhumans are wandering around the city and determine their reaction to the party.

Knight

This involves an encounter with 1d3 members of a knightly order. The typical knight is a 3rd level Fighter with hp 19, Str 15 and Dex 13, wearing chain mail (AC 4), and carrying a long sword (Dmg 1d8+1). There is a 75% chance the knight is accompanied by 1d4 squires which are treated as 1st level Fighters with hp 6, Str 13, and carrying long swords (Dmg 1d8+1). A friendly rivalry exists between knights and adventurers, and there is a small chance the knight(s) may challenge a Fighter character to a harmless duel. If befriended, knights could become an excellent source of information regarding courtly intrigue.

Merchant

This involves an encounter with 1d3 merchants. These may be street vendors, shop owners, or even members of a wealthy merchant family. Merchants tend to view adventurers as walking, talking, gold mines. Merchants go to great lengths to befriend adventurers in order to establish long term

relationships. If snubbed, the merchant(s) may begin spreading unwholesome rumors about the characters.

Noble

This involves an encounter with 1d3 nobles. If the nobles are female, they are almost always accompanied by 1d3 handmaidens as well as 1d3 guards (treat as 1st level Fighters with hp 6, chain mail (AC 5), and long swords (Dmg 1d8)). Most nobles view adventurers as they would any other entertainers. They may stop to chat with a famous adventuring company or ones that appear particularly successful (i.e. are wearing fine clothes, weapons, and armor). An adventurer whose deeds have become famous may be invited to an elaborate feast at the noble's manor home.

Performer

This involves an encounter with 1d4 performers. These may be street performers (jugglers, acrobats, fire-eaters, etc.), traveling minstrels, court fools, or part of a famous acting troupe. Most performers rely on donations and patronage to survive. They may attempt to entertain or befriend adventurers in order to increase their own popularity. It is well known that the most famous adventuring companies were always accompanied by a minstrel or poet who could immortalize their deeds.

Sailor

This involves an encounter with 1d6 sailors. These may be members of the King's Navy, employed by a merchant family or noble house, or part of a private crew. The sailors may be on their way to or from the docks, purchasing supplies, or simply enjoying the sights (and taverns) in the district. There is a 10% chance the sailors are scouting recruits for a press gang. There is a 10% chance the sailors are part of a pirate crew looking to target their next shipment. If this encounter occurs at night, there is a 30% chance the sailors are just drunk and looking for a fight.

Scholar

This involves an encounter with 1d3 scholars. These may be philosophers, almen, scribes, etc. Scholars tend to be interested in the life of an adventurer. Like performers, they often rely on

patronage to survive and are therefore likely to try to befriend successful adventurers. Scholars tend to be well educated and stay informed of city politics. They often have the ear of the public, so it is a good idea to treat them with respect and dignity whenever possible.

Soldier

This involves an encounter with 1d4 soldiers. These may be members of the King's Army, part of a mercenary company, or some foreign dignitary's men who are in Dolmvay on business. Soldiers tend to be friendly towards adventurers and are usually more than willing to stop and exchange gossip or ask questions about fighting techniques and preferred weapons. If befriended, soldiers can become a great source of information on military politics and threats from abroad. If this encounter occurs at night, there is a 30% chance the soldiers are just drunk and looking for a fight.

Thief

This involves an encounter with 1d3 thieves. The thieves may be pick pockets, strong-arm robbers, or stealthy burglars. There is a 25% chance the thieves randomly target the characters. A pick pocket may single out a party member, robbers may wait until the characters pass down a side street before making their move, while burglars may follow the characters back to their quarters and attempt to steal from them later. There is a 10% chance the thieves attempt to recruit a PC thief for a job.

Tradesman

This encounter involves 1d3 tradesmen (barkeeps, guides, farmers, etc.). Each tradesman may be an apprentice (01-50%), journeyman (51-80%), or a master (81-100%). The tradesmen may be out on business, soliciting customers, or simply on their way to the local tavern for a drink and some gossip.

DETAILED ENCOUNTERS

The following detailed encounters are divided by district. They can be used to spice up a session, foreshadow future events, or introduce new plot hooks and adventures.

BAYTOWN, WHARF DISTRICT, RIVER DISTRICT

1. Body Disposal
2. Holy Vision
3. Honest Work
4. Ladies of the Evening
5. Merfolk
6. Mind Your Business
7. Murderous Rage
8. Pennies From Heaven
9. Press Gang!
10. Shell Vendor
11. Street Brawl
12. Striped Fury

Body Disposal

A pair of thugs named Eric Penny and Karl Flade were hired to murder a tailor named Pinprick Dave. The characters pass by a remote alley just as the two men drop Dave's body down a storm drain.

If the characters confront Penny and Flade, the thugs either attack (if the party appears weak) or attempt to flee (if the party appears strong). If the characters do nothing, they learn that Pinprick Dave was murdered for trying to cheat the Gange Consortium.

Eric Penny and Karl Flade: treat as 0-level humans with Dex 13, AC 8 (Dex), hp 3, clubs (Dmg 1d4), daggers (Dmg 1d4), and 1d4 cp each.

Holy Vision

A fisherman named Wayne Torman sees what he believes to be a vision of St. Valen in a stain on the docks. Torman begs the PCs for help keeping the crowd away while he goes to find a member of the clergy.

If the PCs agree, a crowd of onlookers gather to gaze in wonder at the vision and a few street urchins make their way through the crowd, picking pockets as they go. The victims believe the PCs are in league with the thieves and a Reaction roll may be required to quiet the angry crowd.

Torman arrives 1d4 turns later with a monk named Brother Erlon who proclaims this section of the docks to be a holy site that is off limits to foot traffic. A rainstorm several days later washes away the stain and things return to normal, but all who witnessed the vision believe it to have been a good omen.

Onlookers: treat as 0-level humans with AC 9, hp 2, and 1d4 cp.

Honest Work

A grizzled sea captain named Morgen Darby and two of his crewmen are attempting to hire sailors and fighting men for their next voyage. Captain Darby claims to possess a map depicting the location of treasure hidden in ruins on an island near the Endos Horn. The map may be a fake, the ruins may be filled with monsters, or Captain Darby may be a pirate in disguise.

Morgen Darby: AL N; MV 120' (40'); AC 7 (leather armor + Dex); F1; hp 7; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger); S 12, D 13, C 10, I 10, W 11, Ch 10; SV F1; ML 8; XP 13; 1d6 sp, 1d4 cp.

Sailor (2): treat as 0-level humans with AC 9, hp 3, club (Dmg 1d4), dagger (Dmg 1d4), trinkets and charms (worth 1d4 cp), and 1d4 cp.

Ladies of the Evening

A group of scantily clad harlots call to the PCs from a brothel balcony. The harlots promise pleasures beyond imagining at a special rate for adventurers. Adventurers who enter the brothel are treated to all manner of drinking, gambling, and pleasures of the flesh. As an added twist, the harlots may be in league with broklaw robbers or even a press gang who wait nearby until the harlots signal that the PCs are indisposed.

Merfolk

A fisherman named George Chandlerson attempts to flag the characters down. George claims to have captured a merman in his fishing nets. The merman is hidden beneath a burlap sack and George offers to show the merman to anyone who pays 1 cp.

The "merman" may simply be a deformed boy with webbed hands and feet, or the poor creature may truly be a dying merman. If asked, George offers to sell the merman for 100 gp. If freed, the grateful merman may rescue the characters if they ever get into trouble on the open sea, at the Labyrinth Lord's discretion.

Mind Your Business

The characters see a well-dressed man named Doren don Evansley being escorted through an alley by five rough-looking thugs. Don Doren is a wealthy spice merchant who refused to be extorted by a broklaw gang named the Foreign Warders. The Warders killed Doren's bodyguards and are taking him to their hideout where their leader plans to make an example of him.

When Doren sees the PCs, he tosses his gold signet ring at their feet and says, "1,000 pieces of gold to the man who frees me from this vermin!" The broklaw thugs stop and draw short swords as their leader tells the characters to move on.

If the characters do nothing, Doren is taken away to be tortured and killed. If the characters intervene, the thugs attack. If Doren is rescued, he pays the full 1,000 gp reward and attempts to hire the characters to eliminate the Foreign Warders.

Thug (5): treat as 0-level humans with AC 8 (leather armor), hp 3, short sword (Dmg 1d6), dagger (Dmg 1d4), 1d4 cp. The leader has a small purse with 25 gp that was stolen from Don Doren.

Doren don Evansley: treat as 0-level human with Ch 13, AC 9, hp 2, gold Evansley signet ring (worth 250 gp).

Murderous Rage

A fishmonger named Garald East has been convicted of unarmed assault after selling gronted fish to his customers. East was sentenced to public incarceration in the stocks outside the Deepwind Watchpost. An angry crowd has gathered to pelt him with dung, eggs, and rotten vegetables.

During the commotion, the characters see a stevedore named Stefan of the Greendock draw

his dagger and approach the helpless East with murder in his eyes. Stefan's daughter has been bedridden since eating one of East's gronted fish.

If the characters stop Stefan (either verbally or physically), Stefan thanks them later. He is a pious man whose wife and three children would miss him dearly. If the characters do nothing, Stefan stabs East to death before being arrested by the City Watch.

Stefan of the Greendock: treat as 0-level human with Str 13, AC 9, hp 4, dagger (Dmg 1d4), and 1d4 cp.

Pennies From Heaven

A thief named Quick Jonal has just botched a burglary of a moneylender's shop and is attempting to outrun six of the moneylender's guards. Quick Jonal begins throwing handfuls of silver pieces into the air as he runs past the PCs, causing the crowd to go wild and dive for the coins. Two of the moneylender's guards stop to recover the silver pieces while the other four guards try to push their way through the excited crowd.

The guards confront any PC who picks up the coins and demand they be returned. If the PCs refuse, the guards attack. The other four guards arrive in 1d4 rounds to join the fight. The City Watch arrives in 2d4 rounds and attempts to arrest anyone still fighting. Quick Jonal may reward the PCs later for helping him escape, at the Labyrinth Lord's discretion.

Quick Jonal: AL N; MV 120' (40'); AC 7 (Dex); T3; hp 9; #AT 1; Dmg 1d4 (dagger); S 10, D 16, C 11, I 9, W 12, Ch 14; SV T3; SA backstab, thief skills; ML 8; XP 110; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; thieves' tools, silver dagger engraved with kraken design on hilt (15 gp), sack with 50 gp and 300 sp.

Moneylender's Guard (6): treat as 0-level humans with AC 5 (chain mail), hp 4, long sword (Dmg 1d8), dagger (Dmg 1d4), and 1d4 sp.

Press Gang!

A rival merchant family has recently been disrupting the Willhaven Family shipping

operations by stealing their cargo and sinking their ships. Typical guardsmen have proven ineffective, so the Willhavens have authorized the hiring of adventurers.

A greedy Willhaven sea captain has instead decided to pocket the coin and press a band of adventurers into service in order to protect his next shipment.

The press gang is led by a gruff boatswain named Harold Bergen. Bergen and his gang may attack the party outright, doing subdual damage with their clubs (the characters are knocked unconscious upon being reduced to 0 hit points or less).

Bergen also has an arrangement with a local tavernkeeper to drug and kidnap patrons, so he may choose this method to kidnap the party. The characters must make a saving throw vs. poison or fall unconscious for 2d4 hours.

Characters taken by the press gang wake up several hours later aboard the *Blue Maid* on their way to the Republic of Westport.

Harold Bergen: treat as 0-level human with Str 15, AC 9, hp 4, club (Dmg 1d4+1), dagger (Dmg 1d4+1), and 1d6 cp.

Sailor (5): treat as 0-level humans with AC 9, hp 3, club (Dmg 1d4), dagger (Dmg 1d4), and 1d4 cp.

Shell Vendor

The characters see a crippled old sailor named "Barnacle" Moskins selling polished seashells from a dirty blanket. Prices range from 1 cp (for 3 small shells) to 5 cp (for one medium-sized shell).

Moskins also has one large conch shell on sale for 1 gp. The shell radiates magic to a *detect magic* spell. If blown, the shell summons a swarm of hundreds of crabs that the owner of the shell may direct to attack. The shell has 5 charges remaining.

Crab Swarm: AL N; MV 30' (10'); AC 7 (natural); HD 3; #AT 1; Dmg 2 hit points (claws); SA engulf characters as per insect swarm, double damage vs. unarmored characters; SV 0-level human; ML 11; XP 65.

Street Brawl

A pair of drunken merchant crews from the Widowbrook Family and the Alban Family begin arguing over which crew commands the fastest ship. The argument quickly escalates to a brawl.

One of the crews mistakes the party for members of the rival house and attacks. The crewmen fight without weapons. If the characters use weapons or magic, the rival crew flees. The City Watch arrives in 2d4 rounds and attempt to arrest everyone involved.

Widowbrook Crew (10): treat as 0-level humans with AC 9, hp 3, dagger (Dmg 1d4), and 1d4 cp.

Alban Crew (8): treat as 0-level humans with AC 9, hp 3, dagger (Dmg 1d4), and 1d4 cp.

Striped Fury

The characters are passing by the docks where a team of stevedores is having difficulty unloading a crate destined for the Menagerie of the Fantastic and Bizarre. The ropes holding the crate snap and the crate breaks open as it hits the docks, loosing a very angry tiger.

The tiger lashes out at anyone nearby. The crowd panics and several people are trampled in the confusion. A pair of City Watchmen draw their weapons and place themselves between the tiger and the crowd. The tiger leaps onto a Watchman and knocks him to the ground.

If the PCs do nothing, the tiger mauls both Watchmen before fleeing down an alley. The characters may be hired later to track the tiger down.

Tiger: AL N; MV 150' (50'); AC 6 (natural); HD 6; hp 31; #AT 3; Dmg 1d6 (claw)/1d6 (claw)/2d6 (bite); SA surprise on 1-4 on 1d6 in woodland; SV F3; ML 9; XP 570.

GUILD DISTRICT

1. Alligront
2. Frosty Mug
3. Human Toll
4. Labor Strike
5. Pack Mules
6. Red Mill Rustling

7. Sabotage
8. Smugglers
9. St. James Festival
10. Stampede!
11. Too Much Weight
12. Ultimate Price

Alligront

A gronted alligator has washed up through a storm drain after a recent rain. The characters see the monster crawl into the open door of a guildworks cloth factory and hear screams from inside. If they do nothing, the monster kills a seamstress and drags her back down the drain.

Gronted Alligator: AL N; MV 60' (20')/Swim 90' (30'); AC 5 (natural); HD 2+1; hp 13; #AT 1; Dmg 1d6+1 (bite); SA surprise on a 1-3 on 1d6; SV F1; ML 7; XP 47.

Frosty Mug

A chubby man named Cullen Broler is standing in front of a guildworks brewery offering free mugs from a barrel of ale. Broler says the ale is a new concoction made from a secret recipe called Broler's Brew.

The ale has a pleasant taste, but any character who drinks it must make a saving throw vs. poison 1d4 turns later or be struck with explosive diarrhea. No one at the brewery recognizes Broler's description or has any knowledge of Broler's Brew.

Human Toll

The characters encounter an elf and two dwarves on a narrow side street controlled by the Society of Ear, Beard, and Foot broklaw gang. If the party contains demihumans, they are urged to join the EBF. If the party is entirely human, the gang members inform them that this street belongs to the EBF and the characters must pay a toll of 10 gp.

If the characters refuse, the leader whistles a signal. Two halflings appear on the rooftops armed with crossbows while four dwarves shuffle out of a basement tavern named the Filthy Root and flank the party. If the characters still refuse, the EBF attacks.

The City Watch arrives in 2d6 rounds to arrest all combatants. One round before their arrival, the EBF breaks off the attack and

retreats through a hidden tunnel inside the tavern.

Solomaan Mehdros: AL N; MV 120' (40'); AC 6 (leather armor + Dex); E2; hp 17; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger); S 16, D 10, C 11, I 9, W 10, Ch 9; SA spellcasting, infravision 60', detect secret doors on 1-2 on 1d6, immune to ghoulish paralysis; SV E2; ML 8; XP 47; 1d6 gp, 1d6 sp, 1d4 cp.

Spells: 1st: *magic missile*, *sleep*.

EBF Dwarf (6): AL N; MV 90' (30'); AC 9; HD 1; hp 7, 6, 6, 5, 5, 5; #AT 1; Dmg 1d6 (war hammer or cudgel), 1d4 (dagger); SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6; SV D1; ML 8; XP 10; 1d8 cp.

EBF Halfling (2): AL N; MV 90' (30'); AC 8 (Dex); HD 1-1; hp 4, 3; #AT 1; Dmg 1d6 (light crossbow), 1d4 (dagger); SA hide in woodland terrain 90%, hide in shadows on 1-2 on 1d6, +1 to-hit with missile attacks, +1 to initiative when alone or in party comprised only of halflings, -2 AC when attacked by creatures larger than human size; SV H1; ML 8; XP 6; 1d4 cp.

Labor Strike

A group of laborers are protesting unsafe conditions at a local guildworks tannery. The laborers have blocked off the street and are not allowing anyone to pass. If the characters do not find another route, they may be mistaken for strikebreakers. The real strikebreakers arrive a few turns later and a huge melee ensues.

Laborer (42): treat as 0-level humans with Str 13, AC 9, hp 4, clubs (Dmg 1d4+1), daggers (Dmg 1d4+1), and 1d4 cp.

Strikebreaker Leaders (4): AL N; MV 120' (40'); AC 8 (leather armor); F1; hp 6; #AT 1; Dmg 1d4+1 (club + Str), 1d4+1 (dagger + Str); S 13, D 10, C 12, I 10, W 10, Ch 11; SV F1; ML 9; XP 13. Each strikebreaker leader carries the 1 gp they were paid to break the strike.

Strikebreaker (16): treat as 0-level humans with Str 13, AC 8 (leather armor), hp 4, clubs (Dmg 1d4+1), and daggers (Dmg

1d4+1). Each strikebreaker carries the 5 sp they were paid to break the strike.

Pack Mules

A long line has formed outside the Laborer's Guild where an adventuring company known as the Sunfire Knights of Mor are recruiting porters and torchbearers for their next trip to the ruins of the Great City of Mor. The last few trips to the ruins have not ended well for the Sunfire Knights, and the company was unable to sign up any Adventurer's Guild apprentices to accompany them (see pg. 161).

An impressively armored fighter named Brethan Drake is walking up and down the line to assess the laborers. Brethan mistakes a PC fighter for a laborer and asks how much weight he can carry. If the character takes offense, Brethan challenges him to a duel. The duel is fought to 0 hit points using "subdual" damage (the loser is knocked unconscious).

Brethan Drake: AL N; MV 120' (40'); AC 4 (chain mail + *helm of protection*+1); F3; hp 17; #AT 1; Dmg 1d8+2 (long sword + Str), 1d4+2 (dagger + Str); S 16, D 10, C 11, I 9, W 10, Ch 9; SV F3; ML 9; XP 95; *potion of healing*, gold armband engraved with eagle design (35 gp), 2d10 gp, 1d6 sp, 2d10 cp.

Red Mill Rustling

The lower levels of the Red Mill have been overrun with an infestation of grouted rats, forcing the mill to shut down. A mill foreman named Walter Tomas recognizes the characters as adventurers and offers them 25 gp each to kill the rats. The rats are scattered throughout the mill in groups of 1d4.

Grouted Rat (24): AL N; MV 60' (20')/Swim 30' (10'); AC 8 (natural); HD 2 hit points; hp 2 #AT 1; Dmg 1d3 (bite); SA bite can cause disease; SV 0-level human; ML 10; XP 6.

Sabotage

A master carpenter named Tolm Larens asks to meet with the characters privately in a local tavern. Larens claims that the owners of a rival carpentry guildworks have been intimidating his workers and stealing his shipments. Larens offers the characters 500 gp to set fire to the rival factory when no one is present.

If the characters investigate further, they learn that Larens's former apprentices left his guildworks voluntarily because they were tired of his physical abuse.

Master Tolm Larens: treat as 0-level human with Str 15, AC 9, hp 3, dagger (Dmg 1d4), 1d6 gp, and 1d8 sp.

Smugglers

The characters are near the Guild Docks where a ship's cargo is being assessed by a Treasurer's Guild tax collector. One of the characters sees a sailor lowering bundles of goods onto a smaller boat crewed by two smugglers.

If exposed, the smugglers flee along the river and the tax collector has the sailor arrested. The characters may have to testify later as to what they saw. The Treasurer's Guild may even offer the characters a 250 gp reward to find and capture the escaped smugglers.

Smuggler (2): treat as 0-level humans with AC 9, hp 3, club (Dmg 1d4), dagger (Dmg 1d4), and 1d6 cp.

St. James Festival

The characters enter the district during the Festival of St. James the Builder. During this festival, clergymen of St. James patrol the streets conscripting citizens to work for an hour in a local shop or guildworks. After the hour, the citizen is treated to a meal and a round of ale at the nearest tavern.

Characters who participate in the festival work receive a +1 to all Reaction rolls made in the Guild District for the remainder of the week. Characters who refuse to work receive a -1 to all Reaction rolls made in the Guild District for the next 1d4 weeks.

Stampede!

The characters feel the ground shake and hear the rumble of hundreds of hooves. They have one round to react before a stampeding herd of cattle rounds the corner and charges in their direction. These cattle were headed for a guildworks slaughterhouse when they were spooked by a loud noise.

Characters caught on the street may make a Dexterity check at -2 to duck into a nearby shop

or alleyway. If the check fails, the character is trampled by the stampede, taking 5d6 hit points of damage before getting clear.

Too Much Weight

The characters see a group of apprentice stonemasons loading a sturdy wagon with cut stones while a journeyman mason named Dustan Manes barks orders. One character chosen at random notices the wagon's axle has begun to buckle under the weight.

If the PC brings this to Manes's attention, Manes asks if the character is a wainwright. If not, Manes thanks the characters, but says he's sure the wagon will be fine. A few rounds later, the wagon collapses, crushing one of the apprentices beneath an avalanche of stones. When questioned by the guildmaster, Manes denies ever speaking to the PCs.

Ultimate Price

The characters hear a scream and the sound of breaking glass from a glassblower's shop that is sandwiched between two guildworks factories. The shop's doors are locked, the shutters are drawn, and the shop appears closed.

If the characters enter the shop, they find three broklaw thugs rolling the body of a glassblower up in a rug. The glassblower was a man named Ernal Donnan who recently refused to sell his shop to the owner of one of the neighboring guildworks.

The thugs belong to a small broklaw gang named the Nine Fingers. They were hired to kill Donnan and make his body disappear. The thugs attack the characters on sight.

Nine Fingers Thug (3): treat as 0-level human with AC 8 (leather armor), hp 3, short sword (Dmg 1d6), dagger (Dmg 1d4), 1d4 sp, and 1d6 cp.

DISTRICT OF COMMONS, MARKET DISTRICT

1. Ball and Cups
2. Champions of the Poor

3. Cold Shower
4. Divine Fire
5. Dueling Merchants
6. Flying Hebersons
7. I Insist
8. PC Puppets
9. Reptile Roundup
10. Stinkfoot
11. Walk of Valen
12. Worthy Heirs

Ball and Cups

A street thief named Aden Crusp has set up a game of "ball and cups" on a crate and tries to convince the characters to play as they walk by. Crusp places the ball under one of three cups and then quickly moves the cups around.

Only one character at a time may stand in front of Crusp and play the game. This character must make a Wisdom check to determine which cup the ball is under.

Typical wagers are between 1 gp to 50 gp. Crusp plays the game fair, but is so skilled that the playing character suffers a -4 to his Wisdom check (any character not playing the game suffers a -6 to the check). Crusp's rather large accomplice, Brono Ladd, is close by to assist if the PCs cause trouble or refuse to pay.

Aidan Crusp: AL N; MV 120' (40'); AC 7 (Dex); T3; hp 8; #AT 1; Dmg 1d4 (dagger); S 9, D 16, C 10, I 11, W 12, Ch 13; SV T3; SA backstab, thief skills; ML 7; XP 110; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; thieves' tools, 56 gp, 13 sp, 8 cp.

Brono Ladd: AL L; MV 120' (40'); AC 8 (leather armor); F1; hp 9; #AT 1; Dmg 1d4+2 (club + Str), 1d4+2 (dagger + Str); S 16, D 10, C 13, I 8, W 9, Ch 9; SV F1; ML 9; XP 16; spinning ivory top (75 gp), carved wooden figurine of a bear (25 gp), 1d4 cp.

Champions of the Poor

The characters see a group of privileged youths painting phrases such as "Noble Wealth for Common Folk!", "The Guilds are Not Your Friends!", and "The Duke is the Church is the Guild!" on the wall of a grain merchant's

warehouse. Other youths harangue the crowd with similar anti-government rhetoric.

The City Watch arrives in 2d6 rounds to break up the demonstration. When one of the rowdiest youths is arrested, an attractive girl named Lissa of Lockeland begs the characters to confront the Watch and free her friend in the name of justice.

Cold Shower

The characters are passing under an aqueduct when it cracks, spilling a stream of water into the street. Each character must make a saving throw vs. wands or be swept off his feet and suffer 1d2 hit points damage from the fall. City Watchmen arrive a short time later to keep onlookers away as Waterman's Guild stonemasons reroute the flow and repair the aqueduct.

Divine Fire

An Inquisitor named Father Willem Scorn has cornered an evil magic-user named Tessa of the Yellow Death on the roof of a three-story apartment building. Willem planned to capture Tessa, but the sorceress struck him with a poison staff that turns its victim's skin yellow. With his dying breath, the cleric called down a *flame strike* on his enemy.

The characters hear a loud boom and see a column of divine fire strike the top of the building. As people flee the burning building in panic, Tessa *feather falls* from the roof and attempts to disappear into the crowd.

The characters can either help the citizens trapped in the burning building or try to confront Tessa. Tessa's clothes are on fire and her hair is singed. Tessa attacks anyone who tries to stop her, but would prefer to flee rather than fight.

Willem is later *resurrected* by the Church of Law and Order and resumes his hunt. If the characters fought Tessa, he may seek them out to discuss her tactics and capabilities or even ask for their help.

Tessa of the Yellow Death: AL C; MV 120' (40'); AC 8 (*ring of protection*+1 + Dex); MU5; hp 17 (currently 12); #AT 1; Dmg 1d6 (*quarterstaff of venom*), 1d4 (dagger); S 9, D 13, C 10, I 14, W 13, Ch 13; SA spellcasting;

SV MU5; ML 9; XP 950; *ring of fire resistance*, *potion of invisibility*, gold necklace with serpent designs (125 gp), 32 gp, 12 sp, 4 cp.

Spells (memorized): 1st: *feather fall* (already cast), *sleep*; 2nd: *arcane lock*, *web*; 3rd: *fireball*.

Father Willem Scorn: see pg. 62 for statistics.

Dueling Merchants

A leatherworker named Morrur Sender and a rival leatherworker named Wallen Weaverson have set up competing stalls across the street from one another. Morrur offers to sell the characters a suit of leather armor for 5 gp. Wallen counters by offering a similar suit for 4 gp. When Morrur angrily responds by dropping the price to 3 gp, Wallen drops his to 2 gp. Morrur and Wallen both settle on 1 gp and begin to insult one another. If the characters still refuse to buy the armor, Morrur attacks Wallen for disrupting his business and chasing off his customers.

Morrur and Wallen: treat as 0-level humans with AC 9, 2 hp, leatherworking shears (Dmg 1d4), and 1d6 cp.

Flying Herbersons

The characters see a family troupe of acrobats named the Flying Herbersons wowing a crowd in a market square with feats such as cartwheels, back flips, and human pyramids. The patriarch, a wiry man named Owan Herberson, challenges an agile-looking PC to a test of balance.

The character must walk the length of a 12' wooden post propped on the shoulders of two of the stronger Herberson men. The reward is 25 gp, but the characters may make additional side wagers.

The character must make a Dexterity check at -2 to succeed. Failure means he loses his balance and falls. The character must make a saving throw vs. wands to avoid straddling the beam hard, leaving him stunned and unable to take action for 2d4 rounds. The crowd seems to enjoy this even more than the troupe's acrobatics.

I Insist

A street vendor named Basel Morrell attempts to sell a bronze brooch to the characters and won't take no for an answer. Morrell insists the characters will need the brooch later, but cannot explain why. Morrell follows the characters around until they accept the brooch.

Morrell has been *geased* to give the brooch to the characters. Once a character takes possession of the brooch, he can never be rid of it (it always magically appears back on his person). The brooch may be a gift from a powerful NPC, a tracking device made by a powerful villain, or some other type of plot hook that may foreshadow a future adventure.

PC Puppets

The characters see a crowd of children sitting in front of a puppet stage while a performer named Henry the Puppeteer puts on a show from beneath a colored cloth. The puppets bear a strong resemblance to the PCs and may even reenact one of the party's past adventures (at the Labyrinth Lord's discretion). If asked, Henry claims to have heard of the PCs and their exploits from a city crier.

Reptile Roundup

An animal handler named Joel the Snake Man has dozens of snakes and small reptiles on display under a tent in a market square. Joel charges 1 cp for people to walk through the tent and view the exhibits.

A rowdy band of young thugs has forced their way inside the tent without paying. One of the youths gets too close to an open cage and is bitten by a poisonous snake. His friends panic and flee, knocking over several display cases, and a slithering mass of snakes and reptiles spill into the street.

The characters get caught in the mass of people trying to flee the market square. Anyone who does not travel with the flow of the crowd must make a saving throw vs. breath attacks or be knocked down and trampled for 1d4 points of damage. There is a 50% chance that fallen characters are attacked by a pit viper.

Pit Viper: AL N; MV 90' (30'); AC 6 (natural); HD 2; hp 8 #AT 1; Dmg 1d4 (bite) +

special; SA bite requires saving throw vs. poison to avoid death; SV F1; ML 6; XP 38.

Stinkfoot

A group of laborers from the Streetsweeper's Guild is busy clearing colored streamers, fruit rinds, animal droppings, and other trash from the gutters after a recent festival. The sweepers use sturdy brooms to push garbage into the nearest storm drain.

A careless sweeper accidentally slops some of the muck onto a PC's clothes. The stench causes the character to suffer a -1 to all Reaction rolls until he changes clothes. The sweeper is apologetic at first, but grows angry if insulted. If attacked, the other sweepers quickly come to his aid.

Streetsweeper's Guildsman (8): treat as 0-level human with AC 9, hp 3, broom (Dmg 1d4), and 1d4 cp.

Walk of Sacrifice

The crowd parts as a double column of dozens of robed monks leave the Valenon and make their way to the Traveler's Gate. The monks wear leather armor and carry long swords beneath their robes. The two monks in the lead carry an ornate shield and an ornate two-handed sword.

This pilgrimage is known as the Walk of Sacrifice where fighting monks retrace the route of Valen of Vay to the site of the Great Sacrifice on the borders of the Ghouland. The pilgrimage is held whenever the High Lawlord declares the need for fighters who are loyal to the church. The monks call out to PC fighters to join them on the pilgrimage.

Worthy Heirs

A manservant named James Cliney stops the PCs on the street and asks if they are adventurers. If the party says yes, he asks them to meet with his employer Lord Rupert val Brookwood in the private room of a nearby tavern.

Lord Brookwood is dying from leprosy and wants to leave his wealth and property to someone he feels deserves it. If the party accepts, Brookwood's alman draws up a will naming the characters his heirs.

The will includes Brookwood's wealth as well as several properties in and around Dolmvay. When Lord Brookwood's estranged children learn of this, they may attempt to buy the characters off, seek legal action, or eliminate the characters entirely.

OLDCASTLE

1. Almen Fight
2. Bloody Message
3. Brazen Thief
4. Breakout
5. Broklaw Mole
6. Civic Duty
7. Crazy Prophet
8. Final Swindle
9. Heads Will Roll
10. Rogue Adventurers
11. Secret Tunnel
12. Treasures of Oldtower

Almen Fight

A heated argument between two almen breaks out in the street or at a local tavern. The dispute concerns the upcoming trial of a baker named Lorrence of Quarters who is charged with the murder of his wife. The defensive almen, a man named Janner Arten gets so flustered that he takes a swing at his rival. The two scholars grapple in the street until several amused City Watchmen separate them.

Alman Arten recognizes the PCs as adventurers and offers to hire them to prove his client's innocence. If the characters begin asking around, they eventually learn that Lorrence's wife was having an affair with his best friend, a soldier named Garrett Hand.

Hand killed the woman in a fit of rage after she attempted to end the relationship. Hand has since been reassigned to the northern garrison at Keep Ethelstan, but several neighbors can testify that he was a frequent visitor while Lorrence was away at work.

Bloody Message

The City Watch has recently begun cracking down on several prominent broklaw gangs, including the Gange Consortium. In response, a City Watchman is murdered and his mutilated body is dumped in St. Raymont's Square. The

Watchmen are in an uproar and are determined to bring the murderer(s) to justice.

Brazen Thief

The characters see a thief named Olan Pryor climb the vine-covered walls of Oldcastle and enter through an open window. The Watchmen appear skeptical if alerted. A few hours later, a mysterious fire breaks out in one of the castle's upper levels. The characters may later be asked to locate and capture Pryor for questioning.

Breakout

The characters overhear a conversation between two broklaw thugs who are planning to free one of their companions from a public incarceration cage. The characters can report the thugs to the Watch or try to catch them in the act.

Thug (2): treat as 0-level human with Str 13, AC 9, hp 3, short sword (Dmg 1d6+1), dagger (Dmg 1d4+1), 1d6 cp.

Broklaw Mole

The characters see a troop of City Watch cadets march by in formation. One PC chosen at random realizes that he has seen one of the cadets before. An Intelligence check at -2 may be made daily. Success means the character remembers seeing the cadet in an unsavory tavern speaking with a man rumored to be part of a local broklaw gang.

Civic Duty

A street vendor named Wallon Martus sells fresh kebabs in a nearby market. Martus is currently Wanted by the City Watch after being wrongly accused of stealing vegetables from a grocer named Bryan Herderson. The reward for his capture is 10 gp. Martus is an uneducated man who is easily confused by big words. He knows he cannot evade the Watch forever, but has no money to hire an alman.

Martus asks the PCs to present his case at court. If the PCs refuse, Martus is eventually captured by the Watch and thrown in the dungeons. If the PCs agree to represent Martus, Herderson does not appear in court and the case is dismissed. If the PCs seek out

Herderson, they see a gang of street urchins stealing his vegetables.

Either way, word quickly spreads that the party was willing to help Martus, and the characters can expect goodwill from the common folk. This is a good way to introduce the PCs to the complexities of Dolmvay law.

Crazed Prophet

An emaciated madman has been imprisoned in a public cage for harassing citizens. The madman slips into a trance and begins recounting some of the party's past exploits, current goals, and future deeds. The madman disappears from the cage after one day and is not seen again. No one else at the watchpost remembers his imprisonment. The Labyrinth Lord can use this encounter to foreshadow future events.

Final Swindle

A conman named "Honest" Merle Driver has been convicted of theft and fraud and sentenced to 10 days public incarceration in the stocks. As Honest Merle is secured in the stocks, he begs the Watchmen to place him in a jail cell instead. Honest Merle appears terrified and makes several references to a "She" that he claims will come for him after dark.

Merle was hired by a vampiress named Leona Halworth to buy several properties throughout the city on behalf of her master, the vampire Garendal Wurrik. Merle swindled Leona out of her money before realizing she was not human. Before he could make amends, Merle was arrested on other theft and fraud charges.

If the characters return after nightfall, Leona arrives at the stocks to drain Merle's life energy. Otherwise, the characters find out the next day that Honest Merle died mysteriously during the night.

"Honest" Merle Driver: treat as 0-level human with Int 13, Cha 13, AC 9, and hp 2.

Leona Halworth (vampiress): AL C; MV 120' (40')/Fly 180' (60'); AC 2 (natural); HD 7; hp 32; #AT 1; Dmg 1d10 + special; SA life drain 2 levels on successful strike, take *gaseous form* at will, shapechange into large bat at will, gaze attack produces *charm person* at -2 to saving throw, aversion (garlic, Lawful holy

symbols, and mirrors), regenerate 3 hit points/round, take 1d6+1 hit points damage from holy water, may be destroyed by immersion in running water or direct sunlight, immune to normal weapons, 1/2 damage from electricity- and cold-based attacks, immunity to spells (*charm*, *sleep*, and *hold* spells); SV F7; ML 9; XP 3,150.

Heads Will Roll

The characters see a crowd gathering in St. Raymont's Square to watch the execution of a violent rapist and murderer named Darvon "Three Drinks" Curter. The execution is handled as a gala event with jugglers, musicians, and street vendors catering to the gathered crowd.

Curter is driven out on a cart and pelted with rotten fruit, eggs, and vegetables. Friends and relatives of the victims curse Curter as a Watch Captain reads off a list of his crimes. Curter is then brought before the hooded executioner and the Watch Captain asks if he has any last words.

Defiant to the last, Curter spits at the captain's feet. Curter is forced into position and the crowd gasps as the headsman's axe separates Curter's head from his shoulders. The crowd applauds.

Rogue Adventurers

A Watch Sergeant offers the characters 50 gp each to help escort a prisoner from Oldcastle to Dungeon Rock. The prisoner is a thief named Bears of Tallrock who is part of an adventuring company known as the Watchers of the Gray Ice. Bears has been convicted of killing four City Watchmen during a night of drunken revelry.

The Watch has just received word that Bears's companions planned to break him out of the Oldcastle Dungeons. They decided to move him to the more secure prison at Dungeon Rock to await trial. If the characters agree to help, the procession is attacked before it reaches the River Docks.

Lawguardian Jelessa Tanting: AL L; MV 120' (40'); AC 5 (chain mail); C3; hp 14; #AT 1; Dmg 1d6+1 (quarterstaff + Str); S 13, D 10, C 12, I 12, W 13, Ch 12; SA spellcasting, Turn undead; SV C3; ML 9; XP 110; holy symbol of

Law and Order, vial of holy water, 1d4 sp, 1d6 cp.

Spells: 1st: *cure light wounds, detect magic*; 2nd: *hold person*.

Captain Rachell Greenwalt: AL L; MV 120' (40'); AC 4 (chain mail + Dex); F2; hp 14; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger); S 10, D 13, C 10, I 12, W 10, Ch 12; SV F2; ML 8; XP 29; 1d4 sp, 1d8 cp.

Sergeant Jak Loggerson: AL L; MV 120' (40'); AC 5 (chain mail); F1; hp 7; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 10, C 13, I 11, W 11, Ch 10; SV F1; ML 8; XP 13; 1d8 cp.

City Watchman (8): treat as 0-level humans with AC 4 (chain mail + shield), hp 4, heavy crossbow (Dmg 1d8), long sword (Dmg 1d8), dagger (Dmg 1d4), and 1d4 cp.

Watchers of the Gray Ice: see pg. 30 for statistics.

Secret Tunnel

While passing down a side street or alley, one character chosen at random feels the cobblestone street beneath his feet start to give way. The character must make a saving throw vs. wands to leap clear of the street before it crumbles away. If not, the character falls through the hole, suffering 1d6 hit points of damage.

The hole opens on a crudely dug tunnel. If the characters investigate, they find that the tunnel leads from the cellar of an abandoned stonemason's shop to a dead end. If the wall at the dead end is removed, the characters find themselves in the Dungeons of Oldcastle.

The tunnel was dug by members of a broklow gang who were killed by City Watchmen during a raid on their hideout. No one currently living is aware that the tunnel exists.

Treasures of Oldtower

A grimy beggar named Stevon Crenell calls to the PCs from a dark alley. Crenell tells the party that he went into the ruins of Oldtower last night to seek shelter. While there, he heard noises coming from an upper floor and decided

to investigate. His next memory was waking up in this alley.

Crenell claims he dreamt of a chest full of gold coins and other trinkets waiting to be found in Oldtower. He wants the PCs to check out the tower and cut him in for a share of the profits.

The Labyrinth Lord is free to decide what waits for the PCs within the ruined tower—Crenell may have stumbled upon a secret hoard, he may be insane, or he may have been sent to lure the PCs into an ambush.

THE VALENON

1. Church Service
2. Dovecrow Square
3. Express the Faith
4. False Relic
5. Festival of St. Clarissa
6. Funeral Procession
7. Guiding Light
8. Marriage Ceremony
9. Pilgrimage of St. Raymont
10. Song of the Serphala
11. Vandals
12. Zombie Mass

Church Service

The High Lawlord gives a sermon from his balcony overlooking St. Poul's Square. The sermon emphasizes the duty of all worshipers to dedicate time, skills, and wealth for the betterment of the church. The square is choked with emotional worshipers who fill the air with chants, affirmations, and heartfelt prayers.

Dovecrow Square

The characters see thousands of doves gathering in St. Poul's Square. The birds take to the air with raucous cries if pestered.

Express the Faith

Father Carden Wells stops the characters with a simple greeting common to followers of Law and Order. Neutral and Chaotic characters may make an Intelligence check at -2 to know the proper response.

If the PCs seem to have trouble answering, Father Carden questions them further about

matters of the faith and makes several references to the holy book known as *The Guiding Light*.

If Father Carden believes the majority of the PCs are not Lawfully-aligned, he contacts the Hiltamen and has them watched. If the PCs seem to be Lawfully-aligned, he may start keeping track of their exploits and attempt to recruit them at a later date.

Father Carden Wells: see pg. 140 for statistics.

False Relic

A street vendor named Ian Broan attempts to sell the characters a shard of metal he claims to be part of the legendary Sword of Valen, which was sundered during the time of the Great Sacrifice. Ian keeps the shard wrapped in a piece of tattered cloth. He is asking 500 gp, but can be talked down to almost any amount. The shard radiates magic to a *detect magic* spell, but is otherwise a normal piece of metal.

Festival of St. Clarissa

The characters arrive at the Valenon during the Festival of St. Clarissa the Wild. In addition to the normal festivities, animal handlers put on shows and animal vendors attempt to sell puppies, kittens, small birds, and other young animals to the characters.

Funeral Procession

A funeral procession for a pious nobleman named Lord Nuren val Deertral is making its way through the Valenon to the Cathedral of St. Poul. The procession consists of priests in ceremonial armor, Hiltamen, and family and friends of Lord Deertral escorting his coffin.

Church bells toll when the coffin reaches the sanctuary and a memorial is held in Lord Deertral's honor. After the funeral, Lord Deertral's remains are prepared for placement in the Catacombs of the Dead. Valenon funerals are considered public events that anyone may attend.

Guiding Light

On a cloudy day, the clouds suddenly part and a ray of sunlight falls upon the Cathedral of St. Poul. The faithful see this as a sign from the forces of Law and Order and immediately fall to

their knees and recite prayers. Characters who do not react in kind may be viewed with suspicion.

Marriage Ceremony

Father Gabrel Sorlund is presiding over the marriage of a wealthy merchant named Elias don Leister to his bride the Lady Mairi vala Hemmsley. The marriage was arranged after the Hemmsley Family fell on hard times and the festivities are marred by an overall feeling of gloom.

Lady Mairi looks particularly unhappy. Her true love is a poor young scholar named Kristoff Penderal.

About halfway through the proceedings, Kristoff leads a band of privileged youths into St. Poul's Square to protest the arranged marriage. Kristoff and his friends are quickly detained and removed by a contingent of Hiltamen and the marriage ceremony continues, but this may set the stage for further intrigues.

Pilgrimage of St. Raymont

A procession of chanting pilgrims makes their way through the Valenon. These pilgrims are members of a small faction known as the Sins of St. Raymont. The pilgrims believe that self-punishment is the only path to true salvation. They proceed to St. Poul's Square, disrobe from the waist up, and then began flagellating themselves with leather whips. The ceremony ends when the High Lawlord appears in his balcony and offers a blessing to the exhausted pilgrims.

Song of the Serphala

Church bells ring and a flock of seven serphala alight on their perches around St. Poul's Square. The bells ring again and the serphala begin a hauntingly beautiful song that causes the faithful to fall to their knees and weep. The bells ring a third time and the serphala return to the Holy Aerie.

Vandals

The characters see acolytes busy scrubbing the image of a sickle that has been painted upon the base of a statue of St. James the Elder. If the characters ask, they learn the sickle is one of several symbols associated with

the false nature religion known as the Druun. No one knows who vandalized the statue.

Zombie Mass

The characters hear a commotion from a nearby storm grate. A few moments later, a pack of six zombies push the grate aside, clamber out, and attack anyone in sight.

These zombies were animated by agents of the vampire lord Garendal Wurrik. Characters who assist in killing the zombies are whisked away to a private meeting with Father Vayon Connors where he advises them not to speak of undead to anyone else.

Zombie (6): AL C; MV 120' (40'); AC 8 (natural); HD 2; hp 9, 8, 8, 7, 7, 5 #AT 1; Dmg 1d4 (bone club); SA always lose initiative, immune to *sleep*, *charm*, and *hold* spells; SV F1; ML 12; XP 29.

DISTRICT OF SCHOLARS

1. Blind Artist
2. Dumb Brute
3. Gallery Thief
4. Ghoul's Out
5. Library Find
6. Mad Larian
7. Nude Model
8. Ogruk Slave
9. Playing With Fire
10. Sewer Trek
11. Taste of Philosophy
12. Veiled Scribe

Blind Artist

A blind, deaf, and dumb painter named Blind Valer is painting an awe-inspiring mural of the ancient City of Mor on the wall of a building. If the characters find some way to communicate with Blind Valer, they learn that he paints images from his dreams.

Dumb Brute

A group of privileged youths led by a young noble named Erelk val Devoncrest invites the largest PC fighter to the House of Albritton for a free round of drinks. The youths speak in small words and use slow, deliberate tones as they

ask the fighter to recount his latest exploits. They believe that all adventuring fighters are uncivilized brutes that are easily provoked to anger. If the character protests, the terrified youths beg for their lives.

Erelk val Devoncrest: treat as 0-level human with Cha 13, AC 9, hp 2, dagger (Dmg 1d4), gold necklace (100 gp), 2 gold rings (50 gp), 1d6 gp, 1d10 sp.

Privileged Youths (6): treat as 0-level humans with AC 9, hp 2, dagger (Dmg 1d4), 1d4 pieces of jewelry (each worth 1d6 x 20 gp), 1d8 gp, 1d10 sp.

Gallery Thief

A band of thieves has targeted a painting by the legendary artist Antoni Mollins (worth 3,000 gp) that hangs in a high-end art gallery. One of the thieves distracts the gallery owner while another cuts the painting out of its frame and places it into a scroll tube.

Outside the gallery, one character chosen at random happens to notice a scroll tube being handed off between several different people. A few moments later, the gallery owner runs into the street shouting cries of "Thief!".

The owner's name is Marten Westhall. He gives the characters a description of the thief and offers a 100 gp reward to track down and return the painting. The thief and his companions can be found boarding a boat at the nearby River District docks. The thieves belong to the Thieves' Guild and prefer to flee rather than fight. If confronted, one of the thieves attempts to distract the characters by throwing an empty scroll tube into the river.

Thief (5): AL N; MV 120' (40'); AC 7 (Dex); T2; hp 5; #AT 1; Dmg 1d4 (dagger); S 10, D 15, C 11, I 10, W 12, Ch 10; SV T2; SA backstab, thief skills; ML 7; XP 56; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; thieves' tools, 1d4 sp, 1d6 cp. There is a 20% cumulative chance that each captured thief has the stolen painting.

Ghoul's Out

Kavin Hester owned a small private library known as the Library of Rivell. A few days ago,

Hester was rearranging books in the library's cellar when he accidentally knocked over a bookshelf and was crushed to death. Hester reanimated as a ghoul, but remained trapped beneath the fallen shelf.

One of Hester's friends discovered the body today. Thinking the ghoul was his injured friend, he moved the shelf, only to be killed and devoured by the ravenous ghoul. The ghoul then went on a rampage in the streets.

The characters hear screams and see a crowd of scholars, shop owners, and students fleeing the area. The ghoul attacks anyone in sight. If the characters do nothing, a Lawguardian and four City Watchmen arrive in 2d4 rounds to dispatch the monster.

Ghoul: AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 8 #AT 3; Dmg 1d3 (claw)/1d3 (claw)/1d3 (bite) + special; SA paralyze for 2d4 turns, Turned as 3 HD undead, immune to *sleep*, *charm*, and *hold* spells; SV F2; ML 9; XP 47.

