

The background of the entire page is a complex, high-contrast ink drawing. It features two large, overlapping faces rendered in a style of dense, scribbled black lines. The faces have a somewhat distorted, almost grotesque quality. Below the faces are two large, circular spirals, also drawn with intricate, overlapping black lines. The entire composition is set against a vibrant red background, which is itself layered over a dark, textured black base. The overall effect is one of intense, chaotic energy.

Strange visitors to the city

a third-party work
by philip reed

Compatible with
**MURK
BORG**

Roll 2D6 and Greet a Visitor

Svetlana Botnari, Unliving Seamstress

An undead citizen of the distant valley, where Svetlana is only one of thousands of undead who roam the land. The seamstress visits the city a few days before every full moon and stays for 2d3 days, after which time she returns to her people. During her days in the city, Svetlana sells her services as a seamstress, working either on the street – taking what jobs she can from the citizens of the city – or signing on with a shop that is willing to accept such a small, frail, and pale creature as an employee.

Though she is undead, Svetlana only wants to earn enough silver during her brief visits to the city to pay raiders to leave her and her people alone. Regularly throughout the month, so-called heroes and adventurers enter the valley, seeking to annihilate any undead creatures they find in the otherwise still and calm valley. Svetlana was a seamstress before her undeath and now uses those skills to bribe what adventurers she can.

The PCs may meet the seamstress in the city, where she'll mostly ignore them unless confronted. If pressed or attacked, she will defend herself, but mostly all she wants during her time in the city is to be left alone. If the heroes meet her outside of the city, she'll either be on her way to the city to earn coins, or on her way home with silver to use to protect her people. How the PCs respond to encountering a thin, frail, undead creature who only wishes to be left alone will say a lot more about them than it does her or the mindless undead she calls her family.

Rather than attack Svetlana, the PCs may hire her to mend their clothing. If they do, they will no doubt be surprised when they realize that her fingerless arms are in fact needles; using her teeth to tie and tear the thread, and her elbows to manipulate the fabric, Svetlana is shockingly talented and can complete most sewing tasks in half the time of a human seamstress. It's no wonder the shops in the city are willing to hire her to assist them with their business!

If the party is friendly to the undead creature and she grows comfortable with them, she may offer to pay them the silver she has collected if they will return to the valley and protect her people from the raiders. Will the PCs kill the living to protect the undead?

The reaction stat is used when meeting a character; see the official rules for the reaction table.

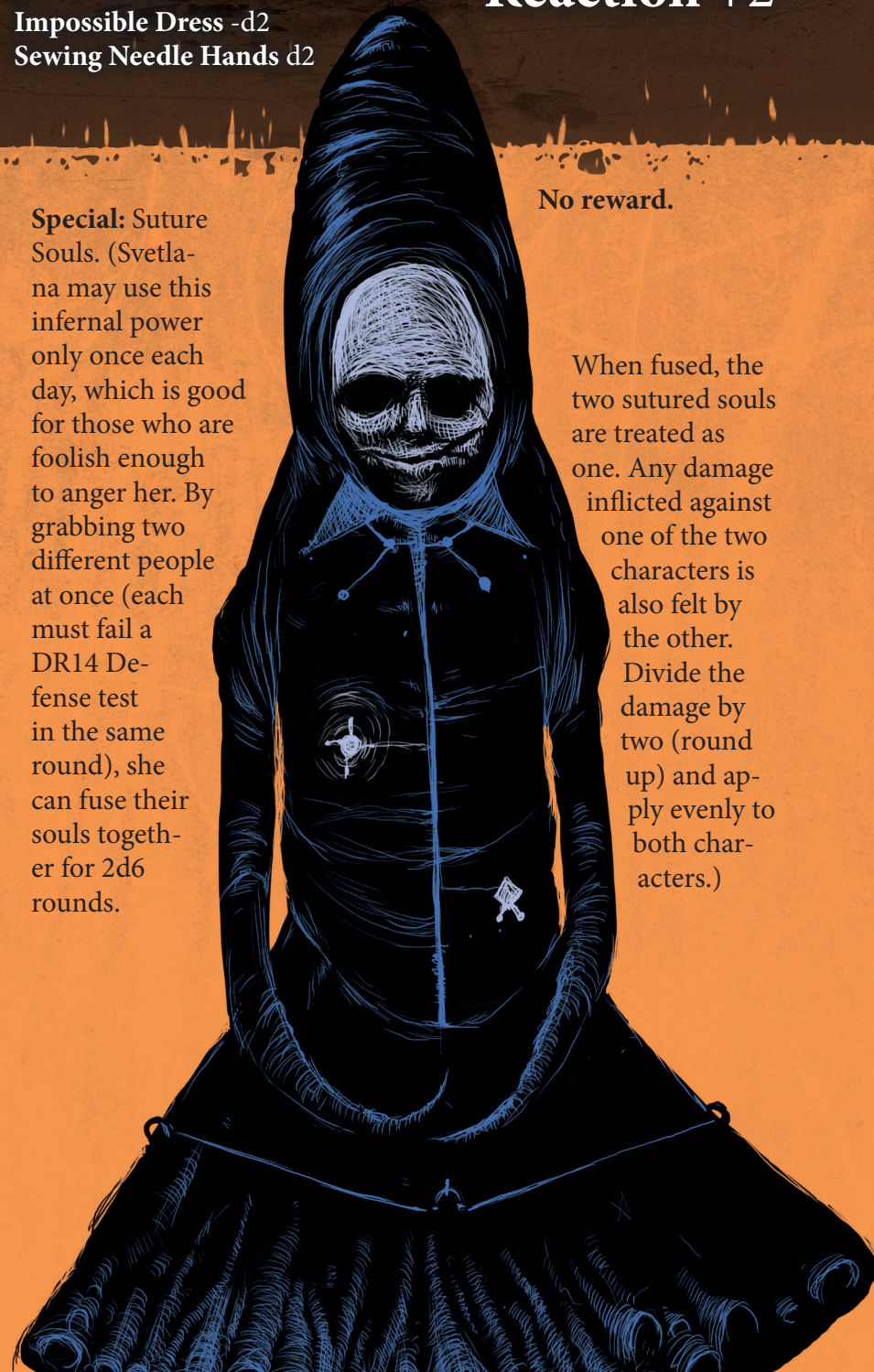
HP 7 Morale 6
Impossible Dress -d2
Sewing Needle Hands d2