Library Find

A scholar named Worler of Garrus Park has discovered the entrance to a secret underground library complex located beneath the Library of Torbett. Worler is frightened by some of the strange sounds he has heard coming from the tunnels and offers the characters 50 gp to protect him while he examines the ancient tomes. The sounds may be nothing, or the tunnels may lead to a further dungeon-based adventure, if the Labyrinth Lord desires.

Mad Larian

The characters see an inventor named Larian the Mad standing on top of one of the Halls of Learning. Larian has crafted a set of bird wings out of wood and feathers and believes he has unlocked the secret of flight. A crowd has gathered to watch the spectacle. Some shout for him to come to his senses and get off the roof while others accuse him of being a sorcerer and hurl stones and rotted fruit.

If the characters do nothing, Larian jumps to his death. Larian's apartment contains a number of scrolls depicting various inventions, and there are those who believe that he was a

man ahead of his time. The church denounces Larian's scrolls as blasphemous and orders them burned, but some of his designs may reappear in the future.

Nude Model

An artist named Brianna of Kingsgarden is doing a study on a particular adventuring class (chosen at random). Brianna asks one of the PCs to pose for a portrait. If the PC agrees, she sets up an easel near a local park and sketches the character in a dramatic pose. Brianna then asks the character to recreate that pose in the nude. If the PC agrees, the party receives a +1 to all Reaction rolls made in the District of Scholars for the next month.

Ogruk Slave

The characters see a group of scholars from the Healer's Guild examining an ogruk chained to a stone dais. The ogruk's name is Trok and he is the property of a nobleman named Mattius mor Dredward.

Trok is clad in a simple loincloth and his body is covered in scars from burns and the lash. He is on loan to the Healer's Guild so they can examine the extent of his past injuries and his resilience.

Trok is busy munching on a hunk of raw mutton, but is getting tired of being poked and prodded. Although he has been beaten into submission, he is still subject to occasional fits of violence and rage.

Trok (ogruk): AL N; MV 90' (30'); AC 5 (natural); HD 4+1; hp 26; #AT 1; Dmg 1d10 (broken chain); SV F4; ML 8; XP 215.

Playing With Fire

A heretofore unknown minstrel named Berton of Merony performs an irreverent song in a local park. The song suggests the "Lord of the Wall" and the "Lord of Them All" are lovers in the "Bedroom of White". Although not stated explicitly, these seem to be references to the Duke of Valnwall, the High Lawlord, and the City of Dolmvay.

The crowd's reaction is mixed—some are outraged, but most are amused by the minstrel's clever turn of phrase. A Lawguardian and two City Watchmen arrive a short time later

to question everyone in the area and attempt to locate this Berton of Merony.

Berton of Merony: treat as 0-level human with Ch 15, AC 9, hp 2, dagger (Dmg 1d4), 1d6 sp, 1d8 cp. Berton is actually a member of the Society of the Swan (see pg. 60).

Sewer Trek

An alchemist named Derrigan the Bottler has discovered what he believes to be a recipe that accelerates normal healing. One of the key ingredients is a reddish colored fungus known as chatrel slime (see pg. 123) that grows deep in Dolmvay's sewers. Derrigan offers the characters 200 gp to recover a jarful of the slime. The trip into the sewers is sure to be fraught with danger.

Taste of Philosophy

The PCs see a group of young men and women gathered around a fountain, listening to a philosopher named Vinthus Tralento. Vinthus hails the adventurers and asks: "What is it that drives an adventurer? Is it the promise of fame? Fortune? Or is it the thrill of the adventure itself?"

No matter what the characters answer, Vinthus addresses his students and says: "You see? There is a lesson here. Even in a kingdom where lands and titles are used to define your worth to society, there are ways to rise above your station. Such is the true glory of the age we live in."

Vinthus Tralento: see pg. 62 for statistics.

Veiled Scribe

One character chosen at random accidentally bumps into a veiled woman, dislodging her veil. Any PC who makes an Intelligence check at -2 recognizes her as Lady Elena vala Dolm the Royal Scribe who is traveling without her Iron Wolf bodyguards.

Lady Elena is on a secret mission to speak with Windmaster Bryan Sturlaker. She apologizes to the character as she replaces her veil and then hurriedly darts through the nearest doorway. If the PCs follow her, they find only an empty room.

PALATIAL DISTRICT

1. Courtly Proceedings
2. Fair Practice
3. Gundamark Dwarves
4. Healing for All
5. Holk Halflings
6. Metallic Visitor
7. Price of Treason
8. Saboteur
9. Shapeshifter
10. Tourney
11. Vanhurr Elves
12. Xannen Ambassador

Courtly Proceedings

Duke Robert val Dolm is personally hearing grievances at court. If the characters attend, they see all manner of nobles, merchants, and commoners engaging in intrigues and vying for the Duke's attention. During the proceedings, a group of representatives from the small town of Tarshold claim that half the town has been swallowed up by a strange sinkhole and the townsfolk fear sorcery is at work. The Duke puts out an open call for adventurers wishing to investigate the occurrence.

Fair Practice

The Duke's nephew Lord Armon val Dolm was severely wounded in an honor duel with a nobleman named Lord Westley mor Apperson. The PCs see Lord Armon being carried on a shield to the Chapel of St. Valen. The Labyrinth Lord must decide whether or not the priests heal Lord Armon before the last Son's Day of the month (as per church doctrine). The nobles are furious if the clergymen choose to wait, while the common folk protest if they do not.

Gundamark Dwarves

The characters see an entourage of grim-faced Gundamark dwarves clad in chain mail and carrying battle axes, hammers, and war clubs. Onlookers scramble out of the way as the formidable troop tromps past.

If the party contains a dwarf, the dwarves stop to talk. They are concerned about recent gatherings of ruks in the Ruklands to the northeast and have come to seek aid from the Duke.

Gundamark Dwarf (6): AL N; MV 90' (30'); AC 5 (chain mail); HD 1; hp 8, 7, 6, 6, 5, 5; #AT 1; Dmg 1d8 (battle axe) or 1d6 (war hammer) or 1d6 (war club), 1d4 (dagger); SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6; SV D1; ML 8; XP 10; 1d4 pieces of random jewelry worth 1d6 x 50 gp each, 1d8 gp, 1d6 sp.

Healing for All

A revered philosopher named Darrlon Holt has been persecuted for speaking out against church practices. Darrlon believes that the church is a place of healing and that the priests should not be so selective with curative magic. Darrlon has decided to draw attention to his cause by jumping off the Kingsbridge.

The characters see a crowd gathered at the foot of the bridge as a group of Ducal Guardsmen makes their way towards Darrlon. The PCs can learn from the crowd what is happening. Unless the party intervenes, Darrlon jumps to his death just as the guardsmen reach the platform. His body is recovered downriver and his students and followers petition the church for his resurrection.

Holk Halflings

The characters see an entourage of light-hearted Holk halflings dressed in brightly colored finery and carrying walking sticks (clubs) and daggers. Many onlookers stop to chuckle at the stunted mob.

If the party contains a halfling, the Holk stop to talk. They are part of a wandering clan known as the Nimblemen Holk that have come to petition the Duke for land rights.

Holk Halfling (8): AL N; MV 90' (30'); AC 8 (Dex); HD 1-1; hp 7, 6, 6, 5, 5, 4, 4, 3; #AT 1; Dmg 1d6 (short sword), 1d6 (light crossbow), 1d4 (dagger); SA hide in woodland terrain 90%, hide in shadows on 1-2 on 1d6, +1 to-hit with missile attacks, +1 to initiative when alone or in party comprised only of halflings, -2 AC when attacked by creatures larger than human size; SV H1; ML 7; XP 6; 1d4 pieces of random jewelry worth 1d6 x 10 gp each, 1d6 sp.

Metallic Visitor

The characters hear cries of alarm as fingers point skyward towards a bronze dragon that is

lazily circling high above the Ducal Palace. The Ducal Guard scrambles to man the defenses as the rest of the palace's inhabitants seek shelter. The sound of a strange horn resonates from somewhere in the city. In response, the dragon breathes lightning into the sky and then slowly flies east.

Price of Treason

A poisoner named Bommel Mills was captured after a failed attempt to assassinate the Royal Scribe. Bommel was unable to describe who hired him and has been sentenced to torture and execution for treason.

A large crowd gathers to watch the event in an inner bailey of the ducal palace. The characters must leave their weapons outside if they wish to enter. Inside, street vendors hawk their wares and performers entertain the crowd.

At noon, a beaten and bedraggled Bommel is escorted from the dungeons to the executioner's platform. The Wolflord reads off a list of Bommel's crimes before a hooded executioner subjects him to all manner of grisly tortures. The torture is an extended event. When Bommel passes out from the pain, the executioner revives him with a bucket of water and gives him a few moments to recover.

When Bommel at last cannot be revived, his neck is placed on the chopping block and his head is removed from his shoulders. The young Duke impassively watches the entire event from a balcony above.

Saboteur

The characters see a man *feather fall* from the riverside walls of the Ducal Palace and then dive into the Dolm River. A few moments later, they hear shouts of "Fire!" and see smoke billowing from one of the royal granaries. The fire is quickly extinguished, but not before causing damage to the city stores. The PCs later hear that the Order of Karth has taken responsibility for the sabotage.

Shapeshifter

A doppelganger has been hired to kill a court nobleman named Lord Ganther val Hummbridge. The doppelganger lures a Ducal Guardsman into a closet, storeroom, or outbuilding and then kills him.

The characters are passing by when they hear the sounds of a brief struggle coming from inside the room. The door opens a few moments later and the doppelganger walks out disguised as a Ducal Guardsman.

If the characters check the room, they find the real guardsman's corpse hidden beneath a pile of linens. If the characters kill the doppelganger, they find a scroll containing Lord Hummbridge's daily itinerary. If brought to the nobleman's attention, Lord Hummbridge attempts to hire the PCs for protection.

Doppelganger: AL C; MV 90' (30'); AC 5 (natural); HD 4; hp 19 #AT 1; Dmg 1d8 (long sword) or 1d12 (claw); SA mimicry and shapechange, immune to *sleep* and *charm* spells; SV F10; ML 10; XP 190.

Tourney

A festive tournament takes place on the palace greens. Competitions include jousting, archery, and swordsmanship. The Duke and his entourage watch the event from a private booth. At the end of the tourney, the Duke bestows knighthoods on several loyal squires.

Vanhurr Elves

The characters see an entourage of stately Vanhurr elves dressed in woodland finery and armed with slender spears, ornate wooden shields, elvish scimitars, and elvish longbows. Onlookers stop to gaze at the beauty of the elvish procession.

If the party contains an elf, the elves stop to talk. They are concerned about recent rumblings from the Wastelands of Aal to the west and have come to seek aid from the Duke.

Vanhurr Elves (6): AL N; MV 120' (40'); AC 5 (chain mail); HD 1+1; hp 6; #AT 1; Dmg 1d6 (spear) or 1d6 (longbow), 1d8 (scimitar), 1d4 (dagger); SA infravision 60', detect secret doors on 1-2 on 1d6; SV E1; ML 8; XP 15; 1d4 pieces of random jewelry worth 1d6 x 25 gp each, 1d10 gp.

Xannen Ambassador

A foreign entourage from the Empire of Xanne arrives at the Ducal Docks. The raven-and-arrow banner of Xanne has not been seen in Dolmvay for years and their arrival causes a

huge commotion. Shouts, curses, and even stones begin to fly at the heavily armed visitors.

The characters see several black-robed Xannen wizards making arcane motions with their hands. The Ducal Guard quickly breaks up the angry mob and escorts the ambassadors directly to the palace for a meeting with the Duke and his Council. Rumors begin to fly and no story is too outrageous to be refuted.

CITY CENTER DISTRICT

1. Acting Out
2. Ape Idol
3. Charming Courtesan
4. Commotion at the Coliseum
5. Decoy Escort
6. Fugitive Sorcerer
7. Hero Worship
8. High Fashion
9. Make Way!
10. Sewer Trouble
11. Snake Cult
12. Supercilious Sculptor

Acting Out

A young man named Kean Demberon is rebelling against the teachings of the church and his merchant father. The characters see Kean throw a bucket of paint onto a statue of St. Marcus the Orator. Kean runs through the startled crowd and then darts down a side street. If the characters apprehend Kean, his father Trakean don Demberon arrives with several private bodyguards and offers the characters 50 gp to release Kean into his custody. Trakean promises that Kean will repair the statue and be punished for the vandalism.

Ape Idol

A lame beggar named "Limps" has decided to loot the abandoned temple of an ancient jungle god. While rummaging through a vine-covered courtyard, Limps knocks over a crumbling idol, unleashing a magical trap.

The characters hear a scream and a commotion from inside the temple. If they investigate, they find three man-eating apes

feasting on Limps's corpse. The apes attack on sight.

Man-Eating Ape (3): AL N; MV 120' (40'); AC 6 (natural); HD 5; hp 31, 27, 22 #AT 3; Dmg 1d4 (claw)/1d4 (claw)/1d8 (bite); SA surprised only on a 1 on 1d6; SV F5; ML 10; XP 350.

Charming Courtesan

A classy and alluring young woman named Delanna of Guildeland flirts with one of the characters at a local tavern. If the character seems interested, Delanna gives the PC her address and offers to meet there in one hour, after she has had a chance to freshen up. The PC arrives at that address to discover it is the high-end brothel known as the House of Melius. Delanna awaits the character inside. Her price is not cheap, but she is worth every gold piece the character spends.

Commotion at the Coliseum

The characters see preparations being made for a large event at the Dolmvay Coliseum. An army of laborers from various guilds are hard at work building stages, repairing stonework, and mapping out vendor's stalls. The preparations may be for an upcoming performance, festival, or tournament of the Labyrinth Lord's choosing.

Decoy Escort

A nobleman named Lord Aren val Strahl is enjoying an afternoon's respite in the Siren's Call bathhouse when an "associate" informs him he has been targeted by assassins. Lord Strahl sends his vassal, a knight named Sir Wynnston Manerlon, to locate a party of adventurers looking for work.

Sir Wynnston approaches the PCs on the street and guides them to a private sauna inside the Siren's Call bathhouse. Here, a very naked Lord Strahl offers the PCs 100 gp each to escort him from the sauna to his home in the District of Nobles.

If the characters agree, Lord Strahl sends Sir Manerlon ahead to scout for enemies while he swathes himself from head to foot in plate armor and meets the characters outside. This Lord Strahl is actually a decoy.

The party is attacked en route by a band of thugs led by a female magic-user named Raltha of the Painted Nails. If captured, Raltha confesses that she was hired by a rival nobleman named Theon mor Andrews. Raltha is imprisoned by the Watch, but is murdered in her cell before ever reaching trial.

Lord Aren val Strahl (decoy): treat as 0-level human with AC 2 (plate mail + shield), hp 2, long sword (Dmg 1d8), and dagger (Dmg 1d4).

Raltha of the Painted Nails: AL C; MV 120' (40'); AC 8 (Dex); MU2; hp 6; #AT 1; Dmg 1d6 (quarterstaff), 1d4 (dagger); S 11, D 16, C 10, I 15, W 12, Ch 10; SA spellcasting; SV MU2; ML 7; XP 56; gold bracelet with arcane designs (75 gp), 32 gp, 12 sp, 4 cp. Raltha's false fingernails are imbued with magic. When flicked at an opponent, they act as a *magic missile* spell (one arrow).

Spells (memorized): 1st: *shocking grasp*, *sleep*.

Thug (5): treat as 0-level humans with AC 8 (leather armor), hp 3, short sword (Dmg 1d6), dagger (Dmg 1d4), 1d4 cp.

Fugitive Sorcerer

The characters see four City Watchmen draw swords and surround a man named Kertis of Pig Street. Kertis is a magic-user who has been wrongly accused of murder. Kertis casts a *sleep* spell on the Watchmen and then darts down a side street. If captured, Kertis offers to inform on the real murderer, a brutal broklaw gang leader named Weeping Will.

Kertis of Pig Street: see pg. 38 for statistics.

Hero Worship

A group of privileged youths led by a merchant's son named Orik Haimbridge asks the characters to write their names or marks on a makeshift banner. The youths then invite the party for drinks at the Citizen's Tower tavern where the characters are asked to recount some of their greatest adventures. Orik and his friends pay for all food and drinks and may appear on a future date, telling stories about the PCs' exploits or cheering them on after their latest adventure.

High Fashion

A wealthy merchant named Barster don Gailes has commissioned a local guildworks to embroider adventurer-related designs on the hems of robes and tunics. The designs consist of swords (for fighters), holy hilts (for clerics), keyholes (for thieves), and spirals (for magic-users). Gailes approaches the characters in the street and offers to pay them 100 gp each to model the clothing in a public show at the City Center Docks.

Make Way!

The characters hear the sound of dozens of hoof beats thundering towards them and hear cries of "Make way! Make way!". The crowd parts as the Vaultkeeper surrounded by an escort of two Iron Wolf knights and twenty mounted soldiers gallop down the street in the party's direction.

Any character who refuses to move is automatically knocked to the ground and trampled for 5d6 hit points of damage. If the party attempts to stop the procession, one Iron Wolf and ten mounted soldiers attack while the Vaultkeeper and the remainder of his escort continue on to the Ducal Palace.

Vaultkeeper: see pg. 67 for statistics.

Iron Wolf (2): AL L; MV 90' (30'); AC 1 (plate mail + shield + Dex); F5; hp 35; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 13, C 13, I 10, W 10, Ch 10; SV F5; ML 9; XP 650; 1d6 sp, 1d4 cp.

Soldier (20): AL L; MV 120' (40'); AC 4 (chain mail + shield); F1; hp 6; #AT 1; Dmg 1d6+1 (spear + Str), 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 10, Ch 10; SV F1; ML 8; XP 13; 1d4 cp.

Sewer Trouble

A team of six laborers from the Sewerman's Guild are unblocking a section of the city's magical sewers when the walls shift, sealing two of the men in a chamber with no exit. The characters feel the street rumble shortly before they see two Sewermen scramble out of the nearest storm grate. The Sewermen ask the characters for help tearing down the wall. The noise attracts the attention of a pack of grouted hounds.

Grouted Hound (6): AL N; MV 150' (50'); AC 6 (natural); HD 1+2; hp 9, 6, 6, 4, 4, 3; #AT 1; Dmg 1d4+1 (bite); SV F1; ML 10; XP 21.

Snake Cult

The characters see a large crowd gathering near a shrine on Temple Street. If they investigate, they see an unkempt, bearded man in robes holding a large constrictor snake. The man's name is "The Gorgon" and he claims to be a prophet of a new snake cult known as the Order of Shala. The snake he possesses is actually a magical creature. Anyone who gazes into the snake's eyes must make a saving throw vs. spells or fall under the effects of a *suggestion* spell.

A Lawguard and four City Watchmen arrive a short time later to break up the gathering. The enchanted crowd turns on the surprised Watchmen for 1d6 rounds, allowing the Gorgon to escape in the confusion.

The Gorgon: AL C; MV 120' (40'); AC 5 (chain mail); C3; hp 16; #AT 1; Dmg 1d6 (quarterstaff); S 11, D 9, C 15, I 12, W 14, Ch 13; SA spellcasting, Turn undead; SV C3; ML 9; XP 125; snake armband wrapped around forearm (150 gp) acts as holy symbol of Shala.

Spells: 1st: *command*, *cause fear*; 2nd: *hold person*.

Citizens (5d8): treat as 0-level humans with AC 9, hp 2, club (Dmg 1d4) or dagger (Dmg 1d4).

Supercilious Sculptor

The characters see three burly laborers hoisting a statue of St. Tara the Sailor onto a fountain pedestal while a sculptor named Galeddo looks on. Galeddo is arrogant, vain, and easily annoyed. If approached, he acts as if talking to the characters is a waste of his time. If the characters express interest or knowledge of art, Galeddo's demeanor becomes much more friendly.

Galeddo: treat as 0-level human with Dex 15, AC 8 (Dex), dagger (Dmg 1d4), and 1d8 gp.

DISTRICT OF NOBLES

1. Afraid of Shadows
2. Angry Elephant
3. Brazen Insult
4. Deceiver Attack
5. Dread Dalion
6. Grim Message
7. Mistaken Identity
8. Noble Duel
9. Noble Picnic
10. Pagon Chant
11. Watchmen Watching
12. Wealthy Diversions

Afraid of Shadows

A paranoid nobleman named Tarter mor Habershall fears for his life. Earlier today, he hired a party of Northwarden adventurers to escort him to the Habershall Dock. However, Lord Habershall slowly began to suspect the adventurers planned to betray him and dismissed them at the last moment. His manservant Domas Niles hails the PCs as they pass Habershall Manor and offers them 100 gp each to immediately escort his master to the docks. The trip is uneventful. The Labyrinth Lord may use this encounter to introduce the PCs to the eccentric Lord Habershall.

Angry Elephant

The characters hear a commotion on the street ahead and see several animal handlers leading a costumed elephant. The elephant was imported by a nobleman named Lord Gerald mor Alveon and is part of an upcoming feast meant to celebrate his lucrative ventures in the jungle lands of Mujabi.

The elephant is spooked by all the fuss and trumpets a warning to the crowd, causing neighborhood dogs to bark and horses to rear. Any character riding or leading a horse must make a Wisdom check in order to keep his mount from bolting. A spooked horse causes the elephant to panic and go on a rampage. If the elephant is killed, Lord Alveon may desire compensation.

Elephant: AL N; MV 120' (40'); AC 5 (natural); HD 9; hp 63 #AT 2 or 1; Dmg 2d4 (tusk)/2d4 (tusk) or 4d8 (trample); SA attempt to trample on roll of 1-3 on 1d4, +4 to-hit when

trampling human-sized creature or smaller; SV F5; ML 8; XP 2,400.

Brazen Insult

The characters see a workforce of guild laborers using teams of oxen to hoist a sleek sailing ship onto a tall pedestal outside the home of Lord Scolt val Barlingten. The ship, the *Wind Dragon*, was once the pride of a rival noble named Lord Berkel mor Torrin whose family has fallen on hard times. After purchasing the vessel for far less than its value, Lord Barlingten has decided to mount it for all to see.

Deceiver Attack

The characters hear the sound of sobbing coming from a nearby alley. If they investigate they see a young boy leaning against a wall with his face buried in his arms. The "boy" is actually the pseudopod of a deceiver. The deceiver attacks any character who approaches.

Deceiver: AL C; MV 30' (10'); AC 7 (natural); HD 5; hp 25 #AT 1; Dmg 2d4 (pseudopod) + special; SA sticky pseudopod requires a Strength check at -4 to break free; SV MU5; ML 8; XP 500.

Dread Dalion

The characters hear an ear-piercing shriek. Citizens on the street make the sign of the holy hilt to ward off evil and glance nervously towards the Thirteen Spires of House Dalion. If the characters ask, they learn that the shrieks are the tormented cries of the Mad Lady Dalion wailing for her lost children.

Grim Message

The character see the corpse of a young man hanged from the Arch of Crows. The man was the only son and heir of the merchant Walton don Buttersly. Word of the hanging spreads throughout the city. The other merchant families are up in arms over the boy's murder and are willing to pay several thousand gold pieces to apprehend his killers.

If the characters get involved, they learn that the Buttersly Family was recently thwarted after secretly attempting to purchase a manor home on the edge of the District of Nobles. The common sentiment among the nobility is that

the Buttersly Family attempted to rise too far above its station and was punished.

Mistaken Identity

The characters are passing through the District of Nobles when shouts of "Thief!" ring out. A patrol of Halstead Watchmen rushes up and attempts to detain the characters. If the characters resist, they may face the full weight of the law. If they comply, they are placed in manacles and seated on the curb. A Watch Sergeant arrives a few rounds later and frees the PCs with a sincere apology.

Halstead Watchmen (4): treat as 0-level humans with AC 5 (chain mail), hp 3, long sword (Dmg 1d8), dagger (Dmg 1d4), 1d4 sp, and 1d6 cp.

Noble Duel

The characters see the entourages of two rival nobles squaring off in the street. One entourage is led by the young Lord Petros val Tamberly while the other is led by Lord Varlen val Mastwell. The entourages hurl catcalls and insults at each other before Lord Tamberly challenges Lord Mastwell to a duel.

The two draw swords and begin to fight (using subdual rules). A group of four Halstead Watchmen arrive as the duel begins, only to make sure the crowd does not get unruly. The winner of the duel gives quarter to the loser, but the duel is talked about throughout the city.

Lord Petros val Tamberly: treat as 0-level human with Str 13, AC 9, hp 4, long sword (Dmg 1d8), dagger (Dmg 1d4), gold and silver Tamberly necklace (500 gp), 35 gp, 24 sp, and 13 cp.

Lord Varlen val Mastwell: treat as 0-level human with Dex 13, AC 8 (Dex), hp 3, long sword (Dmg 1d8), dagger (Dmg 1d4), gold Mastwell necklace (500 gp), 21 gp, 22 sp, and 27 cp.

Halstead Watchman (4): treat as 0-level humans with AC 5 (chain mail), hp 3, long sword (Dmg 1d8), dagger (Dmg 1d4), 1d4 sp, and 1d6 cp.

Noble Picnic

The characters see several noble entourages gathering in Halidyne Park for a festive

afternoon picnic. The event is invitation-only. A group of burly Halstead Watchmen guard the entrances to this section of the park and the PCs must sneak by or bluff their way inside if they wish to attend.

Once inside, they are treated to specially prepared delicacies, courtly dances, and inspirational performances (from musicians, storytellers, poets, etc.). A member of the royal family or perhaps even the Duke himself may stop by to partake of the festivities. The Labyrinth Lord can use this event to introduce the characters to courtly dramas and intrigues.

Halstead Watchman (4): treat as 0-level humans with AC 5 (chain mail), hp 3, long sword (Dmg 1d8), dagger (Dmg 1d4), 1d4 sp, and 1d6 cp.

Pagon Chant

The characters hear a haunting call to prayer ring out over the district. This is the voice of Lord Korley val Berrien chanting a prayer in the language of the Baladi desert tribesmen. The characters are welcome to come and pray with val Berrien at his small mosque, if they are so inclined.

Watchmen Watching

The characters realize they are being followed by two Halstead Watchmen. If the characters are dressed well, the Watchmen are trying to determine to which adventuring company they belong. If the characters look like riffraff, the Watchmen are making sure they are not causing problems.

Halstead Watchman (2): treat as 0-level humans with AC 5 (chain mail), hp 3, long sword (Dmg 1d8), dagger (Dmg 1d4), 1d4 sp, and 1d6 cp.

Wealthy Diversions

An entourage led by a smiling young nobleman named Lord Tristen val Parlee stops the characters in the street and offers a fighter character 100 gp for his sword. The nobles are participating in a scavenger hunt, and the sword of an adventuring fighter is one of the items on their list. If Lord Parlee wins the contest (Labyrinth Lord's discretion), he invites the PCs to an elaborate victory feast.

NEW FLORA AND FAUNA

"The song of the serphala reminds us that there is beauty in Law."

—Friar Josep Arledge

NEW FLORA

"The sewers of Dolmvay are full of life. I've discovered strains of moss, fungi, and lichens that cannot be found anywhere else."

—Willow Greer (the Mushroom Sage)

The following unusual flora may be found in and around the City of Dolmvay.

Blue Kelp

Blue kelp is an edible seaweed found in parts of Kingsbay. Blue kelp can be combined with several other herbs to make a bitter-tasting tea. When ingested, this tea provides +1 to saving throws vs. poison for the next 1d4 hours.

Chatrel Slime

Chatrel slime is a reddish fungus that grows deep in the bowels of Dolmvay's magical sewer system. The slime has mild healing properties. When rubbed on an open wound, the character immediately regains 1d2 hit points. This healing effect can only be used once per day.

Creeper Vines

A creeper vine is a hardy climbing vine that grows quickly if left untended. Creeper vines cover many old walls, buildings, and statues in Dolmvay, adding +20% to a thief's chance to climb walls. The vines grow to a length of 50' or more and are strong enough to be used as ropes for climbing or restraints. Thicker creeper vines are sometimes dried out and fashioned into clubs or quarterstaffs.

Darsenthe

Darsenthe is a fluorescent yellow fungus that grows in the deepest levels of the Dolmvay sewers. The fungus produces mild hallucinations in humans and has been known to drive elves insane. Darsenthe is harvested by dwarves and fermented to make the heady brew known as Dwarf Spirits.

Firemoss

Firemoss is a colorful orange moss found hanging from shade trees in and around Dolmvay. A clump of firemoss burns with the light and duration of a torch. A specially designed bronze rod with an enclosed brazier on top known as a firemoss torch costs 5 gp. A large belt pouch holding six clumps of firemoss may be purchased for 1 gp, making firemoss a much less cumbersome than carrying bundles of torches.

Hilt Blossoms

This red flowering plant contains four petals in a shape that resembles the Holy Hilt. The flower is grown in gardens all over Dolmvay. Any cleric character who wears a wreath of fresh hilt blossoms receives a +1 to all Charisma checks.

Meschil Root

The orange root of this unassuming green plant is used in many herbal remedies for headaches and stress. When brewed in a tea, it provides a +1 bonus to saving throws vs. mind-affecting spells such as *charm person* for a duration of 1d6 turns. The root is associated

with St. Meschil, and is used by her devotees to help treat the "Visionarres" (see pg. 79).

Sewer Mushrooms

Sewer mushrooms are addictive brown mushrooms that grow in dank, lightless places on piles of human waste. When dried and eaten, the mushrooms produce mild hallucinations and increased sexual drive. Most of these hallucinations are pleasant, but on rare occasions (about 5% of the time), the hallucinations cause the eater to become enraged and attack everything in sight for 1d6 turns before falling unconscious for eight hours.

Sewerscum

Sewerscum is a an accumulation of sludge, offal, and human waste streaked with veins of a toxic blue fungus. Sewerscum acts as a cheap poison that can be used to coat edged weapons. Anyone struck by a sewerscum-coated blade must make a saving throw vs. poison or fall violently ill for 1d4 days. During this time, the character must remain bedridden and is unable to act. At the end of this time, the character must make a second saving throw vs. poison or die. In Dolmvay, coating one's weapons with sewerscum carries a charge of armed assault, even if the weapon is not used in an attack.

Sweet Lotus

Sweet lotus is a pink flowering plant whose petals taste like ripe berries. Sweet lotus must be specially cultivated and is usually found only in private gardens in the North Ward. It is a mild stimulant and breath freshener that is chewed mainly by nobles and wealthy merchants.

Reddarklon

This black lichen is streaked with red veins. It grows only in damp, lightless places beneath the earth. When the lichen coats walls, it doubles the normal range of infravision.

NEW MONSTERS

"I've seen a gronted child before. A foul creature living in the runoff waste of an old tannery guildworks. A pox upon her parents for not drowning her at birth."

—Aron the Beltmaker

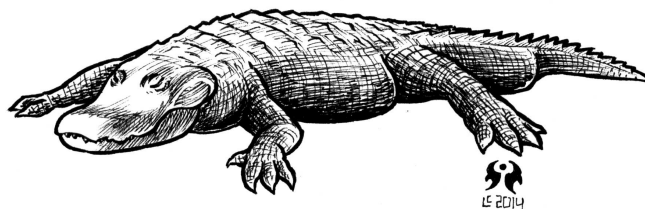
The following new monsters may be found in and around the City of Dolmvay.

Alligator

No. Enc.: 0 (1d8)
Alignment: Neutral
Movement: 60' (20')
Swim: 90' (30')
Armor Class: 6
Hit Dice: 2
Attacks: 1
Damage: 1d6
Save: F1
Morale: 7
Hoard Class: None
XP: 20

Alligators are aggressive reptiles, with fearsome bites that are known to prowl the sewers of Dolmvay. They breathe air, but are aquatic and usually remain submerged or within shallow water. They primarily hunt in water, and are attracted by movement or blood. Large alligators, on average, grow to a length of 12'. Alligators have the ability to remain motionless and blend into their environment, gaining surprise on a 1-3 on 1d6.

An alligator that rolls a natural 20 on its to-hit roll, clamps down and begins a "death roll", knocking its victim to the ground and delivering an automatic 1d6 hit points of damage per round for the next 1d4 rounds. Any person caught in a death roll must make a Str check at -2 to escape. The alligator directs its death roll towards the nearest body of water, forcing its victim to contend with drowning as well.



Ashogarr

No. Enc.: 1d4 (2d4)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 7
Hit Dice: 2+1
Attacks: 1
Damage: 1d2 (fist) or see below
Save: F3
Morale: 10
Hoard Class: None
XP: 82

Ashogarrs are undead creatures that appear as waterlogged zombies, often covered with seaweed, barnacles, or rotting vegetation. Ashogarr are the remains of drowning victims, particularly those killed by murder, betrayal, or neglect. Ashogarr sightings are common along the coastal regions, especially after a bad storm.

Ashogarrs possess cunning intelligence and are capable of solving simple problems. They cannot swim, but can walk along the ocean floor at half their normal movement rate. Tales of ashogarrs climbing anchor chains to clamber over the sides of ships are common, especially among the pirates of Jameston.

Anyone touched by an ashogarr must make a saving throw vs. spells. Failure means the character's lungs begin to fill up with water, causing a fit of choking that imposes a -2 penalty to-hit, a +2 penalty to AC, and a -2 penalty to all ability checks. Any healing magic such as a *cure light wounds* spell or a potion of healing negates these effects.

If no such magic is available, a saving throw vs. death is required after 6 rounds. Failure means the character dies, only to rise again on the following night as an ashogarr. Creatures that breathe water, as well as anyone under the effects of a spell or magic item that conveys water breathing are immune to this power.

Ashogarrs are immune to *sleep*, *charm*, and *hold* spells. When slain, they dissolve into a puddle of watery sludge.

Chalek

No. Enc.: 1 (1d3)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 7
Hit Dice: 3-8
Attacks: 1 (weapon) or special
Damage: by weapon type
Save: MU3-MU8
Morale: 8
Hoard Class: XIX
XP: 170-2,060

Chalek are a race of creatures that resemble human men and women. They are practitioners of the dark magical arts who serve powerful entities such as evil deities, demons, or devils. Repeated contact with this entity takes a toll on the chalek's physical form and they are often hideous to behold. It is said that milk curdles, plants wither, and animals come up lame in their presence.

Chalek can cast spells as a magic-user or cleric at a level equal to their Hit Dice. They are capable of brewing magical potions and some can even create magic items. These items are almost always cursed or otherwise possess "evil" magical abilities that only serve to empower the chalek's patron deity, such as a *long sword+1*, *life drinker*.

Once per week a chalek is capable of uttering a powerful curse on behalf of another. Each curse involves a different ritual and requires some sort of sacrifice. The ritual and the sacrifice usually involve something of great personal value to the person requesting the curse. Only the death of this person or some sort of holy quest (designed by the Labyrinth Lord) can remove this curse. (a *remove curse* spell is ineffective). Chalek may also use their dying breath to utter a similar curse on their own behalf.

Chalek tend to live in ramshackle dwellings, caves, or otherwise hidden or secluded lairs. They take time to befriend the local populace by posing as sages, midwives, or healers, just waiting for some jealous, greedy, or vengeful person to seek them out.

Charak

No. Enc.: 1 (1d2)
Alignment: Neutral
Movement: 30' (10')
Swim: 90' (30')
Armor Class: 7
Hit Dice: 8
Attacks: 8 (tentacles) or 1 (bite)
Damage: 1d3 (per tentacle)/1d6
Save: F4
Morale: 7
Hoard Class: None
XP: 2,060

Charaks resemble giant amphibious octopi or squids that prefer large pools of stagnant water in deep swamps, dark jungles, or dank underground sewers. Charaks are aggressive and territorial hunters that are capable of moving overland once they've exhausted their food supply.

Their 10' long tentacles are studded with barbs and sharp-edged suckers. These tentacles constrict victims when they successfully attack, and deal 1d3 hit points of damage each per successive rounds. For each tentacle that is constricting a victim, the victim suffers a cumulative attack penalty of -1.

For example, if four tentacles are constricting a character, he suffers -4 to hit. A tentacle can be cut off if a total of 6 hit points or more of damage is dealt with one blow. If a charak is losing an encounter, it retreats beneath the surface of its pool.

At least two charaks have been slain in the Dolmway sewers and more are believed to exist.

Deceiver

No. Enc.: 1
Alignment: Chaotic
Movement: 30' (10')
Armor Class: 7
Hit Dice: 5
Attacks: 1
Damage: 2d4
Save: MU5
Morale: 8
Hoard Class: None
XP: 500

A deceiver is distantly related to other shapeshifting species such as the mimic, cloaker, and lurker above. Deceivers were created by the Order of Karth to sow chaos throughout the city.

The deceiver hunts by assuming the shape of a flat inanimate object such as a wall, door, or cobblestone street. It then produces a pseudopod that loosely imitates the shape of a living being, typically that of an unconscious woman or an injured child. The deceiver then uses simple sounds such as whistling or crying to lure its prey to their doom.

The deceiver has difficulty mimicking faces, so will always seek to conceal the face of the mimicked creature. For example, a mimicked child pseudopod may be facing a wall with its head buried in its arms, a mimicked man pseudopod may appear to be stuck in a window, or a mimicked woman pseudopod may be lying facedown in an alley.

Anyone who touches the deceiver's pseudopod is held in place with a glue-like substance that requires a Strength check at -4 to break free. The deceiver uses additional bludgeoning pseudopods to attack stuck creatures, dealing 2d4 hit points damage per strike.

The deceiver retreats to its lair (usually an abandoned building or an old section of sewer) to devour anyone it kills.

Dovecrow

No. Enc.: 2d10 (10d20)
Alignment: Neutral
Movement:
Fly: 360' (120')
Armor Class: 8
Hit Dice: 1d2 hit points
Attacks: 1
Damage: 1 hit point
Save: 0-level human
Morale: 6
Hoard Class: None
XP: 5

Dovecrows are white crow-like birds native to the coasts of the Duchy of Valnwall. Dovecrows are fiercely territorial. They have no fear of predators, and flocks of dovecrows have actually been known to drive off falcons and

hawks. Dovecrow meat is considered a delicacy, and a leisure pursuit of the wealthy involves breeding dovecrows in rooftop coops.

According to legends, dovecrows were once used to carry messages back and forth between the Great Cities, but this skill has been lost to time. Dovecrows are associated with St. Valen of Vay and have been adopted as a symbol of the Church of Law and Order.

Gargola

No. Enc.: 1 (1d4)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 8
Hit Dice: 2
Attacks: 1
Damage: 1d8 (see below)
Save: MU4
Morale: 5 (natural form) or 10 (statue)
Hoard Class: None
XP: 56

A gargola is a malevolent, wraithlike creature that is capable of inhabiting and animating statues in order to attack and devour the citizens of Dolmvay. A gargola is invisible in its natural form. If seen through magic such as a

detect invisible spell, gargolas resemble a cloud of mist.

Gargolas have no attacks in their natural form. When inhabiting a statue, the gargola attacks with the statue's natural weapons (claws, bite, sword, etc.) for 1d8 hit points of damage. The statue has 4 HD, is AC 2, and has a movement rate of 90' (30'). The statue may possess other attacks, movement rates, or abilities (such as flight), depending on the nature of the inhabited statue, at the Labyrinth Lord's discretion.

Gargolas are immune to *sleep*, *charm*, and *hold* spells. In their natural form, they are immune to normal weapons. The inhabited statue, however, may be struck by normal weapons. If the statue is destroyed, the gargola follows its attackers invisibly, randomly inhabiting statues and attacking loved ones over the course of the next few weeks. If the gargola is injured while in its natural form, it retreats from the area as quickly as possible.

Gargolas were created long ago by wizards of the Order of Karth in order to sow fear and chaos throughout the city. They typically lie dormant, hovering in the sewers, dungeons, or other ancient structures of Dolmvay, awakening only on prearranged dates, times, and stellar configurations. Dormant gargolas may be detected by people passing through them as areas of extreme cold.

A confirmed gargola attack has not been experienced in over a decade, and the Church of Law and Order (wrongly) maintains they are but a distant memory of Dolmvay's past.

Gronted Animal

No. Enc.: as animal x (1/2)
Alignment: Neutral
Movement: as animal
Armor Class: as animal (-1)
Hit Dice: as animal (+1 hp)
Attacks: as animal
Damage: as animal (+1)
Save: as animal
Morale: 10
Hoard Class: None
XP: varies

Animals in the Dolmvay area are sometimes born with physical and behavioral deformities



that manifest as bulbous heads, large bloodshot eyes, wide mouths full of misshapen teeth, and violent and aggressive tendencies. Gronted animals are nocturnal creatures with painfully short lifespans. They are voracious eaters that spend most of their time hunting and devouring prey. Gronted animals are considered abominations that are killed on sight.

The meat of a gronted animal is toxic—anyone who feeds on a gronted animal must make a saving throw vs. poison or become violently ill for 2d4 days. During this time, the person is bedridden and unable to take action. At the end of this time, the person must make a saving throw vs. death or die from the sickness. A *neutralize poison* spell cures the sickness.

The cause of the gront deformities is unknown and has been attributed to everything from evil magic to demonic impregnation. Gronted animals are most commonly found in and around the Guild District, leaving some scholars to believe the gront deformities may simply be caused by pollution.

Gronted Hound

No. Enc.: 4d4 x (1/2)
Alignment: Neutral
Movement: 150' (50')
Armor Class: 6
Hit Dice: 1+2
Attacks: 1
Damage: 1d4+1 (bite)
Save: F1
Morale: 10
Hoard Class: None
XP: 21

A pack of gronted hounds can terrorize a neighborhood, attacking adults in broad daylight and carrying children off into the night. If six or more gronted hounds are encountered, one of the hounds will be a pack leader with 2 HD whose bite does 1d6+1 hit points of damage.



Gronted Rat

No. Enc.: 5d4 x (1/2)
Alignment: N
Movement: 60' (20')
Swim 30' (10')
Armor Class: 8
Hit Dice: 2 hit points
Attacks: 1
Damage: 1d3 + disease
Save: 0-level human
Morale: 10
Hoard Class: XX
XP: 6

Packs of gronted rats are often found in guildworks cellars and Dolmvay sewers. Like normal rats, gronted rats are disease carriers. Any character bitten by a gronted rat has a 5% chance of contracting a disease. The bitten character must make a saving throw vs. poison or die in 1d6 days. A successful saving throw leaves the character sick and bedridden for 30 days, after which time there is a 25% chance the disease proves fatal. The spell *cure disease* removes this infection. Gronted rats may be warded away with fire. They are adept swimmers who are at home in Dolmvay's sewers.

Gronted Fish (School)

No. Enc.: 1 school
Alignment: Neutral
Movement: Swim 90' (30')
Armor Class: 6
Hit Dice: 2+1 to 4+1
Attacks: 1
Damage: 1d3 hit points (bites)
Save: 0-level human
Morale: 10
Hoard Class: None
XP: 47-215

Schools of gronted fish sometimes prowl the dark reaches of Dolmvay's canals and sewers. When prey enters the water, the school attacks en masse, engulfing its victim in a 10' x 30' cloud of darting, biting fish. A school does not need to roll to-hit, and inflicts 1d3 hit points of damage to anyone engulfed. Blood in the water sends the school into a frenzy, giving it an additional +1 damage.

Losk (pl. loskath)

No. Enc.: 0 (2d4)
Alignment: Neutral
Movement: 10' (2')
Swim: 30' (10')
Armor Class: 9
Hit Dice: 1 hit point
Attacks: see below
Damage: see below
Save: 0-level human
Morale: N/A
Hoard Class: None
XP: 6

Loskath resemble wormlike maggots that lie dormant in old wells, stagnant ponds, and other still pools of water. Their rubbery skin is translucent, making them difficult to detect and enabling them to achieve surprise on a 1-5 on 1d6. Loskath are drawn to heat (such as someone stopping to fill a canteen or wash in the pool). There is a 5% chance that anyone drinking the water swallows one or more loskath.

Upon contact with a living being, loskath begin to vigorously burrow deep into the body. If not stopped immediately with an application of holy water, the loskath burrow into the victim's stomach within 1d4 turns. Once in the stomach, the loskath ignites itself, burning the victim from within and causing 1d6 hit points of fire damage per round. This damage is incurable by normal means. Unless healed by magic such as a *cure light wounds* spell, the victim becomes bedridden and dies within a day, even if the flames are extinguished. If the fire is not extinguished, 2d4 new loskath crawl from the victim's ashes and wriggle their way towards the nearest body of water.

Loskath are destroyed by drinking holy water or pouring it into an open wound. One vial of holy water used in this manner kills 1d6 loskath (and extinguishes any internal flames). A *cure disease* spell destroys all loskath in the victim's body.

The loskath were created by the Order of Pagonnus—a powerful Druunic sect led by the high priest Kaleb Pagonnus. The loskath were considered sacred creatures by the Druun and were bred mainly for a sacrificial ritual known as the "Wooden Man".

Ruk

No. Enc.: 2d4 (1d6x10)
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 6
Hit Dice: 1
Attacks: 1 (weapon)
Damage: by weapon type
Save: F1
Morale: 8
Hoard Class: XIX
XP: 10

Ruks are foul-smelling humanoids with black hair, bestial faces, and reddish eyes. An adult male ruk stands about 6 feet tall and females are slightly smaller. Ruks dwell anywhere in the wilderness, above or below ground. They are nocturnal creatures who suffer a penalty of -1 to-hit when in sunlight.

Ruks are exceedingly cruel and delight in the torment of others. They are exceptionally greedy and love to kill, which makes them particularly attractive to chaotic rulers who hire them as mercenary soldiers and bodyguards.

Ruks carry shields and wear whatever pieces of armor they can scrounge. Common weapons include axes, heavy spears, and crudely forged long swords. Throwing spears and short bows are preferred for ranged combat. Ruks prefer vivid colors that most humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is usually rusted and dirty.

Ruk raiders prefer to prey upon small farms, settlements, and caravans, attacking with surprise or from ambush whenever possible. Raiding parties number anywhere from three ruks up to two dozen, although bigger bands have been known to attack larger settlements. When traveling through the wild they tend to spread out in groups of two or three, with the rest close by, so adventurers should be wary.

When speed is needed to hunt down prey or outrun pursuit, a strong ruk leader can harangue his band into two or three ragged columns. This leader has 8 hit points, receives a +1 bonus to damage because of his exceptional strength, and possesses an XP value of 16.

Should the leader of a party of ruks be slain, the remaining ruks have a morale of 6.

Ruks are socially organized around warring tribes, which have violent names like the "Death's Head" tribe or the "Warmonger" tribe. Tribes seldom work together unless united under a strong (and fear-inducing) leadership. Any tribe has roughly an equal number of males and females, with as many children as there are adults. The ruk tribal chief fights as a monster with 4 HD, has 15 hit points, and an XP value of 25. He will be very strong, having a bonus of +2 to damage. There is a 60% chance that any tribe consisting of 20 or more ruks will also have an ogruk present.

Ruks worship a pantheon of foul gods led by a war god named Groms.

Note: Goblins, orcs, and hobgoblins do not exist on Amherth. The Labyrinth Lord should feel free to substitute ruks for orcs. A smaller, weaker breed of ruks (HD 1-1) known as gobrucks may be used in place of goblins. A larger, stronger breed of ruks (HD 1+1) known as ubruks may be substituted for hobgoblins. These variant species otherwise conform to the ruk entry, above. The goblinoid races as a whole are known as *rukha*.

Serphala

No. Enc.: 2d4
Alignment: Neutral
Movement: 60' (20')
Fly: 150' (50')
Armor Class: 7
Hit Dice: 2
Attacks: None
Damage:
Save: C2
Morale: 6
Hoard Class: None
XP: 38

Serphala are a pacifistic race of human/bird hybrids. They are descended from harpies that were selectively trained and bred by the Church of Law and Order for their beauty and docility. Less than one hundred serphala are believed to exist.

The song of the serphala is a haunting melody that conveys effects similar to a *bless* spell to all those who hear it. Once per day, a

serphala can also sing a song that produces an effect similar to a *charm person* spell. A successful saving throw grants the character immunity to the serphala's song for the remainder of the encounter.

A serphala's feathers range in color from white to tan, and they typically wear flowing white robes and gold jewelry. The serphala dwell in small coveys in the Holy Aerie where they are tended by Valenon clergymen. They are considered sacred creatures who are kept isolated from others to ensure they remain pure.

The serphala possess human-level intelligence, however, the church treats them as intelligent animals and does not teach them how to speak. On holy days, the serphala have been trained to fly to specially designed perches around St. Poul's Square and treat the masses to their enchanted song. The song of the serphala can also sometimes be heard entertaining the High Lawlord and his most distinguished guests.

Sewer Slime

No. Enc.: 1
Alignment: Neutral
Movement: 30' (10')
Armor Class: 9
Hit Dice: 2
Attacks: 1
Damage: see below
Save: F1
Morale: 10
Hoard Class: None
XP: 29

Sewer slime is a semi-intelligent green slime that prowls the dankest portions of the Dolmvay sewers. Sewer slime feeds on plants, animals, and metals, including weapons and armor, but cannot digest stone.

Sewer slime senses movement through subtle vibrations. It attacks by dropping from high places onto victims or clinging to an opponent who steps on it. Once in contact with a victim, sewer slime digests all clothing and armor in 6 rounds. The slime feeds so quickly that after this period, in only 4 rounds after contacting an animal's (or character's!) bare skin, the slime completely digests it, creating

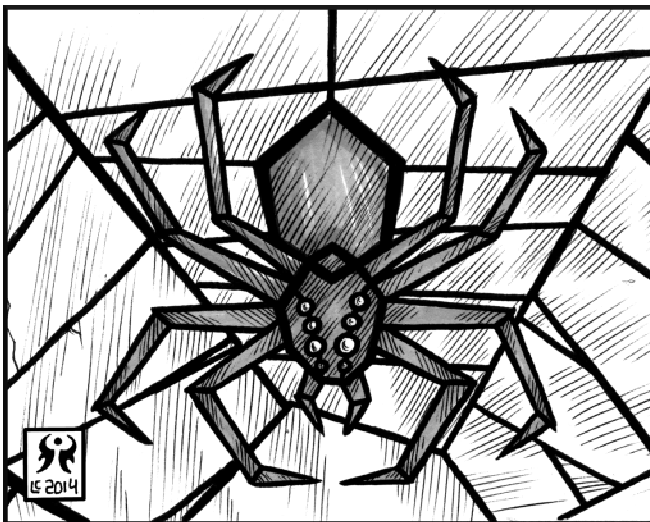
more slime in its place. No magical revival is possible for a victim as nothing material of the victim remains.

Sewer slime is immune to normal weapons as well as electricity- and cold-based attacks, but is susceptible to fire. The slime clings in such a way to make scraping it off ineffective. Note that if sewer slime is burned while it is on a character, the damage from the fire is divided evenly between the slime and the character. Sewer slime is killed instantly by a *cure disease* spell.

Shark, Bull

No. Enc.: 3d6
Alignment: Neutral
Movement: Swim 180' (60')
Armor Class: 4
Hit Dice: 2
Attacks: 1
Damage: 2d4 (bite)
Save: F1
Morale: 7
Hoard Class: None
XP: 20

A bull shark is an aggressive species of shark that can live in both freshwater and saltwater. A bull shark has a thick body and blunted nose. It grows up to eight feet long and weighs approximately three hundred pounds. When on the hunt, bull sharks glide silently through the water and are capable of surprising prey in water on a roll of 1-3 on 1d6. Bull sharks are common in King's Bay and at the mouth of the Dolm River, and are sometimes found swimming in the Dolmvay sewers.



Spider, Glass

No. Enc.: 1 (1d4)
Alignment: Chaotic
Movement: 60' (20')
Web: 120' (40')
Armor Class: 8
Hit Dice: 3
Attacks: 1 (bite) or 1 (net)
Damage: 2d6 + poison or special
Save: MU3
Morale: 7
Hoard Class: None
XP: 95

A glass spider is an enchanted, web-spinning spider that is made of glass. A glass spider conceals itself by magically merging with large glass objects (such as windows, chandeliers, piles of broken glass, etc.) to lie in wait for prey. Glass spiders often meld with stained glass windows to better hide their outline. A glass spider surprises its opponents on a roll of 1-4 on 1d6 when merged with clear glass, or 1-5 on 1d6 when merged with stained glass.

A glass spider attacks from ambush by launching net-like webs made of clear, sticky strands interlaced with razor-sharp bits of glass. Anyone struck by a net becomes ensnared. Ensnared victims suffer penalties of -30' (-10') to movement rate, +2 to AC, -2 to-hit, and -2 to all ability checks per net. The victim must make a Strength check to break free, but suffers 1d8 hit points of damage per round for each net (chain mail armor or better reduces this damage to 1d4 hit points per round).

A character whose movement rate is reduced to 0' is considered cocooned and is unable to take action as the glass spider feeds. Once the victim is drained of all fluids, the victim's skin and bones magically turn to brittle glass.

If cornered, a glass spider attacks with its bite. Anyone bitten by a glass spider must make a saving throw vs. poison or be paralyzed. Paralyzed characters are cocooned and drained, as above.

Glass spiders are drawn to lavish buildings such as palaces, mansions, and cathedrals. They were created long ago by wizards of the Order of Karth to generate fear in the hearts and minds of the faithful.

APPENDIX I: THE VALENON

"Let this be the time to take a stand against the Darkness. To cast down the worshipers of trees, demons, and other pagon gods so that there can be peace on Amherth and goodwill to all men. *Avalen*."

—High Lawlord Vernon Creighton

The Valenon is a sovereign city-state whose territory consists of a walled enclave within the city of Dolmvay. The Valenon is a theocracy ruled by the Church of Law and Order and the highest state functionaries are all church clergymen. Valenon clergymen are responsible for spreading church doctrine, conducting religious ceremonies, and overseeing the needs of the worshipers in their charge. All clergymen have rudimentary fighting skills and are expected to be familiar with common weapons and armor.

Organization

The Church of Law and Order organizes its territory into districts known as calums. A calum may be centered around a neighborhood or several neighborhoods (in a large city), a town, or a collection of towns or villages. A number of different clergymen are assigned to oversee the needs of worshipers in these calums.

Deity Worship

The Church does not pay homage to a single benign deity. Instead, it reveres the abstract power of Law and Order. At its core, this force represents all that is holy, pure, and good in the world. Worshipers who pray directly to the power of Law and Order often address it as "The Light" or "The White" or "The Holy". The church also venerates various saints that many people

are better able to identify with and pray to. Praying to a saint is the same as praying to the forces of Law and Order.

Note: Labyrinth Lords who prefer a more traditional pantheon of different gods may simply change the "forces of Law and Order" to the pantheon's dominant god, and change the various saints to gods and demigods whose aspects are compatible.

Symbology

The church's symbol is the hilt of a sword. This represents the magical Sword of Valen which he famously thrust into the ground, marking the line that evil dare not cross. The Valenon's symbol is the sword hilt flanked by two dovescrows. White, red, purple, gold, and black are the church's primary colors, and each has its own significance.

Hierarchy

The clergymen of Law and Order spread church doctrine and oversee the needs of the local calum, including conducting baptismal, marriage, and funereal ceremonies. Clergymen take vows of celibacy and poverty—all wealth collected through donations is considered the property of the church.

Clergymen work hand in hand with the City Watch to maintain order, hunt down fugitives, and enforce punishments. The clergy is divided

into ranks—High Lawlord, Lawlord, priest, friar, monk, and acolyte.

The High Lawlord is the supreme ruler of the Church of Law and Order and the head of the Valenon city-state. A Lawlord is assigned to each of the major cities (Dolmvay, Bay City, Irrlendom, etc.). Priests, friars, monks, and acolytes are assigned to towns, city districts, or even large neighborhoods. A number of other factions serve the Church of Law and Order.

The various ranks of clergy can be distinguished by their appearance and style of dress. Male clergymen keep their hair cut short or shorn completely off. Monks and friars sometimes grow beards or goatees, but priests and Lawlords seldom wear facial hair. Female members of the clergy wear head coverings known as hasts and typically wear sleeved robes and dresses that fall to the floor.

More elaborate raiment, including embroidered head coverings, robes, sashes, shawls, and capes, as well as ornate chain mail armor is worn during rituals and ceremonies. All clergymen wear holy symbols around their necks at all times.

High Lawlord

The High Lawlord is the supreme ruler of the Church of Law and Order and the head of the Valenon city-state. The High Lawlord is responsible for resolving doctrinal disputes, approving official appointments, and crowning the hereditary Duke of Dolmvay.

The High Lawlord wears elaborate white robes with red hilts embroidered on the hem. His medallion office is actually a hilt-shaped magical necklace known as the Medallion of Law (see pg. 139). His Staff of Order is a magical staff made of ironwood, stained black and carved at the top to resemble the hilt of a sword (see pg. 139). During services, the High Lawlord wears the mythical Helm of Valen and the Holy Mail (see pg. 139) and is said to be channeling the Power of Law.

The High Lawlord is never a spellcasting cleric. The High Lawlord is commonly referred to as the "Holy Father".

Lawlord

A Lawlord is assigned to each of the major cities and is responsible for ensuring that law and order are maintained throughout the local calums. Lawlords are appointed by the High Lawlord. When a High Lawlord dies, the Lawlords meet to elect a new High Lawlord from a pool of eligible (non-spellcasting) priests. A Lawlord wears elaborate red robes with white hilts embroidered on the hem. Almost all Lawlords are spellcasting clerics. A Lawlord is commonly referred to as "Honored Father".

Priest

A priest oversees the needs of a local calum. A priest of Law and Order wears a black cap, black pants, and a black tunic with white hilts embroidered across the hem of the sleeves and neck. A priest is commonly referred to as "Father".

Friar

A friar is assigned to a calum and given many of the same responsibilities as a priest. Friars are required to spread church doctrine, assist priests in rituals, and serve the poor and downtrodden. A friar who is placed in charge of an abbey is known as an Abbot.

A friar is ordained as a minister and has the authority to perform most church rituals and ceremonies. Friars commonly wear brown caps and simple brown robes tied at the waist. A friar is not required to take a vow of celibacy, however, many friars choose to live a chaste lifestyle and go on to become priests. A friar is commonly referred to as "Uncle".

Monk

A monk lives a communal life in a church abbey or monastery. Monks take vows of poverty and obedience. A monk's daily life is spent in prayer, study, and service to the church. Like friars, monks commonly wear brown caps and simple brown robes tied at the waist. Many monks go on to become friars or priests. A monk is commonly referred to as "Brother".

Sisters of Counsel

The Sisters of Counsel is the largest and most influential female sect in the Church of

Law and Order. They have many of the same trappings as monks, and on some occasions a sister may become a friar or priestess (commonly referred to as "Aunt" and "Mother", respectively). A sister who is placed in charge of an abbey is known as an Abbess.

Theoretically, a sister may one day become a Lawlord, but this has happened only once in history with St. Lucilla the Kind. No female member of the clergy has ever become the High Lawlord. The highest-ranking Sisters of Counsel tend to be intelligent and wise, and the High Lawlord often consults them on matters important to the faith.

Acolyte

An acolyte is a newly accepted devotee of the church. Acolytes perform menial tasks such as food preparation, housekeeping, husbandry, and gardening. Acolytes also help monks, friars, and priests prepare for daily services. An acolyte wears a simple gray robe belted at the waist. An acolyte is commonly referred to as "Son" or "Boy", regardless of the acolyte's true age.

The Blessed

The ability to cast cleric spells is not a requirement for becoming a member of the clergy. Most of the church's highest-ranking members are simply devout, but otherwise ordinary, men and women of the cloth.

Clergymen who can cast cleric spells are known as the Blessed (pr. BLEH-sed). The Blessed are trained alongside clergymen, but are encouraged to join factions such as the Lawguard, the Hiltamen, the Lawbringers, the Order of Truth, or the White Crossguard in order to better serve the needs of the church.

The Blessed are not required to take vows of celibacy, however, their children are expected to be active in the church from a very young age.

Spells of the Blessed

The Blessed are spellcasting clerics. However, in an effort to distance clerical magic from that of a magic-user, cleric spells are referred to as "blessings". The church frowns

upon any correlation between blessings and sorcery.

Church Doctrine

Church doctrine is simple: law and order must be maintained at all costs. Without laws there can be no order. Without order there is only chaos. Chaos brings pain, death, and wanton destruction. Therefore, those who serve chaos must be eliminated. Neutrality serves neither order nor chaos and is therefore unlawful. That which is unlawful must become lawful or else it breeds chaos. Therefore, those who serve neutrality must be redeemed. If they cannot be redeemed, they must be destroyed.

The major tenets of the Church of Law and Order are largely based upon the concepts of family, chivalry, self-sacrifice, redemption, and service to the church. Those who rebel against this system often find themselves ostracized from the rest of society. Listed below are the primary concepts of church doctrine.

Family

The church supports the traditional family unit where husbands provide and protect, women care for the home, and children honor their parents. This traditional model has been slowly unraveling over the past few decades, much to the church's frustration.

Chivalry

The church defines chivalry as a code of conduct whose supporters are expected to uphold the law, defend the weak, and serve the church with humility and grace. The chivalric code has been romanticized and adopted by storytellers, minstrels, and poets all over Amherth.

Self-Sacrifice

Valen sacrificed his own life to protect the people of Vay, so the church believes it is only fitting that the people be ready to sacrifice themselves as well. A father makes sacrifices for his family. A mother makes sacrifices for her children. Anyone may be called upon to make sacrifices for the church.

Redemption

The church believes that even the most wicked villain can find their way back to the true faith and become a force for good in the world. The most famous example of this is the legendary St. Poul of the Shield, who found redemption after being baptized in the Font of Law and Order (see pg. 139). A subject who falters after being redeemed can expect stiff punishments and little sympathy.

Service to the Church

The church expects its worshipers to tithe regularly, honor the clergy, and attend church services. Worshipers may also be called upon to devote their time, labor, and skills to church-sponsored events. Service to the church is considered a great honor.

Afterlife

The church teaches that those who live Lawful and Orderly lives shall be reborn in the mythical Kingdom of Law—a land of light, happiness, and hope, where the Powers of Law and Order reign supreme and Chaos cannot exist. In this Kingdom, faithful worshipers can expect to be reunited with their loved ones where they continue to serve holy emissaries of Law and be guided by their patron saints.

Church Rituals

The Church of Law and Order and its worshipers conduct a number of formal and informal rituals including baptism, prayer, sacrifice, marriage, penance, and funerals.

Baptism

The baptism ritual is one of the most important rituals in the Church of Law and Order. Baptism symbolically washes away the evils of the world, leaving the baptized a person of Law. Baptisms are usually conducted by friars or priests. In Dolmvay, converts and newborn children are traditionally baptized in the Font of Law and Order during the Son's Day service. In other places, a sacred basin, pool, or other holy site is used for baptisms.

Prayer

The people of Dolmvay pray several times each day. These prayers may be formal verses that are memorized and recited at specific times (such as before an evening meal) or informal pleas made in times of need (such as a whispered prayer for luck before attempting a task).

Prayers are made in general to the forces of Law and Order or are directed at a particular saint. A person whose prayers have been answered more than three times is sent to the Hall of Holy Studies to determine whether or not the person is one of the Blessed.

Sacrifice

It is believed that a sacrifice of some sort should accompany more important prayers to increase the chances that the forces of Law and Order take notice. These sacrifices are usually made with the assistance of a clergyman. The most common types of sacrifices include animal sacrifices, gifts of wealth or property, or the taking of solemn vows.

Animal sacrifices are butchered and the meat is shared with the clergy. The sacrifice of magical beasts such as wyverns, demon boars, and dragons are believed to be extremely potent. Gifts of wealth and property are sent to the Valenon. Vows (no alcohol, silence, celibacy, etc.) are typically made for a period of one year.

Marriage

According to tradition, marriages are brokered by the head of a family, sometimes with guidance of a local clergyman. If the bride has never been married, her family is expected to provide a dowry and pay for the ceremony. The size of this dowry and the extravagance of the ceremony depends on the family's assets.

The ceremonial marriage ritual involves sacred vows of fidelity, loyalty, and love between a man and woman. This is a lifelong bond that may only be broken by the death of a spouse. The church does not recognize divorce, however, a marriage may be annulled by a priest if it is determined that a spouse has turned from the way of Law and refuses to repent.

A widow or widower must take a vow of celibacy and wear black for a grieving period of at least three months after the spouse's death. After this time, the person is allowed to remarry with the full blessing of the church. Marriage rituals may only be conducted by a priest.

Penance

Those who deviate from church doctrine are held accountable for their sins. Rebelliousness, deception, greed, impurity, adultery, theft, sorcery, blasphemy, and murder all serve the forces of Chaos. Those found guilty of such acts are not allowed to attend church services until they repent and accept penance.

Penance takes many forms, depending on the severity of the infraction. Minor forms of penance include recitation of special prayers, fasting, fines, flogging, taking of vows, and public apologies made before the entire calum.

Major forms of penance include taking vows of poverty, trial by ordeal (torture), joining a Sainted Order, loss of an appendage, or undertaking a pilgrimage. In some cases, such as an attack on a Lawlord, death may be the only way to achieve absolution.

Funeral

Funereal rituals involve a special ceremony spoken over the remains of a loved one who has passed. The Church prefers burial to cremation. At the family's request, the deceased may be interred in the Catacombs of the Dead. Otherwise, the family is required to make their own burial arrangements in accordance with accepted church practices. Funereal rituals may only be conducted by a priest.

Curative Magic

The church believes that there is a natural order to all things, even pain and suffering. Therefore, curative magic (blessings) are only doled out to non-clergymen at certain times in special ceremonies. At least one Blessed clergyman must be present during these ceremonies.

The recipients of these spells must be active members of the Church of Law and Order who contribute to the betterment of society. They

may have to meet other requirements in order to be eligible for healing. The church believes that randomly healing the sick and injured would encourage a disregard for safe practices and common sense and would only serve to promote Chaos.

The church does not accept direct monetary payment for curative magic, however, the faithful are expected to tithe regularly, so payment is implied. This has caused friction between the church and a number of impious and/or miserly nobles and merchants who have been refused magical healing until they accept penance.

Unscrupulous clergymen sometimes cast healing spells in exchange for pay, but those caught doing so are subject to severe punishments. Adventuring clerics are authorized to heal their companions as needed, but are expected to adhere to church doctrine when dealing with others of the faith.

Cure Light Wounds

Cure light wounds spells may be cast on those in need during the Son's Day service at the end of each week. A Blessed clergyman may also decide to bestow healing on worshipers who are injured while actively furthering the cause of Law and Order (such as the City Watch or on villagers facing a ruk invasion).

Cure Serious Wounds and Cure Critical Wounds

These spells may only be cast on church members during services that occur on the last Son's Day of the month. The subject of a *cure serious wounds* or *cure critical wounds* spell is expected to serve the church in some capacity for at least one month.

For example, a baker may be called upon to bake goods for church functions, a blacksmith may be required to shoe Hiltamen horses, while an adventurer may have to escort church dignitaries, guard sacred sites, or undertake quests on behalf of the church.

Cure Blindness, Cure Disease, Heal, Neutralize Poison, Regeneration, Remove Curse, Restoration

Spells such as *cure blindness*, *cure disease*, *heal*, *neutralize poison*, *regeneration*, *remove curse*, or *restoration* may be cast at any time on the faithful, but requires special consultation by the clergy.

The recipient of the spell must be an active and respected member of the church. He must possess an exceptional skill (such as adventuring) or be in a position where his influence can be used to benefit the church in some way (such as a powerful noble or high-ranking guildsman). The recipient must agree to serve the church in some capacity for at least one year, as outlined above.

Many who are cured in this manner are so grateful to the church that they choose to renounce their past lives and become clergymen (acolytes).

Raising the Dead

As with healing, the church believes that death is part of the natural order. Therefore, a *raise dead* or *resurrection* spell is only cast in the most extreme circumstances. The subject to be raised or resurrected must meet the following additional criteria:

The person must be an active member of the Church of Law and Order—followers of false gods and evil religions are not entitled to the church's blessings.

The person must have died while upholding the tenets of the Church of Law and Order. The person may have been on a quest for the church or may simply have died while undertaking a Lawful adventure.

The person must be known for at least five significant Lawful deeds. In game terms this means the person must be at least 7th level or higher. It is assumed that an active member of the church who is known for his Lawful adventures is an asset to the church who deserves special consideration.

History of St. Valen of Vay

Valen of Vay was a mythical hero of the Old World whose origins have been lost to time. He was known as the Son of Sons and many religious scholars believe he was a descendant of a very old and powerful race of men known only as the Ancients.

Valen is said to be a Champion of Law and Order and was named the First Sword of the Great City of Vay. Valen underwent many trials and tribulations in order to overcome the forces of Chaos who constantly sought to corrupt him. He was said to be a just and compassionate man who was fair in his dealings with all folk. Valen's life story has been immortalized in a number of epic stories, songs, and poems. Some of his most famous adventures include the War of the Iron Dragons, the Redemption of St. Poul, the Temptations of the Nine, the War of Light, and the Great Sacrifice.

The War of the Iron Dragons tells of a time when the Great City of Vay was attacked by terrible iron golems from the Wastelands of Aal. According to legends, Vay was doomed to fall until the heroic Valen marshaled the city's defenses and repelled the assault. After the battle, Valen was named First Sword of Vay and given command of the city's armies.

The Redemption of St. Poul showcases Valen's compassion and ability to forgive. After being named First Sword, Valen begins a campaign to establish law and order beyond the walls of the Great City of Vay. One by one, Valen crushes the gangs of pirates and brigands who prey on travelers. The stragglers regroup under the leadership of a brigand chieftain named Poul the Butcher. Poul challenges Valen to single combat and Valen defeats the Butcher in an epic duel. Rather than kill Poul, however, Valen gives him the chance to convert to the cause of Law and Order. Poul accepts and after his baptism in the sacred Font of Law and Order (see below) goes on to become Valen's right-hand man.

In the Temptations of the Nine, Valen is captured by an evil sorceress named Jessical the Burner, leader of an ancient cabal of

witches known as the Nine from Across the Water. During his imprisonment, Valen is subjected to all manner of vile sorceries, tortures, and temptations, but his faith never wavers. Valen eventually escapes and slays his captors, teaching the faithful that good always overcomes wickedness and evil.

The War of Light began soon after the fall of the Great City of Mor. Drunk from their conquest of Mor, forces of the Halfruk Lord sought to test Vay's resolve by raiding its outlying farms and settlements. Valen responded quickly, and the disciplined armies of Vay easily routed the disorganized raiders. As the Halfruk Lord's armies fled, Valen thrust his great sword into the rocky ground and declared that no creature of evil would cross this line and live. This symbolic act was adopted by the Church of Law and Order, and the image of Valen's sword hilt has become one of its central and most iconic images.

The Great Sacrifice of Valen marked the end of a dark period in Vay's history known as the Ghoul Wars. The Ghoul Wars began when an undead lord from the northlands known as the Ghoul King Lorrigan Makaar marched on the Great City of Vay with an army of ghouls. Valen led his forces against the undead host and the two armies traded a series of victories and defeats. Valen realized that the ghoul army grew larger with every battle and knew he could not win the war through force of arms alone.

Valen challenged Lorrigan Makaar to single combat and the arrogant Ghoul King accepted. The two fought an epic duel in the mountain range that would one day come to be known as the Peaks of Valen. According to legends, the Ghoul King was on the brink of defeat when he called forth evil magic to cripple Valen. St. Poul came to Valen's defense and warded off the Ghoul King's attacks, allowing Valen to call upon the forces of Law and Order to protect the Great City of Vay.

Valen died in a great flash of light, the Ghoul King was spectacularly defeated, and his ghoul army was forever sealed in the lands to the north.*

*see the Small Niche Games supplement *Ghoul Keep and the Ghoul Lands* for more information on the Ghoul King Lorrigan Makaar.

New Spells

The following new spell is available to clerics of Law and Order.

Detect Holy

Level: 3
Duration: Instant
Range: Touch

A *detect holy* spell reveals whether or not the target has the potential to become a spellcasting cleric. The recipient of the spell is outlined in a halo of white light that only the caster can see. The target must be willing to receive the spell or else the spell automatically fails.

Holy Relics

The following holy relics are sacred to the Church of Law and Order. These items may contain additional powers that can be unlocked with certain command words, at certain times, or by certain people, at the Labyrinth Lord's discretion

The Guiding Light

After the Great Sacrifice, St. Poul of the Shield returned to the Great City of Vay and took a vow of silence. In a series of handwritten scrolls, the grieving St. Poul compiled a firsthand account of all of Valen's words and deeds. These scrolls were later copied by other clergymen who added historical information, church doctrine, brief anecdotes, and common parallels to everyday life in a collection of documents that would come to be known as *The Guiding Light*. *The Guiding Light* is a massively popular text that can be found in nearly every home.

Shield of St. Poul

The Shield of St. Poul is a dented and claw-scored shield that belonged to the legendary St. Poul of the Shield. The Shield functions normally as a *shield+1*. In the hands of a Lawful character, the shield functions as a *shield+3*, gives its bearer *protection from normal missiles*, and projects a *protection from evil 10' radius*.

Helm of Valen

The iconic Helm of Valen is a full helm made of shining steel. The Helm provides a magical +2 bonus to the wearer's Armor Class. The wearer of the Helm receives the benefits of a *true seeing* spell. In addition, the wearer may cast *know alignment*, *detect lie*, and *tongues* at will. These powers only work for a wearer of Lawful alignment. Any person of Neutral or Chaotic alignment who dons the helm must make a saving throw vs. death magic or be instantly disintegrated. The Helm of Valen is stored in the Cathedral of St. Poul and is worn only by the High Lawlord.

Holy Mail

The Holy Mail is an ornate suit of *chain mail*+3 that is worn by the High Lawlord during ceremonies. The Holy Mail grants its wearer *protection from normal missiles*.

Medallion of Law

The Medallion of Law is a hilt-shaped medallion that grants the wearer 85% magic resistance and makes him immune to mind-affecting spells such as *charm person* and *ESP*. The Medallion of Law is a sacred artifact that is worn by the High Lawlord at all times.

Staff of Order

The Staff of Order is a magical staff made of ironwood, dyed black and carved at the top to resemble the hilt of a sword. It functions as a *quarterstaff* +3. In the hands of a Lawful character, the staff can produce the following spell-like effects three times per day as if cast by a 12th level cleric: *command*, *spiritual weapon*, *striking*, *flame strike*, *blade barrier*, *earthquake*. The Staff of Order is a sacred artifact that is only carried by the High Lawlord.

The Font of Law and Order

This magical fountain is blessed by the forces of Law and Order. It was blessed by the legendary St. Valen of Vay and once produced a never-ending supply of holy water. The water acted as a *cure light wounds* spell to those it touched. The font was also used for christenings, baptisms, and other religious ceremonies.

A truth known only to a few is that the font's waters instantly changed the alignment of anyone baptized in it to Lawful. The font dried up shortly after Valen's death in the Great Sacrifice. It no longer possesses any magical properties, although it is still used for religious ceremonies. The Font of Law and Order is located inside the Cathedral of St. Poul of the Shield.

Major NPCs and Factions of Note

The following NPCs and factions may be found throughout the Valenon.

Valenon Officials

The Valenon's highest officials are all active members of the clergy. A few of the more visible officials are detailed below.

High Lawlord Vernon Creighton

High Lawlord Creighton is the robust, but aging ruler of the Church of Law and Order. Creighton was born in the small village of Larm and has been a member of the clergy all his life. He is intelligent, kind, and adored by the citizens of Dolmvay. High Lawlord Creighton has spearheaded the most recent attempt to purge the Duchy of all pagon influence by attempting to peacefully convert nonbelievers to the cause of Law and Order. Although he believes in the justness of his cause, more radical church factions have exploited the movement to pursue their own agendas.

High Lawlord Vernon Creighton: treat as 0-level human with Int 15, Wis 16, Cha 16, AC 9 or 0 (*Holy Mail* + *Helm of Law*), hp 3, unarmed or *Staff of Order* (Dmg 1d6+3), *Medallion of Law*.

Father Gabrel Sorlund

Father Gabrel is an ambitious priest who has served the church for most of his adult life. He spent almost a decade performing services for the Oldcastle calum in the Chapel of St. Rayment. He was reassigned to the Valenon, but still has many ties among the City Watch.

Father Gabrel is a strict disciplinarian who lacks compassion or remorse. Many feel he is

cold at heart, but no one questions his efficiency or dedication to the church. Father Gabrel firmly believes he is next in line for the position of High Lawlord in the event of High Lawlord Creighton's untimely death.

Father Gabrel Sorlund: treat as 0-level human with Int 15, Wis 16, AC 9 or 5 (chain mail), hp 3, unarmed or mace (Dmg 1d6), *potion of healing*, silver holy symbol of St. Raymont.

Father Carden Wells

Father Carden Wells is a priest of St. Valen of Vay. He is a middle-aged man with an easy smile and a keen wit. Father Carden oversees the selection and guidance of worshipers attending the Halls of the Holy. He believes his position is vital to the future of the church and he takes his role very seriously. Father Carden seldom leaves the Valenon.

Father Carden Wells: AL L; MV 120' (40'); AC 9 or 5 (chain mail); C5; hp 26; #AT 1; Dmg 1d6+1 (mace); S 10, D 12, C 13, I 12, W 15, Ch 13; SA spellcasting, Turn undead; SV C5; ML 8; XP 950; holy symbol of St. Valen, vial of holy water.

Spells: 1st: *cure light wounds, cause fear, detect evil*; 2nd: *hold person, holy chant*; 3rd: *prayer*.

Father Brendan Edrain

Father Brendan is a priest of St. Gregor of Carach. He is a thin, balding priest who has served the Church of Law and Order for decades. Father Brendan was a moneylender before being called to serve the church and discovering he was one of the Blessed. He is now the Church Treasurer and in charge of the wealth of the Valenon Vault. Father Brendan is a shrewd man who does not trust adventurers. A personal bodyguard of two Hiltamen escort Father Brendan wherever he goes.

Father Brendan Edrain: AL L; MV 120' (40'); AC 9 or 5 (chain mail); C6; hp 21; #AT 1; Dmg 1d6-1 (mace - Str); S 8, D 10, C 9, I 12, W 15, Ch 13; SA spellcasting, Turn undead; SV C6; ML 7; XP 1,570; holy symbol of St. Gregor.

Spells: 1st: *cause fear, protection from evil, sanctuary*; 2nd: *augury, find traps, hold person*; 3rd: *continual light, dispel magic*.

Father Andal Dralen

Father Andal is a priest of St. Garan the Mighty. He is a large, militant clergyman and the Commander of the Hiltamen. Father Andal is a former adventuring fighter who has helped spread the teachings of Law and Order throughout the lands of the Valnwall. He may become a mentor to Lawful PC fighters and clerics, at the Labyrinth Lord's discretion.

Father Andal Dralen: AL L; MV 120' (40'); AC 5 (chain mail); F5; hp 39; #AT 1; Dmg 1d8+2 (long sword + Str); S 16, D 10, C 15, I 12, W 10, Ch 12; SV F5; ML 9; XP 650; *potion of healing*, holy symbol of St. Garan.

Father Vayon Conners

Father Vayon is a priest of St. Valen of Vay. He is a shrewd, calculating man and the leader of the White Crossguard. Father Vayon is a fanatic who believes that only the church can rid the world of evil. He is intolerant of other religions and believes in forced conversions and the holy sacrifice of magical creatures, including elves and other demihumans. Father Vayon would commit any act to protect the image of the Church of Law and Order.

Father Vayon Conners: AL L; MV 120' (40'); AC 5 (chain mail); C5; hp 23; #AT 1; Dmg 1d6+1 (*quarterstaff+1 of withering*); S 9, D 11, C 10, I 15, W 15, Ch 9; SA spellcasting, Turn undead; SV C5; ML 11; XP 1,250; *ring of enemy detection, potion of extra healing*, holy symbol of St. Valen.

Spells: 1st: *cause light wounds, cause fear, detect evil*; 2nd: *hold person, silence 15' radius*; 3rd: *dispel magic*.

Friar Lathan Eron

Uncle Lathan is a friar of St. Lucilla the Kind. He is a quiet, humble man who is outspoken in his belief that the church should do more to cure the sick and heal the wounded, and many feel his radical views have hurt his rise in the clergy. Uncle Lathan often finds himself at odds with Father Gabrel Sorlund and the older clergymen. Even so, a small following of mostly

younger clergymen support his beliefs and are willing to hear him speak.

Friar Lathan Eron: treat as 0-level human with Int 13, Wis 16, Cha 15, AC 9 or 5 (chain mail), hp 2, unarmed or mace (Dmg 1d6), holy symbol of St. Lucilla.

Brother Stelton Mores

Brother Stelton was a soldier in the King's Army when he was severely wounded by a ruk arrow at the Battle of the Graywood. Stelton suffered for several days before being healed by a military priest. After recovering, he felt called to give his life to the church. Brother Stelton is a member of the Brotherhood of St. Mikael. He is gruff and taciturn, but extremely loyal to his friends and family.

Brother Stelton Mores: AL L; MV 120' (40'); AC 9 or 5 (chain mail); F1; hp 7; #AT 1; Dmg 1d8+1 (long sword + Str); S 13, D 10, C 13, I 12, W 10, Ch 9; SV F1; ML 8; XP 16; holy symbol of St. Mikael.

Sister Lora Meeson

Sister Lora is a devotee of St. Emiliana the Red. She has recently learned that several of her fellow sisters have broken their vows of celibacy with a surprisingly rakish Hiltaman named Gregal Crutch. Crutch plans to kill Sister Lora before she reveals the indiscretion to her superiors.

Sister Lora Meeson: treat as 0-level human with Wis 13, Cha 15, AC 9 or 5 (chain mail), hp 2, unarmed or mace (Dmg 1d6), holy symbol of St. Emiliana.

Brother James Lawder

Brother James is a friendly young monk of St. Clarissa the Wild. Brother James is a skilled animal handler who is assigned to the Valenon where he spends most of his time in the Holy Aerie tending the serphala. Brother James secretly detests what he feels is the church's enslavement of the serphala, and has actually fallen in love with a serphala named Dawnstar. Brother James is always accompanied by a trained dovecrow named Valcor.

Brother James Lawder: treat as 0-level human with Wis 15, AC 9 or 5 (chain mail), hp

4, unarmed or mace (Dmg 1d6), holy symbol of St. Clarissa.

Brother SIRRUN Taherran

Brother SIRRUN is a young elf who was raised at a church orphanage. He is determined to convert other demihumans to the worship of Law and Order and has earned the respect and admiration of High Lawlord Creighton. Brother SIRRUN is often touted as proof that demihumans are not beyond redemption. Brother SIRRUN was briefly assigned to the Reek as a missionary until an attempt was made on his life. He has since been relocated to the safety of the Valenon.

Brother SIRRUN Taherran: AL L; MV 120' (40'); AC 9 or 5 (chain mail); HD 1+1; hp 6; #AT 1; Dmg 1d6 (mace); SA infravision 60', detect secret doors on 1-2 on 1d6; SV E1; ML 8; XP 15; holy symbol of Law and Order.

Order of Kells

The Order of Kells is an order of seven high-level clerics that serve as the personal bodyguards of the High Lawlord. These clerics are known as Kellors and their roles are defined by the color of their cloaks. At least one Kellor stays with the High Lawlord at all times. The Kellors have sworn to defend him with their lives. They forsake their family names as well as all former attachments to serve the High Lawlord and the Church of Law and Order. The former names of each Kellor and their service to the church are inscribed in an ancient holy relic known as the Book of Kells.

Kellor the White

Kellor the White is the head of the Order of Kells and is responsible for seeing to the High Lawlord's protection on holy days. White Kellor was born in Dolmvay and rose quickly through the church's ranks. He is the oldest member of the Order, with a mane of white hair to match his name. White Kellor is known for his intelligence, patience, and wisdom.

Kellor the White: AL L; MV 120' (40'); AC 4 (*chain mail+1*); C10; hp 49; #AT 1; Dmg 1d6 (*quarterstaff of absorption*); S 10, D 10, C 13, I 14, W 16, Ch 15; SA spellcasting, Turn undead; SV C10; ML 10; XP 8,700; scroll of spells

(*detect magic, dispel magic x2, silence 15' radius*), holy symbol of Law and Order.

Spells: 1st: *command, cure light wounds, detect evil, detect magic, protection from evil*; 2nd: *know alignment, hold person, reveal charm, silence 15' radius*; 3rd: *continual light, dispel magic, prayer*; 4th: *cure serious wounds, detect lie, neutralize poison*; 5th: *flame strike, true seeing*.

Kellor the Black

Kellor the Black is responsible for seeing to the High Lawlord's protection within the Valenon. Black Kellor is the son of a former Hiltaman and wields his quarterstaff with deadly effect. He is known for his discipline and level headedness which was best shown several years ago when he orchestrated peace during the Trident Park Riots.

Kellor the Black: AL L; MV 120' (40'); AC 3 (*chain mail+2*); C9; hp 44; #AT 1; Dmg 1d6+4 (*quarterstaff+3 + Str*); S 14, D 10, C 13, I 13, W 15, Ch 12; SA spellcasting, Turn undead; SV C9; ML 10; XP 13,600; *bracers of speed, potion of healing*, holy symbol of Law and Order.

Spells: 1st: *command, cure light wounds, detect evil, sanctuary*; 2nd: *hold person (x2), resist fire, silence 15' radius*; 3rd: *dispel magic, prayer, striking*; 4th: *cure serious wounds, neutralize poison*; 5th: *true seeing*.

Kellor the Red

Kellor the Red is responsible for seeing to the High Lawlord's protection during times of conflict and war. Red Kellor was a Lawbringer who served alongside the King's Army. Red Kellor is a giant of a man who wields a two-handed maul and is known for his savagery in battle and hatred of evil.

Kellor the Red: AL L; MV 120' (40'); AC 2 (*chain mail+1 + ring of protection+1*); C9; hp 56; #AT 1; Dmg 1d10+3 (*maul of disruption+1 + Str*); S 17, D 10, C 16, I 12, W 14, Ch 12; SA spellcasting, Turn undead; SV C9; ML 10; XP 12,200; holy symbol of St. Garan, vial of holy water.

Spells: 1st: *cause fear, command, cure light wounds, detect evil*; 2nd: *bless, hold person, resist fire, spiritual hammer*; 3rd: *cause blindness, dispel magic, striking*; 4th: *cure*

serious wounds, neutralize poison; 5th: *flame strike*.

Kellor the Green

Kellor the Green is responsible for seeing to the High Lawlord's protection while traveling overland. Green Kellor was born the daughter of a woodsman. When her magical ability began to manifest she was kidnapped by Druun priests from which she was rescued by a band of Red Hilt adventurers. Green Kellor is known for her love of animals and the wild.

Kellor the Green: AL L; MV 120' (40'); AC 4 (*chain mail + Dex*); C8; hp 39; #AT 1; Dmg 1d6+1 (*quarterstaff + Str*); S 13, D 14, C 12, I 12, W 13, Ch 14; SA spellcasting, Turn undead; SV C8; ML 10; XP 5,560; *belt of arachnidia*, holy symbol of St. Clarissa.

Spells: 1st: *cure light wounds, detect evil, protection from evil, sanctuary*; 2nd: *hold person, snake charm, speak with animal*; 3rd: *animal growth, dispel magic, striking*; 4th: *speak with plants, sticks to snakes*.

Kellor the Purple

Kellor the Purple is responsible for seeing to the High Lawlord's protection when making an appearance in any court across the realm. Purple Kellor was born the daughter of a Dolmvay nobleman and is familiar with the inner workings of the royal court. She is best known for her powers of persuasion.

Kellor the Purple: AL L; MV 120' (40'); AC 4 (*chain mail+1*); C9; hp 34; #AT 1; Dmg 1d6 (*quarterstaff*); S 9, D 10, C 10, I 14, W 15, Ch 15; SA spellcasting, Turn undead; SV C9; ML 10; XP 6,600; scroll of spells (*cure light wounds, cure serious wounds, cure critical wounds*), holy symbol of Law and Order.

Spells: 1st: *cure light wounds, detect evil, purify food and drink, sanctuary*; 2nd: *find traps, hold person, know alignment, reveal charm*; 3rd: *continual light, dispel magic, locate object*; 4th: *detect lie, neutralize poison*; 5th: *true seeing*.

Kellor the Gold

Kellor the Gold is responsible for seeing to the High Lawlord's protection during public appearances. Gold Kellor was born to a common

hostler. He is an excellent horseman and once aspired to become a knight. Gold Kellor is most loved by the common folk.

Kellor the Gold: AL L; MV 120' (40'); AC 4 (chain mail + Dex); C8; hp 39; #AT 1; Dmg 1d6+1 (war hammer + Str); S 13, D 13, C 10, I 12, W 14, Ch 16; SA spellcasting, Turn undead; SV C8; ML 10; XP 6,060; *scroll of warding (lycanthropes)*, *potion of healing*, holy symbol of St. Mikael.

Spells: 1st: *command, cure light wounds, detect evil, protection from evil*; 2nd: *bles, hold person, holy chant*; 3rd: *continual light, dispel magic, prayer*; 4th: *neutralize poison, tongues*.

Kellor the Blue

Kellor the Blue is responsible for seeing to the High Lawlord's protection while traveling on the river or sea. Blue Kellor is the bastard son of a high-ranking captain in the King's Navy. He spent his early years as a cabin boy before being called to the church. Blue Kellor is famous for his role in the Battle of the Burning Sails where he called down the forces of Law and Order to sink the ships of a band of murderous pirates led by the self-styled pirate king Edward Pike.

Kellor the Blue: AL L; MV 120' (40'); AC 4 (*chain mail+1*); C9; hp 50; #AT 1; Dmg 1d6 (mace); S 12, D 16, C 13, I 12, W 14, Ch 12; SA spellcasting, Turn undead; SV C9; ML 10; XP 8,700; *helm of free action, ring of water breathing*, holy symbol of St. Tara.

Spells: 1st: *command, cure light wounds, detect evil, purify food and drink*; 2nd: *bles, hold person, holy chant, spiritual weapon*; 3rd: *continual light, dispel magic, locate object*; 4th: *create food and water, lower water*; 5th: *flame strike*.

Hiltamen

Hiltamen are elite guardsmen trained to serve the Church of Law and Order and protect the Valenon. Hiltamen are said to be incorruptible. They are sometimes assigned to accompany church officials on business, but are otherwise seldom seen throughout the city. Hiltamen wear chain mail armor and carry pole arms, long swords, and daggers. Hiltamen

officers are spellcasting clerics who wear chain mail armor and fight with maces or hammers. The Hiltamen standard is a red hilt outlined in gold on a red background.

Hiltaman Officer: AL L; MV 120' (40'); AC 5 (chain mail); C3; hp 14; #AT 1; Dmg 1d6+1 (mace + Str); S 13, D 10, C 10, I 12, W 13, Ch 11; SA spellcasting, Turn undead; SV C3; ML 9; XP 110; holy symbol of Law and Order or patron saint, vial of holy water.

Spells: 1st: *command, cure light wounds*; 2nd: *hold person*.

Hiltaman: AL L; MV 120' (40'); AC 5 (chain mail); F2; hp 14; #AT 1; Dmg 1d10+1 (pole arm + Str), 1d6+1 (short sword + Str), 1d4+1 (dagger + Str); S 13, D 10, C 12, I 10, W 11, Ch 10; SV F2; ML 9; XP 29; holy symbol of Law and Order or patron saint, vial of holy water.

Lawbringer

Lawbringers are the holy warriors of the Church of Law and Order. Lawbringers are always spellcasting clerics. They are responsible for spreading church doctrine, defending the weak, and performing ceremonies at the local calum at the request of the clergy. Lawbringers are expected to join adventuring parties and go on adventures, bringing law and order to places that have none. Lawbringers may serve the Church of Law and Order in general or be a member of a Sainted Order.

The Red Hilt

The Red Hilt is a knightly order of adventurers who are devoted to destroying undead. They are based in the city of Dolmvay where they launch frequent forays into the broken lands of Aal to the west and the Ghoul Lands to the north. The Hilt is backed and funded by the Church of Law and Order, and its members are treated as heroes throughout the Duchy. The Red Hilt standard is a red sword hilt on a white background.

Order of Truth

The Order of Truth is an order of spellcasting clerics charged with combating evil magic. Its members, known as Inquisitors, investigate magical heresies and track down and destroy evil wizards and evil magical creatures.

Inquisitors work closely with the Lawguard to investigate charges of illegal magic use. They are experts at recognizing and disrupting the long-range plans of evil wizards.

Inquisitors are authorized to use torture during interrogations of wizards and magical creatures and may conduct trials and executions of guilty parties. The Order's heavy-handed tactics have come under fire in the past, and some say it is simply a tool used against those who speak out against church practices. The Order of Truth's standard is a red hilt flanked by a pair of eyes on a white field.

White Crossguard

The White Crossguard is an order of fighters and spellcasting clerics charged with protecting the secret underground chambers beneath the Valenon. Although their primary task is to guard the treasures of the Valenon Vault, the order is also called upon to put down the occasional

undead outbreak that occurs in the Catacombs of the Dead. Members of the White Crossguard are chosen for their fanaticism and devotion to the church. The White Crossguard's standard is a thick white line across a black background which symbolizes their willingness to stand against the forces of darkness.

Sainted Orders

A Sainted Order is a brotherhood or sisterhood of priests, monks, and friars who pay homage to a particular saint such as the Brotherhood of St. Garan or the Sisterhood of St. Leandra. The church authorizes these factions to build and maintain their own abbeys and may even give them calum control of a neighborhood, village, or town.

The following list contains some of the more common saints of Law and Order. The Labyrinth Lord should feel free to create more saints to better suit the needs of his or her campaign.

Name	Aspects	Symbol
St. Aleena the Beautiful	Adventurers	Studded Mace
St. Brandon the Navigator	Sailors, Navigation, Fortune at Sea	Sextant
St. Callor	Death by Illness or Disease	Cowled Skull
St. Clarissa the Wild	Animals	Sleeping Dog
St. Emiliana the Red	Purity, Womanly Virtue, Songs	Unbroken Ring
St. Garan the Mighty	Warriors	Helm Over Crossed Swords
St. Gregor of Carech	Merchants, Earned Wealth	Scale and Coins
St. Harald of Plenty	Surplus, Bountiful Harvest, Excess	Horn of Plenty
St. James the Elder	Laborers and Craftsmen	Square and Compass
St. Johanna the Maiden of Battle	Women and Children in Need	Crossed Sword and Spear
St. Jon of Naponek	Those Who Travel and Work Upon the River	Crossed Oars
St. Josep the Fighter	Common Sense, Streetwise, Brawling	Fist with Starburst
St. Keth the Scribe	Writing, Books, Storytelling	Rolled Scroll and Quill
St. Klaus	Winter Joy	Sack of Gifts
St. Kristoff	Travel	Compass Rose
St. Leandra the Lady of Blossoms	Life, Fertility, Springtime	Cherry Blossom
St. Lucilla the Kind	Poor, Sick, Needy, Healers	Hilt Bound in Cloth
St. Luwagen of Castel	Artists	Quill and Ink
St. Margaret of Calesto	Poor and Downtrodden	Open Flame
St. Mari of Galask	Family, Hearth, Home	Loom
St. Meschil	Prophecy, "Visionarres", Mental Illness	Hilt with Sunburst
St. Mikael the Victor	Glorious Battle, Knights, Chivalry	Spear-Pierced Dragon
St. Mincival the Grand	Etiquette, Entertainers, Romance, Chivalry	Rose or Lute
St. Pater of Willhelmsberg	Family, Watchmen	Shield
St. Poul of the Shield	Redemption, Loyalty to Friends	Claw-Scarred Shield
St. Raymont	Morality, Law, Punishment	Sword and Scales
St. Ronnad of the Flagon	Drink, Food, Taverns	Frothing Mug
St. Seth the Walker	Magic, Death, Secrets	Bird Skull
St. Sha-Un of Corrland	Discipline, Redheads, Wrestling	Cloverleaf
St. Timhart of Paratime	Maps and Mapmakers	Traveling Knights on Horseback
St. Tara the Sailor	Sailors on the Open Sea	Three Sailing Ships
St. Valen of Vay	Truth, Justice, Law, Order	Sword in Ground or Sword Hilt
St. Waldon	Peaceful Death	Deathbed
St. Wallis of the Hood	Thieves, Generosity, Loyalty to the Crown	Broken Manacle Chain

APPENDIX II: DOLMVAY ADVENTURER'S GUILD

"Guild membership gives us rights. It instills purpose and a sense of responsibility. Before the Guild, adventurers were looked upon as homeless vagabonds who would happily murder and rob you for your wealth. We are heroes now, and we must act accordingly."