Reaction +2

Special: Suture Souls. (Svetlana may use this infernal power only once each day, which is good for those who are foolish enough to anger her. By grabbing two different people at once (each must fail a DR14 Defense test in the same round), she can fuse their souls together for 2d6 rounds.

No reward.

When fused, the two sutured souls are treated as one. Any damage inflicted against one of the two characters is also felt by the other. Divide the damage by two (round up) and apply evenly to both characters.)



HP 10 Morale 9
No Armor
Fists d2

Special: Toxic Smoke (Sava smokes constantly, surrounding himself in a cloud that inflicts 2d3 points of damage/round to anyone standing within 10' of him.)

Reaction -2

Sava Yegorovich, Collector of Soiled Souls

Legless Sava gets about the city on a arcanomechanical contraption that was created by his close friend and confidant, Roland Repnik (see *Strange Citizens of the City*, 2d6 result 6), an evil priest and cruel inventor who lives in the city and uses his power and position to further his own interests. Sava and Roland are, as they say, in cahoots, and Sava visits his friend in the city once every few months to exchange tales of debauchery and wickedry and to make an exchange: Roland passes Sava vials stuffed with soiled souls as Sava hands over sacks of silver.

The visitor Sava lives in a laboratory in the forest and uses the soiled souls to fuel his evil experiments. Sava, just like Roland, is a bit of an inventor and sadist, and it is unsurprising that the two men found each other and revel in their wickedness. Sava's experiments are many, ranging from attempts as small as the construction of a sentient homunculus to as large as attempting to summon a cosmic horror of immense power from somewhere beyond the stars. In every one of his malevolent machinations, the soiled souls that he buys from Roland and Sava's most-prized source of power.

If the PCs encounter the man in the city, Sava will likely have 1d3+1 hired goons accompanying him in his travel. He hires guards shortly after entering the city, and pays them to follow him back to his workshop; the man is more concerned about losing the vials of souls to thieves than he is worried about losing silver. Silver, he believes, is far more common and less valuable than the souls that fuel his nightmarish experiments.

Uncorking one of the soul vials is dangerous. There is a 2 in 6 chance the entrapped soul has turned entirely evil and is now a wraith (see the official rules for game stats).

What are Soiled Souls? When a citizen of the city does wrong, but not such a brutal and cruel wrong that they are forever condemned to the deepest of hells, their soul is tainted, soiled, marked with a blemish that those who specialize in judging the goodness and kindness of others can see with their naked eye. It is these souls that Sava is most interested in, since they taste the sweetest. Using a siphon

of his own design, Roland snatches the soiled soul of the recently deceased; so long as he is there within twelve hours of death, Roland's machine can entrap the soul in a small vial. It is these vials that he sells to Sava several times each year. Only Roland is skilled in the use of the machine; he must be there to claim the soiled soul from a still-warm corpse of a dead who has committed only minor wrongs.



No reward.

Oleg Andronic, Insecure Traveler

Tall, thin, and as pale as bleached bones, Oleg finds himself in the city every few days, unwillingly transported from his home dimension because of the curse of a long-dead wizard. In his youth, Oleg enjoyed exploring and would often break into places where he was unwelcome, sifting through the possessions of others and causing general mischief. He wasn't an evil boy, merely curious and incapable of resisting the urge to investigate the homes and businesses of his small town.

Oleg was forever punished for this socially unacceptable practice when he made the mistake of walking uninvited into a wizard's tower. At first, the boy was having a great time looking through the books, scrolls, vials, and many boxes in the laboratory. All of that turned to terror when the wizard found the boy and, without asking questions, cast a wicked curse that has plagued Oleg ever since. At even the thought of entering a place without permission, Oleg is automatically teleported to the city where he must remain until the threat of death itself returns him to his home dimension.

Despite the curse, to this day Oleg finds the promise of forbidden places irresistible. He visits the city so often that he now keeps a room in one of the poorer of the city's many boarding houses and even gets even occasionally works as a server at a tavern. Though he is a stranger to this world, his body is close enough to human in appearance that few notice that he is not-of-this-world. Those that do recognize the man for what he is – an alien from another dimension – will either shrug off the situation (it isn't as if others do not visit the city using planar gates) or they'll start asking questions about his home.