—Headmaster Mikael of Patton

The Dolmvay Adventurer's Guild is located on the Isle of Heroes. All Lawful and Neutral adventurers are required to join the guild. The guild provides a number of services to its members including training facilities, free access to local libraries and museums, and basic barracks-type food and lodging for members too poor to afford better accommodations. Temporary lodging for named adventuring companies is also available for an additional fee.

The guild acts as an intermediary that can broker the sale of expensive goods for fair market value. It provides law counsel to members accused of crimes. Most importantly, members in good standing can expect a steady supply of prospective employers.

Standard

The Dolmvay Adventurer's Guild standard is a crossed long sword and short sword superimposed on a holy hilt, surrounded by a ring of arcane symbols. The images are representative of the various classes—long sword for fighters, short sword for thieves, holy hilt for clerics, and arcane symbols for magic-users.

Guild Dues

The cost to join the Adventurer's Guild is 1 gp, and dues are equal to 10% of any wealth recovered. New members are logged into the

guild record books and given a stamped metal chit to be worn on the neck, ankle, or wrist. The chit contains special runes that indicate its place of origin and also act as a personal identification number that allows the guild to track the member's activities throughout the free kingdoms of Amherth.

Law-abiding merchants must log the runes before buying any goods from the adventurers. This log is then submitted to the guild Treasurer. Guild members who fail to log their runes or non-guild members caught in the act of selling goods pillaged from the surrounding countryside may be arrested for guild evasion.

Guild Hierarchy

The Adventurer's Guild contains a hierarchy, just like any other guild. His hierarchy consists of apprentice, journeyman, and master guildsmen.

Guild members of 0-level are considered apprentice adventurers. These apprentices are expected to accompany established adventuring companies. While on adventures, apprentices perform menial tasks (cooking, cleaning, tending horses, etc.), carry torches and gear, and train in their desired class. Typical rates for these services are 1 sp per week, plus food and shelter for the duration of the adventure.

In rare cases, 0-level apprentices may band together to undertake an adventure on their own. These adventures are considered

"unlicensed" by the guild and, more often than not, tend to result in the death of numerous apprentices. The Adventurer's Guild imposes a 50% tax on all wealth recovered by apprentice adventurers instead of the normal 10%.

Upon attaining 1st level (in any class), the apprentice guild member may pay 1 gp to be accepted as a journeyman adventurer. He is now allowed to hire apprentices, undertake his own adventures, join an existing adventuring company, or even start one of his own.

Guild members who achieve 4th level or higher are considered master adventurers. Masters are given a guild signet ring (worth 150 gp) in a special ceremony. This ring contains the same runic markings as the identification chit.

Note: The 4th level master adventurer requirement reflects the low-level default of the *Chronicles of Amherth*[™] campaign setting. The Labyrinth Lord may increase this level requirement to suit his or her own game, as needed.

Training Facilities

The guild provides facilities for all sorts of training. Fighters can practice jousting, melee, or archery on the greens. Magic-users may pore over old tomes in the guild library, learn new spells, or conduct magical research in the guild laboratory. Thieves are given doors and chests to unlock and traps to find and disarm. Clerics are free to discuss the faith, read religious texts, and pray at the Chapel of St. Aleena.

Guild Treasury

The guild Treasurer is responsible for collecting 10% of the value of recovered wealth for guild dues. The Treasurer expects adventurers to settle these dues at the end of each month. The Treasurer can appraise valuable items for free. The Treasurer can also broker the sale of treasure, upon an adventurer's request. This means that adventurers seldom have to haggle with merchants over the price of goods. (the Treasurer automatically deducts 10% of the value for dues when brokering such deals.) Wealth may also be stored in the Guild Treasury at a flat rate of 10% of the value.

Curative Magic

The Lawmaster of the Adventurer's Guild is authorized to bestow *cure wounds* blessings on adventurers as needed. Other types of blessings (*cure disease*, *neutralize poison*, *raise dead*, etc.) must adhere to the church's guidelines (see pg. 136).

Wizardly Magic

The Isle of Heroes is one of the few places in Dolmvay where magic is truly accepted. Guild magic-users and elves may use the guild library and laboratory for research, but must notify the Spellmaster before conducting major summonings or experiments. The Spellmaster can cast *detect magic* on any object for free. An *identify* spell can be cast at the cost of 1,000 gp, with the results to be determined normally. The Spellmaster is always interested in trading for new books, spells, or spellbooks.

Guild Records

Adventurers are expected to log their exploits with the Recordsmaster to be placed in the guild record books. These records are then submitted to the City Crier's Guild. Over the course of the next few days, criers go out into the city to spread word of the party's deeds. The most famous deeds are often translated into epic stories, poems, and songs to entertain the citizens of Dolmvay.

In this manner, the most heroic adventurers achieve celebrity status and gain the popular support of the people. The guild imposes severe fines and other penalties on adventurers who are caught lying about their adventures. Adventurers who refuse to record their exploits are considered no better than homeless bands of trespassers, thieves, grave robbers, and even murderers, who may be subject to prosecution by the law.

Mutual Aid

The King's Army, King's Navy, the Church of Law and Order, and all branches of the City Watch have an informal mutual aid agreement with the Dolmvay Adventurer's Guild. Adventurers are expected to assist these organizations upon request. In times of great

trouble (such as an impending conflict or war, especially where magic is involved), adventurers are expected to report to the Isle of Heroes in order to help organize the city's defenses.

Adventurer's Challenge

The Dolmvay Adventurer's Guild holds an annual tournament known as the Adventurer's Challenge, where different adventuring companies select champions to compete against each another in a series of games, mock battles, and class-oriented tests of strength and skill.

The Adventurer's Challenge was once held on the Isle of Heroes during the Festival of St. Aleena (see pg. 12). However, the guild finally bowed to popular demand and the tournament was relocated to the Dolmvay Coliseum. The guild still occasionally conducts its own Adventurer's Challenge tournaments in the dungeons located beneath the Hall of Heroes.

Adventurer's Grind

Adventuring companies may pay a fee of 1,000 gp per character level each to undertake an Adventurer's Grind. The Grind is an adventure in a fully stocked wilderness or dungeon environment. Wilderness grinds take place on the Isle of Heroes. Dungeon grinds take place in the Dungeon of Heroes and may or may not involve combat against monsters in the Arena of Champions. These grinds are stocked and managed by guild masters on site.

Adventurer's Grinds are a great way for adventurers to face hazards, overcome obstacles, and train tactics in a somewhat controlled environment. The dangers of an Adventurer's Grind are very real. The monsters tend to be aggressive and make full use of features and terrain. The guild accepts no responsibility for adventurers injured or killed during an Adventurer's Grind.

Dungeon Stocking

The Adventurer's Guild purchases aggressive animals (bears, lions, etc.) as well as monsters (rust monsters, owl bears, oozes, etc.) for use in training. The guild prefers young creatures that are easier to control, but may purchase

fully grown creatures when preparing for a competition or event such as an Adventurer's Grind. Captured humanoids such as ruks, ogruks, trolluks, etc. sometimes volunteer to fight in the arena or dungeons to avoid being slaughtered in their own lairs by powerful adventuring companies or shipped off to toil away in ducal labor camps.

The guild typically pays 1 gp per experience point (XP) value of an adult specimen (even if the creature is not an adult). Unless special arrangements are made beforehand, the guild does not accept fully grown monsters with greater than six Hit Dice (HD). The guild is not liable for any mishaps that occur when transporting monsters to the Isle of Heroes for sale.

ISLE OF HEROES

"I'll be happy to buy those young giant scorpions from you. I'm sure we can find a use for them once they've grown."

—Delvemaster Drager Broaden

The headquarters of the Dolmvay Adventurer's Guild is located on a small island in the Dolm River named the Isle of Heroes. This private island is used for guild training, research, and accommodations for guild members who prefer to dwell among other adventurers. The citizens of Dolmvay have grown accustomed to strange sounds, flashes of light, and even the roar of terrible beasts emanating from the island. According to a royal charter drafted years ago, only guild members, clergymen, and members of the royal family are allowed to visit the island uninvited.

Dock of Heroes

These private docks are used only by guild members and guests.

Twilight Wood

This small peaceful forest lies on the north end of the Isle of Heroes. A small stream named Herobrook meanders through the woods. The Twilight Wood is used to help adventurers train for wilderness survival.

Woodsmaster's Cottage

This small cottage located in a quiet glen in the Twilight Wood is home to the Woodsmaster. The cottage contains the Woodsmaster's personal effects as well as wooden furniture carved with woodland scenes. A number of wooden animal, bird, and fish figurines in the cottage were carved by former Woodsmasters.

Greengrass Hills

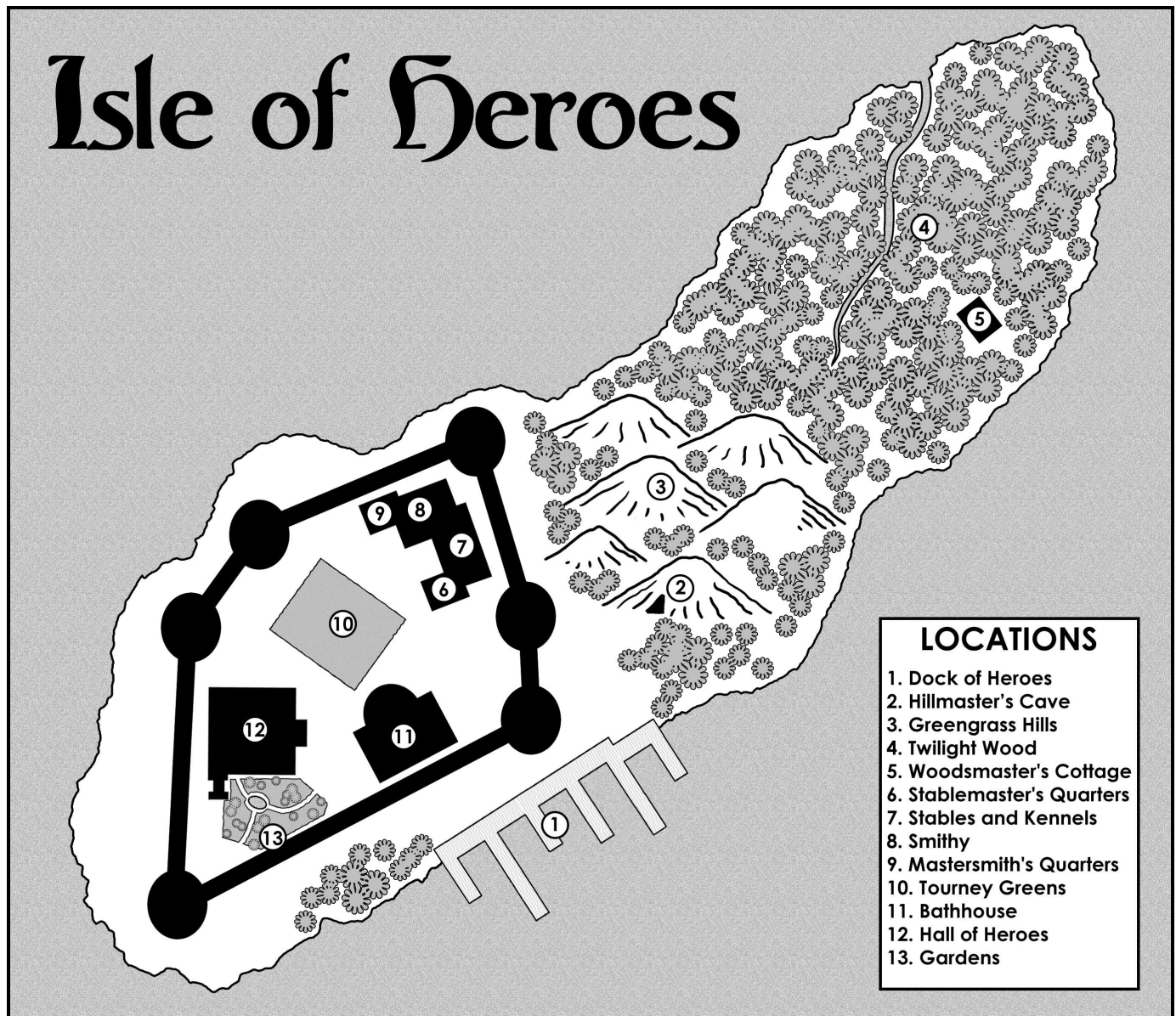
The Greengrass Hills is a cluster of forested hills, grassy meadows, and rocky cliffs. The hills are used to help adventurers train for survival in the hills.

Hillmaster's Cave

This modest halfling burrow is home to the Hillmaster. It contains personal effects and furniture designed for comfortable living. A small cottage on top of the hill was used by former Hillmasters, but is now offered to adventurers who are preparing for wilderness training.

HALL OF HEROES

The Hall of Heroes is the Adventurer's Guild guild house. It is made of stone and furnished with high quality furniture, paintings, tapestries,



and sculptures, most of which depict adventurers and adventuring companies performing heroic deeds. The hall contains general meeting areas, private chambers, and research and training facilities for its members.

INNER COURTYARD

The inner courtyard surrounding the guild house contains practice greens, gardens, and stables.

Bathhouse

This bathhouse is fed by hot springs. It is available for use by any guild member or visitor.

Tourney Greens

This open grassy courtyard inside the castle walls is used for training, jousting, and archery practice.

Stables and Kennels

The stables and kennels are used to house mounts, beasts of burden, and other animals.

Smithy

This smithy is available for use by all guild members. The Mastersmith and several apprentices are usually present to shoe horses and mend weapons and armor during the day.

Stablemaster's Quarters

The Stablemaster's Quarters contains a simple portrait of the former Stablemaster. The Stablemaster keeps several large dogs as pets and the room has a strong animal smell.

Mastersmith's Quarters

The Mastersmith's Quarters contains personal effects as well as a simple portrait of the former Mastersmith set in a wrought iron frame.

Gardens

These small gardens contain paths, a small pond, and benches for relaxing.

LEVEL ONE

The first level of the Hall of Heroes is used for guild meetings and other important functions.

1. Grand Hall

This grand entry hall is decorated with paintings, sculptures, and tapestries of the most famous former adventuring companies. The staircases here lead up to the Upper Grand Hall balcony on Level Two (**area 1.**).

2. Storage Room

This storage room contains stocks of mundane adventuring gear (10' poles, iron spikes, backpacks, torches, etc.). A staircase here leads down to the Dungeon Entry on the Dungeon Level (**area 8.**).

3. Armory

This armory contains a nice selection of armor, practice weapons, and real weapons that are common to the duchy (chain mail, shields, long swords, daggers, axes, crossbows, etc.). The Headmaster and the Weaponsmaster have the only keys to the Armory. A staircase here leads down to the hallway across from the Laboratory in the Dungeon Level (**area 15.**).

4. Storage Room

This storage room contains stocks of mundane items needed to properly run the guild (linens, towels, candles, etc.).

5. Main Hall

This large dining hall is used for large feasts, guild meetings, and important ceremonies. All of the furniture and tableware are emblazoned with the guild's standard.

6. Tavernmaster's Quarters

The Tavernmaster's Quarters contains plush furniture and personal effects as well as a collection of drinking vessels (flagons, horns, bottles, steins, etc.) that contain carved or painted images of former Tavernmasters.

7. Tavern Hall

The Tavern Hall is a fully-stocked tavern for use by guild members and prospective

employers. A number of weapons, armor, and crests of various adventuring companies adorn the walls.

8. Storage Room

This storage room contains stocks of mainly kitchen, tavern, and dining-related items (tablecloths, flagons, stools, etc.)

9. Kitchenmaster's Quarters

The Kitchenmaster's Quarters contains plush furniture and personal effects as well as a collection of recipe books created by former Kitchenmasters.

10. Kitchens

The kitchens contain racks of eating utensils as well as ovens, stoves, and food preparation tables. The shelves here are lined with spices, recipes, and cookbooks. Daily meals served at the Adventurer's Guild are of Common or Good quality, depending on the mood of the Kitchenmaster. Ceremonial feasts are usually of Good or Excellent quality.

11. Pantry

This well stocked pantry contains supplies of nonperishable foodstuffs. A trapdoor in the floor leads down to the Food Preparation Area in the Dungeon Level (**area 1.**).

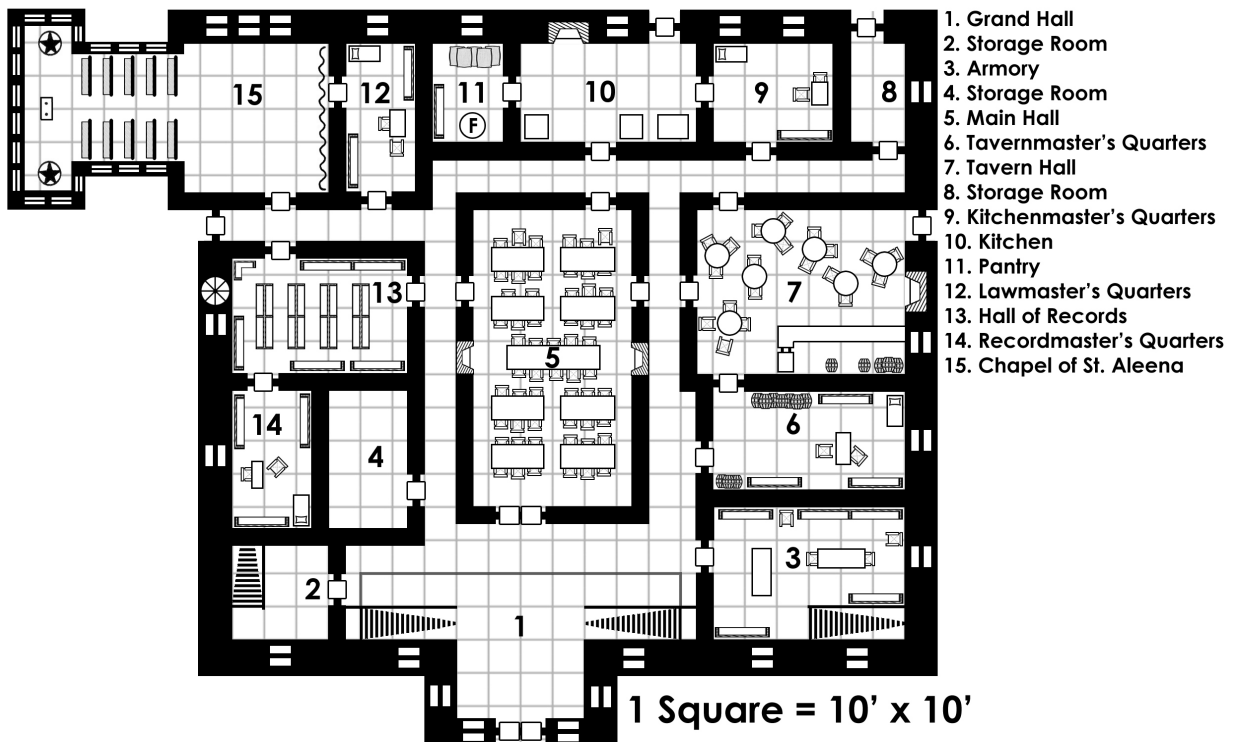
12. Lawmaster's Quarters

The Lawmaster's Quarters contains plush furniture and personal effects as well as busts of former Lawmasters. Holy symbols of Law and Order adorn the walls and the bookshelves here are lined with essays and books on religion including several copies of *The Guiding Light*.

13. Hall of Records

This chamber contains writing facilities as well as shelves full of ancient tomes that contain records of several hundred years of adventures. The tomes have been organized according to the preference of several different Recordsmasters, which makes locating specific adventures difficult. Some of the records are listed chronologically, some are listed by adventuring company, some are listed by region

Hall of Heroes - Level 1



(district, town, forest, etc.), and some are listed in obscure ways that even the Recordsmaster cannot decipher. The current Recordsmaster prefers chronological listings, with adventures being recorded as they are reported.

14. Recordsmaster's Quarters

The Recordsmaster's Quarters contains plush furniture and personal effects. A bookshelf here is lined with the private journals of former Recordsmasters.

15. Chapel to St. Aleena

This small chapel is dedicated to St. Aleena, the Patron Saint of Adventurers.

LEVEL TWO

The second level of the Hall of Heroes contains library facilities and visitor's quarters.

1. Upper Grand Hall

This balcony overlooks the Grand Hall on Level One (**area 1.**).

2. Guild Library

This library contains various tomes on history, geography, battle tactics, religion, flora, fauna, kingdoms, demons, monsters, and magic as well as parchment, quills, and ink for copying and transcribing.

A magical chair at the head of the central table teleports people back and forth between the Spellmaster's Quarters on Level Three (**area 8.c.**) and the Laboratory on the Dungeon Level (**area 15.**) with the proper command word. Only the Spellmaster knows this command word.

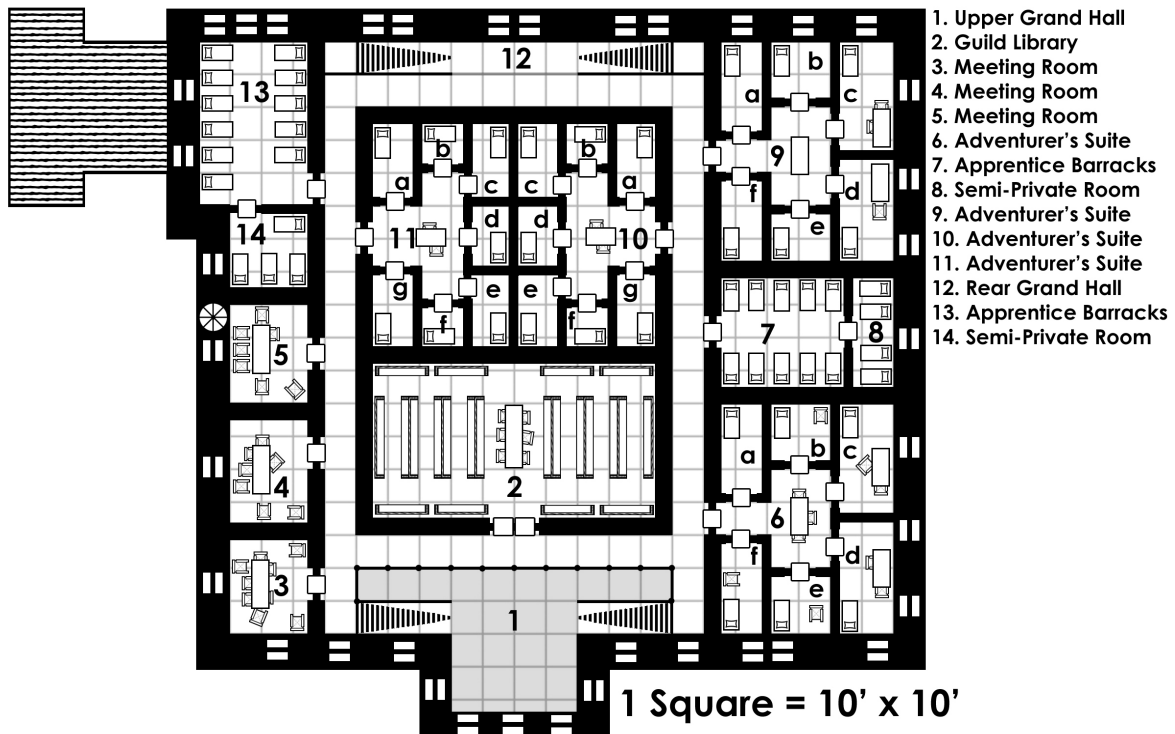
3. Meeting Room

This small private meeting room is used for adventuring companies to consult privately with prospective employers.

4. Meeting Room

This small private meeting room is used for adventuring companies to consult privately with prospective employers.

Hall of Heroes - Level 2



5. Meeting Room

This small private meeting room is used for adventuring companies to consult privately with prospective employers.

6. Adventurer's Suites

These suites are reserved for visiting adventuring companies. Each suite consists of several sleeping chambers centered around a central living area where the party can have privacy from other guild members. Adventurer's Suites cost 10 gp per night (for the entire suite). This includes room cleaning, clothes washing, weapons and armor repair, stabling or kenneling, and three tavern meals per day (one drinks included per meal).

7. Apprentice Barracks

This long barracks is reserved for apprentice adventurers and poor adventuring companies. A footlocker at the foot of each bed contains the apprentice's personal effects.

8. Semi-Private Room

This semi-private dorm room is reserved for senior apprentices. Armoires here contain the senior apprentice's personal effects.

9. Adventurer's Suites

These suites are reserved for visiting adventuring companies. Each suite consists of several sleeping chambers centered around a central living area where the party can have privacy from other guild members. Adventurer's Suites cost 10 gp per night (for the entire suite). This includes room cleaning, clothes washing, weapons and armor repair, stabling or kenneling, and three tavern meals (drinks not included).

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12. Rear Grand Hall

The rear grand hall is decorated with paintings, sculptures, and tapestries of famous former adventuring companies. The staircases here lead up to the Upper Rear Grand Hall balcony on Level Three (**area 1.**).

13. Apprentice Barracks

This long barracks is reserved for apprentice adventurers and poor adventuring companies. A footlocker at the foot of each bed contains the apprentice's personal effects.

14. Semi-Private Room

This semi-private dorm room is reserved for senior apprentices. Armoires here contain the senior apprentice's personal effects.

LEVEL THREE

The third level of the Hall of Heroes contains visitor's quarters and private sleeping chambers of several guild masters.

1. Upper Rear Grand Hall

This balcony overlooks the Rear Grand Hall (**area 12.**) on Level Two. A staircase at the end of the hall leads up to the Roof Entrance (**area 1.**) on the Roof Level.

2. Adventurer's Suites

These suites are reserved for visiting adventuring companies. Each suite consists of several sleeping chambers centered around a central living area where the party can have privacy from other guild members. Adventurer's Suites cost 10 gp per night (for the entire suite). This includes room cleaning, clothes washing, weapons and armor repair, stabling or

kenneling, and three tavern meals (drinks not included).

3. Adventurer's Suites

These suites are reserved for visiting adventuring companies. Each suite consists of several sleeping chambers centered around a central living area where the party can have privacy from other guild members. Adventurer's Suites cost 10 gp per night (for the entire suite). This includes room cleaning, clothes washing, weapons and armor repair, stabling or kenneling, and three tavern meals (drinks not included).

4. Private Hall

The walls of this private hallway are decorated with still portraits of the guild's most famous adventurers. The hall is used mainly by guild masters and their guests.

5. Weaponmaster's Quarters

The Weaponmaster's Quarters contains plush furniture and personal effects as well as a row of engraved helmets that belonged to former

Weaponmasters.

Area a. is a sitting room for entertaining guests; **area b.** is the Weaponmaster's sleeping chamber; **area c.** is a private library and study. The walls of these chambers are decorated with antique arms and armor from all over Amherth.

6. Treasurer's Quarters

The Treasurer's Quarters contains plush furniture and personal effects as well as a framed collection of gold coins depicting the busts of former Treasurers.

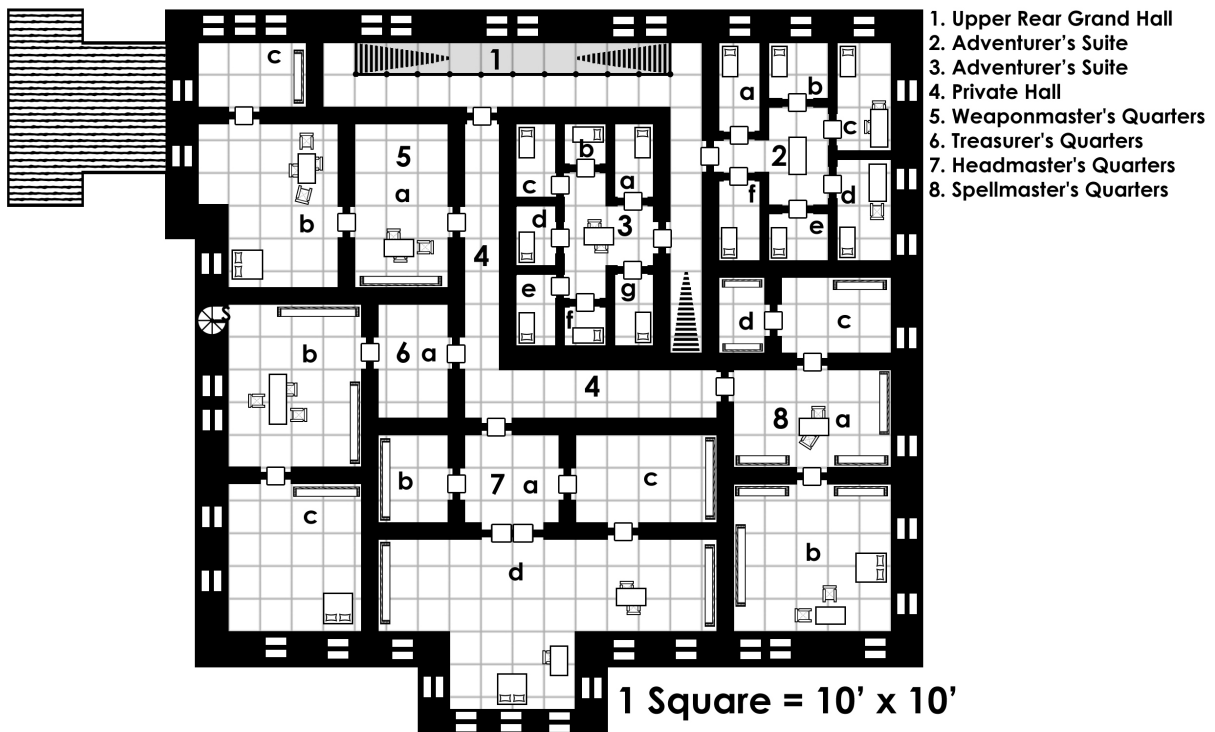
Area a. is a sitting room for entertaining guests; **area b.** is a private library and study; **area c.** is the Treasurer's sleeping chamber.

A secret door and spiral staircase in the study wall leads down to a secret door in the Guild Treasury (**area 10.**) of the Dungeon Level.

7. Headmaster's Quarters

The Headmaster's Quarters contains plush furniture and personal effects as well as paintings and busts of former Headmasters.

Hall of Heroes - Level 3



Area a. is a foyer; **area b.** is a private library and study; **area c.** is a sitting room for entertaining guests; **area d.** is the Headmaster's sleeping chamber.

8. Spellmaster's Quarters

The Spellmaster's Quarters contains plush furniture and personal effects as well as paintings and busts of former Spellmasters. The eyes of the paintings and sculptures seem to follow anyone in the room, and many of the scenes depicted in the paintings seem to change from visit to visit.

Area a. is a sitting room for entertaining guests; **area b.** is the Spellmaster's sleeping chamber; **area c.** is the Spellmaster's private library and study. **area d.** This is the Spellmaster's private laboratory.

A magical chair here teleports people back and forth between the Guild Library on Level Two (**area 2.**) and the Laboratory on the Dungeon Level (**area 15.**) with the proper command word. Only the Spellmaster knows this

command word.

ROOF LEVEL

The roof level is used mainly to house and train flying mounts.

1. Roof Entrance

A staircase in this building leads down to a hallway near the Upper Rear Grand Hall on Level Three (**area 1.**).

2. Rooftop

This open rooftop provides an amazing view of the City of Dolmvy.

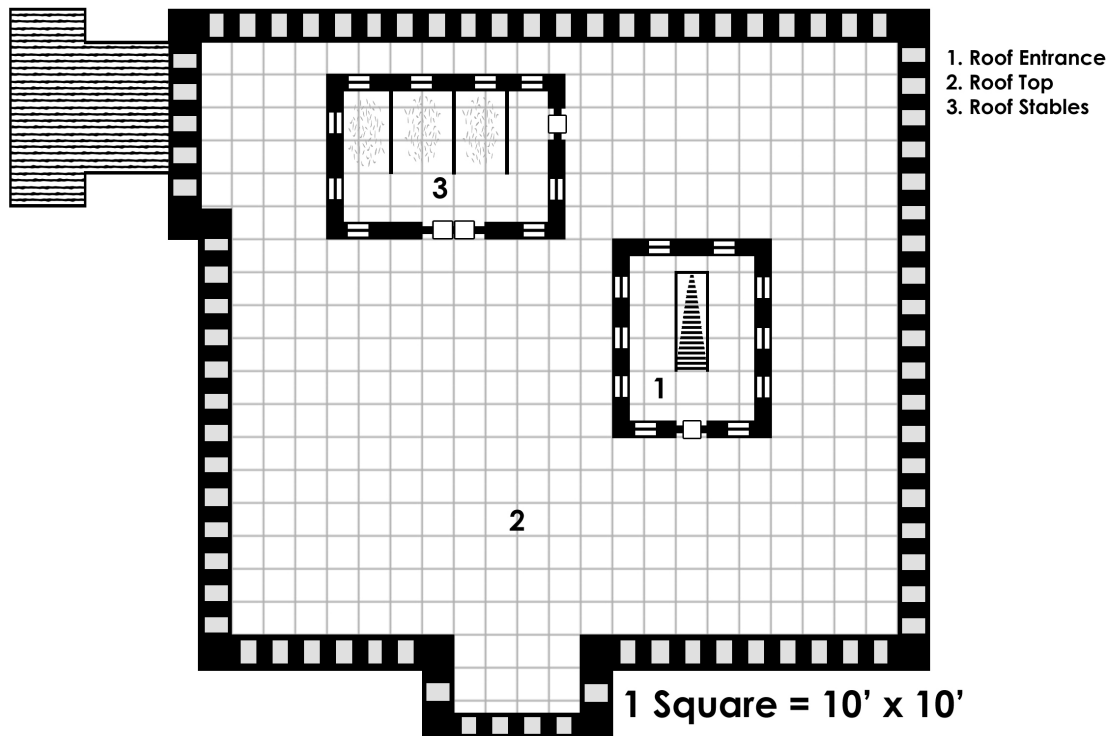
3. Roof Stables

These stables are specially designed to accommodate flying mounts.

DUNGEON LEVEL

The dungeon level of the Hall of Heroes contains food cellars, treasury vault, a sunken

Hall of Heroes - Roof



arena, dungeon training facilities, guild laboratory, and the private sleeping quarters of several guild masters.

1. Food Preparation Area

This chamber is used to collect supplies and foodstuffs and prepare them for use upstairs. A staircase here leads up to the Food Pantry (**area 11.**) on Level One.

2. Food Cellar

The guild's stores of vegetables, grain, and dried, smoked, and salted meats are kept here. The Kitchenmaster occasionally asks visiting clerics (or the Lawmaster) to *purify* these foods.

3. Drink Cellar

This chamber contains stores of fresh water, ale, beer, mead, wine, and even more exotic spirits.

4. Well Chamber

This chamber contains a freshwater well and several spare casks of water.

5. Food Cellar

The guild's stores of vegetables, grain, and dried, smoked, and salted meats are kept here. The Kitchenmaster occasionally asks visiting clerics (or the Lawmaster) to *purify* these foods.

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7. Quiet Chamber

This small chamber contains several tables and chairs for use by adventurers who want to rest and get a quick bite to eat before getting back to training.

8. Dungeon Entry

This entry hall contains bas-relief carvings of adventuring companies overcoming powerful enemies. A staircase here leads up to the Storage Room (**area 2.**) on Level One.

9. Waiting Room

The guild Treasurer uses this chamber to conduct guild financial business.

10. Treasury

This secure vault holds the guild's wealth. A secret staircase inside the vault leads up to the Treasurer's Quarters (**area 6.b.**) on Level Three. The Treasurer and the Headmaster have the only keys to the Treasury.

11. Assembly Area

This chamber is used to advise adventurers of the rules and objectives for competitions, battles, mapping challenges, trap detection, and other contests.

12. Staging Area

This chamber is reserved for adventurers preparing to enter the dungeons or the arena.

13. Staging Area

This chamber is reserved for adventurers preparing to enter the dungeons or the arena.

14. Arena of Champions

This large underground coliseum is used for combat, training, and special events. Chambers, pits, and monster cages are built into the walls and floors, and the entire arena can even be flooded for water-based training.

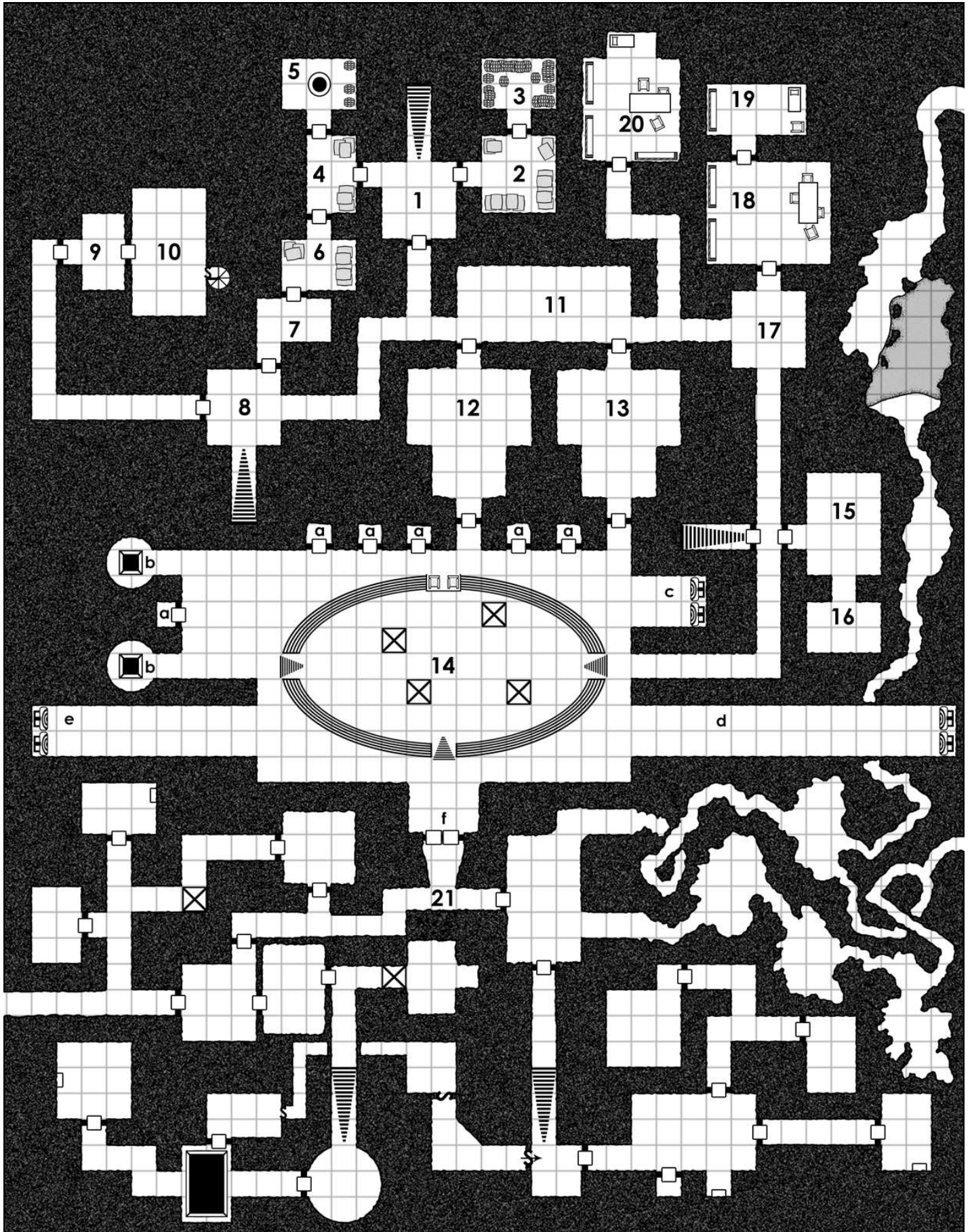
Area a. These doors can be forced open or fitted with various locks to pick and traps to disarm.

Area b. These 50' deep pits are used for climbing and descending (with or without ropes). The pit walls contain a number of natural handholds, with each wall posing a varying degree of difficulty.

Area c. This target range is used mainly for practice with small throwing weapons such as daggers and axes.

Area d. This target range is used mainly for practice with crossbows and bows.

Area e. This target range is used mainly for practice with larger throwing weapons such as spears and javelins.



Area f. These impressive double doors are carved with bas-relief carvings of adventurers uncovering lost treasures and battling subterranean monsters. The doors open onto the Dungeon of Heroes (**area 21.**).

15. Laboratory

This well stocked laboratory is used by guild wizards for brewing potions and conducting magical experiments. It contains work tables, alchemical apparatuses, and shelves lined with arcane ingredients. A magical chair here teleports people back and forth between the Guild Library on Level Two (**area 2.**) and the Spellmaster's Quarters on Level Three (**area 8.c.**) with the proper command word. Only the Spellmaster knows this command word.

16. Conjuring Chamber

This chamber is used for summoning and conjurations. Protective circles and arcane symbols are inscribed on the walls and floors.

17. Delvemaster's Preparation Chamber

This open chamber is where the Delvemaster prepares to address adventuring companies and meets with other guild masters to discuss last-minute preparations before training and events.

18. Delvemaster's Sitting Room

The Delvemaster's Sitting Room contains bas-relief carvings of former Delvemaster's as well as plush furniture. It is used mainly for entertaining the Delvemaster's guests.

19. Delvemaster's Sleeping Chamber

This chamber contains plush bedroom furniture and personal effects.

20. Shadowmaster's Quarters

The Shadowmaster's Quarters contains plush furniture and personal effects as well as statues of former Shadowmasters. The canopy bed is particularly luxurious.

21. Dungeon of Heroes

This combination of natural and manmade caves is used for dungeoneer training. The guild masters stock these dungeons with monsters

and fill them with traps and other hazards appropriate to the company's level. The Labyrinth Lord is free to insert his own dungeon complexes in the Dungeon of Heroes and connect them to passages and tunnels that lead off the map.

A menagerie deep within the Dungeon of Heroes contains a number of monsters and creatures (most under 5 HD) that are used to stock the dungeons for training. This menagerie is maintained by the Delvemaster and several apprentices.

ISLE OF HEROES FACTIONS AND NPCs

The following factions and NPCs may be found on the Isle of Heroes.

Guild Masters

The Adventurer's Guild traditionally hires former adventurers to oversee guild operations. These guild masters have their own private quarters in the Hall of Heroes, but may also maintain homes and/or families in other parts of the city (usually the City Center District or the Guild District).

Headmaster

The Headmaster of the Adventurer's Guild oversees the guild's daily operations. He is responsible for managing the other masters, addressing problems, and ensuring that adventuring companies get ample time to use the facilities.

The current Headmaster is a former adventuring fighter named Mikael of Patton who has traveled throughout the Duchy of Valnwall and beyond. Mikael is a balding, middle-aged man who is still in excellent shape. He can often be seen jogging along the wilderness trails in the Twilight Wood. Mikael is married with three children and lives in a small manor home in the City Center District.

Mikael of Patton: AL L; MV 120' (40'); AC 8 (Dex) or 4 (chain mail + Dex); F6; hp 44; #AT 1; Dmg 1d8+2 (*long sword*+1 + Str), 1d4+1 (dagger + Str); S 15, D 13, C 13, I 12, W 13, Ch 14; SV F6; ML 8; XP 1,220; *ring of*

teleportation, potion of haste, gold necklace with mermaid pendant (250 gp), gold Headmaster's ring (250 gp), holy symbol of St. Kristoff.

Weaponmaster

The Weaponmaster of the Adventurer's Guild oversees the guild armory. He is responsible for maintaining the guild's supply of armor and weapons, training new adventurers in the use of weapons, and ensuring that all weapons practice is conducted safely.

The current Weaponmaster is a former adventuring fighter named Sir Glenn of Hamblyn. Sir Glenn is a short, well-muscled knight who is familiar with many forms of common and exotic weapons and martial arts. He is married and lives in a modest home in the River District.

Sir Glenn of Hamblyn: AL L; MV 120' (40'); AC 7 (leather armor + Dex) or 0 (plate mail + *shield*+1 + Dex); F8; hp 67; #AT 1; Dmg 1d8+2 (long sword + Str), 1d4+2 (dagger + Str); S 16, D 15, C 16, I 12, W 12, Ch 10; SV F8; ML 9; XP 4,060; *helm of spell turning (lightning-based attacks), potion of super heroism, potion of healing, gold knotwork ring (55 gp), necklace from the Lands of the Rising Sun with gold pendant engraved with the foreign rune for strength (150 gp), gold Weaponmaster's ring (250 gp).*

Spellmaster

The Spellmaster of the Adventurer's Guild oversees the guild library and laboratory. He is responsible for acquiring books and spell ingredients, overseeing potion creation, identifying magical items, and ensuring magic-users are properly trained.

The current Spellmaster is a former adventuring magic-user named Davod the Griffon. Davod is a tall, quiet man who is well versed in ancient knowledge and history. He is willing to trade spells with adventurers and has accumulated an expansive spell list. Davod is a skilled artist and some of his better paintings adorn the guild house walls. Davod is single and lives on site.

Davod the Griffon: AL L; MV 120' (40'); AC 5 (*bracers of AC 6 + Dex*); MU6; hp 19; #AT 1;

Dmg 1d6+1 (*staff+1 of spell storing*); S 10, D 13, C 11, I 16, W 13, Ch 10; SA spellcasting; SV MU6; ML 8; XP 2,570; *staff of spell storing (magic missile, sleep, web, fireball, lightning bolt), potion of dimension door, amulet of warding (lycanthropes), gold ring with arcane symbols (75 gp), gold Spellmaster's ring (250 gp), spellbook.*

Spells: 1st: *allure, burning hands, dancing lights, detect magic**, *feather fall, floating disc, hold portal, identify, light, magic missile, mending, message, read magic, sleep**, *unseen servant*; 2nd: *detect evil, detect invisible, false gold, false trap, knock, pyrotechnics*, strength, web**; 3rd: *dispel magic*, fireball, fly, lightning bolt*, tongues, summon monster I*; 4th: *fire trap, ice storm, mnemonic enhancer, polymorph others*; 5th: *faithful hound, hold monster, secret chest*; 6th: *geas.*

*denotes memorized spell

Treasurer

The Treasurer of the Adventurer's Guild oversees the guild treasury. She is responsible for accounting, collecting dues, paying guild taxes, assessing the value of goods, brokering sales, and recording all wealth sold by adventurers.

The current Treasurer is a former adventuring thief named Melossa "Scout" Myman. Scout is an unassuming woman who finds extravagant displays of wealth distasteful. She is an excellent record keeper and has many contacts in the city who report back to her when an adventuring company is being less than honest paying their dues. Melossa is single and lives on site.

Melossa "Scout" Myman: AL L; MV 120' (40'); AC 4 (*ring of protection+3 + Dex*) or 3 (leather armor + *ring of protection+3 + Dex*); T6; hp 18; #AT 1; Dmg 1d4 (dagger); S 9, D 17, C 12, I 15, W 14, Ch 10; SV T6; SA backstab, thief skills; ML 9; XP 2,070; pick locks 45%, find/remove traps 43%, pick pockets 43%, move silently 43%, climb walls 92%, hide in shadows 37%, hear noise 1-4; *robe of protection from normal missiles, potion of neutralize poison, gold Treasurer's ring (250 gp), thieves' tools, 1d6 gp, 1d8 sp, 1d4 cp.*

Lawmaster

The Lawmaster of the Adventurer's Guild tends to the spiritual needs of the guild and its members. He is responsible for advising adventurers in matters of Dolmvay law, holding daily services in the guild chapel, and bestowing curative blessings on guild members.

The current Lawmaster is a former Lawbringer named Father Derak "the Hammer" Tharnton. He is a kind and honest man who is devoted to the church. Father Derak has taken a vow of celibacy and is unmarried. He lives on site.

Father Derak "the Hammer" Tharnton: AL L; MV 120' (40'); AC 8 (Dex) or 4 (chain mail + Dex); C5; hp 30; #AT 1; Dmg 1d6+1 (*war hammer+1 of opening*); S 15, D 13, C 13, I 12, W 15, Ch 13; SA spellcasting, Turn undead; SV C5; ML 9; XP 1,550; *helm of protection+2 vs. gaze attacks, three potions of healing, gold Lawmaster's ring (250 gp) holy symbol of Law and Order, vial of holy water.*



Spells: 1st: *cure light wounds, cause fear, detect evil*; 2nd: *hold person, know alignment*; 3rd: *dispel magic*.

Shadowmaster

The Shadowmaster of the Adventurer's Guild oversees the training of guild thieves. He is responsible for keeping track of crime statistics in the city, maintaining contacts within the Dolmvay Thieves' Guild, and setting traps and complex locks throughout the guild dungeon.

The current Shadowmaster is a former adventuring thief named "Pickpocket" Poul Dervan. Pickpocket Poul is a short, wiry man with a handsome face and light fingers. Poul routinely tests adventurers' ability to notice when their pockets have been picked, although he always returns the items later. He has been married seven times, but is currently single and lives on site—some say to avoid the wrath of his ex-wives.

"Pickpocket" Poul Dervan: AL N; MV 120' (40'); AC 7 (Dex) or 5 (*leather armor+2 + Dex*); T6; hp 22; #AT 1; Dmg 1d4 (*dagger*); S 13, D 16, C 12, I 12, W 9, Ch 16; SV T6; SA backstab, thief skills; ML 7; XP 1,820; *pick locks 45%, find/remove traps 43%, pick pockets 43%, move silently 43%, climb walls 92%, hide in shadows 37%, hear noise 1-4; elven boots, bag of holding, gold Shadowmaster's ring (250 gp), holy symbol of St. Wallis (contains hidden manacle key), thieves' tools, 1d20 gp, 1d12 sp.*

Woodsmaster

The Woodsmaster of the Adventurer's Guild oversees the Twilight Wood. He is responsible for training adventurers in basic forest survival techniques, stocking the forest with mundane and exotic animals, and ensuring that adventurers practice safe wilderness training.

The position of Woodsmaster traditionally goes to an elf, however, the current Woodsmaster is a former adventuring fighter named Althan of Serhuu Wood. He is a wise and intelligent woodsman who loves the forest and its creatures and tries to teach adventurers how to maintain the purity of the wild. Althan is married, but his wife lives in the forest city of Irrlendum which lies to the west. He dwells alone in a modest cottage in the Twilight Wood.

Althan of Serhuu Wood: AL N; MV 120' (40'); AC 7 (Dex) or 3 (chain mail + Dex); F4; hp 31; #AT 1; Dmg 1d8 (long bow), 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 16, C 13, I 12, W 15, Ch 10; SV F4; ML 8; XP 300; *potion of animal control, potion of healing*, gold bracelet with bearded Woodsman's face (150 gp), gold Woodmaster's ring (250 gp), two doses of Meschil root, flint and steel.

Delvemaster

The Delvemaster of the Adventurer's Guild oversees the guild dungeon. He is responsible for training adventurers in basic dungeoneer survival techniques, stocking the dungeons with mundane and exotic creatures, and ensuring that adventurers practice safe subterranean training.

The current Delvemaster is a former adventuring Gundamark dwarf named Drager Broaden. He is a stocky dwarf with a braided beard who always wears armor. Drager is fun-loving and enjoys a round of ales at the guild tavern, but is all business when it comes to training. Drager is single and lonely for the company of a dwarf woman. He lives on site.

Drager Broaden: AL L; MV 90' (30'); AC 5 (chain mail); D4; hp 30; #AT 1; Dmg 1d8+2 (*battle axe+1* + Str), 1d4+1 (dagger +Str); S 15, D 9, C 14, I 12, W 13, Ch 10; SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6; SV D4; ML 8; XP 245; two gold and silver inlaid wrist bands with axe, hammer, and pick designs (100 gp each), wooden pipe carved with dwarf miner designs (75 gp), silver beard tie with emeralds (250 gp), gold Delvemaster's ring (250 gp), pouch of quality tobacco, flint and steel.

Hillmaster

The Hillmaster of the Adventurer's Guild oversees the Greengrass Hills. He is responsible for training adventurers in basic wilderness survival techniques, stocking the hills with mundane and exotic creatures, and ensuring that adventurers practice safe overland training.

The current Hillmaster is a former adventuring halfling named Roltho Bunson. Roltho was born in the elvish kingdom of Al-Heirun on the continent of Herth, but traveled to the duchy many years ago as part of

Headmaster Mikael's former company. He is a jolly little halfling who likes to catch adventurers off guard to simulate the sudden dangers of overland travel. Roltho is single and lives in a halfling burrow in the Greengrass Hills.

Roltho Bunson: AL L; MV 90' (30'); AC 7 (Dex) or 2 (chain mail + shield + Dex); H5; hp 23; #AT 1; Dmg 1d4 (dagger) or 1d6 (short sword), 1d6+1 (*short bow+1*), 1d4 (dagger); S 9, D 16, C 13, I 10, W 13, Ch 13; SA hide in woodland terrain 90%, hide in shadows on 1-2 on 1d6, +1 to-hit with missile attacks, +1 to initiative when alone or in party comprised only of halflings, -2 AC when attacked by creatures larger than human size; SV H5; ML 7; XP 950; *twelve arrows+1*, wooden pipe carved with mole designs (25 gp), gold Hillmaster's ring (250 gp), pouch of quality tobacco, flint and steel.

Recordsmaster

The Recordsmaster of the Adventurer's Guild oversees the record keeping of its guild members. She is responsible for managing the activities of different adventuring companies while on site, recording the deeds of guild adventurers, submitting records to the City Crier's Guild, and processing new requests for employment.

The current Recordsmaster is a former adventuring magic-user named Rebekah of Calwell. She is an attractive, middle-aged woman who does her best to protect guild mages. Many years ago, an ambitious Inquisitor accused Rebekah of using dark sorcery. Although she was exonerated at trial, the experience has greatly soured her views on the Church of Law and Order. Rebekah is single and lives in a small apartment in the District of Scholars.

Rebekah of Calwell: AL L; MV 120' (40'); AC 8 (Dex); MU4; hp 8; #AT 1; Dmg 1d4 (dagger); S 9, D 16, C 10, I 15, W 13, Ch 10; SV MU4; SA spellcasting; ML 8; XP 300; *scroll of spells (erase, floating disc, read languages, scribe, unseen servant)*, gold knotwork ring (25 gp), sapphire pendant on gold chain (350 gp), gold Recordsmaster's ring (250 gp), spellbook, 1d8 gp, 1d12 sp.

Spells: 1st: *allure, comprehend languages, detect magic**, *erase, floating disc, hold portal,*

mending, message, read languages, read magic, shield, sleep, unseen servant*; 2nd: *arcane lock detect invisible, knock*, scare**; 3rd: *dispel magic*.

*denotes memorized spell

Kitchenmaster

The Kitchenmaster of the Adventurer's Guild oversees the preparation of guild meals. She is responsible for managing the kitchens, restocking the pantry, cooking daily meals, and organizing ceremonial feasts.

The current Kitchenmaster is a skilled cook and former adventuring fighter named Donna Linsey. She is a large, matronly woman who does not take kindly to criticism of her meals. Donna likes to chew sweet lotus and her breath always smells like cherries. Donna is married with four children and lives with her family in a modest home in the Guild District.

Donna Linsey: AL N; MV 120' (40'); AC 9 or 4 (chain mail + shield); F4; hp 28; #AT 1; Dmg 1d4+1 (frying pan + Str), 1d4 (dagger + Str) or 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 9, C 13, I 12, W 14, Ch 10; SV F4; ML 8; XP 245; *ring of detect poison*, gold wedding band (75 gp), gold Kitchenmaster's ring (250 gp), six doses of sweet lotus.

Tavernmaster

The Tavernmaster of the Adventurer's Guild oversees the running of the guild tavern hall. He is responsible for managing the guild tavern, restocking the cellar, and keeping abreast of current rumors and gossip.

The current Tavernmaster is a former adventuring fighter named Dromley Bollens. He is a chubby, ruddy-faced man who is easy to talk to. Dromley is married with two children and lives with his family in a modest home in the River District.

Dromley Bollens: AL L; MV 120' (40'); AC 9 (Dex) or 4 (chain mail + shield); F4; hp 31; #AT 1; Dmg 1d4 (dagger) or 1d8 (long sword), 1d4 (dagger); S 11, D 10, C 16, I 11, W 12, Ch 13; SV F4; ML 8; XP 300; *holy symbol of St. Gregor (acts as a scarab of protection), potion of healing, potion of haste*, gold Tavernmaster's ring (250 gp).

Stablemaster

The Stablemaster of the Adventurer's Guild oversees the guild stables and kennels. She is responsible for the training adventurers in the proper care of horses and hounds.

The current Stablemaster is a former adventuring thief named Aliss of Winebury. She is a friendly, but reserved young woman who prefers the company of animals to people. Aliss is single and lives on site.

Aliss of Winebury: AL N; MV 120' (40'); AC 8 (Dex) or 7 (leather armor + Dex); T4; hp 14; #AT 1; Dmg 1d4 (dagger) or 1d6 (quarterstaff), 1d4 (dagger); S 10, D 15, C 13, I 10, W 12, Ch 8; SV T4; SA backstab, thief skills; ML 8; XP ; pick locks 31%, find/remove traps 23%, pick pockets 37%, move silently 37%, climb walls 90%, hide in shadows 27%, hear noise 1-3; XP 355; *ring of speak with animals*; gold necklace with horse pendant (150 gp) left by a secret admirer, gold Stablemaster's ring (250 gp).

Mastersmith

The Mastersmith of the Adventurer's Guild oversees the guild smithy. He is responsible for shoeing horses, mending and repairing gear, and instructing adventurers in the proper care of weapons and armor.

The current Mastersmith is a former adventuring fighter named Kalus of Garanton. He is a black-bearded man with broad shoulders and thick arms covered in tiny burn scars. Despite his size, Kalus is shy and seldom speaks. He is secretly in love with Stablemaster Aliss of Winebury, but does not know how to tell her. Kalus is single and lives on site.

Kalus of Garanton: AL L; MV 120' (40'); AC 9 or 5 (chain mail); F4; hp 40; #AT 1; Dmg 1d4+3 (dagger + Str) or 1d10+4 (*two-handed sword+1* + Str), 1d4+3 (dagger + Str); S 18, D 10, C 17, I 9, W 12, Ch 10; SV F4; XP 245; *two-handed sword+1, rusting (treat as attack by rust monster)*; gold Mastersmith's ring (250 gp).

Apprentices

Adventurer's Guild apprentices live in barracks or have their own accommodations elsewhere in the city. They are responsible for general housekeeping, preparing and serving

meals, and tending to the needs of visiting adventurers. In their spare time, they train to be adventurers. Adventuring companies sometimes hire these apprentices as porters, torchbearers, and camp followers. Typical rates are 1 sp/week.

Apprentice: treat as 0-level humans with AC 9 or 4 (chain mail + shield), hp 3, dagger (Dmg 1d4) or by weapon type in times of trouble, and 1d6 cp.

Adventuring Companies

A number of named adventuring companies frequent the Isle of Heroes to sell goods, network with other adventurers, and make use of the training facilities. The Labyrinth Lord is free to use the following sample adventuring companies, as needed.

Tunnel Lords

The Tunnel Lords is an Urban Delves adventuring company led by a dwarf named Trogan Grinder. The Tunnel Lords are familiar with most of the pitfalls of the Dolmvay sewers and often hire out as bodyguards to the Sewerman's Guild. The Tunnel Lords frequent an old District of Commons tavern named The Hole that provides cellar access to the sewers.

Trogan Grinder

Trogan is a stocky, gray-bearded dwarf who was born and raised in the Reek. As a young dwarf, Trogan found his way into a dwarven broklaw gang named the Bloody Runts. He eventually broke away from the gang to form the Tunnel Lords adventuring company, but maintains many ties with Dolmvay's demihuman underworld. Trogan gets along well with others, but Wallem Barnes is the only person he truly trusts.

Trogan Grinder: AL N; MV 90' (30'); AC 4 (chain mail + Dex); D3; hp 22; #AT 1; Dmg 1d6+1 (hand axe + Str), 1d4+1 (dagger + Str); S 13, D 13, C 14, I 10, W 12, Ch 12; SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6; SV D3; ML 8; XP 125; *potion of healing*, *potion of growth*; gold ring with rat design (55 gp), silver necklace (10 gp) with lucky mole's foot pendant, 1d6 gp, 1d8 sp, 1d4 cp.

Wallem Barnes

Wallem is a thin, reedy thief and a longtime friend of Trogan Grinder. Wallem was orphaned at an early age. His small size and ability to blend into shadows served him well in the crime plagued streets of the Reek. Wallem is the co-founder of the Tunnel Lords.

Wallem Barnes: AL N; MV 120' (40'); AC 6 (leather armor + Dex); T3; hp 10; #AT 1; Dmg 1d4 (dagger); S 10, D 16, C 12, I 10, W 12, Ch 9; SV T3; SA backstab, thief skills; ML 7; XP 125; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; *potion of invisibility*, thieves' tools, silver and gold buckle with hammer designs (75 gp), bag containing five rubies (350 gp each), 1d20 gp, 1d20 sp, 1d20 cp.

Janos Relthford

Janos is a former sewerer who decided to become an adventurer. Janos still has many contacts within the Sewerman's Guild. He has been as low as the Middle Levels of the Dolmvay sewers and is familiar with most of the dangers to be found there. Janos is obsessed with seeing the Carylla Vortex, but his companions are in no hurry to venture that deep into the sewers.

Janos Relthford: AL L; MV 120' (40'); AC 5 (chain mail); F1; hp 8; #AT 1; Dmg 1d6+1 (sewer spear + Str), 1d4+1 (dagger + Str); S 15, D 10, C 13, I 10, W 12, Ch 10; SV F1; XP 16; treasure map (sewers), 1d6 gp, 1d4 sp, 1d4 cp.

Nickole Bergundy

Nickole is a pretty street thief who is currently Wanted by the City Watch for several thefts. Nickole cut her hair and decided to join the Tunnel Lords to stay out of the public eye. Nickole enjoys being treated as a respectable adventurer and plans to never return to a life of crime. Nickole fears her past will catch up with her one day and prefers not to talk about herself.

Nickole Bergundy: AL N; MV 120' (40'); AC 6 (leather armor + Dex); T2; hp 6; #AT 1; Dmg 1d6 (short sword), 1d4 (dagger); S 9, D 16, C 10, I 10, W 12, Ch 13; SV T2; SA backstab, thief skills; ML 7; XP 56; pick locks 27%,

find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; *potion of levitation*, sapphire-studded gold earrings (175 gp), gold ring with white pearl (450 gp), three small diamonds (250 gp each), thieves' tools, 1d6 gp, 1d4 sp, 1d6 cp.

Gardi "Two-Fist" Carglen

Two-Fist Carglen is a dwarven street brawler who once fought for money in taverns throughout Dolmway. Two-Fist is so good at brawling that when fighting unarmed, he attacks as a dwarf of two levels higher than his current level. Two-Fist plans to make enough money adventuring to open his own tavern and host weekly prize fights.

Gardi "Two-Fist" Carglen: AL N; MV 90' (30'); AC 3 (chain mail + Dex); D1; hp 9; #AT 1; Dmg 1d8+2 (long sword + Str), 1d4+2 (dagger + Str); S 17, D 16, C 15, I 9, W 9, Ch 7; SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6, makes unarmed attacks as D3; SV D1; ML 9; XP 19; *eternal flame torch (ignites on command and cannot be extinguished)*, gold and silver inlaid Blue Spider Tavern championship belt (175 gp), 4d6 gp, 2d8 sp, 1d4 cp.

"His Lordship" Alendal Seronnhas

Alendal is an arrogant wood elf who was cast out of his tribe for reasons he refuses to discuss. Alendal keeps to himself and absolutely refuses to speak to other elves. This aloofness has earned him the nickname "His Lordship". Alendal is a student of magic and spends much of his free time researching magical enchantments and effects.

"His Lordship" Alendal Seronnhas: AL N; MV 120' (40'); AC 6 (leather armor + Dex); E2; hp 13; #AT 1; Dmg 1d8 (longbow), 1d8 (scimitar), 1d4 (dagger); S 9, D 16, C 9, I 15, W 14, Ch 8; SA spellcasting, infravision 60', detect secret doors on 1-2 on 1d6, immune to ghoulish paralysis; SV E2; ML 8; XP 38; *six arrows+1*, quality woodland cloak embroidered with stag designs (50 gp), quality leather scimitar scabbard with stag designs (45 gp), spellbook, 1d8 gp, 1d8 sp.

Spells: 1st: *detect magic, floating disc, identify, read magic, scribe, shield*, sleep**; 2nd: *knock*.

Greatsword Northwardens

The Greatsword Northwardens is a Northwardens adventuring company that hires out to merchants and nobles of the North Ward. The Greatsword Northwardens distinguish themselves by wielding two-handed weapons, particularly swords. The Greatsword standard is a large north-pointing compass rose with a stylized greatsword as the compass needle.

Sir Marten Sanderly

Sir Marten is the disciplined leader of the Greatsword Northwardens. He is a pious man who adheres to the Code of Chivalry and enjoys participating in knightly tournaments. Sir Marten was knighted many years ago by House Brimberry after he foiled an assassination attempt on what is known as the Night of Blood Betrayal, when the patriarchs of several noble houses were murdered by their children. Sir Marten formed his adventuring company soon afterwards and expects his companions to maintain their composure and act with dignity at all times.

Sir Marten Sanderly: AL L; MV 90' (30'); AC 3 (plate mail); F5; hp 39; #AT 1; Dmg 1d10+1 (two-handed sword + Str), 1d4+1 (dagger + Str); S 13, D 10, C 14, I 10, W 12, Ch 12; SV F5; ML 9; XP 500; quality plate mail etched with Greatsword Northwardens standard (2,700 gp), quality two-handed sword inlaid with gold and silver and etched with Greatsword Northwardens standard (270 gp), silver necklace (25 gp) with holy symbol of Law and Order, 2d6 gp, 2d4 sp.

Brenton Walds

Brenton is a skilled young fighter who idolizes Sir Marten Sanderly. He is completely loyal to Sir Marten and seeks only to improve the image of the company. Brenton disapproves of the cleric Brother Ellis's tendency to drink to excess and the two have almost come to blows on more than one occasion.

Brenton Walds: AL L; MV 120' (40'); AC 4 (chain mail + Dex); F3; hp 20; #AT 1; Dmg 1d10+1 (two-handed sword + Str), 1d4+1 (dagger + Str); S 15, D 13, C 12, I 10, W 10,

Ch 10; SV F3; ML 9; XP 80; quality surcoat embroidered with Greatsword Northwardens standard (10 gp), gold arm ring with dragon design (125 gp), silver necklace (25 gp) with holy symbol of Law and Order, 1d4 gp, 2d4 sp.

Sylvia Tanner

Sylvia is the daughter of a local leatherworker who decided to take up adventuring rather than wallow in the drudgery of her father's shop. Sylvia is a competent tanner whose muscles are hardened from years of skinning animals and scraping hides. Sylvia has only newly joined the Greatsword Northwardens. She was originally frightened by Grontface Jon's fearsome appearance, but has since grown to care for him deeply.

Sylvia Tanner: AL N; MV 120' (40'); AC 4 (chain mail + Dex); F1; hp 6; #AT 1; Dmg 1d8 (heavy flail), 1d4 (dagger), 1d8 (heavy crossbow); S 11, D 14, C 12, I 9, W 11, Ch 10; SV F1; ML 7; XP 16; silver and gold knotwork ring (35 gp), 2d4 sp.

"Grontface" Jon Diler

Grontface Jon is a large, broad-shouldered man with a bald, misshapen head, a battle-scarred face, and a left eye that is twice the size of his right. Grontface Jon is surprisingly quiet and soft spoken. Despite suffering years of abuse as a child, he remains a pious and kindhearted man who tries to live his life according to the teachings of the Church of Law and Order.

"Grontface" Jon Diler: AL L; MV 120' (40'); AC 4 (chain mail + Dex); F1; hp 8; #AT 1; Dmg 1d10+2 (pole arm + Str), 1d6+2 (hand axe), 1d4+2 (dagger); S 17, D 9, C 16, I 9, W 12, Ch 6 (treat as Ch 13 among friends); SV F1; ML 8; XP 16; 2d4 sp.

Brother Ellis Montrall

Brother Ellis is a large, boisterous monk who pays homage to St. Ronnad of the Flagon. Brother Ellis always seems to have a smile on his face and a drink in his hand. Although Sir Marten openly disapproves of Brother Ellis's drunken debauchery, he secretly envies the monk's carefree attitude.

Brother Ellis Montrall: AL L; MV 120' (40'); AC 5 (chain mail); C2; hp 14; #AT 1; Dmg

1d6+1 (quarterstaff + Str); S 13, D 9, C 16, I 12, W 13, Ch 12; SA spellcasting, Turn undead; SV C2; ML 8; XP 74; *scroll of spells (cure light wounds x3)*, *potion of healing*, silver flask (65 gp) filled with ale, holy symbol of St. Ronnad, two vials of holy water, 1d6 sp, 1d4 cp.

Spells: 1st: *cause fear*, *cure light wounds*.

Emerald Sailors

The Emerald Sailors is a Gulf Sail Society adventuring company made up of ex-pirates, smugglers, and thieves who have chosen to become respectable adventurers. The Emerald Sailors specialize in guarding merchant vessels and transporting other adventurers. They possess a small sailing vessel, the *Green Harlot*. Their standard is a dark green cog on a blue background.

"Emerald" Jayne Reasons

Emerald Jayne is a saucy female fighter and sea captain who leads the Emerald Sailors. Jayne has striking green eyes, red hair, and prefers to dress in tight-fitting clothing that shows off her figure. Emerald Jayne is accustomed to being obeyed. She has lovers in every port and prides herself on being beholden to no man or woman.

"Emerald" Jayne Reasons: AL N; MV 120' (40'); AC 6 (leather armor + Dex); F3; hp 20; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger); S 11, D 18, C 12, I 12, W 13, Ch 16; SV F3; ML 8; XP 80; *amulet of protection vs. charm person (+2 to saving throw)*, silver hoop earrings (10 gp), silver emerald stud earrings (250 gp), silver bracelet with emerald serpent design (750 gp), silver bangle bracelets (5 gp each), 1d8 gp, 1d10 sp.

"Handsome" Lukus Cottonson

Handsome Luke is a brash, attractive fighter who is confident that women find him irresistible. He is currently involved with his captain, Emerald Jayne, and believes she has fallen in love with him as so many other women have. In reality, Jayne is eagerly looking forward to seeing his reaction when she finds her next plaything (possibly one of the player characters).

"Handsome" Lukus Cottonson: AL N; MV 120' (40'); AC 7 (leather armor + Dex); F1; hp

7; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 15, D 13, C 15, I 9, W 9, Ch 15; SV F1; ML 8; XP 19; gold necklace with ship pendant (150 gp), quality cape embroidered with water designs (50 gp), bag with five sapphires (150 gp each), 1d6 gp, 1d6 sp, 1d4 cp.

Margaret Robbans

Margaret is a wiry young fighter with wispy blond hair who learned the craft of sailing from her merchant sailor father. Margaret took up adventuring after her family fell on hard times and her father was unable to arrange a suitable marriage for his homely daughter. She hopes that her success as an adventurer will help her family regain its wealth and status.

Margaret Robbans: AL L; MV 120' (40'); AC 7 (leather armor + Dex); F1; hp 6; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger), 1d6 (short bow); S 10, D 15, C 10, I 12, W 14, Ch 8; SV F1; ML 8; XP 13; gold necklace with Robbans Family crest pendant (150 gp), 1d6 sp, 1d4 cp.

Darron of Wrack

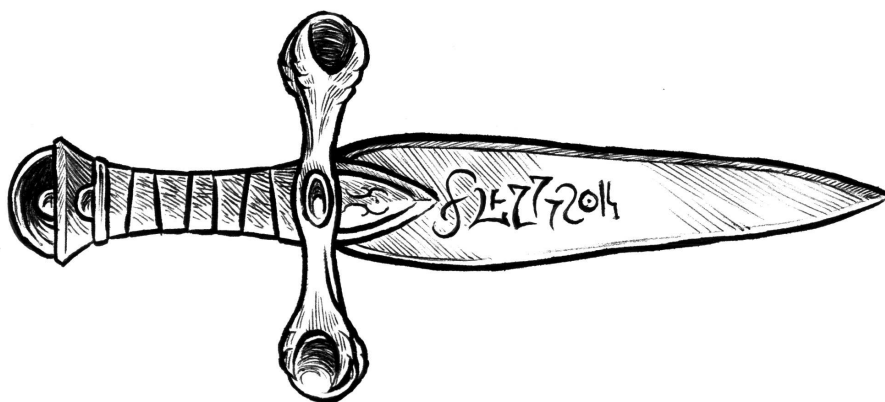
Darron of Wrack is an aging thief and sailor who is known in port cities throughout the Gulf of Valnwall. He is secretly a member of the Dolmway Thieves' Guild and has their signature kraken worked into a tattoo sleeve on his left shoulder and arm. Darron has a taste for sweets that has led to the loss of almost all of his teeth. He possesses a magical dagger once owned by the famed thief Winalt of the Black Tide that adds 50% to his chance to pick locks and pick pockets.

Darron of Wrack: AL N; MV 120' (40'); AC 7 (leather armor + Dex); T3; hp 9; #AT 1; Dmg 1d6 (hand axe), 1d4 (dagger); S 9, D 14, C 12, I 10, W 12, Ch 10; SV T3; SA backstab, thief skills; ML 7; XP 110; pick locks 27% (or 77%), find/remove traps 20%, pick pockets 30% (or 80%), move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; silver necklace with glass bottle containing antique "lucky" gold piece from ancient Mor (when placed on tongue, allows wearer to *spider climb* at will), gold hoop earrings (15 gp), three gold rings (25 gp), thieves' tools, purse full of candies, 1d10 gp, 1d8 sp, 1d6 cp.

Holland Gabler

Holland is a young thief who has only recently begun to learn the art of sailing. He is a quick learner who enjoys opportunities to hone his thief skills. Holland's eyesight is keen and he is frequently assigned to the crow's nest. Darron of Wrack has taken Holland under his wing and begun to teach him the finer points of sailing and thieving.

Holland Gabler: AL N; MV 120' (40'); AC 6 (leather armor + Dex); T1; hp 3; #AT 1; Dmg 1d6 (hand axe), 1d4 (dagger); S 11, D 16, C 10, I 10, W 11, Ch 13; SV T1; SA backstab, thief skills; ML 7; XP 22; pick locks 17%, find/remove traps 14%, pick pockets 23%, move silently 23%, climb walls 87%, hide in shadows 13%, hear noise 1-2; one garnet (15 gp), thieves' tools, 1d8 sp, 1d6 cp.



APPENDIX III: SEWERS OF DOLMVAY

"It takes a special kind of person to enter the sewers of Dolmvay day after day, night after night. You've got to be tough, hardy, and above all else, smart enough to know when to run. There are things down there that will eat you for breakfast, spit out the pieces, and then eat those pieces for lunch. This is your last chance to change your minds."

—recruitment speech given by Master Sewerman Kennon Upton

The sewers of Dolmvay are a mixture of natural caves, lead pipes, twisting tunnels, and connecting chambers powered by ancient magic. The walls are made of bricks, cut stone, and other more bizarre materials. Water is supplied by aqueducts and several small underground streams. Sewer tunnels tend to be curved to allow water to flow freely.

When blockages occur, the sewer magically slides walls, raises or lowers pipes, and flushes chambers in order to reroute water flow. This means no trip into the sewers need ever be the same, making it easy for Labyrinth Lords to insert their latest dungeon adventures.

The sewers eventually empty into a giant whirlpool named the Carylla Vortex, which lies deep beneath the Dolm River.

Note: If the *Chronicles of Amherth*™ campaign setting is being used, the Sewers of Dolmvay are considered a minor lailon and are home to several warmachten.

Public Perception

To the people of Dolmvay, the sewers are a dark and dangerous place where only the foolhardy dare venture. The average citizen has no idea to what depth the sewers extend or what sort of magic floods their ancient passages. What's more, they don't *want* to know. What matters to them is that the sewers

work. They provide clean water and take away waste. That is all the average citizen of Dolmvay is concerned about.

Sewer Maintenance

The Waterman's Guild is responsible for maintaining the flow of clean water throughout the city. The Streetsweeper's Guild is responsible for removing trash and debris from the Street Level. The Sewerman's Guild is responsible for maintaining the city's sewers, but they rarely venture deeper than the Upper Levels without an escort of adventurers because of the dangers involved.

Clean Water Flow

Aqueducts, canals, and culverts control the flow of clean water throughout the City of Dolmvay. This water is routed to bathhouses, fountains, wells, wealthy manor homes, castles, and other important buildings before making its way to the Dolmvay sewers. This running water typically supplies only the first floor of these structures.

SEWER LAYOUT

The Dolmvay sewer system consists of a Street Level, the Upper Levels, the Middle Levels, and the Lower Levels. These levels are

defined by numerous features that are described here using a "toolkit" approach. The Labyrinth Lord is free to drop in premade sewer tunnels or take these features and design new sections of the Dolmvay sewers as needed. Sample sewer maps are also provided for easy use.

STREET LEVEL

The Street Level of the Dolmvay sewer system removes solid waste from the streets and helps keep streets from flooding during heavy rains. Common features include garderobes, street gutters, side grates, storm grates, and grate shafts.

Garderobe

A garderobe is a small closet with a 1' diameter hole in the floor. The hole is actually a shaft that empties into a communal waste chamber in the city's sewer system. Almost all older buildings and many of the newer buildings have at least one garderobe. Other dwellings make use of chamber pots which must be dumped down the nearest storm grate. Anyone caught emptying a chamber pot into the street can be charged with disturbing the peace.

Street Gutter

Shallow gutters line one or both sides of most city streets, side streets, and alleys. These gutters empty into side grates or storm grates, carrying excess water and trash into the sewers.

Side Grates

Side grates are small 1' long rectangular wooden grates found along street gutters that help divert excess water into mainlines.

Storm Grate

A storm grate is a wooden grate with small openings designed to block large pieces of trash and debris from entering the sewers. A storm grate is located in the center of streets, side streets, and alleys, usually at intersections. The grates may be removed to allow direct access to the Upper Levels of the sewers or access to a grate shaft. Storm Grates are the main points of entry for members of the Sewerman's Guild.

Grate Shaft

Some storm grates open onto grate shafts, which are vertical tunnels that empty into mainlines. Ladder rungs bolted to the walls of the shaft help aid in descent.

UPPER LEVELS

The Upper Levels of the sewer lie beneath the streets and dwellings of Dolmvay. Common features include mainlines, sidelines, flow pipes, waste chambers, sluice gates, drain grates, and junction chambers. These features are often stacked on top of each other, creating a web-like network of crisscrossing lines, pipes, and chambers.

Common underground chambers (larders, basements, etc.) as well as more exotic underground chambers (laboratories, shrines, dungeons, etc.) may be found in the Upper Levels, many of which can only be accessed by hidden side tunnels. A number of natural caves, cave complexes, and underground streams are also scattered throughout the Upper Levels of Dolmvay's sewer system.

Mainlines

Sewer mainlines run parallel to most streets and can be accessed via storm grates. Sewer mainlines consist of tunnels measuring about 10' wide. A steady stream of water runs about 3' deep through a mainline. A 2' to 3' wide maintenance ledge located just above the water level extends along one or both sides of the mainline. A mainline's arched ceiling may be dotted by side grates, sidelines, grate shafts, and/or drain shafts. Lead flow pipes are bolted to a mainline's walls.

Sideline

A sideline is a 3' diameter tunnel that connects a waste chamber to a mainline or junction chamber.

Flow Pipe

A flow pipe is a 1' diameter lead pipe that carries running water from fountains, bathhouses, and private dwellings into the sewers. Flow pipes empty into mainlines, sidelines, waste chambers, and junction chambers.

Waste Chamber

A waste chamber is a large cistern that collects solid waste from nearby garderobes. The typical waste chamber measures 10' long by 10' wide by 10' high, but larger waste chambers are known to exist. When the waste in the chamber reaches a certain level, the sewer magically opens sluice gates and reroutes water to flush the waste into a sideline.

Sluice Gates

Sluice gates controls the water levels throughout the sewer. The sluice gate system automatically opens and closes to remove routine blockages (such as those found in waste chambers), but has been known to malfunction. The sewer magically realigns its walls, tunnels, and chambers to remove major (non-routine) blockages such as those caused by heavy floods, discarded corpses, or collapsed tunnels.

Staircase Waterfall

A staircase waterfall is a stepped section of a mainline that serves to slow the flow of water. Some staircase waterfalls are equipped with sluice gates.

Junction Chamber

A junction chamber is a large square or octagonal manmade cistern located at the intersection of several mainlines, sidelines, and flow pipes. The typical junction chamber measures 30' long by 30' wide by 20' high.

Caves

A number of natural caves and cave complexes are located throughout the sewers. Sewer caves may be dry, contain pools of stagnant water, or be crisscrossed by natural streams. These caves may or may not be inhabited. The Labyrinth Lord should feel free to insert traps, monsters, and cave adventures as needed.

Underground Streams

At least three underground streams feed the sewers of Dolmvay. These are the Northbrook which lies beneath the North Ward, the Stream of Scholars which lies beneath the District of Scholars, and the Southbrook which lies beneath the South Ward. These streams contain

features such as waterfalls, rapids, and dams as they meander beneath the city. The streams are sometimes navigated by those familiar with their routes.

Drain Gate

Drain gates are large metal or stone gates that magically open and close to drain water into the Middle Levels. Drain gates are usually located in the floor of junction chambers, but may be found anywhere, especially after the sewer magically realigns. Anyone caught in the water when a drain gate opens must make a saving throw vs. wands to avoid being swept off their feet and sucked into the drain gate shaft.

Drain Gate Shaft

A drain gate shaft is a 3' diameter tunnel that slopes from a drain gate to the ceiling of a mainline in a lower portion of the Upper Levels or a mainline in the Middle Levels.

Bridges

Bridges cross mainlines, streams, and some junction chambers. The older bridges are made of stone while newer bridges are made of wood and rope.

Side Tunnels

Side tunnels are dry tunnels that connect the Dolmvay sewers to common and exotic underground chambers (see below). Most side tunnels are hidden by secret doors.

Common Underground Chambers

Common underground chambers include places such as wine cellars, larders, and basements. These chambers are usually located beneath an occupied building and are likely still in use. If a sewer entrance is discovered, the building's owner may seal it with brick and mortar or use it for his own (possibly illegal) purposes.

Exotic Underground Chambers

Exotic underground chambers include places such as libraries, laboratories, tombs, shrines, temples, and dungeons. These chambers may be currently in use or ancient and forgotten. The Labyrinth Lord should feel free to insert traps, monsters, and dungeon adventures as needed.

MIDDLE LEVELS

The Middle Levels begin approximately 50' beneath the city and contain many of the same features as the Upper Levels. The Middle Levels also house several underground lakes, rivers, and massive cisterns.

Great Cisterns

The Great Cisterns of Dolmvay's sewers lie deep beneath the city's streets. A few of these cisterns are natural caves while others are colossal, domed structures lined with ornate columns, alcoves, frescoes, and bas-relief carvings. Some cisterns handle waste flow while others are filled with fresh or brackish water. Freshwater cisterns often connect to an occupied or unoccupied dungeon complex. Cisterns filled with brackish water may provide undersea exits to King's Bay, at the Labyrinth Lord's discretion.

LOWER LEVELS

The Lower Levels begin approximately 100' beneath the city and contain many of the same features as the Upper Levels and Middle Levels. The Lower Levels also house several strange chambers including the vat chambers, the lightning tower chambers, the machine chambers, and the fabled Carylla Vortex. These chambers hold magical secrets of the mythical race of beings known as the Ancients, who are said to have nearly destroyed the world in one of the Great Cataclysms. The magic of the Ancients is known to be powerful and unpredictable and is better left alone.

Note: To maintain a sense of wonder when dealing with the magic of the Ancients, whenever possible, the Labyrinth Lord should attempt to describe mechanical objects and devices in terms that the characters (rather than the players) would understand.

Vat Chambers

Vat chambers are massive chambers lined with giant bronze vats connected by strange assemblies of pipes, bins, shafts, conveyor belts, and furnaces. These furnaces occasionally power to life for no apparent reason, producing gouts of flame, sprays of scalding water, and enormous amounts of heat. Once active, there

is a 25% chance per turn the party is exposed to one of the following sample effects. The Labyrinth Lord is free to design other effects, as needed.

Vat Chamber Effects

1. Dragon's Breath: A spray of superheated water blasts the party for 2d10 hit points damage (saving throw vs. breath weapon for 1/2).
2. Dragon's Fire: A gout of flame erupts from a vent and scorches the party for 2d10 hit points of damage (saving throw vs. breath weapon for 1/2).
3. Purge: An overflow pipe opens in the side of a massive vat, pouring water into the chamber. Each character must make a saving throw vs. wands to avoid being knocked off his feet, swept through an open drain shaft, and down into a Lower Level cistern.
4. Magic Rain: The entire chamber is inundated with a cooling rain for 2d4 turns. The water has a metallic taste and is extremely corrosive. Unless oiled within the next day, all non-magical metal items in the characters' possession rust and become unusable.
5. Demon Smoke: The entire chamber fills with smoke from several large furnaces, making it impossible to breathe. The smoke is vented out 2d4 turns later.
6. Claw Attack: The steel claw of some giant beast descends from the ceiling and attempts to grab one of the characters. The claw attacks for one round as a 5th level fighter and delivers 2d8 hit points of damage. Anyone struck by the claw is lifted into the air, carried across the chamber, and dropped onto a moving conveyor belt with several other items of metal scrap and debris. The belt is heading straight for a giant furnace located underneath one of the vats. If the character does not jump off the belt, he is carried into the furnace and consumed by flames.

Lightning Tower Chambers

These large chambers are filled with strange towers made of coiled copper and bronze. The towers randomly come to life with blinking colored lights and deadly arcs of lightning. Once active, there is a 25% chance per turn the party is exposed to one of the following sample effects. The Labyrinth Lord is free to design other effects, as needed.

Lightning Chamber Effects

1. **Lightning Strike:** Bolts of lightning arc off the tops of the towers, striking everyone in the room for 6d6 hit points of damage (saving throw vs. breath weapon for 1/2). As an added side effect, anyone carrying a wand, staff, rod, or other item that relies on charges finds the item fully recharged.
2. **Flash of Light:** A series of lights blink brighter and brighter until the entire room is lit by a blinding flash. All characters must make a saving throw vs. spells or be blinded (as per the *blindness* spell) for 1d4 hours.
3. **Lodestone:** As the lightning towers begin to vibrate, a series of large metal plates float by overhead. The plates are magnetically charged and are strong enough to attract any metal items the characters have in hand (shields, swords, etc.). Any character wearing metal armor is instantly slammed against the plate, taking 2d6 hit points of damage. All metal items (and characters) are then dropped into a large cistern full of a strange liquid that dissolves metal on contact.
4. **Magic Rain:** The entire chamber is inundated with a cooling rain for 2d4 turns. The water has a metallic taste and is extremely corrosive. Unless oiled within the next day, all non-magical metal items in the characters' possession rust and become unusable.
5. **Vibration:** The lightning towers begin to vibrate until the chamber is filled with a deafening hum. All characters must make a saving throw vs. spells or be deafened (as per the *deafness* spell) for 1d4 hours.

6. **Reverse Gravity:** Lightning arcs across the towers, the towers begin to vibrate, and the entire chamber is affected by a loss of gravity (as per the *reverse gravity* spell). The effect lasts for 2d4 turns.

Machine Chambers

Machine chambers are massive chambers filled with giant machines made of bronze gears, open shafts, rotating wheels, spinning blades, and other arcane constructs. A spiderweb of bronze catwalks stretch between the great machines. The machines sometimes activate, producing frightful clanking and grinding noises, but have no other apparent effect. Once active, there is a 25% chance per turn the party is exposed to one of the following sample effects. The Labyrinth Lord is free to design other effects, as needed.

Machine Chamber Effects

1. **Magic Rain:** The entire chamber is inundated with a cooling rain for 2d4 turns. The water has a metallic taste and is extremely corrosive. Unless oiled within the next day, all non-magical metal items in the characters' possession rust and become unusable.
2. **Arm Sweep:** The metallic arm of some giant beast sweeps across part of the chamber. Each character must make a saving throw vs. wands or be struck by the arm for 2d10 hit points of damage.
3. **Shaft Opens:** A large metal shaft opens in the floor. Each character must make a saving throw vs. wands to avoid falling down the shaft and into a chamber full of piles of scrap metal (steel, iron, bronze, etc.), suffering 3d6 hit points of damage from the fall.
4. **Spinning Blades:** A cluster of spinning blades whip through the chamber. Each character must make a saving throw vs. wands to avoid being struck by the blades for 3d6 hit points of damage.
5. **Wind Tunnel:** The party is struck by a forceful gust of wind. Each character must make a saving throw vs. wands to avoid being sucked down a shaft and into a massive spinning blade, suffering 5d10 hit points of damage.

6. Grinding Gears: The floor slides away, dropping the characters into a mass of grinding gears. Each character must make a saving throw vs. wands each round or be ground between two gears, suffering 5d10 hit points of damage. The characters may make a Strength check each round in order to safely climb out of the gears and back into the chamber above.

Carylla Vortex (pr. ka-RILL-ah)

The Carylla Vortex is a vast underground whirlpool located in a massive domed chamber deep beneath the Dolm River. All water and sewage eventually ends up in the Carylla Vortex. Where it goes afterwards is a mystery to all. . .

STOCK ENCOUNTERS

The following stock encounters can be used when the characters begin exploring Dolmvay's sewers. These encounters are loosely designed, so the Labyrinth Lord may have to spend an extra minute or so to decide how the encounter begins.

1. Alligator
2. Drain Opens
3. Flooded Chamber
4. Gas Buildup
5. Giant Rat
6. Leaky Pipe
7. Sewerman
8. Shaft Opens
9. Shark
10. Shifting Walls
11. Slick Floor
12. Waste Dump

Alligator

This encounter involves 1d8 alligators prowling the sewers. They may be sunning themselves on a ledge, swimming though a mainline, or partially submerged in a chamber. Alligators usually ignore characters unless hungry or provoked. There is a 25% chance the alligator is a more aggressive gront that attacks on sight.

Alligator (1d8): AL N; MV 60' (20')/Swim 90' (30'); AC 6 (natural); HD 2; #AT 1; Dmg

1d6 (bite); SA surprise on a 1-3 on 1d6; SV F1; ML 7; XP 20.

Drain Opens

A drain gate opens in the floor (50%) or ceiling (50%). Anyone caught in the water when a drain gate opens in the floor must make a saving throw vs. wands to avoid being sucked into the drain and dropped into a mainline or chamber. There is a 25% chance that a drain gate that opens in the ceiling drops a 1-2 (alligator), 3-4 (giant rat), or 5-6 (shark) encounter into the area of the party. The animals are angry and attack on sight.

Flooded Chamber

A sudden rush of water floods the chamber. Each character must make a saving throw vs. wands to grab something sturdy and avoid being swept away and suffering 2d6 hit points of damage before being dumped down a drain gate.

Gas Buildup

A buildup of flammable gases in this area creates a fire hazard. Anyone carrying an open flame ignites the gas, causing 5d6 hit points of damage to everyone nearby (saving throw vs. breath weapon for 1/2 damage).

Giant Rat

This encounter involves 3d6 giant rats. They may be rummaging through debris, returning to their lair, or on the hunt for prey. Giant rats usually avoid contact with lights and loud noises, but may follow at a distance to feed off leavings. There is a 25% chance the rats are more aggressive gronts that attack on sight.

Giant Rat (3d6): AL N; MV 120' (40')/Swim 60' (20'); AC 7 (natural); HD 1d4 hit points; #AT 1; Dmg 1d3 (bite) + special; SA 5% chance bite causes disease; SV F1; ML 8; XP 6.

Leaky Pipe

A lead flow pipe running along the wall bursts, unleashing a powerful blast of water. One character chosen at random must make a saving throw vs. wands to avoid being knocked to the floor for 1d2 hit points damage or knocked into the water (if water is present nearby). There is a 25% chance that characters

who fall in the water attract a 1-2 (alligator), 3-4 (giant rat), or 5-6 (shark) encounter. The sewers reroute the pipe's water flow in 1d6 turns and a team of sewer men eventually arrive to repair the pipe.

Sewer man

This encounter involves 2d4 sewer men from the Sewer man's Guild. They may be clearing a blockage, mapping a recent change in the sewer's layout, or repairing or replacing a burst pipe or broken grate. Sewer men are almost always happy to see adventurers and can provide information about the layout of the local sewers.

Sewer men (2d4): treat as 0-level humans with AC 8 (leather armor), hp 3, sewer spear (Dmg 1d6), and dagger (Dmg 1d4). Sewer men never carry valuables when on duty.

Shaft Opens

A shaft opens in the floor (50%) or ceiling (50%). When a shaft opens in the floor, one character chosen at random must make a saving throw vs. wands to avoid falling into the shaft and being dropped into a mainline or chamber. There is a 25% chance that a shaft opening in the ceiling drops a 1-2 (alligator), 3-4 (giant rat), or 5-6 (sewer man) encounter into the area of the party. The animals are angry and attack on sight, but the sewer man is likely thankful to see the party.

Shark

This encounter involves 1d6 bull sharks. The sharks are swimming in the water, always on the hunt for prey. There is a 25% chance the sharks are more aggressive grunts that attack on sight.

Shark (1d6): AL N; MV Swim 180' (60'); AC 4 (natural); HD 2; #AT 1; Dmg 2d4 (bite); SA surprise in water on 1-3 on 1d6; SV F1; ML 7; XP 20.

Shifting Walls

The walls, floors, lines, and water flow begin to shift. There is a 10% chance the change happens so swiftly that each character must make a saving throw vs. wands to avoid being cut off from the rest of the party. Otherwise, there is more than enough time for the PCs to

react. Of course, any map the characters had of the area is no longer useful.

Slick Floor

The walls and floor here are particularly slick with mold and slime. Each character must make a saving throw vs. wands to avoid slipping and falling to the floor, suffering 1 hit point of damage or into the water (if water is present nearby). There is a 25% chance that characters who fall in the water attract a 1-2 (alligator), 3-4 (giant rat), or 5-6 (shark) encounter.

Waste Dump

A rush of raw sewage flows into the chamber from an overhead sideline as a waste chamber empties. Each character must make a saving throw vs. wands or be covered in foul-smelling human waste. The smell persists even if the character immediately cleans himself up, inflicting a -2 penalty to all Reaction rolls for the next 24 hours.

DETAILED ENCOUNTERS

The following detailed encounters are divided by sewer level. They can be used to spice up a session, foreshadow future events, or introduce new plot hooks and adventures.

UPPER LEVELS

1. Carcass Feast
2. Chaos Priest
3. Drowned Deception
4. Guild Thief
5. Hidden Cat
6. Lazy Gators
7. Rat's Nest
8. Rustling Swarm
9. Sewer Jaws
10. Sewer men
11. Slimy Doom
12. Wormy Rats

Carcass Feast

A carcass scavenger is feasting on the remains of a dead donkey that fell down a damaged drain grate. It attacks if approached. A second carcass scavenger is lurking in an

overhead drain shaft. It drops on the characters after one round of combat, possibly attacking with surprise.

Carcass Scavenger (2): AL C; MV 120' (40'); AC 7 (natural); HD 3+1; hp 15, 12 #AT 8 (stingers); Dmg special; SA saving throw vs. paralysis or be paralyzed for 2d4 turns; SV F2; ML 9; XP 135.