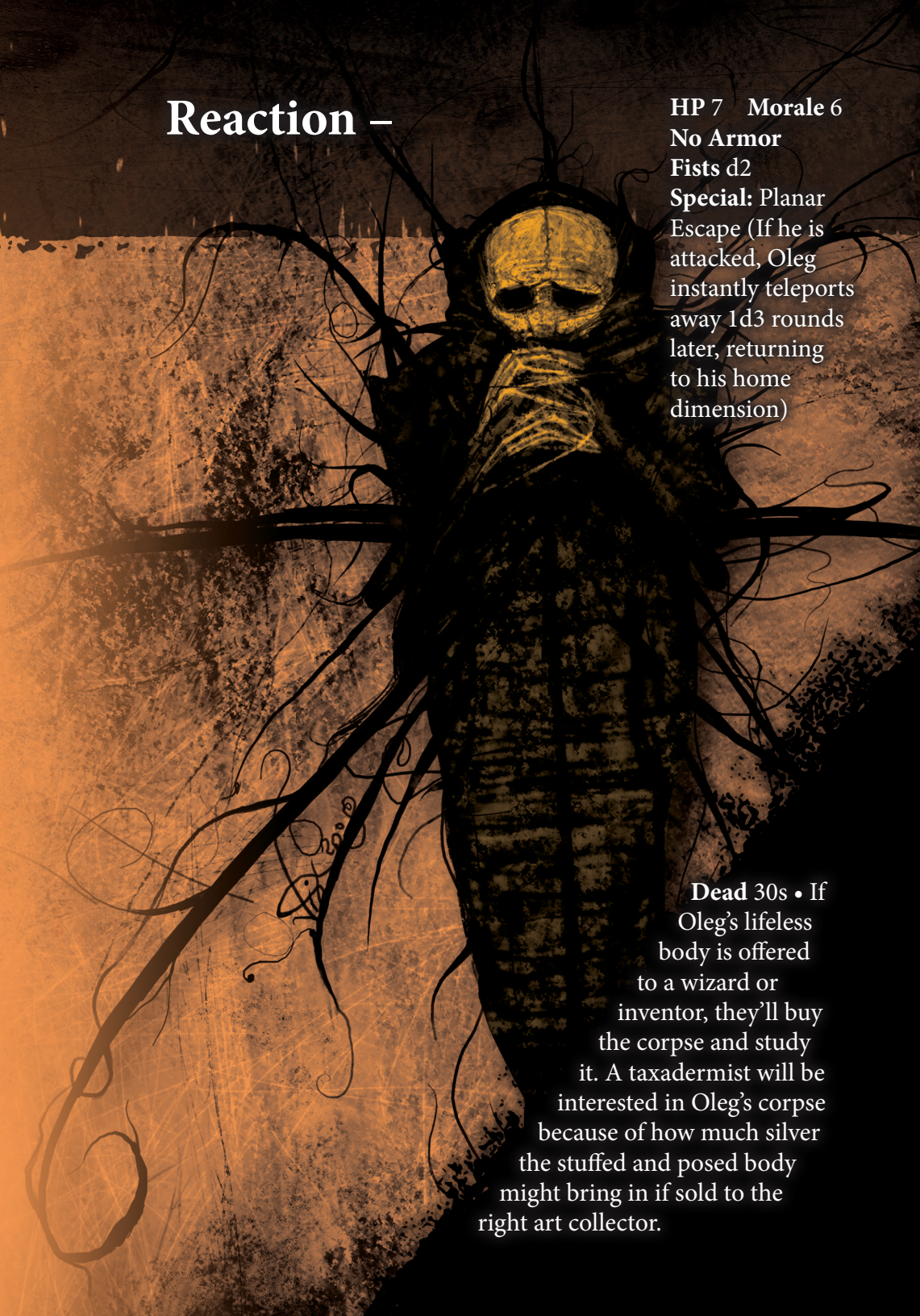
The curse only works when Oleg is on his home world, meaning that he can explore the countless buildings of the city without fear of being whisked away by magic before he can enjoy the new location. Over time, he has become something of a thief and now supplements his tavern earnings by stealing small objects and selling them to those willing to buy items (no questions asked).

Oleg prefers to keep to himself and is a shy, quiet man. If he comes into conflict with the PCs, it may be because he has broken into their rented room and robbed them of some minor possession or other. They are sure to be surprised when they lash out at the man and he soon vanishes before their eyes.

Reaction –

HP 7 Morale 6
No Armor
Fists d2
Special: Planar
Escape (If he is
attacked, Oleg
instantly teleports
away 1d3 rounds
later, returning
to his home
dimension)

Dead 30s • If
Oleg's lifeless
body is offered
to a wizard or
inventor, they'll buy
the corpse and study
it. A taxidermist will be
interested in Oleg's corpse
because of how much silver
the stuffed and posed body
might bring in if sold to the
right art collector.



2D6 RESULT
5

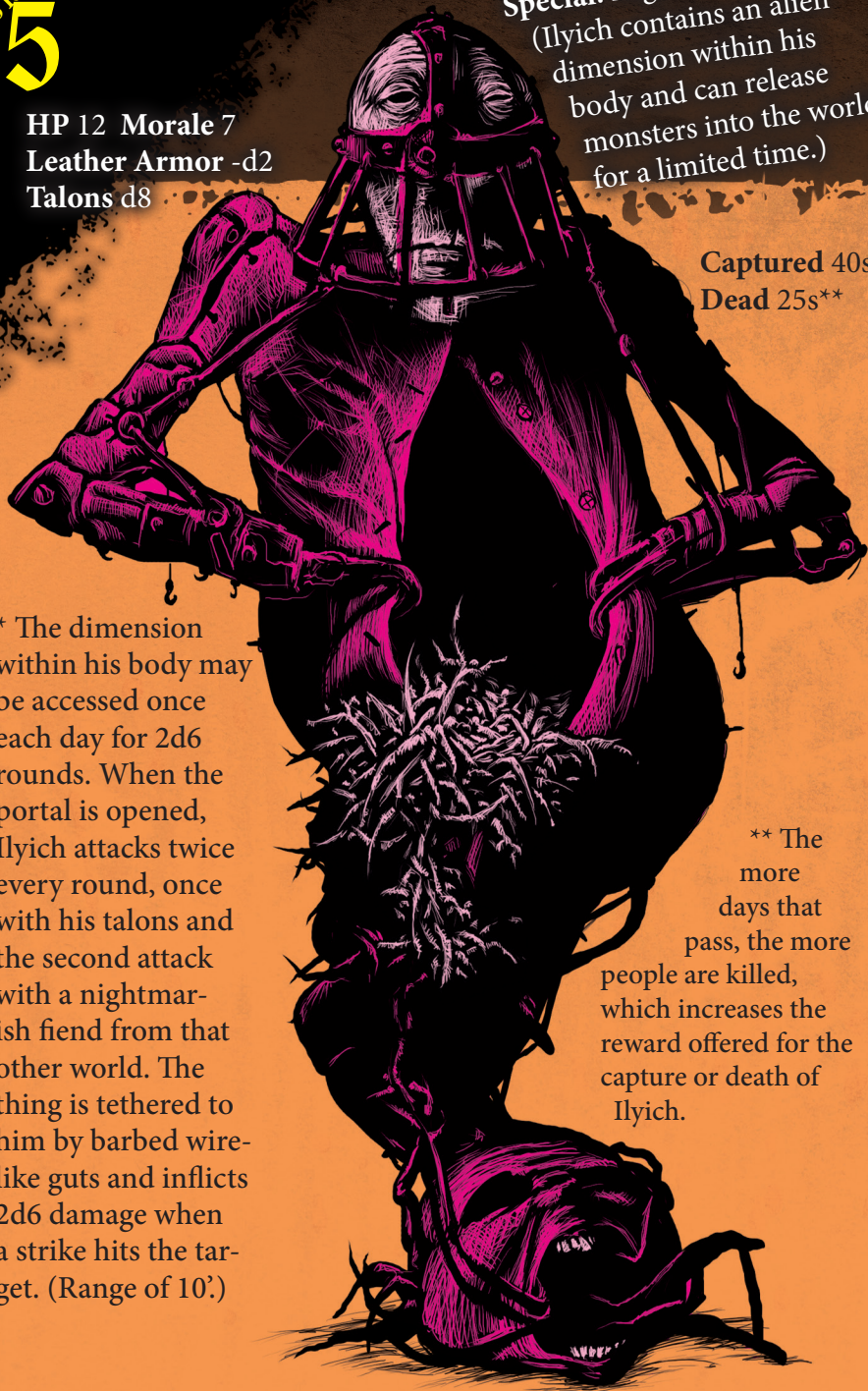
HP 12 Morale 7
Leather Armor -d2
Talons d8

Special: Nightmare Portal*
(Ilyich contains an alien dimension within his body and can release monsters into the world for a limited time.)

Captured 40s**
Dead 25s**

* The dimension within his body may be accessed once each day for 2d6 rounds. When the portal is opened, Ilyich attacks twice every round, once with his talons and the second attack with a nightmarish fiend from that other world. The thing is tethered to him by barbed wire-like guts and inflicts 2d6 damage when a strike hits the target. (Range of 10'.)

** The more days that pass, the more people are killed, which increases the reward offered for the capture or death of Ilyich.



Reaction -4

Babatyeu Ilyich, Escaped Killer from Elsewhen

Ilyich is wanted for murder, both in the city and by the authorities of his home dimension. This extraplanar murderer has traveled through the magical gates that connect the many worlds of existence hundreds of times, killing those unfortunate enough to fall in his path. Ilyich knows the exact location of at least one gate on every world – thanks to his unnatural connection to a pocket dimension – and he uses that knowledge to roam across the cosmos in search of prey.

Things went wrong last week, though, when the gateway he planned to use was destroyed in a wizards' duel. A pair of out-of-town sorcerers got into a heated debate and settled their argument by destroying several buildings and killing almost twenty people. (The two also died in the arcane blast, so they got what was coming to them.) With his only means of escape gone, Ilyich must now face a situation he has never been in before: he has killed on this world and is now wanted. Can this nightmarish creature face the consequences of his actions?

Determined to continue his joyful pursuit of slaying, Ilyich hasn't gone into hiding since the gate was destroyed. Instead, the alien has set out every single night and killed even more people, intent on slaughtering as many as possible before he is either captured or massacred. There are no clear and perfect descriptions of the murderer, but enough has been shared with the city that even now there are bounty hunters searching the streets, alleys, sewers, and cellars.

Will the PCs join in the hunt, or will they come across Ilyich the old-fashioned way of a classic-style random encounter? Only the GM can decide.

Hunting Ilyich. Perhaps the PCs spot the notice posted to the wall of a tavern, an official document from the city promising a reward of silver for the capture – or death! – of a roving killer. The description is vague and inexact, but the silver offered is real enough that anyone in the city may find themselves tempted to try and locate the murderer. After all, who doesn't always need a little more silver?

Soon, scoundrels and swindlers get involved, with some of the craftier ones claiming to have seen the killer – or to know where he is right now! – and suggest that they can aid the PCs in tracking down Ilyich. Whether or not one of these claims is true is left to the GM to decide, but be sure to trick the party out of their hard-earned silver at least once with the lies of an opportunist.