Chaos Priest

The characters stumble upon a partially open secret door. The door opens onto a side tunnel that leads to a shrine of the Church of Chaos and Destruction. The walls of the 20' x 20' chamber are adorned with upside down hilts and several sets of bloodstained manacles are bolted to the floor. A small bloodstained altar occupies the center of the room. If the characters linger in the chamber, a masked Chaos priest and two acolytes enter, carrying an unconscious woman named Saral of Pike Street.

Saral is a fisherman's daughter in the River District. She does not know that her father is a Chaos devotee who drugged her and gave her to the Chaos priest.

The priest and his acolytes attack on sight. The acolytes flee if the priest is slain. The priest flees if the acolytes are slain or if he is reduced to 2 hit points or less.

Chaos Priest: AL C; MV 120' (40'); AC 5 (chain mail); C2; hp 9; #AT 1; Dmg 1d6+1 (mace + Str); S 13, D 9, C 10, I 12, W 15, Ch 12; SA spellcasting, Turn undead; SV C2; ML 8; XP 47; *potion of healing*, holy symbol of Chaos and Destruction, 1d6 sp, 1d4 cp.

Spells: 1st: *cause fear*, *cause light wounds*.

Acolyte (2): treat as 0-level human with AC 9, hp 2, club (Dmg 1d4), and 1d4 cp.

Saral of Pike Street: treat as 0-level human with Cha 13, AC 9, hp 2, unarmed.

Drowned Deception

The characters see the body of a man lying on a ledge with his face submerged in the water. The "body" is actually the pseudopod of a hungry deceiver that attacks any who approach.

Deceiver: AL C; MV 30' (10'); AC 7 (natural); HD 5; hp 32 #AT 1; Dmg 2d4 (pseudopod) + special; SA sticky pseudopod requires a Strength check at -4 to break free; SV MU5; ML 8; XP 500.

Guild Thief

A thief named Jasen Cotterly has located a secret side tunnel that leads into the cellar of a nearby jeweler's shop. Jasen is waiting until nightfall to break in. Jasen is a member of the Dolmvay Thieves' Guild and does not wish to draw attention to his activities. He attempts to hide in shadows as the characters pass through this section of the sewer. If that fails, Jasen pretends to have gotten lost while mapping the city sewers. Jasen claims that this area of the sewers has changed radically and he plans to sell his updated maps to the Sewerman's Guild. If the characters discover the secret door, Jasen feigns surprise.

Jasen Cotterly: AL N; MV 120' (40'); AC 7 (leather armor + Dex); T3; hp 9; #AT 1; Dmg 1d6 (short sword), 1d4 (dagger); S 10, D 15, C 11, I 9, W 12, Ch 14; SV T3; SA backstab, thief skills; ML 8; XP 110; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; thieves' tools, treasure map, 17 gp, 12 sp.

Hidden Cat

A gronted cat is hiding on a high ledge. The cat attacks the characters as they pass by and fights for one round before fleeing. If the ledge where the cat was hiding is examined, the characters discover a coughed up hairball. If the hairball is broken apart, the characters find three garnets (worth 25 gp each).

Gronted Cat: AL N; MV 120' (40')/Swim 60' (20'); AC 6 (natural); HD 1d4+1 hit points; #AT 3; Dmg 2 (claw)/2 (claw)/1d2+1 (bite); SA surprise on a 1-4 on 1d6, night vision; SV F1; ML 8; XP 8.

Lazy Gators

The characters see a sunbeam shining through a drain grate onto three alligators that are sunning themselves on a dry ledge. The alligators have just devoured a hapless broklaw gang member and are digesting the meal. A

gold earring (worth 15 gp) is caught between the teeth of the largest alligator and the glint of gold can be seen in the sun. The alligators attack if approached, but otherwise ignore the characters.

Alligator (3): AL N; MV 60' (20')/Swim 90' (30'); AC 6 (natural); HD 2; hp 12, 9, 9; #AT 1; Dmg 1d6 (bite); SA surprise on a 1-3 on 1d6; SV F1; ML 7; XP 20.

Rat's Nest

The characters discover a nest of bones and trash containing two dozen blind, mewling rats. These are actually newborn giant rats. If the characters do not leave immediately, they are attacked by 12 giant rats who pour out of cracks in the walls and ceilings.

Giant Rat (12): AL N; MV 120' (40')/Swim 60' (20'); AC 7 (natural); HD 1d4 hit points; #AT 1; Dmg 1d3 (bite) + special; SA 5% chance bite causes disease; SV F1; ML 8; XP 6.

Rustling Swarm

The characters pass through a particularly dark section of the sewers that is home to hundreds of normal bats. The bats awaken and swarm the characters if disturbed by torchlight or loud noises. Roll 1d6 to see what the commotion attracts: 1-2 (2d4 giant rats), (3 broklaw gang members), 5-6 (2 carcass scavengers).

Bat (swarm of 300): AL N; MV 9' (3')/Fly 120' (40'); AC 6 (natural); HD 1 hit point; #AT 1; Dmg special; SA *confuse* opponents by swarming, causing a -2 to-hit; SV 0-level human; ML 6; XP 6.

Sewer Jaws

A school of five bull sharks is prowling this section of the sewers. The sharks are drawn to loud noises and vibrations. They shadow the characters' steps and attack any who enter the water.

Bull Shark (5): AL N; MV Swim 180' (60'); AC 4 (natural); HD 2; hp 15, 12, 11, 9, 9; #AT 1; Dmg 2d4 (bite); SA surprise in water on 1-3 on 1d6; SV F1; ML 7; XP 20.

Sewermen

The characters encounter a team of three sewermen in their distinctive yellow garb exploring this portion of the sewers. The sewermen are trying to find the source of a blocked drain. The Labyrinth Lord may use the Reaction table in the *Labyrinth Lord*[™] core rulebook to determine their reaction. If the characters are adventurers, modify the roll with a bonus of -2. If the characters accompany the sewermen, they eventually locate the source of the blockage—the bloated carcass of a large triceratops. The Labyrinth Lord is free to determine how and why the dinosaur came to be here.

Sewermen (5): treat as 0-level humans with AC 8 (leather armor), hp 3, sewer spear (Dmg 1d6), and dagger (Dmg 1d4).

Slimy Doom

The characters encounter a sewer slime in a dank and murky portion of the sewer. The slime blends in with normal sewer scum, surprising on a roll of 1-4 on 1d6. The slime attacks the feet and ankles of any who walk by.

Sewer Slime: AL N; MV 30' (10'); AC 9; HD 2; hp 13; #AT 1; Dmg special; SA slime dissolves armor, clothing, and flesh, immune to electricity- and cold-based attacks, immune to normal weapons; SV F1; ML 10; XP 29.

Wormy Rats

The characters encounter three members of a broklaw gang named the Wormy Rats. The thugs are scouting the sewers, looking for a path that can take them into the territory of a rival gang. The Labyrinth Lord may use the Reaction table in the *Labyrinth Lord*[™] core rulebook to determine their reaction.

Thug (3): treat as 0-level humans with AC 8 (leather armor), hp 3, short sword (Dmg 1d6), dagger (Dmg 1d4), 1d4 cp.

MIDDLE LEVELS

1. Crab Nest
2. Drowned Man
3. Dwarven Guardpost
4. Ghoul Pack
5. Lurker

6. Rat Brothers
7. Serpent's Lair
8. Sewer Eels
9. Shrieking Shrooms
10. Slithering Doom
11. Waste Eater
12. Widow's Web

Crab Nest

Three giant crabs have found their way into a junction chamber and are feeding on rats, alligators, and anything else that washes in. The crabs attack on sight.

Giant Crab (3): AL N; MV 60' (20'); AC 2 (natural); HD 3; hp 14, 11, 9; #AT 2: Dmg 2d6 (pincher)/2d6 (pincher); SV F2; ML 7; XP 50.

Drowned Man

An ashogarr is lying on the sewer floor beneath the water. It attacks anyone who enters the water.

Ashogarr: AL C; MV 120' (40'); AC 7 (natural); HD 2+1; hp 15; #AT 1; Dmg 1d2 (fist) + special; SA touch causes lungs to fill with water; SV F3; ML 10; XP 82.

Dwarven Guardpost

The characters encounter a band of six armed dwarves who are shooting dice near the entrance to a side tunnel. The Labyrinth Lord may use the Reaction table in the *Labyrinth Lord*TM core rulebook to determine their reaction. Their leader is a dwarf named Grimbelt Spike-Helm. The dwarves refuse to let the characters pass down the side tunnel. If asked, they claim to be guarding the entrance to a merchant's cellar. If the characters insist on passing, the dwarves attack. The tunnel they are guarding may lead to a cellar, a dwarven shrine, or even an unexplored labyrinth.

Dwarf (6): AL N; MV 90' (30'); AC 5 (chain mail); HD 1; hp 8, 7, 6, 5, 5, 4; #AT 1; Dmg 1d8 (battle axe or long sword), 1d4 (dagger); SA infravision 60', detect stone traps and unusual stone construction on 1-2 on 1d6; SV D1; ML 8; XP 10; 1d8 sp, and 1d4 cp.

Ghoul Pack

A pack of six ghouls are wading through the sewers, sifting through floating debris in search

of something to eat. They attack the characters on sight.

Ghoul (6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 12, 10, 10, 10, 8, 7, 6; #AT 3; Dmg 1d3 (claw)/1d3 (claw)/1d3 (bite) + special; SA paralyze for 2d4 turns, Turned as 3 HD undead, immune to *sleep*, *charm*, and *hold* spells; SV F2; ML 9; XP 47.

Lurker

A lurker above is hovering close to the ceiling. It attacks the last character who passes beneath it, surprising on a roll of 1-4 on 1d6. Characters who search the area nearby find the remains of the lurker's last victim, a dwarf named Toren Anstaff. A search of the dwarf's remains uncovers a *dagger+1/+3 vs. elves* hidden in the bones.

Lurker Above: AL N; MV 10' (3')/Fly 90' (30'); AC 6 (natural); HD 10; hp 59 #AT 1; Dmg 1d6 (crush); SA surprise on 1-4 on 1d6, suffocate victim in 1d4+1 rounds; SV F2; ML 9; XP 47.

Rat Brothers

The characters encounter the brothers Bron and Thander Frost. The brothers claim to be former sewer men who have decided to become adventurers, but they are unable to produce any Adventurer's Guild identification. Bron and Thander are actually wererats who live in the Dolmvay sewers. They may attempt to join up with the party, only to betray them later during a crucial moment.

Bron and Thander Frost (wererat): AL C; MV 120' (40'); AC 9 or 7 (natural); HD 3; hp 17, 15; #AT 1; Dmg 1d6 (short sword) or 1d4 (bite); SA surprise on a 1-4 on 1d6, bite may cause lycanthropy, allergic to wolfsbane; SV F3; ML 8; XP 95; fake treasure map, 1d6 gp, and 1d4 sp each.

Serpent's Lair

A massive 30' long sea serpent resides underwater in this section of the sewers. It attacks anyone who enters the water or gets too close to the water's edge.

Sea Serpent: AL N; MV Swim 150' (50'); AC 5 (natural); HD 6; hp 33 #AT 1; Dmg 2d6 (bite)

or special; SA constrict ships for 1d10 shp; SV F3; ML 8; XP 570.

Sewer Eels

Three 9' long electric eels are gliding through the water in this section of the sewer. The characters see faint pulses of light as they pass by. The eels are hungry and attack anything that enters the water. Electric eel carcasses may be sold to a magic-user for 1d6 x 50 gp.

Electric Eel (3): AL N; MV Swim 120' (40'); AC 9 (natural); HD 2; hp 12, 10, 8; #AT 1; Dmg 1d4 (bite) or special; SA electric discharge does 3d8 hit points damage to all within 5' radius (2d8 to all within 5-10' radius and 1d8 to all within 10-15' radius); SV F2; ML 7; XP 29.

Shrieking Shrooms

Eight shriekers are growing amidst the scum on the walls and ceiling. They begin shrieking as soon as the party approaches. In the event of a wandering monster, roll 1d6: 1-2 (ghoul pack), 3-4 (slithering tracker), 5-6 (morlock band).

Shrieker (8): AL N; MV 9' (3'); AC 7 (natural); HD 3; hp 20, 16, 14, 10, 10, 9, 9, 5; #AT 0; Dmg nil; SA 50% chance per round that shrieks attract wandering monsters; SV F1; ML 12; XP 65.

Slithering Doom

A slithering tracker begins stalking the characters. The tracker waits until the party stops to rest for the night and then attacks one of the characters in his sleep.

Slithering Tracker: AL N; MV 120' (40'); AC 5 (natural); HD 5; hp 27; #AT 0; Dmg 0; SA touch requires saving throw vs. paralysis; SV F5; ML 10; XP 500.

Waste Eater

The characters enter a chamber that has become backed up with human waste, trash, carrion, and other debris. A happy otyugh is submerged in the muck and attacks anyone who enters its lair.

Otyugh: AL N; MV 60' (20'); AC 3 (natural); HD 6; hp 35; #AT 3; Dmg 1d8 (tentacle)/1d8 (tentacle)/1d4+1 (bite) + special; SA bite requires saving throw vs. poison to avoid rotting disease; SV F6; ML 10; XP 820.

Widow's Web

A giant black widow has made a web across this portion of the sewer. The bodies of a sewerman and three broklow thugs are cocooned in the spider's web. One of the thugs has a dagger with a ruby pommel (worth 250 gp). The spider is hiding in a ceiling crevasse and attacks anything that touches its web.

Giant Black Widow: AL N; MV 60' (20')/Web 120' (40'); AC 6 (natural); HD 3; hp 18; #AT 1; Dmg 2d6 + special; SA bite requires saving throw vs. poison to avoid death in one turn; SV F2; ML 8; XP 80.

LOWER LEVELS

1. Bloodsuckers
2. Crab Golem
3. Explorers
4. Lightning Tower Chamber
5. Lost Ones
6. Machine Chamber
7. Morlock Raiders
8. Shell Island
9. Sleeping Giant
10. Tentacled Death
11. Tunnel Slug
12. Vat Chamber

Bloodsuckers

Four giant leeches lurk in a murky, unused cistern. The leeches latch onto any who pass through the water.

Giant Leech (4): AL N; MV 120' (40'); AC 7 (natural); HD 6; hp 35, 30, 26, 25, 19, 12; #AT 1; Dmg 1d6 (bite) + special; SA blood drain 1d6 hit points per round after attaching; SV F3; ML 10; XP 570.

Mole Golem

The characters hear a clanking, snorting, and shuffling sound coming toward them through the sewer tunnels. A few rounds later, a bronze golem in the form of a giant mole with smokestacks along its back scabbles into the tunnel and attacks.

Bronze Golem Mole: AL N; MV 120' (40'); AC 0 (natural); HD 20; hp 102; #AT 1; Dmg 3d10 (claw) + special; SA touch inflicts 1d10 hit points damage from intense heat, 2d6 hit points

damage from molten spray if struck by bladed weapon (saving throw vs. death to avoid), immune to normal weapons, immune to poisons and gases, immune to *sleep*, *charm*, and *hold* spells; SV F10; ML 12; XP 4,250.

Explorers

The characters encounter another party of adventurers exploring the deepest reaches of the Dolmvay sewers. This may be a sample adventuring company such as the Tunnel Lords or another company of the Labyrinth Lord's design. The Labyrinth Lord should use the Reaction table in the *Labyrinth Lord*[™] core rulebook to determine their reaction.

Tunnel Lords: see pg. 162 for statistics.

Lightning Tower Chamber

The characters enter an active Lightning Tower Chamber. See above for details.

Lost Ones

The characters encounter a band of feral humans wandering the Lower Levels. These humans are the remnants of an adventuring company who became lost in the sewer labyrinth years ago. The humans have devolved to an animalistic state, wearing crude hides and carrying makeshift weapons of bone and scraps of metal. The ferals may be interested in trading shiny treasures for food, or they may attack outright. The Labyrinth Lord can use the Reaction table in the *Labyrinth Lord*[™] core rulebook to determine their reaction.

Feral Male (1d2): treat as 0-level human with AC 8 (crude hides), hp 4, bone club (Dmg 1d4), sharpened metal (Dmg 1d4).

Feral Female (1d4): treat as 0-level human with AC 8 (crude hides), hp 3, sharpened metal (Dmg 1d4), and 1d4 cp worth of copper and bronze trinkets (gears, pins, pulleys, etc.).

Feral Child (1d2): these feral children are noncombatants who scurry away if attacked.

Machine Chamber

The characters enter an active Machine Chamber. See above for details.

Morlock Raiders

A band of eight morlocks is prowling the Lower Levels of Dolmvay's sewers seeking to unlock the mysteries of the great machines. Their leader is a powerful morlock sorcerer named Varonaak Abruul. The morlocks are not initially hostile—Varonaak is more interested in discovering what the characters know about the magic of Dolmvay's sewers. Once Varonaak has mined the characters' knowledge, he and his men launch a surprise attack.

Varonaak Abruul (morlock sorcerer): AL C; MV 120' (40'); AC 5 (chain mail); HD 3; hp 17; #AT 1; Dmg 1d8 (scimitar); SA spellcasting, 90' infravision, -2 to-hit in daylight; SV E3; ML 10; XP 95, *potion of healing*, two silver armbands with morlock designs (75 gp each), one silver ring with morlock designs (25 gp).

Spells: 1st: *detect magic*, *sleep*; 2nd: *web*

Morlock (5): AL C; MV 120' (40'); AC 5 (chain mail); HD 1; hp 8, 7, 7, 6, 6; #AT 1; Dmg 1d8 (scimitar or heavy pick); SA 90' infravision, -2 to-hit in daylight; SV F1; ML 9; XP 10.

Shell Island

A dragon turtle has made its lair in a shallow underground lake fed by several hot springs. The dragon turtle has been sleeping for the past few decades and its shell appears as an algae-covered island in the water. The dragon turtle wandered into the lake through an underwater entrance that has since closed. If awakened, the hungry dragon turtle devours everything in sight.

Dragon Turtle: AL C; MV 30' (10')/Swim 90' (30'); AC -2 (natural); HD 30; hp 211; #AT 3 or 1; Dmg 1d8 (claw)/1d8 (claw)/1d6x10 (bite) or special; SA blistering steam breath weapon 3x per day (saving throw vs. breath weapon for 1/2 damage); SV F15; ML 10; XP 9,500.

Sleeping Giant

The characters find themselves on a ledge overlooking a vast cistern. Below them, a sleeping storm giant lies motionless beneath the peaceful waters. The storm giant's name is Korren Waraft and he is under an ancient and powerful enchantment that leaves him frozen in

place and invulnerable to all attacks. Korren is one of several beings who once helped tend the great machines of the Old World. He cannot be wakened by anything short of *wish* magic. The Labyrinth Lord is free to develop Korren's story further, as needed.

Korren Waraft (storm giant): AL L; MV 150' (50'); AC 2 (natural); HD 15; hp 99; #AT 1 + special; Dmg 8d6 (fist); SA summon thunderstorm, cast *lightning bolt* during thunderstorm (saving throw vs. spells for 1/2 damage), immune to lightning-based attacks; SV F15; ML 10; XP 3,300.

Tentacled Death

A charak is lurking in one of the smaller cisterns. It attacks anyone who enters the chamber.

Charak: AL N; MV 30' (10')/Swim 90' (30'); AC 7 (natural); HD 8; hp 56; #AT 8 or 1; Dmg 1d3 (tentacle)/1d3 (tentacle)/ 1d3 (tentacle)/ 1d3 (tentacle)/ 1d3 (tentacle)/ 1d3 (tentacle)

1d3 (tentacle)/ 1d3 (tentacle)/ 1d6 (bite); SA tentacles constrict after strike inflicting 1d3 hit points damage per round; SV F4; ML 7; XP 2,060.

Tunnel Slug

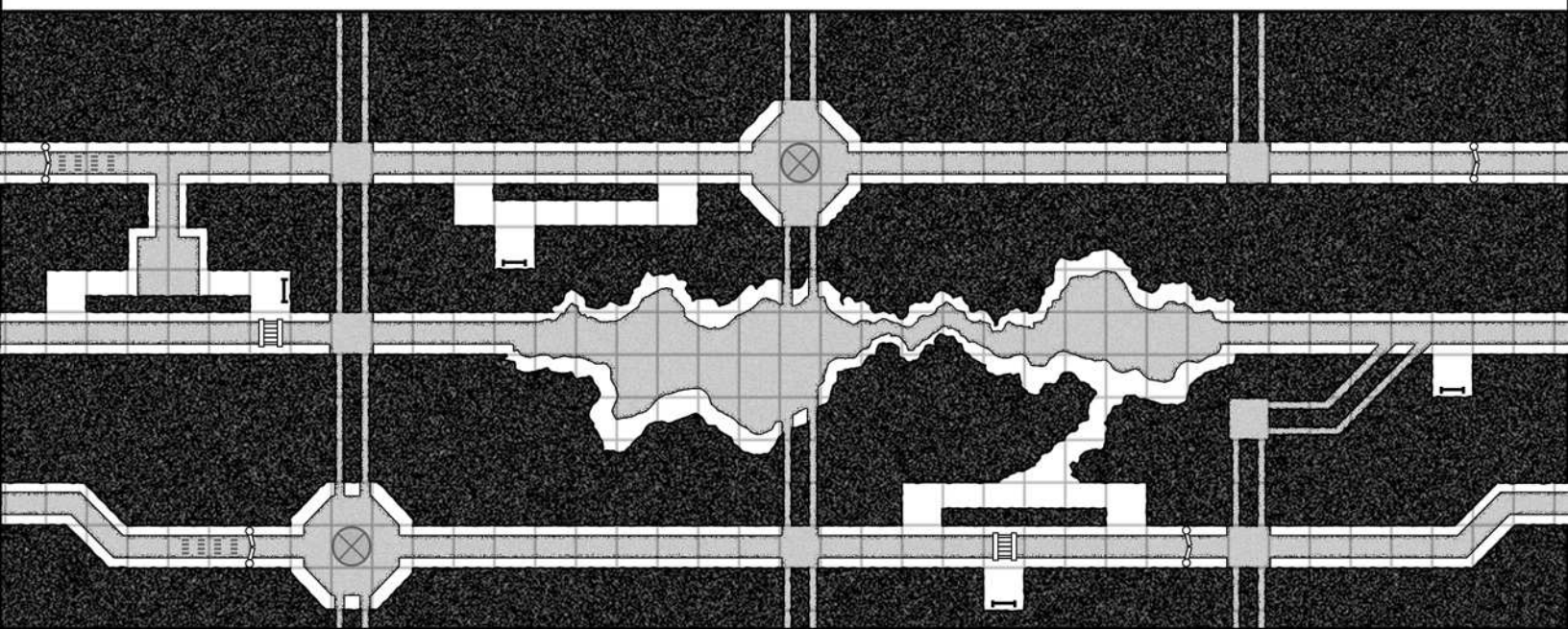
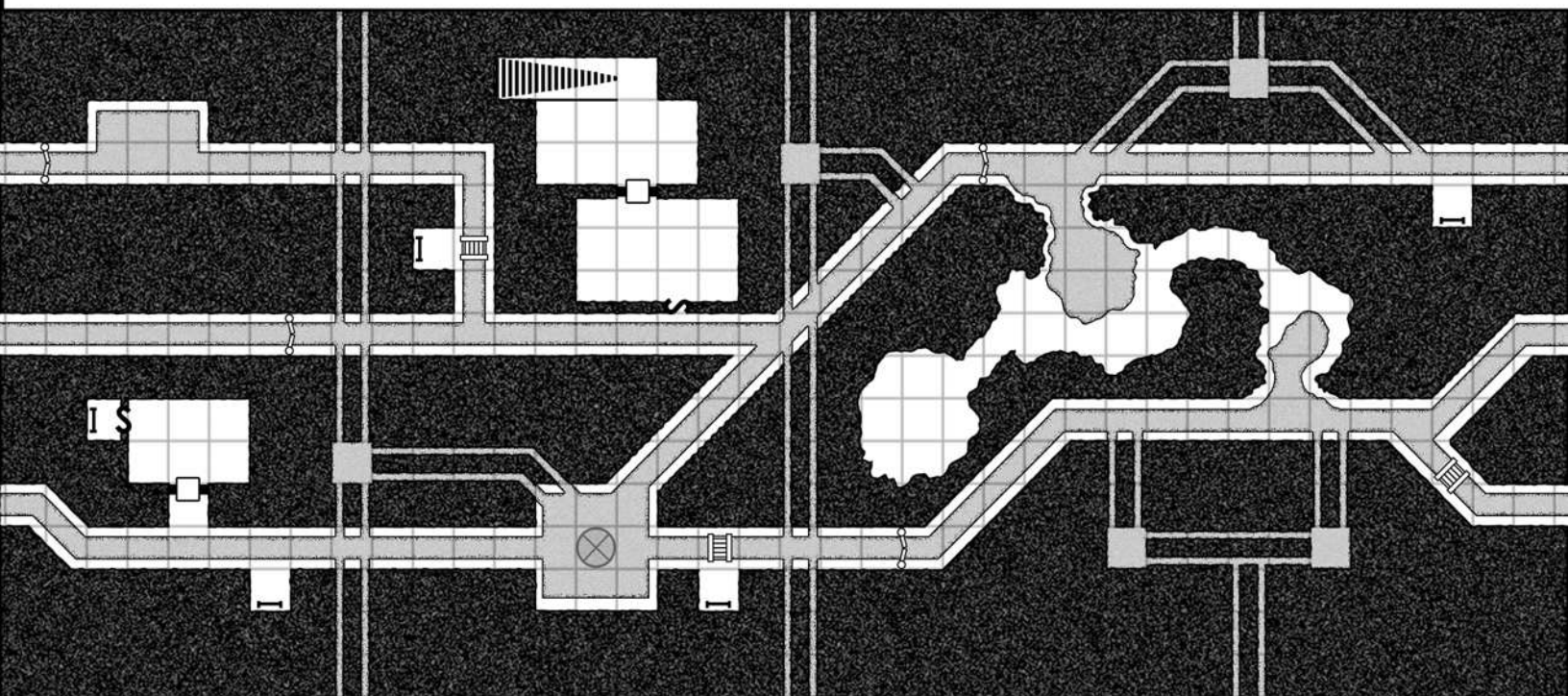
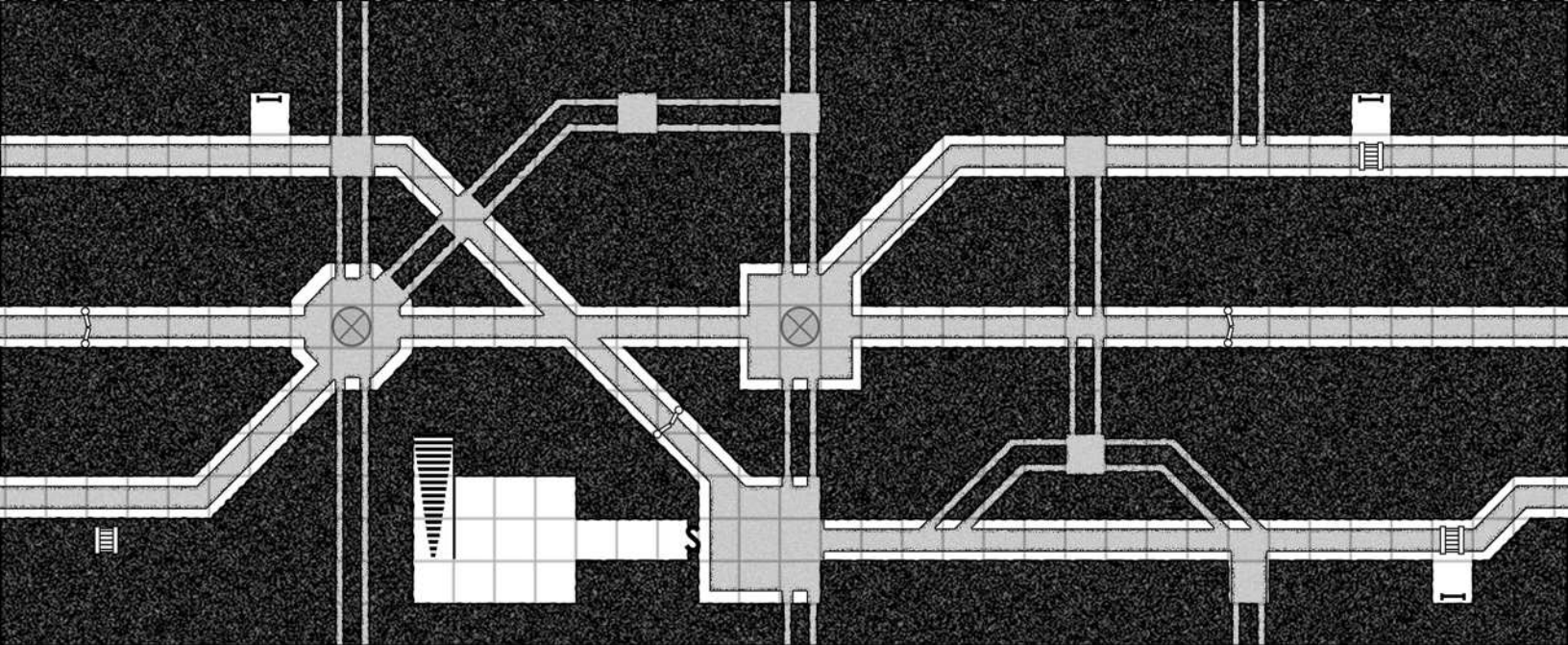
The characters realize the sewer floor is covered with a glistening, sticky secretion. If they continue on, they walk right up to a giant slug whose bulk blocks the entire tunnel. The startled slug attacks on sight. If the party flees, the slug pursues them as best it can.

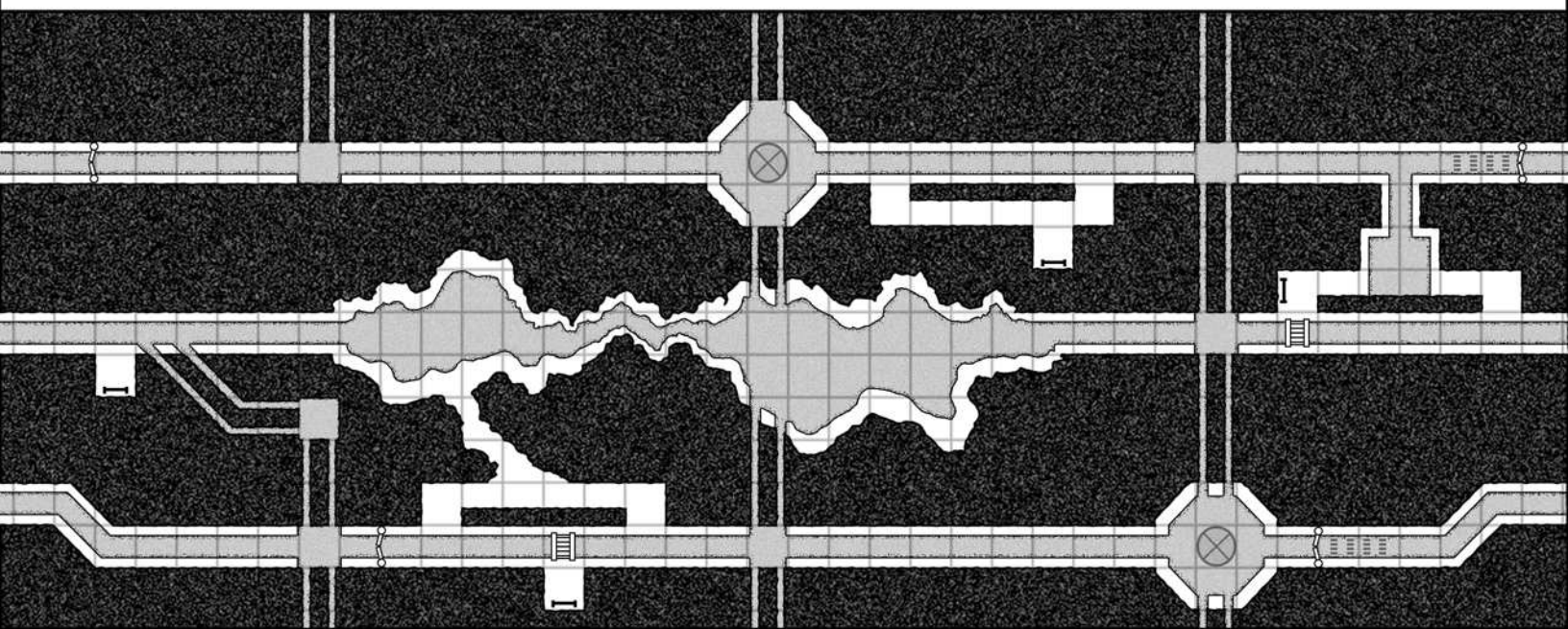
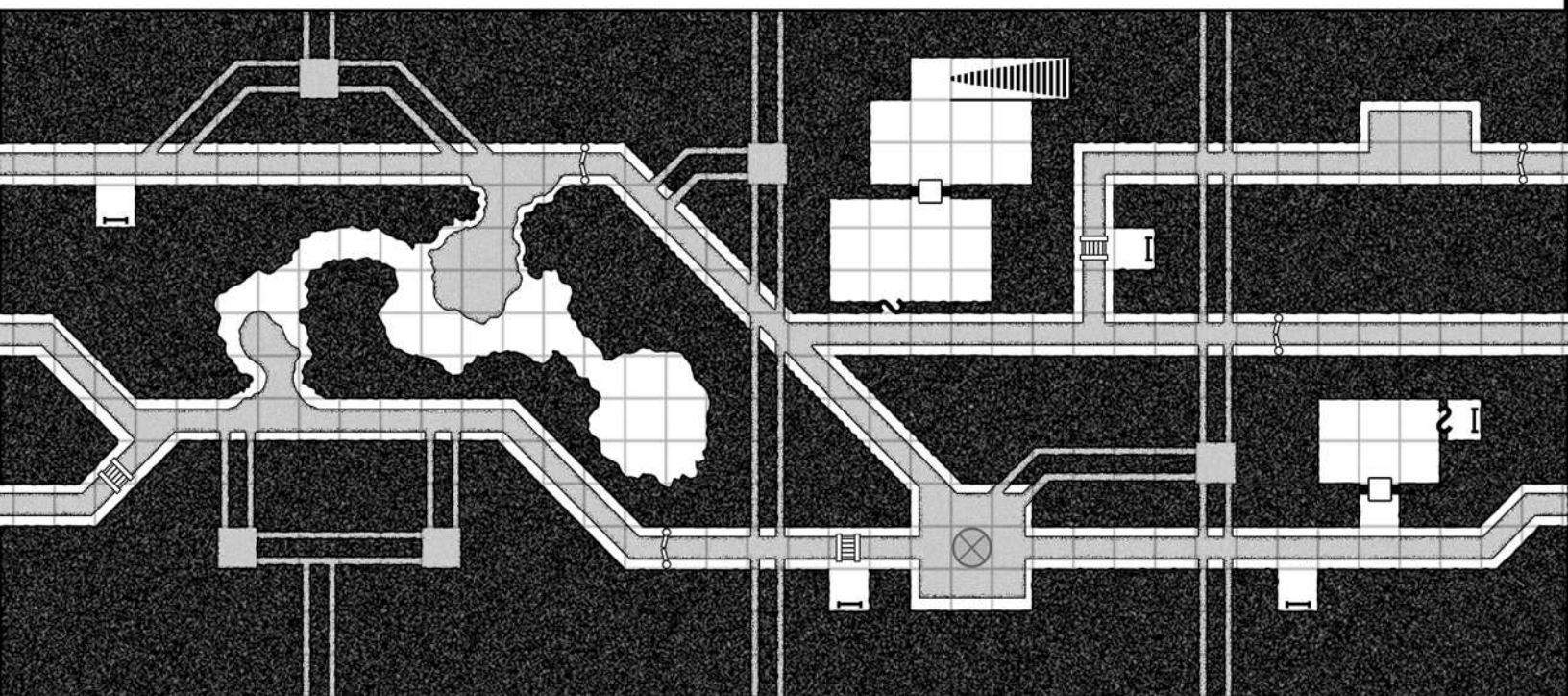
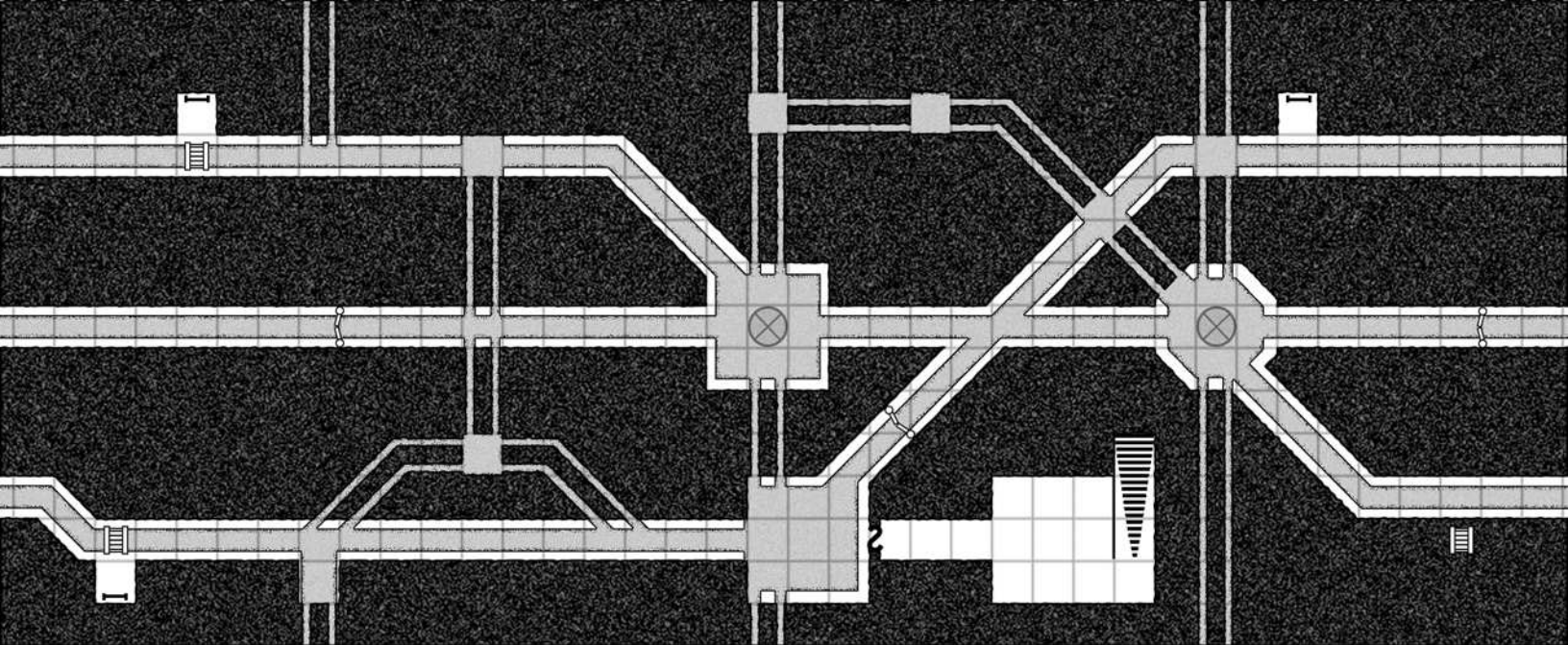
Giant Slug: AL N; MV 60' (20'); AC 8 (natural); HD 12; hp 90; #AT 1; Dmg 1d12 (bite) or special; SA acid spittle causes 5d8 hit points damage, immune to normal blunt weapons; SV F12; ML 10; XP 2,000.

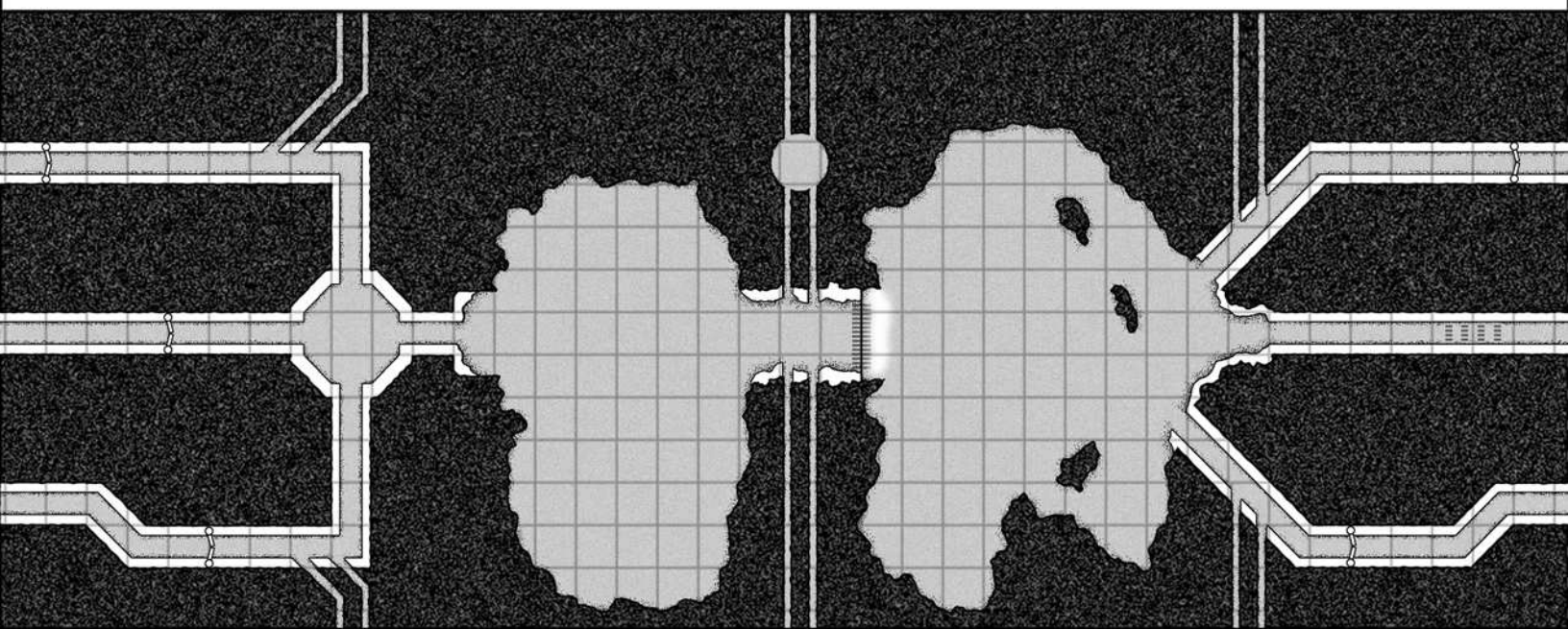
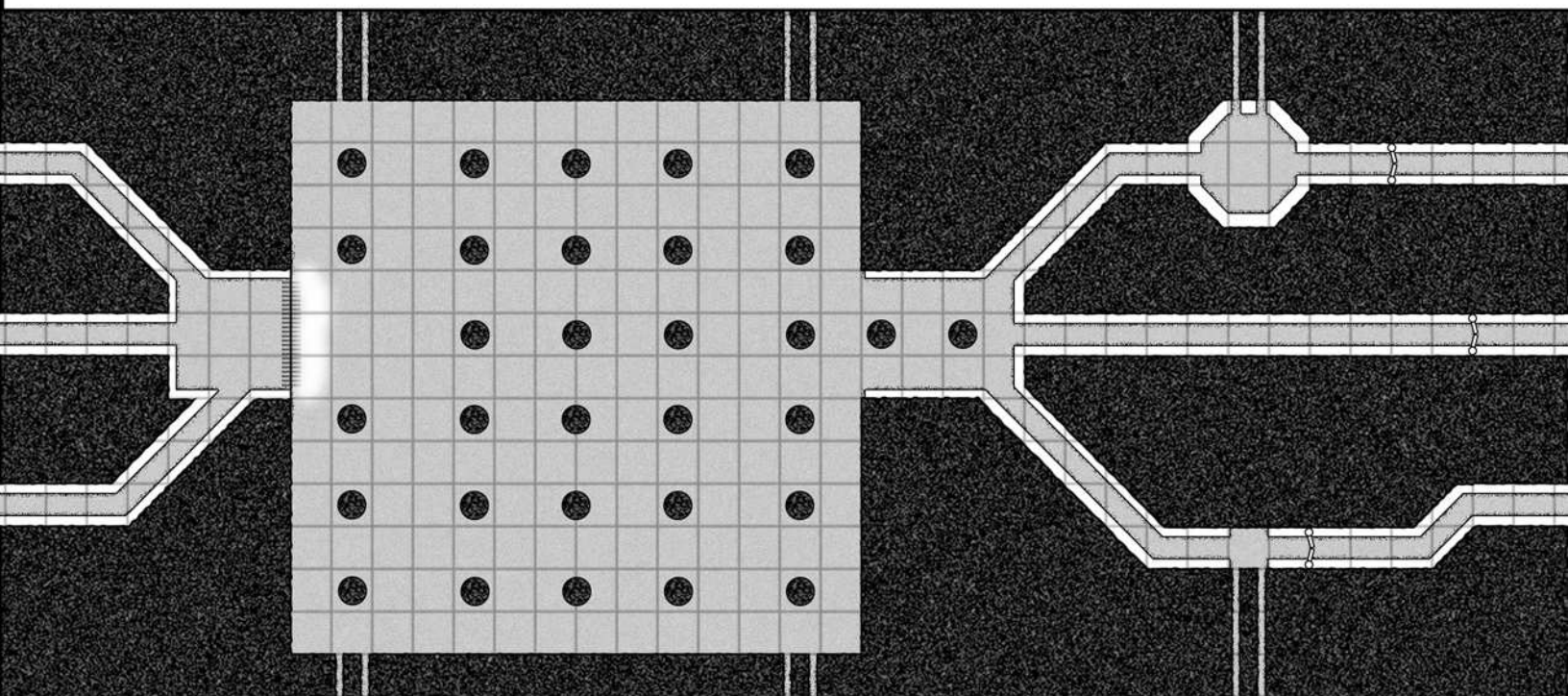
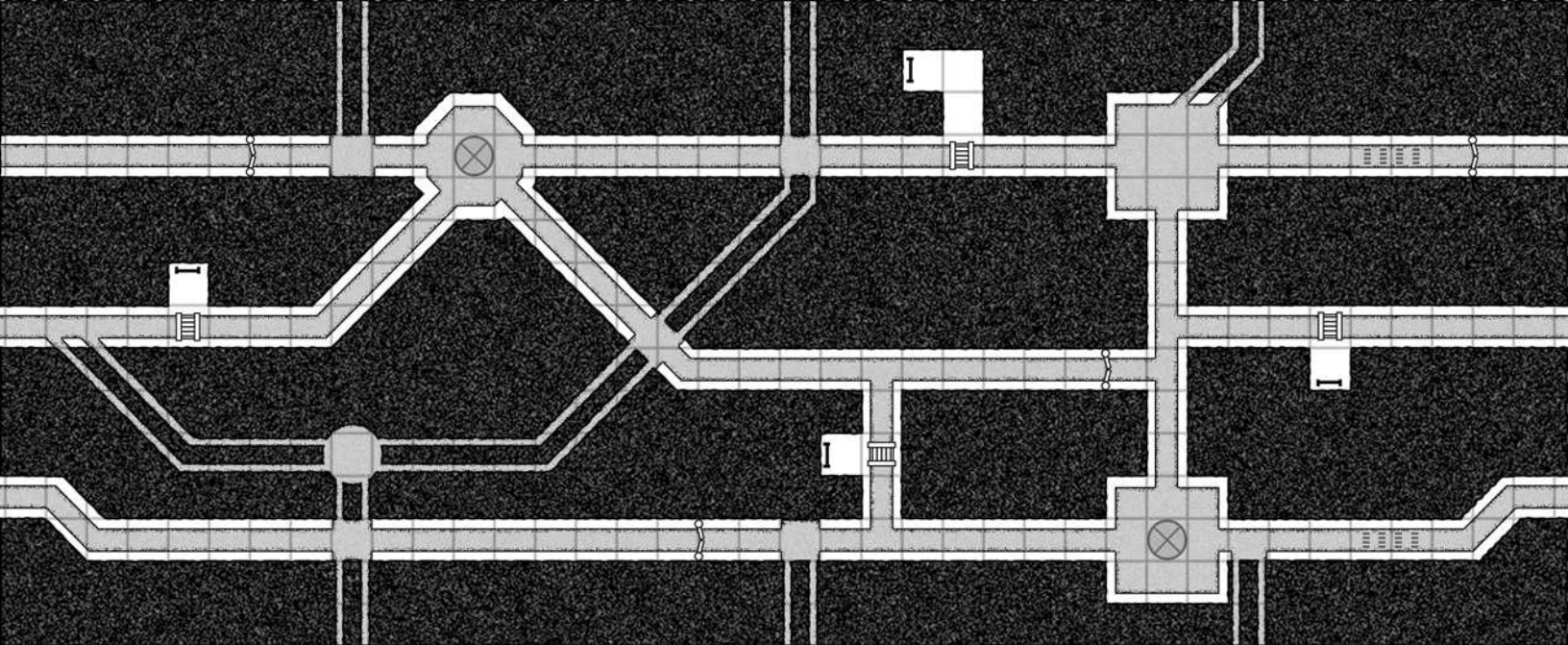
Vat Chamber