Nicolas Mocanu, Wizard of the Woods

No reward

The wizened wizard is one way in which some would describe Nicolas Mocanu, an arcane spellcaster who calls the forest home. Nicolas is most comfortable in his collapsing abode, though there come times when the man has no choice but to visit the city to acquire supplies for his sorcerous experiments.

When the PCs come across Nicolas on the streets of the city, he recognizes them as experienced adventurers and asks for their assistance in finding 1d4+1 different items. The wizard will pay silver (as listed, below) for each of the following that the PCs find for the man. (Roll 2d10.)

- | | | |
|---|---|---|
| 2. A Troll's Eye. 3s. | 10. A human skull. 3s. | 16. The shield of a noble knight. 10s. |
| 3. A new writing quill. 1s. | 11. A gallon of human blood in a jar. 6s. | 17. A scroll stolen from a dead wizard. 20s. |
| 4. The spellbook of a dead wizard. 10s. | 12. A vial of holy water. 12s. | 18. A noose that was recently used (within the last week or two). 4s. |
| 5. The wings of a bat. 2s. | 13. A small sack of soil from the grave of the recently deceased. 5s. | 19. A black candle. 1s. |
| 6. An empty potion vial. 2s. | 14. A human brain. 10s. | 20. The mummified remains of a beloved pet. 20s. |
| 7. The severed right hand of a living thief. 15s. | 15. The heart of an innocent person. 25s. | |
| 8. A lock of goblin hair. 2s. | | |
| 9. A dragon's tooth. 15s. | | |

Nicolas gives the PCs 2d4 hours to find his desired items and says he will meet them at the Heartless Knave – a dirty and crime-infested tavern in the docks district – at the chosen time and will buy whatever they have managed to acquire at that time. The above prices are what he will pay if they deliver the required item; he doesn't care what they pay for it and he will not pay more than the listed prices.

How the PCs go about collecting the requested items is up to them; Nicolas doesn't want to hear stories of their exploits or what they may have been forced to do to find the items. All he cares about is that he gets what he is looking for and with as little drama and difficulty as possible,

If the party tries to double-cross the wizard, he'll defend himself as best he can. If the PCs act in any way suspicious when he first meets them, Nicolas will have 1d4 hired goons with him at the meeting site. See p. 32 or Strange *Citizens of the City*.

HP 12 Morale 7

No armor

Spear d6

Special: 1d2+1 powers, as selected by the gamemaster.



Reaction +1

Reaction +1

Arnold Covington,
Unliving Haberdasher

Dead some thirty-odd years now, Arnold is surprisingly well-adjusted for a man who should be the target of every hero, adventurer, and dungeoneer operating in the city. He disguises his unliving state with a magic ring that surrounds him in a magical illusion, but there's nothing he can do about the stench of death . . . or the flies that follow him. Those few who know Arnold well have learned to look beyond the strange smell and entourage of flies.

Arnold lives in a cottage in the forest where he stitches together clothing that is as fine as any gentleman or gentlelady could wish for. His work is exquisite and many of the wealthier people of the city look forward to the two or three days each month that Arnold brings his finely-crafted to the city to sell from the back of his aged wagon.

Although many see him as nothing more than the maker of attractive clothes, Arnold contains a secret that perhaps two or three of the more learned wizards of the city could even begin to guess at. Arnold, you see, is directly connected to the many Miseries that have marked the ever-approaching doom that is certain to destroy the world and slaughter all life across the land. Arnold is a living piece of *The Calendar of Nechrubel* (see the official rules).

Whenever Arnold visits the city, those who spend silver to purchase his offered tunics, breeches, jackets, and heavy cloaks are in fact buying a reprieve from the impending apocalypse. For every 50 silver the man makes in sales during his visit to the city, the *next* die roll to check for the activation of a Misery is increased by 1 (which should result in no Misery, since a 1 cannot be rolled, but other things may modify the roll at the GM's discretion). None who live are aware of this, but any PC who makes a successful DR12 Presence test when near Arnold and his wagon of goods has a strange sensation settle over them, a sensation that strongly implies that buying something from the haberdasher could be the right thing to do.

On the reverse side of that coin is the fact that Arnold's death actually accelerates the race toward doomsday. The instant that the unliving haberdasher is killed, the GM must roll d66 on *The Calendar of Nechrubel* (see the official rules). This is regardless of day, time, or any other variable that may be imagined. And yes, this does mean that two Miseries could happen on the same day. (A truly terrible day.)

HP 6 Morale 5

No armor

Fists d2

Special: 1d2+1 Hired Goons (See p. 32 and *Strange Citizens of the City*.)

No reward.

Elvira and Liviana, Extraplanar Spies

Though none know where they call home, those in the city who track the comings and goings of strangers are quite familiar with Elvira and her diminutive companion, Liviana. City officials are certain that the pair are up to no good, but they have yet to catch them in an illicit act, so they allow Elvira and Liviana to continue about their business. The city officials are trying to determine exactly what the two are up to during their time in the metropolis.

Perhaps the PCs catch the attention of a city official, impressed with the way they handle themselves in some situation or other. Or, just maybe, the heroes are snatched by the city watch and tossed in the local dungeon after they committed some offense or other. Regardless of the reason, the PCs find that they are approached by a person of authority who insists that the party accept an assignment: follow Elvira and Liviana and learn everything possible about their activity in the city. There's a chance the task will come with a bit of a carrot: payment in silver if the group reports anything of importance, or if they catch the two up to no good and capture them to hand over to the authorities.

Elvira and Liviana are spies from another dimension and in search of information on the wizards and sorcerers who call the city home. They are recording the names and locations of all spellcasters, as well as whatever details they can uncover on the location of magical artifacts, in preparation for a planned invasion. Those who the spies work for are planning an extraplanar assault on the city in hopes of stealing the *Catafalque of Eskildsen*. This wooden structure that was first used to hold the casket of Reginald Eskildsen when he was displayed after his hanging several years ago. Eskildsen, a murderer, was captured and hung and his body put on display as a warning to others. Elvira's people know that the *Catafalque of Eskildsen* is much more than an ornamental work of art; the soul of the murderer was trapped in the catafalque and anyone lying in a coffin on the structure gains the ability to speak with the dead for 3d4 minutes.

Elvira and Liviana never spend more than a single night at a time in the city, so the PCs will have to work fast to uncover the truth behind their purpose in the city. They return after 1d6+1 weeks, so missing them the first time won't mean that the PCs won't get a second chance at facing the two extraplanar spies.

Reaction -2

Captured, Elvira 20s
Captured, Liviana 30s

Elvira
HP 11 Morale 6*
Alien Hide -d2
Fists d2

Liviana
HP 3 Morale *
No Armor
No Attacks

* If Elvira runs, then Liviana comes along for the ride.

Special: Distort Reality
(Once each day, Liviana may change the very reality of the universe, instantly forcing a scene to replay itself and possibly with a result different from the previous time. Once each day, any die roll may be ignored and re-rolled if Liviana wills it; the re-rolled die is modified by +2 or -2, as chosen by Liviana. Those who witness the event will have a memory of both outcomes, though they may not understand what caused the dual, conflicting memories.)



HP 10 Morale 6
Land Suit -d2
Spear d6
(stats are for each)

Special: Breathe Air (They are arcane-enhanced fish in strange suits and can survive as easily on land as they can in the water. That may not sound like much, but can you live in the water and on land?)

Reaction –



Dead 12s

(For either one. They're big fish and a single one of their corpses could feed a lot of people.)

Richard and Roger, A Ruffian and a Gentleman

Richard and Roger were once ordinary fish. The two lived a simple life, with no intelligent thought to keep them awake at nights and no worries beyond surviving another day. Fish they were, and if they could have formulated sentient thoughts, fish they would have thought themselves to always be.

Their lives were forever changed when the two were caught in a wizard's net and hauled back to the laboratory to undergo a magical metamorphosis. Through the power of arcane rituals and unnatural spells, the two were forever transformed, greatly enlarged and enhanced, granted the ability to think and speak as men and given arms and hands. The spell was meant to also bestow upon them both legs, but that part of the spell was a failure and the wizard was forced to improvise. (He created a magic suit for each of them that gave them the ability to walk about on doubles as armor.)

Unfortunately for the two, Danielov Zhelev, the wizard responsible for their transformation, died soon after the change. The man had enough time to teach them both a little of the world, but not so much time to completely integrate them into society. Instead, Richard and Roger – as he named them before his death – became the “fish out of water” as it were, forced to learn as they adapted to their new forms and new lives.

The two entered the city with only a few silver between them. They worked odd jobs, served as freaks in a sideshow, and did everything necessary to survive and learn the city. As the months passed, the two started spending more and more apart, each learning what best suited them to life in the city.

These days, Richard works as a hired goon and thug, sometimes wanted by the authorities for some crime or other, while Roger is seen as a gentleman trader. The two live together in a rented room in a warehouse on the docks, and are inseparable in the evenings after they have finished their work.

Richard and Roger are most often spotted in the evenings at a local pub where they enjoy drinks, dinner, and sharing stories with the regulars. As the GM, you're sure to find one reason or other to bring these two into your campaign. After all, who doesn't need more walking and talking fish in their fantasy city?