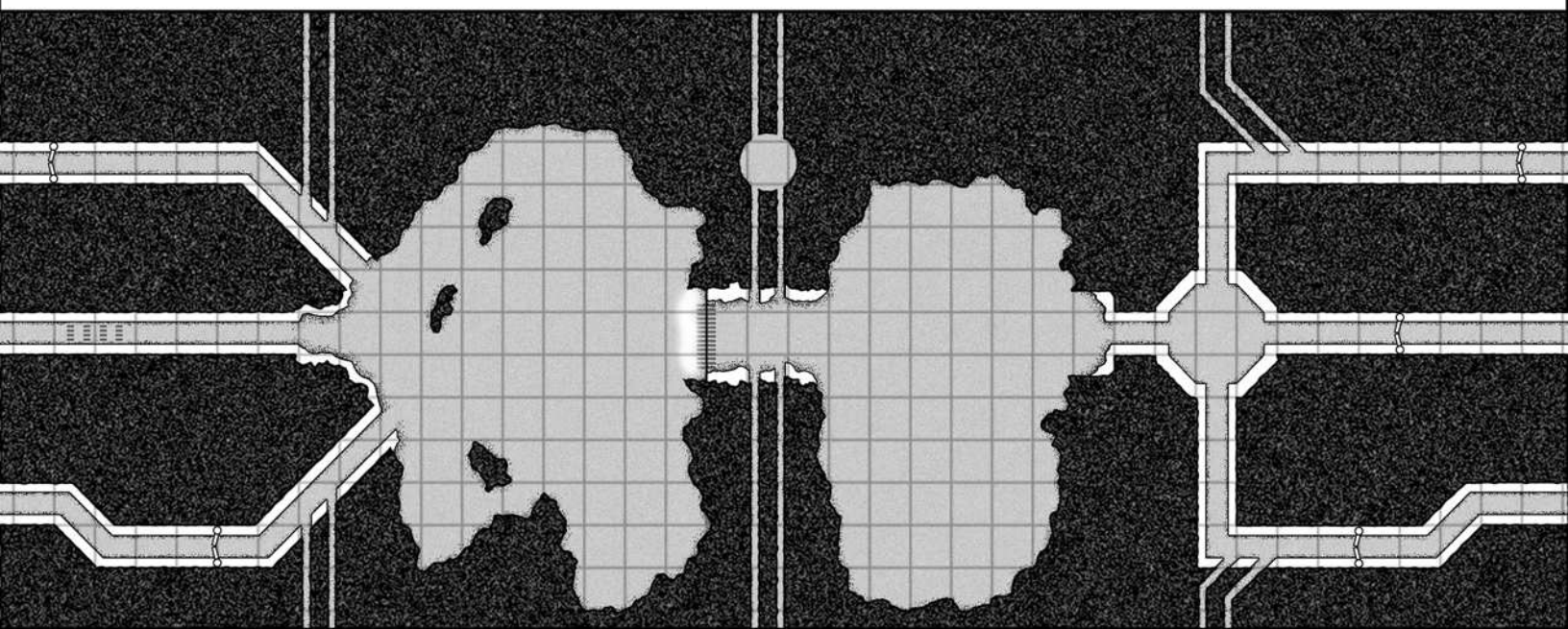
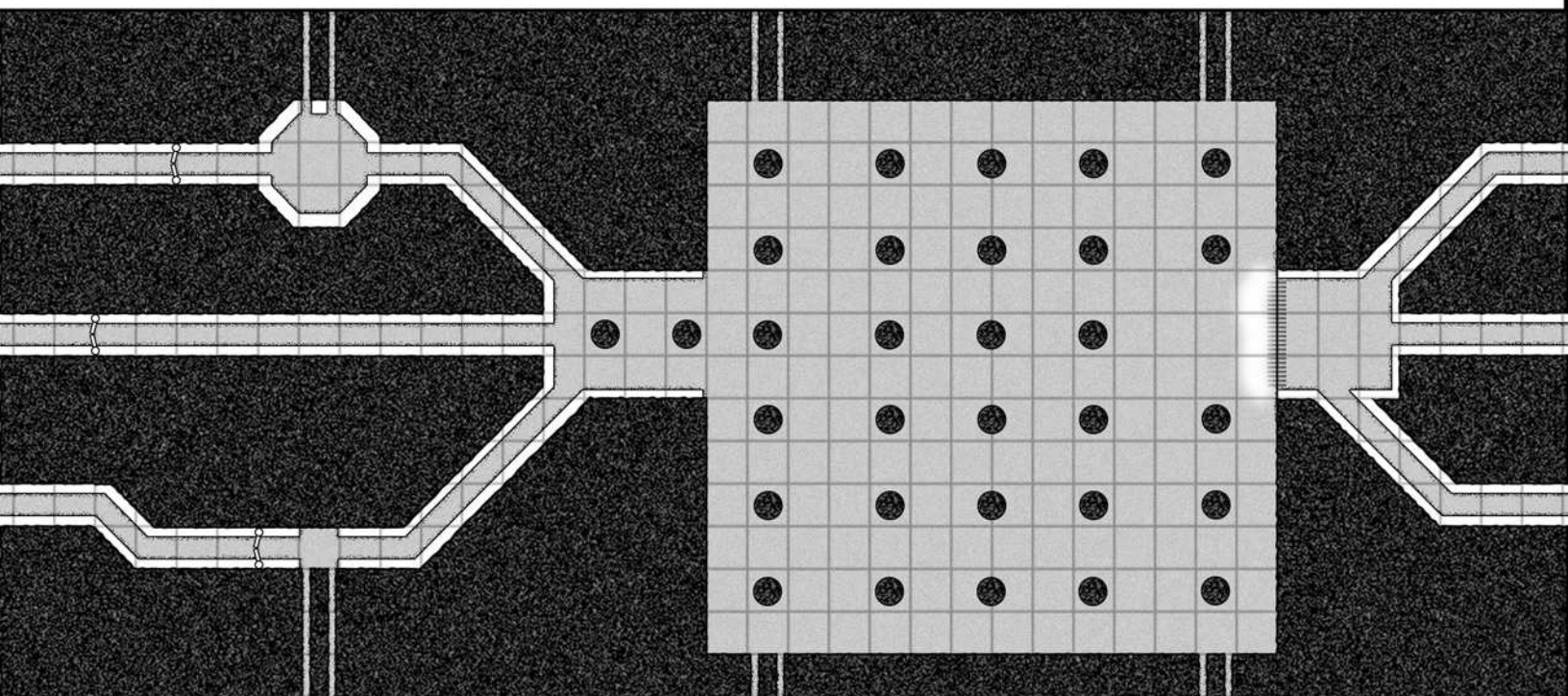
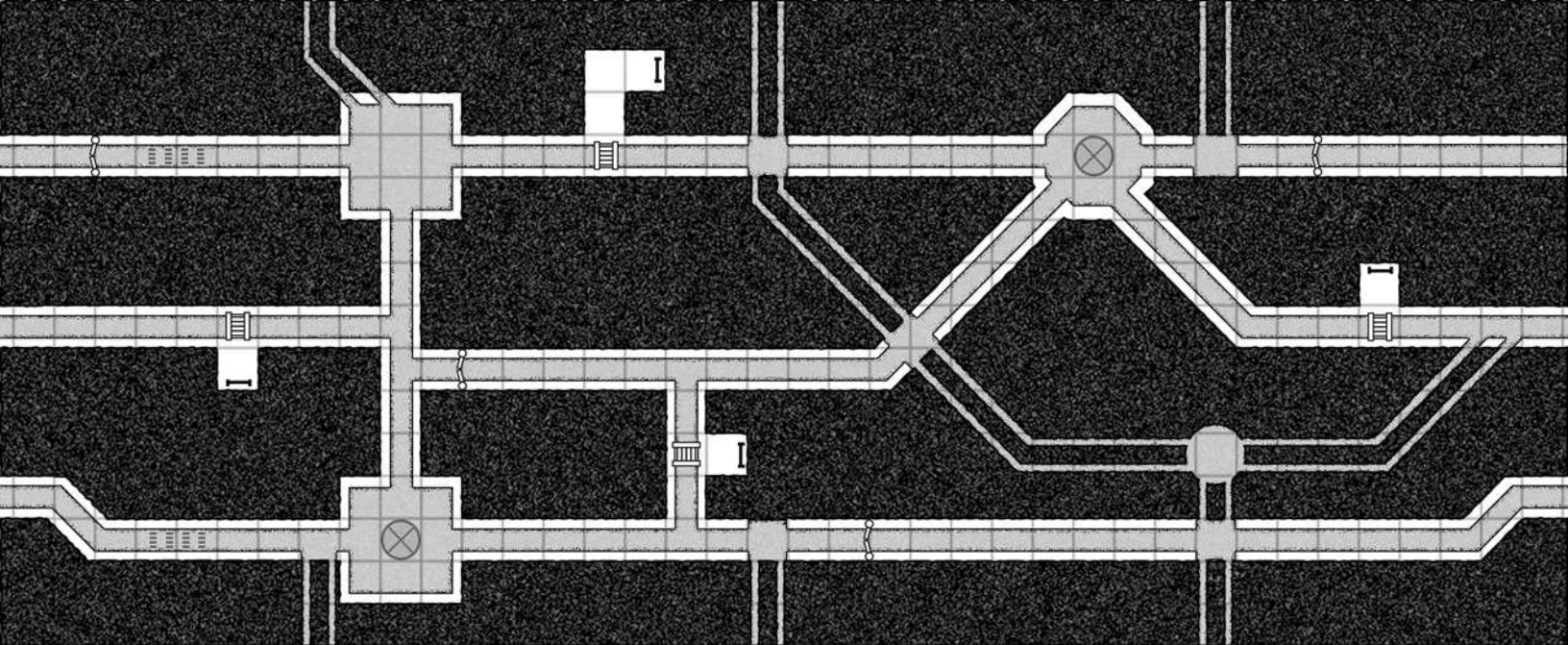
The characters enter an active Vat Chamber. See above for details.

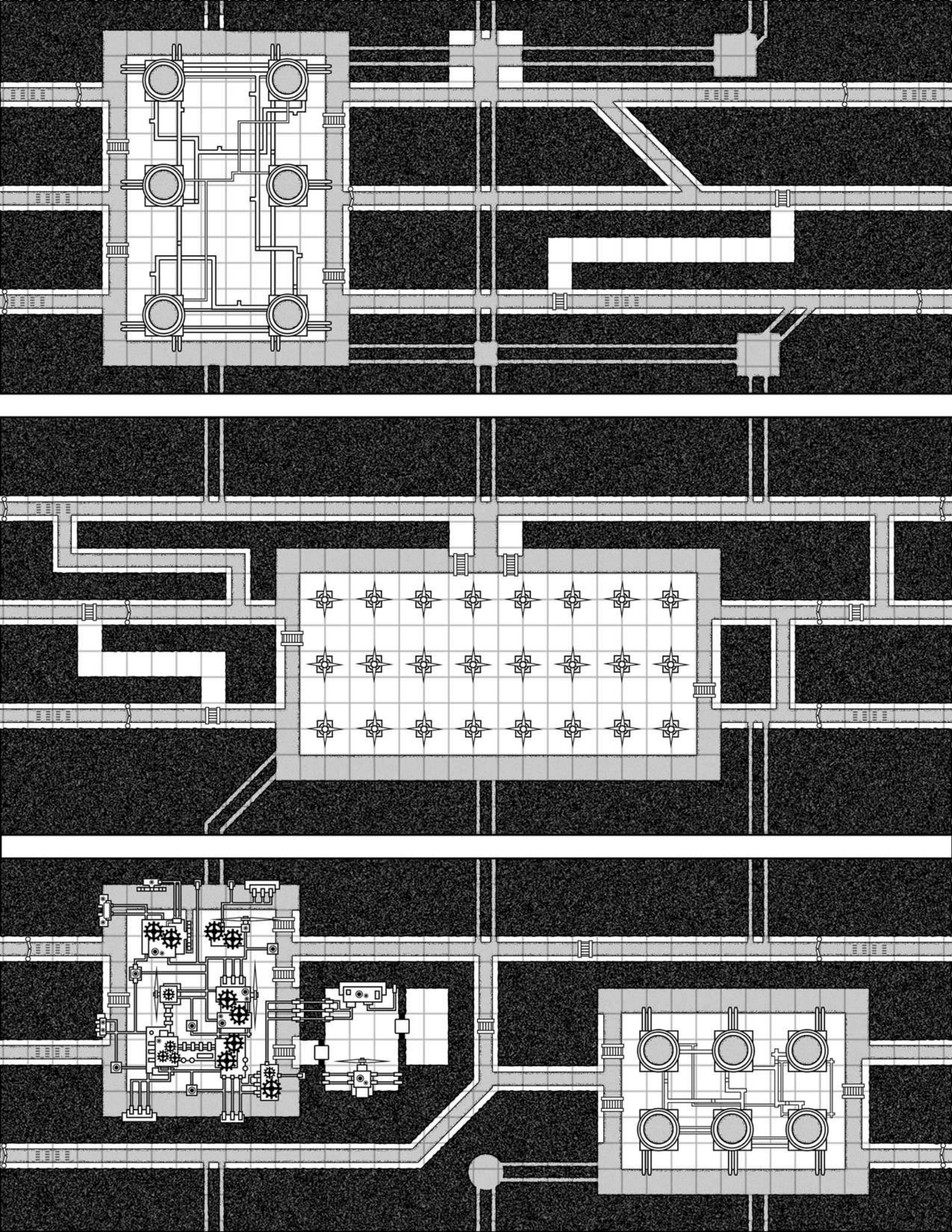


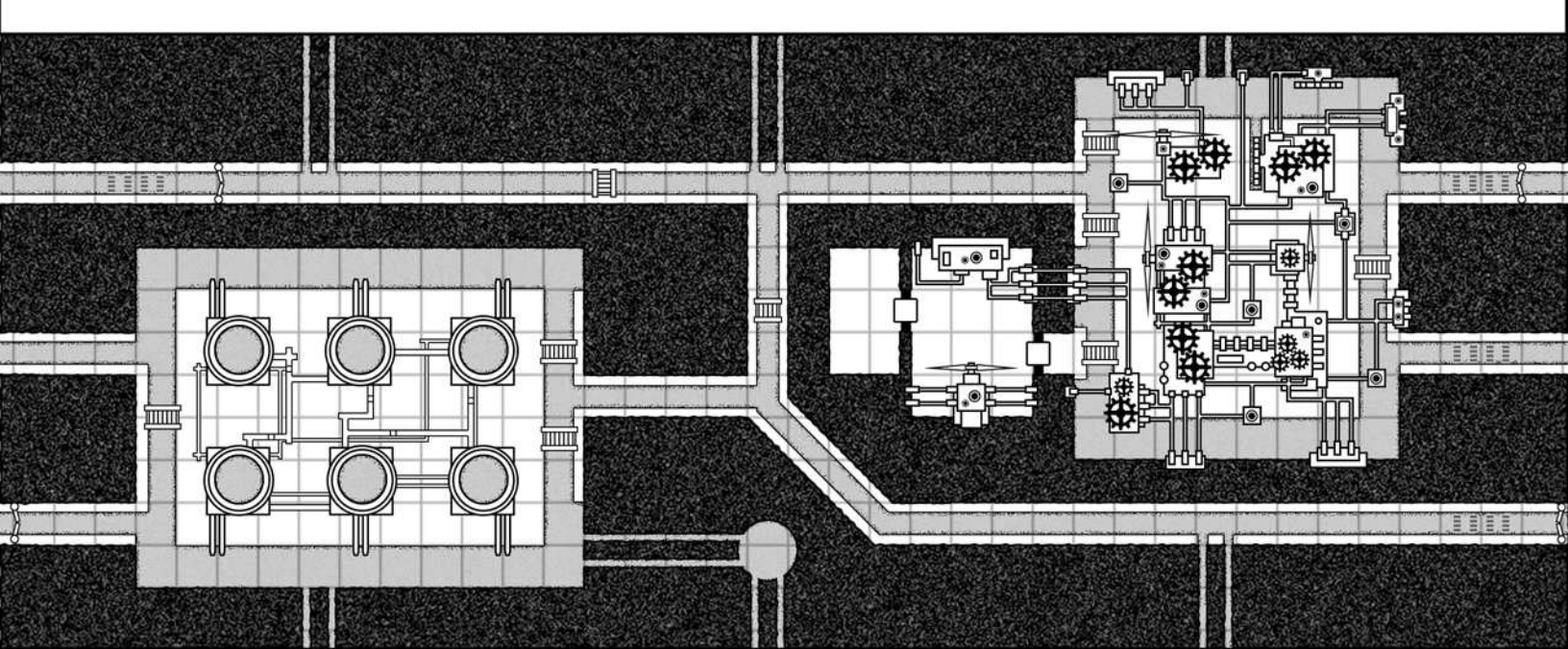
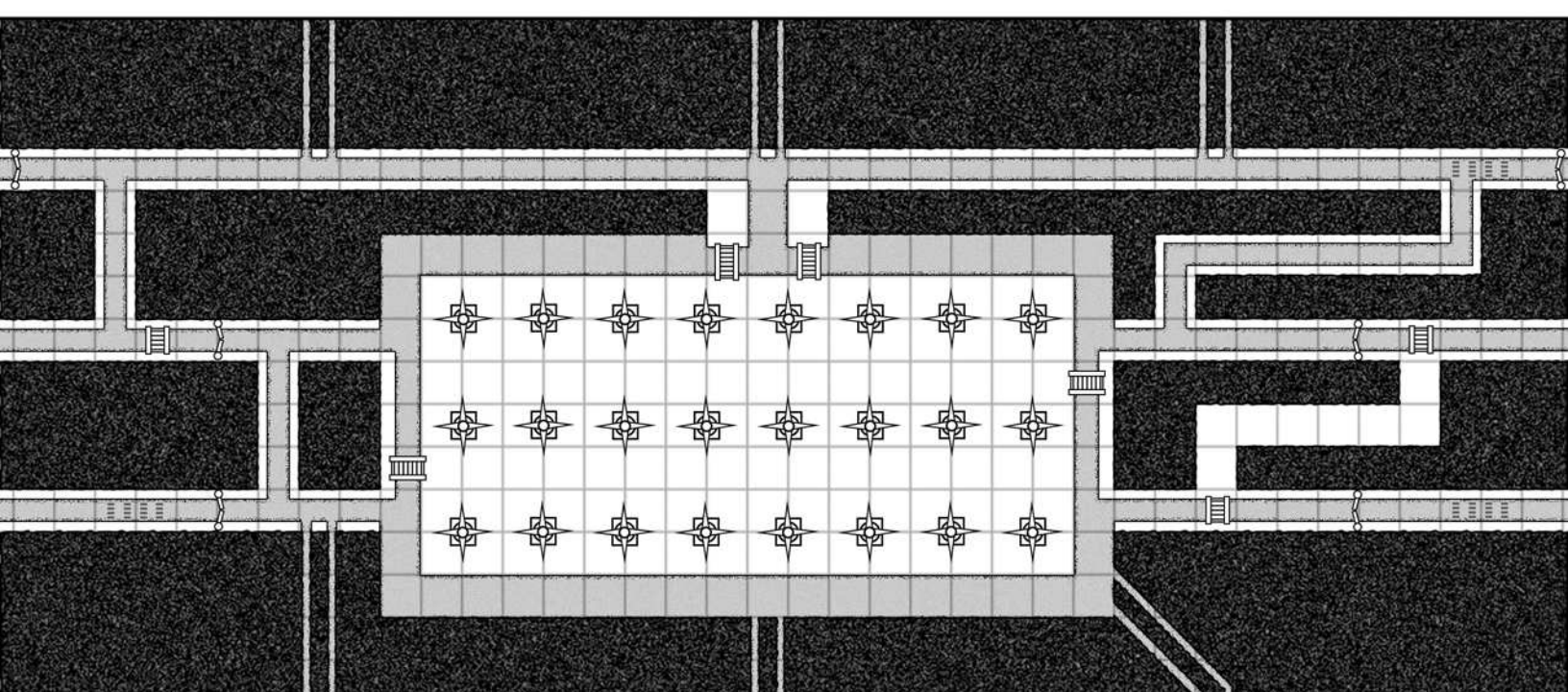
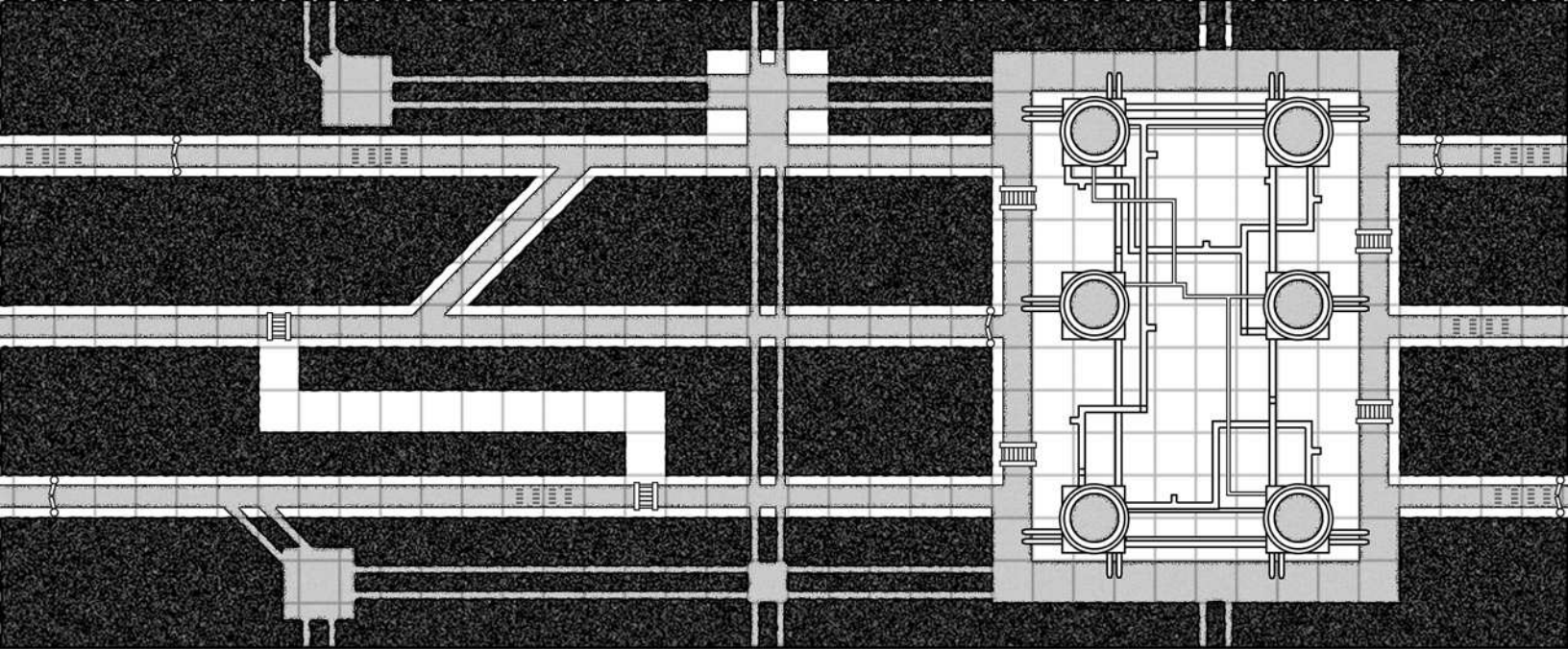


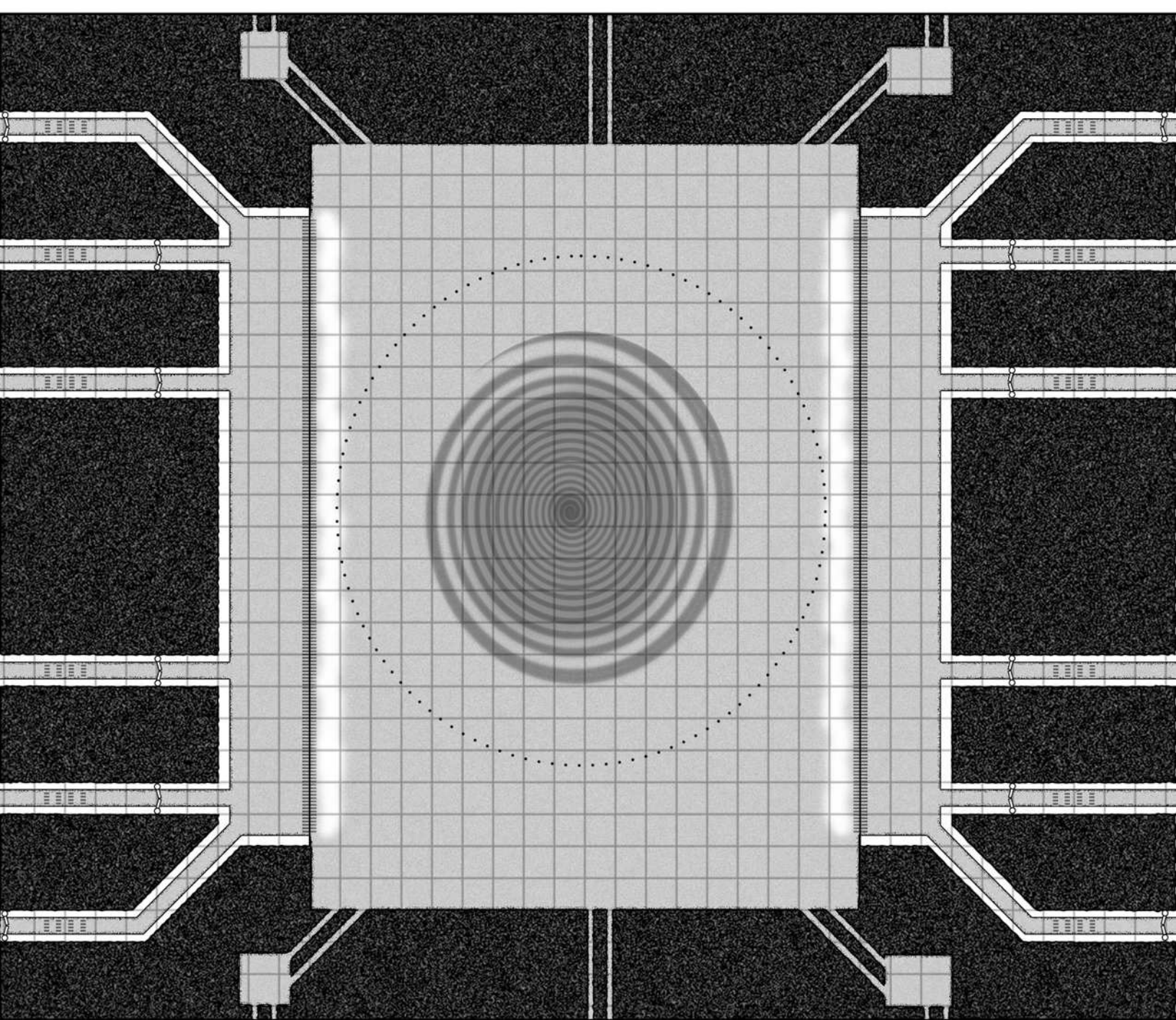
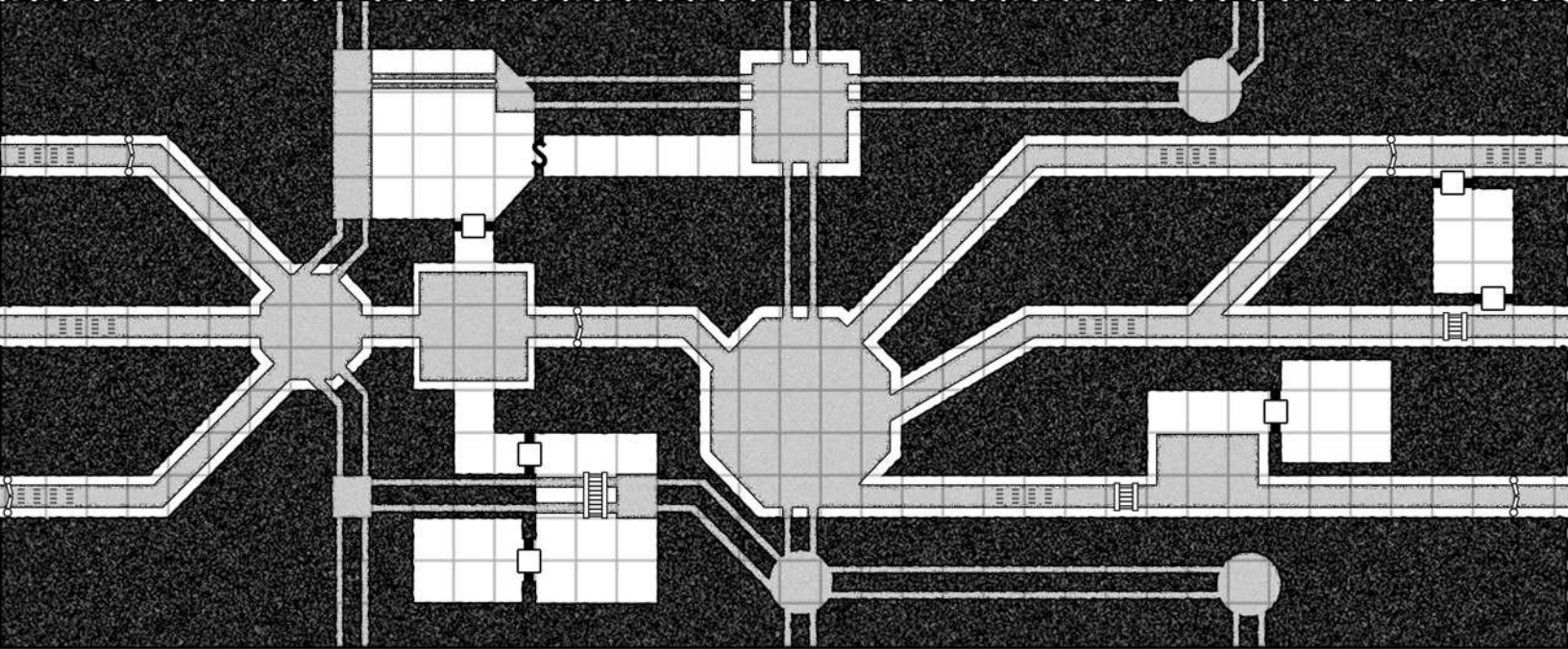












APPENDIX IV: NPC GENERATION

"What's his name, where does he come from, and what can he do for us?"

—common player questions

The following section is designed to help Labyrinth Lords create NPCs on the fly. It includes common first and last names, professions, quirks and traits, as well as a full length article on how to design 0-level humans.

COMMON FIRST NAMES (MALE)

- | | | | |
|-------------|-------------|--------------|-------------|
| 1. Alan | 26. Ethun | 51. Jan | 76. Parl |
| 2. Arlan | 27. Fredrek | 52. Jerol | 77. Poul |
| 3. Arlen | 28. Galler | 53. Jevin | 78. Poulan |
| 4. Arlon | 29. Garan | 54. John | 79. Regin |
| 5. Arthur | 30. Garen | 55. Jon | 80. Robard |
| 6. Barre | 31. Garon | 56. Joseph | 81. Robart |
| 7. Basol | 32. George | 57. Karl | 82. Robert |
| 8. Berl | 33. Georgen | 58. Keets | 83. Ronnad |
| 9. Brand | 34. Gerald | 59. Kris | 84. Ronnan |
| 10. Brandon | 35. Geralt | 60. Kyl | 85. Starn |
| 11. Brant | 36. Gregori | 61. Landen | 86. Stefan |
| 12. Bryan | 37. Gregorn | 62. Landon | 87. Stefon |
| 13. Carlton | 38. Gunther | 63. Lawrence | 88. Stephen |
| 14. Cress | 39. Halmen | 64. Lorn | 89. Stern |
| 15. Davod | 40. Harald | 65. Manco | 90. Trane |
| 16. Davol | 41. Harjol | 66. Marc | 91. Turpin |
| 17. Dean | 42. Harold | 67. Marlon | 92. Valen |
| 18. Detric | 43. Havad | 68. Marten | 93. Valon |
| 19. Devan | 44. Herek | 69. Martin | 94. Vaylon |
| 20. Donnal | 45. Herik | 70. Mikael | 95. Wayne |
| 21. Drumas | 46. Jace | 71. Mikail | 96. Wilhelm |
| 22. Eric | 47. Jack | 72. Mikel | 97. Willam |
| 23. Erik | 48. Jaimes | 73. Nathan | 98. Willem |
| 24. Ethan | 49. Jak | 74. Nathen | 99. William |
| 25. Ethane | 50. James | 75. Nelson | 100. Willom |

COMMON FIRST NAMES (FEMALE)

- | | | | |
|---------------|---------------|---------------|---------------|
| 1. Aala | 26. Elaine | 51. Johanna | 76. Mela |
| 2. Abby | 27. Eleanor | 52. Kalen | 77. Mertha |
| 3. Alaina | 28. Elena | 53. Kalyn | 78. Misha |
| 4. Alana | 29. Elizabeth | 54. Katen | 79. Mora |
| 5. Aleena | 30. Elsbeth | 55. Kathrenne | 80. Myrna |
| 6. Alena | 31. Emila | 56. Kendra | 81. Naria |
| 7. Alleson | 32. Eva | 57. Kipp | 82. Poulina |
| 8. Allisen | 33. Evelyn | 58. Kirsten | 83. Poulina |
| 9. Anna | 34. Fiona | 59. Kittan | 84. Rachell |
| 10. Annabelle | 35. Florynn | 60. Kristan | 85. Ranelle |
| 11. Anwen | 36. Glynda | 61. Lauren | 86. Sarah |
| 12. Athreena | 37. Gwendolyn | 62. Laurena | 87. Saral |
| 13. Avia | 38. Halene | 63. Leandra | 88. Sasha |
| 14. Breanna | 39. Haley | 64. Leann | 89. Seledy |
| 15. Brianna | 40. Hannah | 65. Lena | 90. Selena |
| 16. Brienne | 41. Helen | 66. Lisette | 91. Selene |
| 17. Carlana | 42. Helena | 67. Loren | 92. Tamis |
| 18. Carlia | 43. Holly | 68. Lucene | 93. Tessa |
| 19. Caroline | 44. Ila | 69. Lucilla | 94. Tyra |
| 20. Carolynn | 45. Ilsa | 70. Lydia | 95. Valena |
| 21. Charlotte | 46. Jami | 71. Mairi | 96. Valona |
| 22. Clarissa | 47. Jamie | 72. Margaret | 97. Vaya |
| 23. Dana | 48. Jelessa | 73. Marla | 98. Volana |
| 24. Danielle | 49. Jessa | 74. Martana | 99. Willimena |
| 25. Deidre | 50. Joanna | 75. Matilda | 100. Wilomena |

NOBLE SURNAMES

VAL (1-3)

1. val Aerdon
2. val Barlingten
3. val Berrien
4. val Brookwood
5. val Calwell
6. val Dalion
7. val Deertral
8. val Devoncrest
9. val Dolm
10. val Ethelstan
11. val Gilmore
12. val Hemmsley
13. val Hummbridge
14. val Irlenov
15. val Kirkland
16. val Locke
17. val Malders
18. val Solene
19. val Strahl
20. val Thurman

MOR (4-6)

1. mor Allistair
2. mor Alveon
3. mor Andrews
4. mor Apperson
5. mor Arrias
6. mor Calwell
7. mor Dredward
8. mor Etruvaan
9. mor Galmen
10. mor Grennelon
11. mor Habershall
12. mor Laurents
13. mor Lusaak
14. mor Marshall
15. mor Miles
16. mor Ralston
17. mor Relleer
18. mor Seronand
19. mor Torrin
20. mor Winnow

COMMON SURNAMES

FAMILIAL (1-3)

- | | | | |
|----------------|---------------|---------------|----------------|
| 1. Alban | 26. Cross | 51. Holloway | 76. Redding |
| 2. Alson | 27. Dandridge | 52. Ironwood | 77. Sanders |
| 3. Anders | 28. Dossun | 53. Jandil | 78. Smithson |
| 4. Arwell | 29. Eldridge | 54. Jonas | 79. Sole |
| 5. Atarin | 30. Embry | 55. Jonson | 80. Springtree |
| 6. Atwater | 31. Ethelstan | 56. Kiir | 81. Summerlund |
| 7. Bannerald | 32. Faist | 57. Konnar | 82. Tanting |
| 8. Belle | 33. Falkirk | 58. Lisel | 83. Taylor |
| 9. Bitterbrook | 34. Fallcreek | 59. Loggerson | 84. Tenson |
| 10. Blackmon | 35. Felton | 60. Long | 85. Torner |
| 11. Blaylock | 36. Fulsom | 61. Lyons | 86. Tragen |
| 12. Bloodthorn | 37. Graham | 62. Malders | 87. Travers |
| 13. Bradberry | 38. Grathane | 63. Manes | 88. Trep |
| 14. Bradwarden | 39. Greenwalt | 64. Martigan | 89. Trepson |
| 15. Brighton | 40. Grimwald | 65. Mattias | 90. Tuttle |
| 16. Brindle | 41. Hadson | 66. Melius | 91. Uric |
| 17. Cage | 42. Hall | 67. Millerson | 92. Vetter |
| 18. Calverson | 43. Hamblin | 68. Millis | 93. Wallus |
| 19. Camber | 44. Hamel | 69. Mitchall | 94. Walshire |
| 20. Camlet | 45. Hanover | 70. Moorment | 95. Walston |
| 21. Carswell | 46. Hapson | 71. Morl | 96. Watson |
| 22. Charter | 47. Harker | 72. Morshal | 97. Welson |
| 23. Clarke | 48. Harrson | 73. Patterson | 98. Wilson |
| 24. Crain | 49. Hetch | 74. Potterson | 99. Wintermont |
| 25. Cropper | 50. Holgran | 75. Quinn | 100. Woodhall |

DESCRIPTIVE (4-6)

- | | | | |
|-----------------------|-------------------------|------------------------|-----------------------|
| 1. (color) Beard* | 26. of Hillside Farms | 51. the Alchemist | 76. the Leatherworker |
| 2. (demihuman) Lover* | 27. of Holden | 52. the Alman | 77. the Lute Maker |
| 3. Archer* | 28. of Irrlendom | 53. the Archer | 78. the Magician |
| 4. Black* | 29. of Jameston | 54. the Baker | 79. the Mapmaker |
| 5. Bold* | 30. of Keep Ethelstan | 55. the Barmaid | 80. the Miller |
| 6. Brave* | 31. of Kingsgarden | 56. the Bookbinder | 81. the Moneylender |
| 7. Cold Heart(ed)* | 32. of Larm | 57. the Brewer | 82. the Netmaker |
| 8. Fallen* | 33. of Leandras Row | 58. the Bridgebuilder | 83. the Painter |
| 9. Gap-tooth(ed)* | 34. of Lesserton | 59. the Butcher | 84. the Perfume Maker |
| 10. Hairless* | 35. of Milner | 60. the Candlemaker | 85. the Potter |
| 11. Horseman* | 36. of Nahm | 61. the Carpenter | 86. the Ropemaker |
| 12. Ironbelly* | 37. of Peake's Crossing | 62. the Cheesemaker | 87. the Sailor |
| 13. Just* | 38. of Renneton | 63. the Clerk | 88. the Seamstress |
| 14. Kind* | 39. of Riverlord Isle | 64. the Cloth Merchant | 89. the Sellsword |
| 15. Mighty* | 40. of Upton | 65. the Cobbler | 90. the Shipwright |
| 16. Nine Finger(ed)* | 41. of Wolford | 66. the Farmer | 91. the Singer |
| 17. No Neck* | 42. of Wrack | 67. the Fishmonger | 92. the Smith |
| 18. of Baytown | 43. One eye(d)* | 68. the Florist | 93. the Stonemason |
| 19. of Brachen Keep | 44. Outlaw* | 69. the Fortuneteller | 94. the Storyteller |
| 20. of Caster's Ford | 45. Peg Leg* | 70. the Glassmaker | 95. the Tailor |
| 21. of Dacine Point | 46. Pigface* | 71. the Harlot | 96. the Tavernkeeper |
| 22. of Edgerton | 47. Pious* | 72. the Healer | 97. the Vintner |
| 23. of Feyport | 48. Red* | 73. the Hostler | 98. the Weaver |
| 24. of Garanton | 49. Strong* | 74. the Innkeeper | 99. Turkey Neck* |
| 25. of Gull Island | 50. the Actor | 75. the Jeweler | 100. Vixen* |

*denotes an identifier that can be placed before or after the proper name such as Red Harald or Harald the Red.

NPC PROFESSIONS

A citizen's profession is often determined by gender. Exceptional men and women are able to cross gender lines, but this tends to be frowned upon. When the Labyrinth Lord needs to determine the profession of a random NPC, roll d100 and consult the following table.

- | | | | |
|-------------------|----------------------|-------------------|-----------------------|
| 1. Actor | 26. Dancer | 51. Leatherworker | 76. Seamstress/Tailor |
| 2. Adventurer | 27. Ditch Digger | 52. Librarian | 77. Sellsword |
| 3. Alchemist | 28. Dog Trainer | 53. Maid | 78. Sewerman |
| 4. Alman | 29. Egg Seller | 54. Manservant | 79. Shepherd |
| 5. Archer | 30. Falconer | 55. Mapmaker | 80. Ship's Captain |
| 6. Architect | 31. Farmer/Grocer | 56. Merchant | 81. Shipwright |
| 7. Armorer | 32. Fishmonger | 57. Milkmaid | 82. Singer |
| 8. Baker | 33. Florist | 58. Miller | 83. Soldier |
| 9. Barmaid | 34. Fortuneteller | 59. Moneylender | 84. Stagehand |
| 10. Beggar | 35. Gardener | 60. Minstrel | 85. Stevedore |
| 11. Beltmaker | 36. Gemcutter | 61. Navigator | 86. Stonemason |
| 12. Blacksmith | 37. Glassmaker | 62. Netmaker | 87. Storyteller |
| 13. Bookbinder | 38. Goat Herder | 63. Painter | 88. Street Magician |
| 14. Bowyer | 39. Harlot/Courtesan | 64. Pawn Broker | 89. Streetsweeper |
| 15. Brewer | 40. Headmaster | 65. Perfume Maker | 90. Tanner |
| 16. Butcher | 41. Healer/Midwife | 66. Philosopher | 91. Tavernkeeper |
| 17. Cabinetmaker | 42. Herbalist | 67. Pieman | 92. Tax Collector |
| 18. Candlemaker | 43. Hostler | 68. Pig Farmer | 93. Toymaker |
| 19. Carpenter | 44. Huntsman | 69. Porter | 94. Vintner |
| 20. Cheesemaker | 45. Innkeeper | 70. Potter | 95. Wainwright |
| 21. Clergyman | 46. Instrument Maker | 71. Ratcatcher | 96. Warehouse |
| 22. Clerk/Copyist | 47. Jeweler | 72. Ropemaker | 97. Watchman |
| 23. Cobbler | 48. Juggler | 73. Sailor | 98. Weaver |
| 24. Cowherd | 49. Knife Thrower | 74. Scholar | 99. Woodcarver |
| 25. City Crier | 50. Lawguard | 75. Sculptor | 100. Woodcutter |



NPC QUIRKS AND TRAITS

Tables for generating random NPCs and their traits may be found in the **Random Tavern Patrons** section of the *Advanced Edition Companion*[™]. The following quirks and traits may be introduced to give an NPC even more personality or motivation.

The NPC:

1. acts foppish and effete. The NPC has a razor sharp wit and is free with insults. The NPC is really a 6th level fighter who enjoys baiting others into personal duels.
2. always carries an exotic pet perched on his/her shoulder, draped around his/her neck, or crawling through his/her clothing. Roll 1d6: 1 (large spider), 2 (constrictor snake), 3 (flying squirrel), 4 (dovecrow), 5 (chameleon lizard), 6 (large cockroach).
3. always has a different infant in his/her arms. If asked about the infants, the NPC just smiles strangely and changes the subject. Roll 1d6: 1-2 (the NPC does foster care work for the Church), 3-4 (the NPC is paid to care for infants while their parents conduct unsavory business), 5-6 (the NPC is helping a broklaw gang traffic human children).
4. always wears at least one item of clothing made from reptile skin (belt, boots, etc.)
5. breeds fighting dogs. The NPC pays street urchins to catch strays so he/she can use them as bait. The NPC has contacts among several different broklaws that fight these dogs for profit.
6. can determine someone's alignment after spending only a short time with them.
7. cannot be healed by magic. If the Church of Law and Order discovers this, the NPC may be branded a heretic.
8. cheats at everything and cannot be trusted with games, secrets, or spouses.
9. chews tobacco. The NPC always has a wad of tobacco in his/her mouth and spits at the most inappropriate times.
10. does not know how to dress properly. Roll 1d6: 1-2 (the NPC is extremely skinny and wears loose clothes that hang off his or her body), 3-4 (the NPC is grossly obese and wears tight clothes that reveal far too much), 5-6 (the NPC is extremely attractive and wears sexually provocative clothes that are inappropriate outside of the bedchamber or a brothel).
11. does not like children. The NPC always carries a switch and likes to swat children with it. The NPC may or may not have children of his/her own.
12. eats only raw meat. The NPC may or may not care how others feel about this.
13. exudes an anti-magic effect that makes spellcasters ill in his/her presence. Any magic-user or elf that comes within 10' of the NPC must make a saving throw vs. spells or become weak and nauseous for 1d6 rounds. During this time, the magic-user or elf character cannot cast spells and suffers a -2 to-hit and a -2 to AC.
14. forcefully shakes hands with male characters every time they meet.
15. has a green thumb. The NPC maintains a bountiful garden and knows everything there is to know about local flora.
16. has a malformed hand. Roll 1d6: 1-2 (birth defect), 3-4 (one or more amputated fingers), 5-6 (metal hook or spike).

17. has a masked alter ego known as the Lawgiver whose mission is to create dissent, destroy property, and otherwise disrupt the operations of various broklaw gangs. The NPC may take an active role in these activities or may hire others to do the work for him/her.

18. has a nervous twitch caused by a rare tick-like parasite known as a *dirtra* that has burrowed under his/her skin. If the PCs spend a lot of time in the NPC's presence, the *dirtra* parasite may transfer to a new host. The twitch imposes a -1 penalty to-hit and a -1 penalty to all saving throws. The parasite may only be killed by healing magic such as a *cure light wounds* spell or a home remedy of the Labyrinth Lord's design.

19. has an easygoing personality and likes to cook meals for friends.

20. has an irrational fear of a certain type of animal. Roll 1d6: 1 (dogs), 2 (cats), 3 (birds), 4 (insects), 5 (fish), 6 (reptiles). The NPC must make a morale check each round the animal is present.

21. has an unbelievable tolerance to pain. In combat, the NPC fights until reduced to -10 hit points before expiring from his/her wounds.

22. has an uncanny ability to know when the City Watch is coming.

23. has bad allergies that cause his/her eyes to water and his/her nose to run. The NPC constantly sneezes and dabs at his/her nose with a wet handkerchief. He/she sometimes asks others to hold the handkerchief while he/she fumbles with keys, food, or other items.