Narian Miron, Alien King in Exile

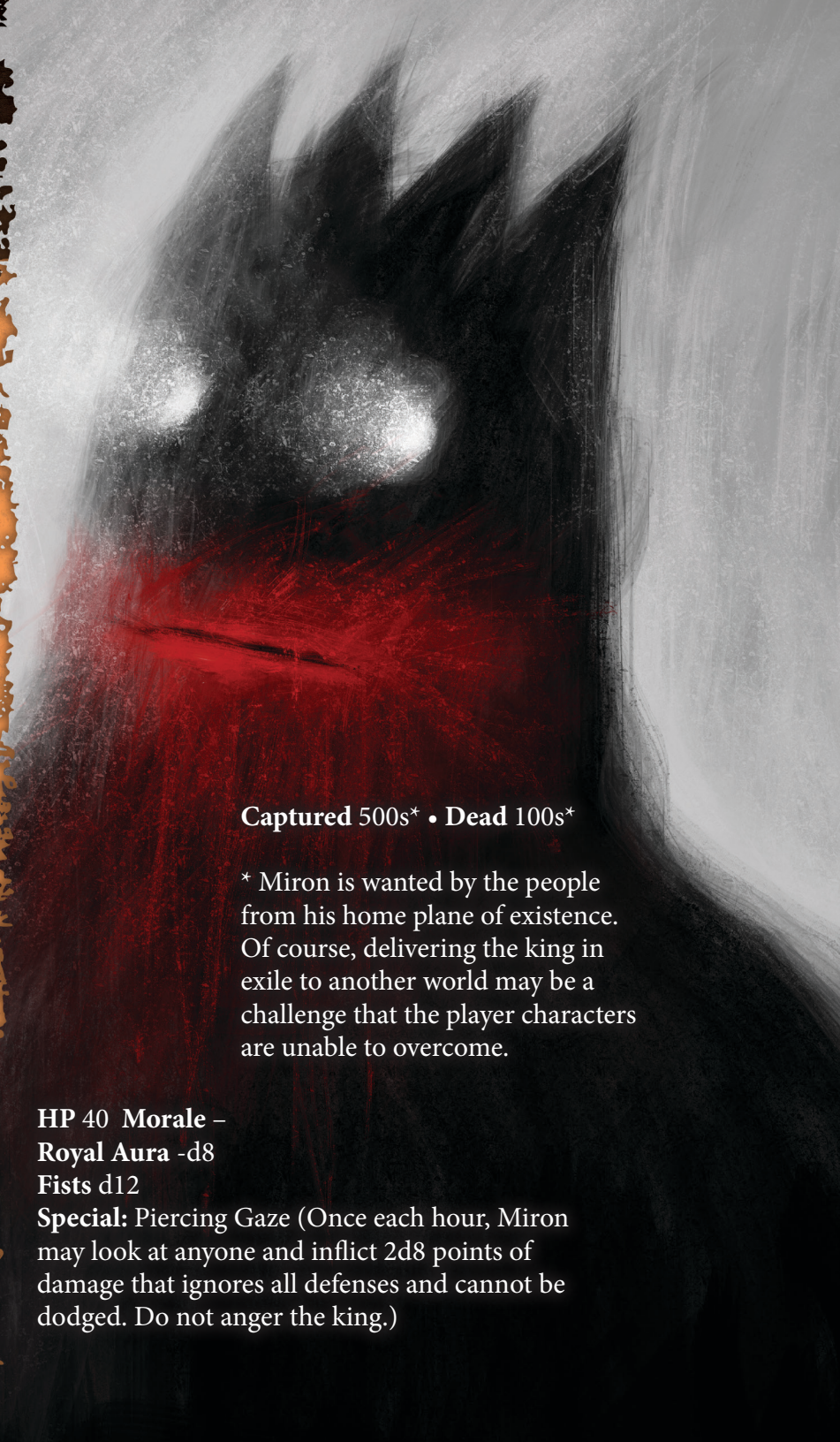
Reaction +2

The city is home to many strangers from other lands. Few inhabitants come from other planes of existence, and those that are aliens often keep their true homeland a secret from others. Not so for Narian Miron, the self-proclaimed “alien king in exile” who insists that he is of royal blood and was chased from his homeworld by insurgents. Miron has lived in the city for a few years now and lives in a rented room in Sister Helgath’s Home for the Weary. Miron has no regular employment, but he somehow always manages to scrape together enough silver at the start of each month to pay Helgath and retain his private room.

Miron appears as an average man of an average height and build to most, but those experienced in the art of magic may see through the illusion and witness the king’s true form. Any player character capable of using Powers has a 1 in 4 chance of seeing that Miron is in fact a being of solid shadow that is as black as the deepest and darkest dungeon in the land. Once seen, his true self cannot be unseen and the PC must make a successful DR14 Presence test or go mad from knowing the truth. If this happens, the character’s sheet is destroyed and the player character becomes an NPC under the control of the gamemaster.

During the days, Miron can often be found spinning yarns in exchange for food and drink. The supposed “alien king in exile” tells stories of his world, delighting people of all ages with elaborate tales of dragons, heroes, powerful sorcerers, and fanciful creatures of all sorts. These creatures described in his many stories are *clearly* false and unlikely to truly exist. Some sages and scholars who seek out Miron and listen to his stories describe them as lies, though a small number of experienced travelers and wizards suggest that there may be some truth to the man’s many strange fantasies.

From time to time, bounty hunters from Miron’s world make use of dimensional gates to visit the city and search for the king. There is a price on the man’s head on his world, and perhaps the player characters are granted the opportunity to learn of this alien reward and take action to claim it. If they do attempt to capture or kill Miron, they will be surprised to find that he is a powerful and dangerous foe. Though the king avoids conflict, he will fight if cornered and he will not allow his attackers to go unpunished.



Captured 500s* • Dead 100s*

* Miron is wanted by the people from his home plane of existence. Of course, delivering the king in exile to another world may be a challenge that the player characters are unable to overcome.

**HP 40 Morale –
Royal Aura -d8
Fists d12**

Special: Piercing Gaze (Once each hour, Miron may look at anyone and inflict 2d8 points of damage that ignores all defenses and cannot be dodged. Do not anger the king.)

HP 18 Morale –
Chainmail -d4
Magic Warhammer d8+d4

Special: Potions*. Matea always has one potion ready to go. They appear magically in his hand every morning.



No reward.

Reaction –

Matea Sahanov, The Forgotten Hero

Before he was overwhelmed by depression and self-doubt, Matea was a respected and feared warrior. He devoted his life to defending the weak and innocent and making the evil characters and creatures of the land pay for their injustices against others. Matea was a legendary soul, one spoken of with reverence by many in the city.

Unfortunately, the hero's confidence and purpose were forever undone in the Hell Crypt of Larissa Yakovna. In that terrible place, his companions were mercilessly slaughtered by a horde of lowly prowlers who managed to overpower the adventurers through sheer numbers. Matea tried his best to save his friends, but the hundreds of prowlers that kept pouring from the deepest pit of Yakovna's crypt were too much and he was forced to flee the dungeon.