24. has been *charmed* by an evil wizard.

25. has been to the massive seawall and megadungeon known as the Great Valnwall.

26. has burn scars covering much of his or her body and face. The NPC always wears a mask in public and may be shunned by superstitious folk.

27. has converted to another religion and is secretly amassing followers to the worship of a new god and: Roll 1d6: 1-2 (believes he is a prophet who was chosen by the new god), 3-4 (believes he or she is the immortal incarnation of the new god), 5-6 (believes one of the PCs is the immortal incarnation of the new god).

28. has extremely bad breath. The NPC is generous and kind and would do anything for his friends, but is rarely invited to social events.

29. has eyeballs branded or tattooed on his/her eyelids, cheeks, and forehead.

30. has made a pact with a demon and his/her wealth, power, and influence is on the rise.

31. has only one eye. Roll 1d6: 1-2 (birth defect), 3-4 (lost in battle), 5-6 (lost in accident). A poor NPC may wear an eye patch while a wealthy NPC may possess a glass eye.

32. has pale skin and pink eyes that convey infravision to a range of 30'. The NPC is descended from a union of human and morlock blood.

33. has sailed across the Gulf of Valnwall and can provide detailed information on the coastal regions of the duchy.

34. has traveled across the Duchy of Valnwall and can provide detailed information on the lands outside the city walls.

35. is a true visionarre (see pg. 79) who has uncontrollable visions of past, present, and future events. The NPC occasionally slips off into a trance and begins reciting the things he/she sees. The NPC may or may not retain memories of these episodes.

36. hates a demihuman race. Roll 1d6: 1-2 (elves), 3-4 (dwarves), 5-6 (halflings). This hatred may be the result of a past insult, religious doctrine, or simply a prejudiced upbringing. The NPC

finds it difficult to hide his/her hatred and suffers -2 to all Reaction rolls when dealing with the hated race.

37. hates magic and magic-users. The NPC has difficulty hiding his disgust and suffers -2 to all Reaction rolls involving magic-users or elves. The NPC may or may not be part of a magic-hating faction such as the Order of the Noble Flame.

38. is a broklaw enforcer who commits (or arranges) violent acts against people who refuse to pay for protection.

39. is a social class pretender. If the NPC is common born, he/she dresses in finery and blends in at court or in other places where the wealthy and powerful gather. If the NPC is a noble, he/she often goes slumming in the rough taverns of Baytown, the Wharf District, or the River District.

40. is a conman. A few nights after befriending the party, the NPC offers to cut them in on a deal to buy property in the River District and sell it to the Warehouse's Guild. All the NPC needs is another 1,000 gp. . .

41. is a cross dresser who spends several nights each week in a rough neighborhood posing as a prostitute of the opposite sex.

42. is a former adventurer who decided to settle in Dolmway after a very brief adventuring career. The NPC may become a good source of information about the lands outside the city.

43. is a former alman who was banned from the courts after being caught in a lie. The NPC is well versed in law and can still provide legal advice to friends.

44. is a former clergyman who left the Church after suffering a crisis of faith. Roll 1d6: 1-2 (the NPC has renounced all belief in a higher power), 3-4 (the NPC has converted to the worship of another religion), 5-6 (the NPC actively seeks to overthrow the Church of Law and Order). The NPC may or may not have changed his/her name to avoid persecution by the Church.

45. is a former pirate who is Wanted for piracy and murder. The NPC has changed his name and avoids the Wharf District, but may still be remembered by some.

46. is a former Watchman who was caught accepting bribes. The NPC regrets his mistakes and seeks to help Watchmen and law-abiding citizens whenever possible.

47. is a germophobe. The NPC constantly washes his/her hands and often wears gloves.

48. is a kleptomaniac. The NPC frequently steals small items from shops, homes, and even the PCs' belongings.

49. is a latent spellcaster. When under duress, the NPC reflexively casts one random magic-user spell. If this happens in public, a member of the Church of Law and Order is sent to investigate.

50. is a miser who is said to have accumulated a vast amount of wealth which is hidden in a secret vault beneath his/her home.

51. is a nobleman's bastard. The NPC may or may not have a claim to his/her father's lands and title.

52. is a pious person who never tells a lie. The NPC is a friend of the PCs who recently witnessed a crime committed by a powerful broklaw gang and has been warned to remain silent or suffer the consequences. This silence is eating at the NPC's conscience.

53. is a private inventor who loves to tinker with mundane gear.

54. is a serial killer who prefers poison and is responsible for the deaths of over twenty men (mostly master guildsmen). The characters may be able to expose the NPC or become the NPC's next victim.

55. is a widow/widower who has been married seven times. The NPC is in the market for a new spouse and may set his/her eyes on one of the PCs.

56. is actually a doppelganger in disguise. This NPC can become a powerful friend or enemy, depending on its relationship to the party. It almost certainly betrays the party in the end.

57. is an accomplished businessman who always seems to make money off his investments.

58. is an alcoholic. The NPC constantly stays drunk, lacks inhibition, and routinely makes bad decisions.

59. is an amateur gem collector who can assess the value of gems and jewelry.

60. is an amateur historian with knowledge of ancient Amalor. The NPC is extremely well versed in the legends of a particular city. Roll 1d6: 1-2 (Mor), 3-4 (Vay), 5-6 (Aal).

61. is arrogant and confrontational. The NPC enjoys engaging others in debate. He/she has an eidetic memory and seldom loses arguments.

62. is being blackmailed by someone. Roll 1d6: 1 (a neighbor), 2 (a colleague), 3 (a broklaw gang), 4 (a merchant family), 5 (a noble), 6 (a member of the Ducal Council).

63. is double-jointed and can escape almost any manacle by dislocating digits and rotating limbs.

64. is extremely controlling and seeks to dominate interaction with others. The NPC keeps his/her spouse locked in their bedroom and chooses everything from what they wear to what they eat.

65. is extremely lucky and seldom loses a wager.

66. is extremely nearsighted.

67. is extremely obese and can barely move around on his/her own. The NPC is tended by servants and carried around on an ornate palanquin.

68. is honorable and brave. The NPC is also secretly an executioner for the City Watch.

69. is immune to most natural poisons.

70. is immune to normal and magical sicknesses including lycanthropy.

71. is in love with someone. Roll 1d6: 1-2 (a noble), 3-4 (a criminal), 5-6 (a PC). The NPC reveals his/her affection over the course of several weeks and may become vindictive if spurned.

72. is incontinent. The NPC uncontrollably urinates and defecates on himself/herself at various times throughout the day, causing severe problems in social situations.

73. is infatuated with dwarves. The NPC has grown his/her beard long, wields a battle axe, and speaks fluent dwarvish.

74. is loyal to friends, but ruthless and vindictive towards enemies. The NPC prefers to castrate or have his/her enemies castrated.

75. is part of a family that has dedicated their lives to government service. Roll 1d6: 1-2 (City Watch), 3-4 (King's Army), 5-6 (King's Navy).

76. is really a spy for the Empire of Xanne.

77. is ruthlessly ambitious and seeks to rise above his/her station by the use of blackmail, betrayal, and even assassination. The NPC may attempt to involve the PCs in his/her plans or set them up to take the fall if things go badly.

78. is secretly a lycanthrope. Roll 1d6: 1-2 (wererat), 3-4 (werewolf), 5-6 (werebear). The NPC may or may not know the nature of his/her condition.

79. is secretly a member of the vaunted Iron Wolves who is charged with exposing plots to overthrow the Duke.

80. is secretly a smuggler who helps merchants avoid guild taxes.

81. is secretly obsessed with fire. The NPC enjoys burning himself/herself and others, and setting objects and places on fire.

82. is suffering from a magical curse. Roll 1d6: 1-2 (plants wither at the NPC's touch), 3-4 (milk sours in the NPC's presence), 5-6 (horses and other animals become spooked when the NPC passes nearby). These signs may be misinterpreted by agents of the Church of Law and Order.

83. is suffering from a brain disorder. The NPC has been unable to convince the church to heal him/her and is seeking revenge.

84. is suicidal and wants to make a suicide pact with someone else, preferably one of the PCs. If the PC is reluctant to participate, the NPC attempts to kill the PC before taking his/her own life.

85. is tattooed. Roll 1d6: 1-2 (tattoos are concealed by clothing), 3-4 (tattoos are visible even when wearing clothing), 5-6 (the NPC's body is covered in tattoos). The tattoos may or may not have religious, ethnic, or professional significance.

86. is toothless. Roll 1d6: 1-2 (knocked out in a fight), 3-4 (rotted out), 5-6 (replaced by wooden dentures).

87. is under investigation for a crime. Roll 1d6: 1-2 (theft), 3-4 (assault), 5-6 (treason or murder). The PCs may unknowingly become implicated in the crime or the NPC may intentionally set them up to take the fall by paying off witnesses, planting evidence, or bribing City Watchmen.

88. is very sensitive and emotional. The NPC weeps at the slightest things and can't stand saying goodbye.

89. likes to climb public towers and other tall buildings. The NPC's antics often draw a crowd of onlookers who are just as eager to see him/her fall as they are to see him/her reach the top.

90. married into a wealthy family and inherited wealth and property when his/her elderly spouse died in a tragic fall down a flight of stairs. Rumors suggest the fall was no accident.

91. must dip all food in a bowl of water before eating.

92. pretends to be a mysterious creature of the night. The NPC is extremely pale, only comes out after dark, and either pays or entices others to let him/her drink their blood. If the Church of Law and Order is made aware of the NPC's antics, they happily send an Inquisitor to investigate.

93. pretends to be connected to a powerful broklaw gang such as the Gange Consortium. The NPC uses this false affiliation to demand favors, goods, and/or coin from local shop owners.

94. secretly fences stolen goods for several local broklaw gangs.

95. silently mouths all words that are spoken in his/her presence.

96. sings or plays a musical instrument with admirable skill.

97. sleepwalks. During these episodes, the NPC acts strangely and speaks in a foreign tongue. Those who witness the NPC sleepwalking may believe he/she is possessed.

98. speaks with a raspy voice. Roll 1d6: 1-2 (throat scarred from being cut), 3-4 (possesses an incurable and infectious respiratory disease), 5-6 (parasites live inside the NPC's throat).

99. squats to pee (male) or stands up to pee (female).

100. walks with a limp. Roll 1d6: 1-2 (goat hoof birth defect), 3-4 (leg injured in an accident), 5-6 (wooden peg).

O-LEVEL HUMANS

"I know not everyone is cut out to be an adventurer, but that doesn't mean the rest of us are worthless. I could learn how to swing a sword if I had to."

—Tomas the Barkeep

Adventurers are exceptional individuals who choose to undertake quests, combat evil, and brave the labyrinths of your campaign world. During the course of their travels they often interact with ordinary people who, in game terms, seldom possess extraordinary skills, powers, or abilities. These 0-level humans, as they are called, are referenced several times in the *Labyrinth Lord*™ core rulebook, however, no detailed guidelines are provided for their creation and/or role in the game.

This article attempts to supply quick and easy rules for statting up 0-level NPCs.

Armor Class

A 0-level human has an Armor Class of 9. This Armor Class may be modified normally by high Dexterity and/or armor and shields.

Hit Points

A typical 0-level human has 1d4 hit points. As a rule of thumb, children have 1 hit point.

Women, teens, and sedentary men (scribes, artists, nobles, etc.) have 2-3 hit points. Male laborers (blacksmiths, woodcutters, carpenters, stonemasons, etc.) have 3-4 hit points. These hit points may also be modified by Constitution scores.

Weapons and To-Hit

A 0-level human may pick up and wield any type of weapon, however, most 0-level humans have no formal combat training. 0-level humans use **Table 1** to-hit.

Saving Throws

A 0-level human uses **Table 2** for saving throws.

Ability Scores

The typical 0-level human possesses a default score of 10 for all ability scores. This score is most commonly referenced if the *Labyrinth Lord* uses optional Ability Checks.

TABLE 1

AC	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
To-Hit	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11

TABLE 2

Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-Like Devices
17	14	16	15	18

Exceptional Ability Scores

A 0-level human may have up to 0-2 exceptional ability scores. These may be naturally high ability scores (such as a scholar with high Int) or work-related (such as a blacksmith with high Str). To determine whether or not a 0-level human possesses an exceptional ability score, roll 1d6. On a roll of 1-3, the 0-level human has no exceptional ability scores. On a roll of 4-5, the 0-level human has one exceptional ability score. On a roll of 6, the 0-level human has two exceptional ability scores.

Once a 0-level human is determined to possess an exceptional ability score, roll 1d6+12 to determine the actual score.

Talents

At the Labyrinth Lord's discretion, a 0-level human may possess some extraordinary gift, skill, or power. These talents, as they are called, may be similar to class-based abilities, situational, or even supernatural in nature. There are no hard and fast rules to determining what talents a 0-level human possesses, so the Labyrinth Lord must tailor them to suit the encounter, as needed.

A few examples of talents include:

- a blacksmith who can put a keen edge on any custom-forged weapon (+1 to-hit)

- a haycutter who has been repeatedly struck by natural lightning (immune to lightning-based attacks)

- a high priest's daughter who can heal by touch (cast *cure light wounds* once/day)

- a human whose ancestor married a faerie (can *detect invisible* at will)

- a farmer whose family was slaughtered by ruk raiders (+1 to-hit vs. orcs)

- a miner whose ancestors were honored friends of a dwarven king (possesses infravision 10')

- a street urchin with a 40% chance to pick pockets

- a strong-willed nanny (+1 saving throw vs. mind-affecting spells)

- a weathered sailor with extremely tough skin (natural AC 8)

- an alchemist who is immune to natural poisons

- a woodsman who is especially skilled with a longbow (to-hit with longbow as F2)

- an extremely loyal retainer (never checks morale when protecting his employer)

- the stonemason who has a 1 in 6 chance of detecting traps, false walls, and hidden construction

Morale

The typical 0-level human is a noncombatant with a morale of 7. Most 0-level humans prefer to flee if attacked, and only fight if cornered or in defense of loved ones.

Wealth

A typical 0-level commoner possesses 1d4 silver pieces while a typical 0-level nobleman possesses 1d4 gold pieces at any given time. The Labyrinth Lord is free to increase or decrease these amounts, as needed.

Statting It All Out

When statting a 0-level human, the Labyrinth Lord should make note of any notable weapons, gear, wealth, exceptional ability scores, and talents.

The stat line for a typical 0-level human can use the following format:

Willam Potter: treat as 0-level human with 3 hp and Dmg 1d4 (dagger).

The stat line for a 0-level human with exceptional ability scores can use the following format:

Jon the Blacksmith: treat as 0-level human with AC 7 (leather armor + shield), 4 hp, Dmg 1d6+1 (hammer + Str), and Str 15.

A 0-level human with a talent can use the following format:

Lialla of Brookshire: treat as 0-level human with 2 hp and Dmg 1d4 (dagger). Lialla has lived among halflings most of her life, can speak fluent halfling, and can hide in outdoor surroundings with 45% ability.

0-Level Demihumans

A Labyrinth Lord may also use these rules as a guideline for statting up 0-level NPC demihumans. The demihuman possesses any normal abilities typical of the race (chance to locate secret doors, spot construction, attack modifiers, chance to remain hidden, etc.). Any racial modifiers to ability scores should be added or subtracted to the base 10. Or, the Labyrinth Lord may instead choose to use the entries for the typical races in the **Monsters** section of the *Labyrinth Lord*[™] core rulebook.

0-Level Player Characters

As a change of pace, the Labyrinth Lord may wish to start player characters at 0-level. The player should write up a brief background on the character and describe why he or she has decided to become an adventurer.

Humans

0-level human PCs would be average, everyday humans who have decided to become adventurers. The character starts with 1d4 hit points, 2d6 gold pieces, and one weapon chosen by the player. The player rolls for ability scores normally instead of using the default of 10. The character possesses one talent which must be approved by the Labyrinth Lord and should reflect the character's background and/or desired profession.

For example, a 0-level thug who desires to become a Thief may have all thief skills at 10% while an aspiring cleric may have the ability to Turn Undead of 1 HD or less on a roll of 10.

Demihumans

Demihuman characters (elves, dwarves, halflings) who wish to start at 0-level are handled a bit differently. The character starts with 1d4 hit points, 2d6 gold pieces, and one weapon chosen by the player. The player rolls for ability scores normally instead of using the default of 10. The character begins with all racial abilities, however, 0-level demihumans cannot cast spells and do not possess talents.

Advancing to 1st Level

The Labyrinth Lord should provide several opportunities during each adventure for 0-level

characters to choose a particular class. This may take the form of holy sites and altars to protect (cleric), new weapons or intense combat (fighter), locating dusty scrolls or magical tomes (magic-user or elf), or walls to climb and traps to detect (thief).

Upon attaining 1,000 experience points as a 0-level human, the character must choose a class in order to continue gaining experience points. The character then begins the chosen class at 1st level. (Demihuman classes are predetermined, unless the Labyrinth Lord is using the *Advanced Edition Companion*[™]).

Upon reaching 1st level, human and demihuman characters may reroll their hit points and keep the highest result.

Note: Due to the high mortality rate of 0-level characters, the player may wish to have more than one character on hand.



APPENDIX V: TREASURES

"I say the City of Dolmvay is ripe for the picking. A few good thieves could empty the Valenon Vault and be off before any of their infidel priests can raise the alarm!"

—Ahmed "the Desert Nomad" al-Udin

The following section is designed to help Labyrinth Lords create treasures on the fly. It includes rules for picking pockets, pick pockets tables, and random tables for quality household treasures.

PICKING POCKETS

Labyrinth Lord: The Dolmvay Market is bustling with activity. Merchants hawk their wares, minstrels play songs, and street urchins beg for coppers as you pass. You push through the crowds on your way to the Inn of the Red Flagon where a nobleman is supposedly looking to hire a new set of bodyguards. As you reach the tavern and order a tankard of ale, you realize your pockets have been picked.

*Player: *sigh* What did they take?*

How many times has something like this happened to you? How did your Labyrinth Lord decide what was stolen? Was it a few coins or was it something more valuable like a jeweled bracelet or even a magic wand? More importantly, did you feel cheated afterward?

In Old School play, thefts happen, and sometimes there is nothing your character can do about them. That's just the way it is. However, in the sense of fairness, the Labyrinth Lord should use a system for picking pockets that is as random as possible.

NPC Thieves

The act of picking pockets is risky business for anyone except a skilled thief. When picking pockets, an NPC thief almost always steals coins unless he is looking for a specific item. The Labyrinth Lord should roll 1d12 and consult the Theft Of table once a PC's pockets have been picked to determine what was stolen.

Theft Of	
1-10	Coin
11-12	Item

Coin

The thief steals 1d6 coins from the character. The Labyrinth Lord should roll 1d6 and consult the table below to determine which type of coins were stolen. If the character does not possess the type and/or number of coins rolled, the Labyrinth

Lord may roll again to make up the difference.

Coin Type

1. Copper
2. Silver
3. Electrum
4. Gold
5. Platinum
6. Roll again and increase the number by 1d4 coins

Item

The Labyrinth Lord can assume that most armor, larger weapons (such as battle axes, long swords, etc.), and clothing worn by the character is safe from pickpockets. Just about anything else is fair game, however, including small items such as knives, adventuring equipment, gems, jewelry, potions, and miscellaneous magic items.

The Labyrinth Lord should roll 1d20 and consult the Item Letter table to find the corresponding letter. The Labyrinth Lord should then consult the player's character sheet and, reading from left to right, locate the first appropriate item on the sheet that begins with that letter. This determines the item stolen. If no items on the sheet begin with that letter, match the rolled letter to the second letter of an appropriate item. If no items contain the second letter, match the third, etc. If no items contain the letter at all, roll again on the Item Letter table.

For example, the Labyrinth Lord rolls an "H". The first small item on the character sheet that begins with an "H" is a "holy symbol". Therefore, the NPC thief steals the character's holy symbol. If the Labyrinth Lord rolled an "M" and no items on the sheet began with the letter "M", the second letter is used. Therefore, the character's "*amulet of the planes*" is stolen.

Item Letter

1. B
2. C
3. D
4. F
5. G
6. H
7. J
8. K
9. L
10. M
11. N
12. P
13. Q
14. R
15. S
16. T
17. V
18. W
19. X
20. Z

PC Thieves

When a PC thief picks an NPC's pockets, the player may decide if his character is attempting to steal coins or items.

Coins

An NPC carries a number of coins based upon his wealth and status. A PC thief who makes a successful pick pockets roll steals 2d4 coins of the appropriate type.

Coins

- | | |
|--------|---------------------|
| 1d8 gp | Noble |
| 1d6 gp | Merchant |
| 1d4 gp | Adventurer |
| 1d6 sp | Craftsman/Tradesman |
| 1d6 cp | Watchman/Soldier |
| 1d4 cp | Apprentice/Laborer |

Items

If the character decides to steal an item, roll 1d6 and consult the Stolen Item table, then follow the guidelines for each entry in order to determine what type of item was stolen.

Stolen Item

1. Food
2. Jewelry
3. Gem
4. Interesting Item
5. Valuable Item
6. Unwanted Item

Food

1. 1d4 Strips of Jerky
2. Bull Testicles
3. Chicken Breast
4. Cow Tongue
5. Garlic
6. Pastry
7. Piece of Fruit
8. Roll of Bread
9. Sack of Nuts
10. Sausage Links
11. Vegetable
12. Wedge of Cheese

Jewelry

Roll on the Precious Metal table to see what the item is primarily made of.

Jewelry	Base Value/Multiplier
1. Anklet	1d6 x 5 gp
2. Armlet	1d6 x 10 gp
3. Bracelet	1d6 x 5 gp
4. Brooch	1d4 x 5 gp
5. Cirlet	1d6 x 25 gp
6. Earring	1d4 x 2 gp
7. Hairpin	1d4 x 5 gp
8. Necklace	1d6 x 10 gp
9. Pendant	1d4 x 10 gp
10. Ring	1d6 x 10 gp
11. Engraved with*	x2
12. Embedded with**	-

*Roll again to determine the type of jewelry. Then consult the Design table to see what designs are engraved on the item.

**Roll again to determine the type of jewelry. Then consult the Gem table to see what gems are embedded on the item.

Precious Metal

Type	Multiplier*
1. Copper	-
2. Silver	x2
3. Electrum	x3
4. Gold	x5
5. Platinum	x10
6. Embedded With**	-

*Multiplier applies only to items primarily made of the metal; not to items that are Inlaid With the metal.

**Roll again to determine the type of precious metal. Then consult the Gem table.

Design

1. Antlers	26. Dwarves	51. Lily pads	76. Shields
2. Apples	27. Eagles	52. Lions	77. Ships
3. Arcane Symbols	28. Elements	53. Lutes	78. Skulls
4. Arenas	29. Elves	54. Maces	79. Spears
5. Axes	30. Eye of Terror	55. Manta Rays	80. Spirals
6. Bears	31. Eyes	56. Melons	81. Squares
7. Blackberries	32. Fish	57. Mermaids	82. Stag
8. Boars	33. Flagons	58. Mistletoe	83. Stars
9. Bones	34. Flames	59. Moon	84. Staves
10. Bottles	35. Flutes	60. Mosques	85. Sun
11. Bows	36. Foxes	61. Pegasi	86. Sun/Moon
12. Bulls	37. Frogs	62. Pies	87. Swords
13. Carnations	38. Grapes	63. Pipes	88. Teardrops
14. Cathedrals	39. Griffons	64. Pots	89. Temples
15. Cats	40. Halflings	65. Pyramids	90. Towers
16. Chains	41. Hammers	66. Quill and Ink	91. Trees
17. Chariots	42. Hands	67. Rams	92. Triangles
18. Circles	43. Hares	68. Religious Symbols	93. Tridents
19. Cornstalks	44. Helms	69. Roses	94. Trolls
20. Crabs	45. Holly	70. Saints	95. Turtles
21. Crowns	46. Horses	71. Scales	96. Unicorns
22. Crows	47. Knights	72. Scorpions	97. Virgins
23. Demons	48. Knotwork	73. Scythes	98. Wheat
24. Dogs	49. Krakens	74. Serpents	99. Wizards
25. Dragons	50. Lightning	75. Sharks	100. Wolves

Gem

If unset gems are discovered, use the Base Value. If the gems are embedded in an item, use the Multiplier.

Gem	Base Value	Multiplier
1. Seashell	1d4 gp	x2
2. Onyx	1d6 gp	x2
3. Amethyst	1d6 x 2 gp	x2
4. Tiger's Eye	1d8 x 3 gp	x3
5. Garnet	1d8 x 3 gp	x3
6. Sapphire	1d10 x 5 gp	x5
7. Jade	2d10 x 5 gp	x5
8. Pearl	3d10 x 5 gp	x5
9. Emerald	5d10 x 7 gp	x7
10. Ruby	7d10 x 7 gp	x7
11. Diamond	10d10 x 25	x15
12. Roll Twice	-	-

Interesting Item

- 1d4 candles
- Baby's Rattle
- Bottle of Perfume
- Child's Doll
- Small Set of Scales
- Dog Collar
- Embroidered Handkerchief
- Flask of Oil
- Flint and Steel
- Flute
- Herbal Poultice
- Iron Spike
- Knife/Fork/Spoon Set
- Lock
- Quill and Ink Pot
- Rabbit's Foot
- Sheet of Parchment
- Thieves' Tools
- Unused Bandages
- Vial of Holy Water

Valuable Item

Roll on the Item Made Of Table see what the item is primarily made of.

Item	Base Value/Multiplier
1. Animal Figurine	5 gp
2. Bag of Game Pieces (castles)	1 gp
3. Bull's Horn	7 gp
4. Candlestick	1 gp
5. Comb and Brush Set	3 gp
6. Compass	500 gp
7. Flask	1 sp
8. Holy Symbol	5 gp
9. Key	5 cp
10. Letter Opener	1 sp
11. Mug	5 cp
12. Scroll Tube	5 gp
13. Set of Dice	5 cp
14. Small Mirror	10 gp
15. Smoking Pipe	12 gp
16. Spyglass	1,000 gp
17. Trinket Box	10 gp
18. Engraved With*	x2
19. Inlaid With**	x3
20. Embedded With***	-

*Roll again to determine the type of item. Then roll on the Design table to see what designs are engraved into the item.

**Roll again to determine the type of item. Then roll on the Precious Metal table to see what precious metals are inlaid into the item.

***Roll again to determine the type of item. Then roll on the Gem table to see what gems are embedded into the item.

Item Made Of

Material	Multiplier
Bone	-
Wood	-
Copper	-
Bronze	-
Brass	-
Precious Metal*	x2

*Roll on the Precious Metal table to determine what metal.

Unwanted Item

1. 15 Fake Gold Coins
2. Bag of Goat Eyes
3. Bead Necklace Covered in Feces
4. Bloody Glove
5. Clump of Poison Urrel (-1 to-hit and a -1 to all ability checks until treated)
6. Doll with Pins Sticking Out of It
7. Fingernail Clippings Wrapped in Cloth
8. Flag with Raven-and-Arrow Standard of Xanne
9. Flask of Deer Urine
10. Folded Paper with "Death to the Duke!" Written on It
11. Grimy Wooden Dentures
12. Head Lice (-1 to-hit and a -1 to all ability checks until treated)
13. Holy Symbol of Chaos and Destruction
14. Maggoty Pork Wrapped in Cloth
15. Poisonous Snake inside Purse (character must make a saving throw vs. poison at +2 or die)
16. Severed Finger Inside Half-Eaten Biscuit
17. Small Sack with Dead Kitten Inside
18. Strips of Elf-flesh Jerky
19. Tobacco Pouch Made of Tattooed Human Skin
20. Vial of Sour Milk

HOUSEHOLD TREASURES

The wealthy nobles and merchants of Dolmvay measure their wealth in possessions, assets, and property. A wealthy person's home is often lavishly decorated in order to show off their station. On the practical side, the wealthy know that high-quality items such as furniture, artwork, and even common household goods are also much more difficult to steal and fence than coins and jewelry.

Adventurers who "dress the part" in quality clothing, weapons, and armor give off a perception of competence and success which often gains the notice of wealthy prospective employers. After all, only successful adventurers are able to afford the finer things in life. These employers are more willing to offer higher rates and commissions than they would to adventurers who are obviously accustomed to settling for less. At the Labyrinth Lord's discretion, the characters may receive a bonus of +1 or +2 to Reaction rolls when dealing with citizens of Dolmvay who respect adventurers. Accumulation of household treasures is also a good way to manage excess treasure.

Household Treasures

A wealthy man's household typically has 2d10 of the following items of quality craftsmanship (in addition to a number of other mundane items). These items are given a Base Value to represent their worth. Items that are further adorned are given Multipliers that are applied to the Base Value. These Multipliers are cumulative.

Treasure Type

Roll 1d6 to determine the type of treasure and then follow the guidelines for each entry.

Treasure Type	
1.	Artwork
2.	Quality Clothing
3.	Quality Furniture
4.	Household Item
5.	Quality Armor
6.	Quality Weapon

Artwork	
Roll on the Imagery Table to determine what the artwork depicts	
Artwork	Base Value
1. Painting (Large)	1d20 x 100 gp
2. Painting (Small)	1d20 x 25 gp
3. Sculpture (Large)	1d20 x 100 gp
4. Sculpture (Small)	1d20 x 50 gp
5. Tapestry (Large)	1d20 x 200 gp
6. Tapestry (Small)	1d20 x 50 gp

Imagery	
1.	Cityscape
2.	Design*
3.	Historic Scene
4.	Landscape
5.	Portrait/Bust
6.	Religious Scene

*Roll on the Design Table

Design Table			
1. Antlers	26. Dwarves	51. Lily pads	76. Shields
2. Apples	27. Eagles	52. Lions	77. Ships
3. Arcane Symbols	28. Elements	53. Lutes	78. Skulls
4. Arenas	29. Elves	54. Maces	79. Spears
5. Axes	30. Eye of Terror	55. Manta Rays	80. Spirals
6. Bears	31. Eyes	56. Melons	81. Squares
7. Blackberries	32. Fish	57. Mermaids	82. Stag
8. Boars	33. Flagons	58. Mistletoe	83. Stars
9. Bones	34. Flames	59. Moon	84. Staves
10. Bottles	35. Flutes	60. Mosques	85. Sun
11. Bows	36. Foxes	61. Pegasi	86. Sun/Moon
12. Bulls	37. Frogs	62. Pies	87. Swords
13. Carnations	38. Grapes	63. Pipes	88. Teardrops
14. Cathedrals	39. Griffons	64. Pots	89. Temples
15. Cats	40. Halflings	65. Pyramids	90. Towers
16. Chains	41. Hammers	66. Quill and Ink	91. Trees
17. Chariots	42. Hands	67. Rams	92. Triangles
18. Circles	43. Hares	68. Religious Symbols	93. Tridents
19. Cornstalks	44. Helms	69. Roses	94. Trolls
20. Crabs	45. Holly	70. Saints	95. Turtles
21. Crowns	46. Horses	71. Scales	96. Unicorns
22. Crows	47. Knights	72. Scorpions	97. Virgins
23. Demons	48. Knotwork	73. Scythes	98. Wheat
24. Dogs	49. Krakens	74. Serpents	99. Wizards
25. Dragons	50. Lightning	75. Sharks	100. Wolves

Quality Clothing

Roll on the Quality Clothing Made Of table

Clothing	Base Value
1. Belt	2 gp
2. Boots	3 gp
3. Cape	3 gp
4. Cloak	3 gp
5. Corset	3 gp
6. Dress	7 gp
7. Gloves	3 gp
8. Jacket	4 gp
9. Leggings	3 gp
10. Long Tunic	3 gp
11. Pants	3 gp
12. Purse	2 gp
13. Robes	12 gp
14. Shawl	10 gp
15. Shirt	3 gp
16. Short Tunic	4 gp
17. Stockings	4 gp
18. Stole	20 gp
19. Surcoat	3 gp
20. Underclothes	2 gp

Quality Clothing Made Of

Material	Multiplier
1. Brocade/Silk	-
2. Velvet	-
3. Hide+	x2
4. Fur-Lined*	x2
5. Embroidered With**	x2
6. Embedded With***	-

+Roll on the Hide table to see what kind of hide the clothing is made of.

*Roll again to determine the material. Then roll on the Fur table to see what type of fur the clothing is trimmed with.

**Roll again to determine the material. Then roll on the Design table to see what designs are embroidered into the item.

***Roll again to determine the material. Then roll on the Gem table to see what gems are embedded into the item.

Hide

Material	Multiplier
1. Alligator Skin	-
2. Fine Leather	-
3. Snakeskin	-
4. Lambskin	-
5. Ostrich Skin	-
6. Fur+	-
7. Etched With*	x2
8. Embedded With**	-

+Roll on the Fur table to determine the type of fur.

*Roll again to determine the type of hide. Then roll on the Design table to see what designs are etched into the hide.

**Roll again to determine the type of hide. Then roll on the Gem table to see what gems are embedded into the hide.

Fur

Fur Type	Multiplier
1. Rabbit	x2
2. Raccoon	x2
3. Wolf	x2
4. Bear	x3
5. Beaver	x3
6. Fox	x3
7. Lion	x5
8. Polar Bear	x5
9. Zebra	x5
10. Giraffe	x7
11. Tiger	x7
12. Mink	x10

Quality Furniture

Roll on the Furniture Made Of table

1. Bedroom Set
2. Dining Room Set
3. Sitting Room Set
4. Study Set

Furniture Made Of

The Labyrinth Lord should use common sense when applying the results—for example, a wicker bed may still have wooden or metal components.

Material	Multiplier
1. Wood	-
2. Bone/Horn	-
3. Wicker/Reed	-
4. Etched With*	x2
5. Inlaid With**	x3
6. Embedded With***	-

*Roll again to determine what the item is made of. Then roll on the Design table to see what designs are etched into the item.

**Roll again to determine the type of item. Then roll on the Precious Metal table to see what precious metals are inlaid into the item.

***Roll again to determine the type of item. Then roll on the Gem table to see what gems are embedded into the item.

Gem

If unset gems are discovered, use the Base Value. If the gems are embedded in an item, use the Multiplier.

Gem	Base Value	Multiplier
1. Seashell	1d4 gp	x2
2. Onyx	1d6 gp	x2
3. Amethyst	1d6 x 2 gp	x2
4. Tiger's Eye	1d8 x 3 gp	x3
5. Garnet	1d8 x 3 gp	x3
6. Sapphire	1d10 x 5 gp	x5
7. Jade	2d10 x 5 gp	x5
8. Pearl	3d10 x 5 gp	x5
9. Emerald	5d10 x 7 gp	x7
10. Ruby	7d10 x 7 gp	x7
11. Diamond	10d10 x 25	x15
12. Roll Twice	-	-

Precious Metal

Type	Multiplier*
1. Copper	-
2. Silver	x2
3. Electrum	x3
4. Gold	x5
5. Platinum	x10
6. Embedded With*	-

*Multiplier applies only to items primarily made of the metal; not to items that are Inlaid With the metal.

**Roll again to determine the type of precious metal. Then consult the Gem table.

Bedroom Set

Furniture	Base Value
1. Armoire	30 gp
2. Bed	40 gp
3. Chest	15 gp
4. Dresser	25 gp
5. Footstool	10 gp
6. Nightstand	10 gp
7. Nightstand	10 gp
8. Rocker	25 gp

If all eight items are present, double the cost of each item to determine their value as a set.

Dining Room Set

Furniture	Base Value
1. Buffet	25 gp
2. Chair	5 gp
3. Chair	5 gp
4. Chair	5 gp
5. Chair	5 gp
6. Chair	5 gp
7. Chair	5 gp
8. Liquor Cabinet	25 gp
9. Display Cabinet	40 gp
10. Table	50 gp

If all ten items are present, double the cost of each item to determine their value as a set.

Sitting Room Set	
Furniture	Base Value
1. Divan	40 gp
2. End Table	8 gp
3. End Table	8 gp
4. Plush Chair	35 gp
5. Sofa	50 gp
6. Sofa Table	25 gp

If all six items are present, double the cost of each item to determine their value as a set.

Study Set	
Furniture	Base Value
1. Bookcase*	15 gp
2. Cabinet	25 gp
3. Chair	15 gp
4. Desk	30 gp

*consult the Book table to determine the number and types of books present.

If all four items are present, double the cost of each item to determine their value as a set.

Book	
Book	Base Value
1. Account Ledger (insert bookkeeper of choice)	+
2. Adventurer's Journal (insert adventurer of choice)	+
3. <i>Ancient Ruins</i> by Jerol Atarin	5 gp
4. <i>Chaos Elves and Other Fae: A Collection of Essays on the Depredations of Demihuman Tribes</i> by Father Vayon Connors	5 gp
5. Collection of Regional Maps by esteemed cartographer Dyson Logos	1d20 gp
6. Essays on church doctrine and the Valenon by various authors	5 gp
7. Essays on Dolmvay Laws and Punishment	5 gp
8. Genealogy of the Dukes of Dolm	5 gp
9. <i>History of Dolmvay</i> by Father Marten Alldredge	5 gp
10. <i>History of the Duchy of Valnwall</i> by Father Tomus Cowl	5 gp
11. Map of the City of Dolmvay by esteemed cartographer Tim Hartin	1d20 gp
12. <i>Ruk Society and Culture</i> by Friar Cowl Uric	5 gp
13. Personal Diary (insert author)	+
14. <i>The Walled Sea</i> , a book of poetry by Galen of Jameston	1 gp
15. Sketchbook (insert artist)	+
16. <i>Tales of the Northlands</i> by Deanna the Gray Ranger	5 gp
17. <i>The Book of Dragons</i> by Kylena of Milner	50 gp
18. <i>The Guiding Light</i> by the Church of Law and Order	1d20 x 5 gp
19. Spell Scroll*	+
20. Spellbook**	+

+prices vary

*consult the Scrolls section in Magic Items section in the Labyrinth Lord™ core rulebook.

**the typical spellbook contains 1d4 1st level spells, 1d3 2nd level spells, and 1d2 3rd level spells of the Labyrinth Lord's choice.

Household Item

Roll on the Household Item Made Of table.

Item	Base Value
1. Cosmetics Set	-
2. Dinnerware Set	-
3. Fireplace Set	-
4. Flatware Set	-
5. Glassware Set	-
6. Knife Set	-
7. Serving Set	-
8. Letter Opener	1 gp
9. Lamp	2 gp
10. Mirror (Wall)	16 gp
11. Jewelry Box [^]	5 gp
12. Rug ⁺	1d6 x 10

[^]Roll on the Jewelry Box table to determine what type of jewelry is present inside.

⁺Roll on the Fur table to determine what the rug is made of.

Cosmetics Set

Item	Base Value
1. Comb	5 gp
2. Hairbrush	8 gp
3. Makeup Kit	10 gp
4. Small Mirror	10 gp

If all four items are present, double the cost of each item to determine their value as a set.

Fireplace Set

Item	Base Value
1. Ashcan	8 gp
2. Brush	3 gp
3. Poker	5 gp
4. Shovel	3 gp
5. Stand	5 gp
6. Tongs	5 gp

If all six items are present, double the cost of each item to determine their value as a set.

Household Item Made Of

The Labyrinth Lord should use common sense when applying the results—for example, a knife made of crystal may have a metal blade with a crystal handle or may just be a decorative piece made entirely of crystal.

Material	Multiplier
1. Wood	-
2. Ceramic	-
3. Bone/Horn	-
4. Crystal	x3
5. Precious Metal ⁺	-
6. Etched With [*]	x2
7. Inlaid With ^{**}	x3
8. Embedded With ^{***}	-

⁺Roll on the Precious Metal table to determine what type of precious metal the item is made of.

^{*}Roll again to determine the type of item. Then roll on the Design table to see what designs are etched into the item.

^{**}Roll again to determine the type of item. Then roll on the Precious Metal table to see what precious metals are inlaid into the item.

^{***}Roll again to determine the type of item. Then roll on the Gem table to see what gems are embedded into the item.

Dinnerware Set

Item	Base Value
1. Bread/Butter Plate	3 gp
2. Charger	5 gp
3. Cup	2 gp
4. Dessert Plate	3 gp
5. Dinner Plate	7 gp
6. Salad Plate	5 gp
7. Saucer	3 gp
8. Soup Bowl	5 gp

If all eight items are present, double the cost of each item to determine their value as a set. If six sets are present (48 items), triple the value of each item to determine the total value of the full set.

Flatware Set

Item	Base Value
1. Butter Knife	2 gp
2. Dessert Fork	2 gp
3. Dinner Fork	2 gp
4. Dinner Knife	2 gp
5. Fish Fork	2 gp
6. Fish Knife	2 gp
7. Napkin Ring	2 gp
8. Salad Fork	2 gp
9. Soupspoon	2 gp
10. Teaspoon	2 gp

If all ten items are present, double the cost of each item to determine their value as a set. If six sets are present (60 items), triple the value of each item to determine the total value of the full set. The full set also typically includes a hardwood, velvet-lined case with a Base Value of 25 gp.

Glassware Set

Item	Base Value
1. All-Purpose Cup	1 gp
2. Champagne Flute	3 gp
3. Red-Wine Goblet	2 gp
4. Tankard	1 gp
5. Water Tumbler	1 gp
6. White-Wine Goblet	2 gp

If all six items are present, double the cost of each item to determine their value as a set. If six sets are present (36 items), triple the value of each item to determine the total value of the full set.

Knife Set

Item	Base Value
1. Butcher Knife	4 gp
2. Carving Fork	3 gp
3. Carving Knife	4 gp
4. Meat Knife	2 gp
5. Meat Knife	2 gp
6. Meat Knife	2 gp
7. Meat Knife	2 gp
8. Meat Knife	2 gp
9. Meat Knife	2 gp
10. Paring Knife	3 gp
11. Sharpening Steel	3 gp
12. Cleaver	5 gp

If all twelve items are present, double the cost of each item to determine their value as a full set. The full set also typically includes a hardwood block for safe storage with a Base Value of 15 gp.

Serving Set

Item	Base Value
1. Butter Dish	3 gp
2. Cake Knife and Server	3 gp
3. Cake Stand	5 gp
4. Candlestick	4 gp
5. Candlestick	4 gp
6. Carafe	10 gp
7. Centerpiece Flower Vase	12 gp
8. Condiment Bowl	3 gp
9. Decanter	8 gp
10. Domed Dessert Dish	8 gp
11. Gravy Boat	5 gp
12. Ladle	2 gp
13. Pitcher	7 gp
14. Platter	8 gp
15. Salad Bowl	10 gp
16. Salad Tongs	2 gp
17. Salt and Pepper Grinder	3 gp
18. Serving Tray	8 gp
19. Sugar/Creamer Set	4 gp
20. Teapot	7 gp

If all twenty items are present, double the cost of each item to determine their value as a full set.

Jewelry Box

A jewelry box typically contains 2d4 pieces of jewelry. Roll 1d12 to determine the type of jewelry. Then roll on the Precious Metal table to see what the item is made of.

Jewelry	Base Value/Multiplier
1. Anklet	1d6 x 5 gp
2. Armlet	1d6 x 10 gp
3. Bracelet	1d6 x 5 gp
4. Brooch	1d4 x 5 gp
5. Circlet	1d6 x 25 gp
6. Earring	1d4 x 2 gp
7. Hairpin	1d4 x 5 gp
8. Necklace	1d6 x 10 gp
9. Pendant	1d4 x 10 gp
10. Ring	1d6 x 10 gp
11. Engraved with*	x2
12. Embedded with**	-

*Roll again to determine the type of jewelry. Then consult the Design table to see what designs are engraved on the item.

**Roll again to determine the type of jewelry. Then consult the Gem table to see what gems are embedded on the item.

Quality Armor

Armor Type	Base Value/Multiplier
1. Shield	30 gp
2. Helmet	30 gp
3. Leather	18 gp
4. Studded Leather	90 gp
5. Scale Mail	150 gp
6. Chain Mail	210 gp
7. Banded Mail	255 gp
8. Splint Mail	225 gp
9. Plate Mail	1350 gp
10. Etched With*	x2
11. Inlaid With**	x3
12. Embedded With***	-

*Roll again to determine the type of armor. Then roll on the Design table to see what designs are etched into the armor.

**Roll again to determine the type of armor. Then roll on the Precious Metal table to see what precious metals are inlaid into the armor.

***Roll again to determine the type of armor. Then roll on the Gem table to see what gems are embedded into the armor.

Quality Weapon

Weapon	Base Value	Weapon	Base Value/Multiplier
1. Axe, Battle	18 gp	11. Pole arm	21 gp
2. Bow, Long	120 gp	12. Quarterstaff	6 gp
3. Crossbow, Heavy	75 gp	13. Spear	9 gp
4. Dagger	9 gp	14. Sword, Bastard	60 gp
5. Flail, Heavy	24 gp	15. Sword, Long	30 gp
6. Hammer, War	21 gp	16. Sword, Short	21 gp
7. Lance	21 gp	17. Sword, Two-Handed	45 gp
8. Mace	15 gp	18. Etched With*	x2
9. Morningstar	15 gp	19. Inlaid With**	x3
10. Pick, Heavy	24 gp	20. Embedded With***	-

*Roll again to determine the type of weapon. Then roll on the Design table to see what designs are etched into the weapon.

**Roll again to determine the type of weapon. Then roll on the Precious Metal table to see what precious metals are inlaid into the weapon.

***Roll again to determine the type of weapon. Then roll on the Gem table to see what gems are embedded into the weapon.

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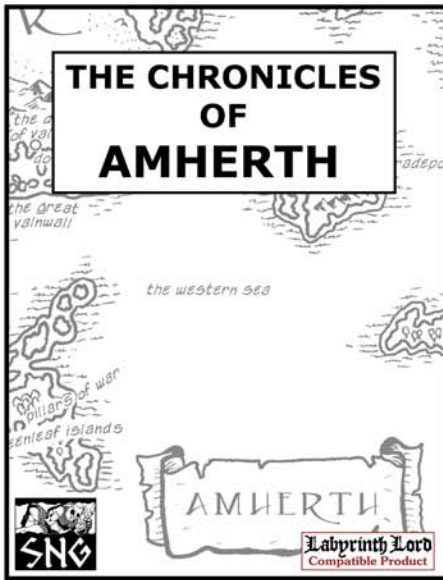
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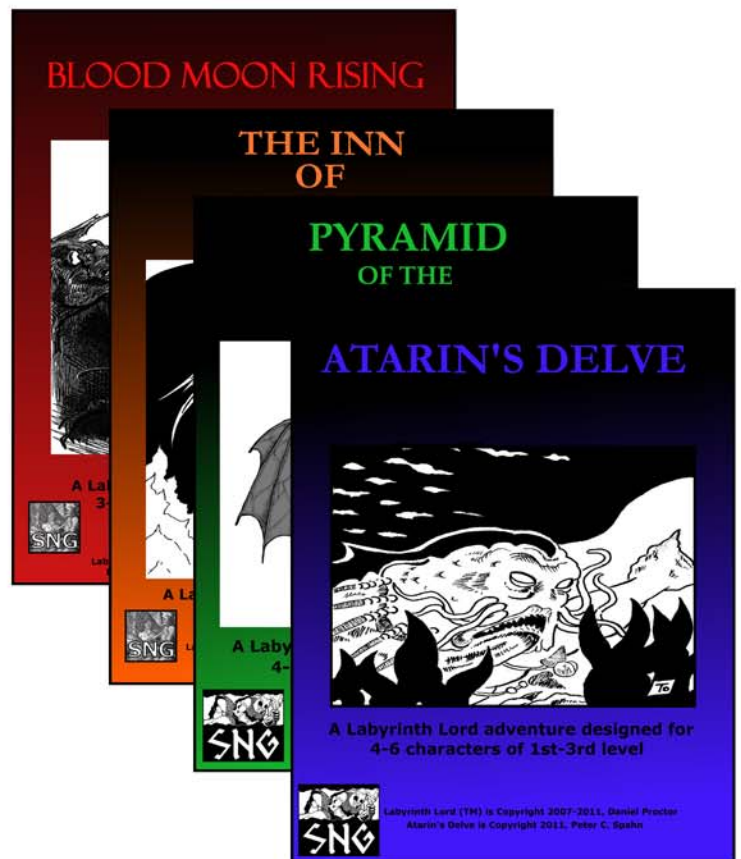


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