Mentally exhausted and his willpower shattered by the experience, Matea returned to the city in defeat. Not even adulation could restore his confidence and spirits.

Now, Matea drowns himself in whatever ale he can afford, accepting the occasional job as a thug or enforcer only for the silver that it will earn him . . . silver he will immediately spend on the cheapest grog that he can afford. Perhaps a chance encounter with the PCs will remind the man of his former self and inspire him to clean up his life?



* **Potions:** A potion is a one-use item that requires an attack action to activate. Once swallowed, the potion takes effect as described. Possible potions include:

1. Initiative Potion. When swallowed by an enemy, the PCs suffer a -2 penalty on all initiative rolls that until the next sunrise. If swallowed by a PC, they gain a +1 bonus to initiative rolls for the same period of time.

2. Potion of Rage. The imbiber of this potion gains a +2 bonus to all damage rolls, Strength tests, and other die rolls as decided by the gamemaster for 3d4 rounds.

3. Potion of Healing. Quaffing this magical elixir instantly increases the character's hit points by 1d4+1 (though it cannot raise them above their natural maximum number of HP). A character at 0 HP who is given this potion has a 50% chance of healing; otherwise, the potion is wasted and dribbles down their chin.

4. Doomsayer's Potion. When consumed on a day that one of *The Calendar of Nechrubel* Miseries are triggered (see the official rules), the character gains a +1 on all tests until sunset. If the character is an opponent of the PCs, the PCs suffer a -1 penalty on all die rolls to resist the actions of the enemy character.



Grigore Cojocari, A Murderous Stranger

Before last year, Grigore Cojocari did not exist. It was during a terrible fire that swept through the city's slums – an inferno that claimed the lives of almost 100 citizens – that Grigore was born. The cries of agony grew painfully loud, fusing with the crackle of the flames until the unholy symphony of disaster reached the ears of a cosmic evil that teleported to the city to enjoy the catastrophe in person. The horrific being of infinite power was so entertained by the scene that it siphoned the aura of devastation and created Grigore, a being of indescribable terror.

Grigore's only purpose in the city is to spread chaos and death. The thing hibernates in the sewers for 12d12 days at a time, after which point it comes out into the night air and begins attacking random people. The authorities are aware of the existence of Grigore in their city, but they have yet to catch it during one of its murderous killing sprees. There is a reward for the abomination's capture, which leads some to death at the monster's hands when it appears as they rush in with nothing more than the gleam of promised silver in their eyes.

There are two possible ways in which the PCs could encounter Grigore:

- When exploring the city sewers, they stumble across Grigore's hiding place and catch the monster when it is in a deep slumber. Even in sleep, the monster's body shimmers and changes; see special, at right, for more information. The PCs automatically win initiative against the thing and Grigore suffers a -2 penalty to damage rolls for the first 2d3 rounds after the PCs strike it. Once fully awakened, the heroes may be in more danger than they realize.
- The party just so happens to be in the area when Grigore awakens and starts hacking and slashing its way through the crowds of people. There is a 2 in 6 chance that others are also looking to kill the beast and collect the reward; such distractions are 50% as likely to attack the party as they are to attack the monster.

If defeated, that is not the end of Grigore. 3d3 days after the monster's death, it reappears in a random place in the city and starts attacking people. The reward for Grigore's capture is reduced by 50% each time the thing is caught (or killed) and then reappears.

HP 21 Morale –
Unnatural Form -2d3
Twin Blades d6x2*

Captured 30s
Dead 75s

* The twin blades are treated as a single attack. If the Defense roll fails, damage is equal to the roll of a single six-sided die and multiplied by two. Watch out for that six!

** Anyone meeting Grigore a second time gains a +1 to their Presence test to resist the negative effect of his indescribable form, up to a maximum of +4.

Special: Indescribable Form** (Grigore is an inhuman monster that constantly shimmers, his shape in a state of alien flux. Those who face him must make a successful DR14 Presence test or suffer a -2 penalty on all die rolls for as long as they face him.)



106 unusual places

The city is made up of more than just its citizens and its many visitors. There are also several different places within the city, many of which are as bizarre as the people walking the city's winding, maze-like streets.

↓ 1 ↓

Jelena Romanovna's Home for Orphans. Though it is billed as an orphanage, this three-story tower in the city slums is actually a den of thieves. Jelena and her band of rogues take in wayward children of all ages and abuse and batter them until they accept that Jelena is in charge and that they must obey her every command. Those who are broken and accept their fate are trained as pickpockets and thieves and then sent into the city, tasked with finding riches to deliver to the woman at the end of each day. Those who return empty handed are often beaten and tossed into the cellar for days at a time. *If the PCs are accosted by Jelena's orphan thieves, they may attempt to catch one or two of them to learn more about what is motivating the kids. Will the player characters take action to stop the woman if they learn the truth behind the orphanage?*

↓ 2 ↓

The Towering Slums. On the outskirts of the city, far from the wealthy shops and homes of the city center, stand the slums, a series of ramshackle homes, crumbling towers, and abandoned buildings that are home to the city's most destitute souls. Not surprisingly, the network of sewer tunnels and forgotten dungeons beneath the slums are as twisted and dilapidated as the aboveground structures. *When in the slums, the PCs are under constant threat of attack every hour. Unless they can blend in, the criminals and thugs will mug the PCs at least once each night.*

3

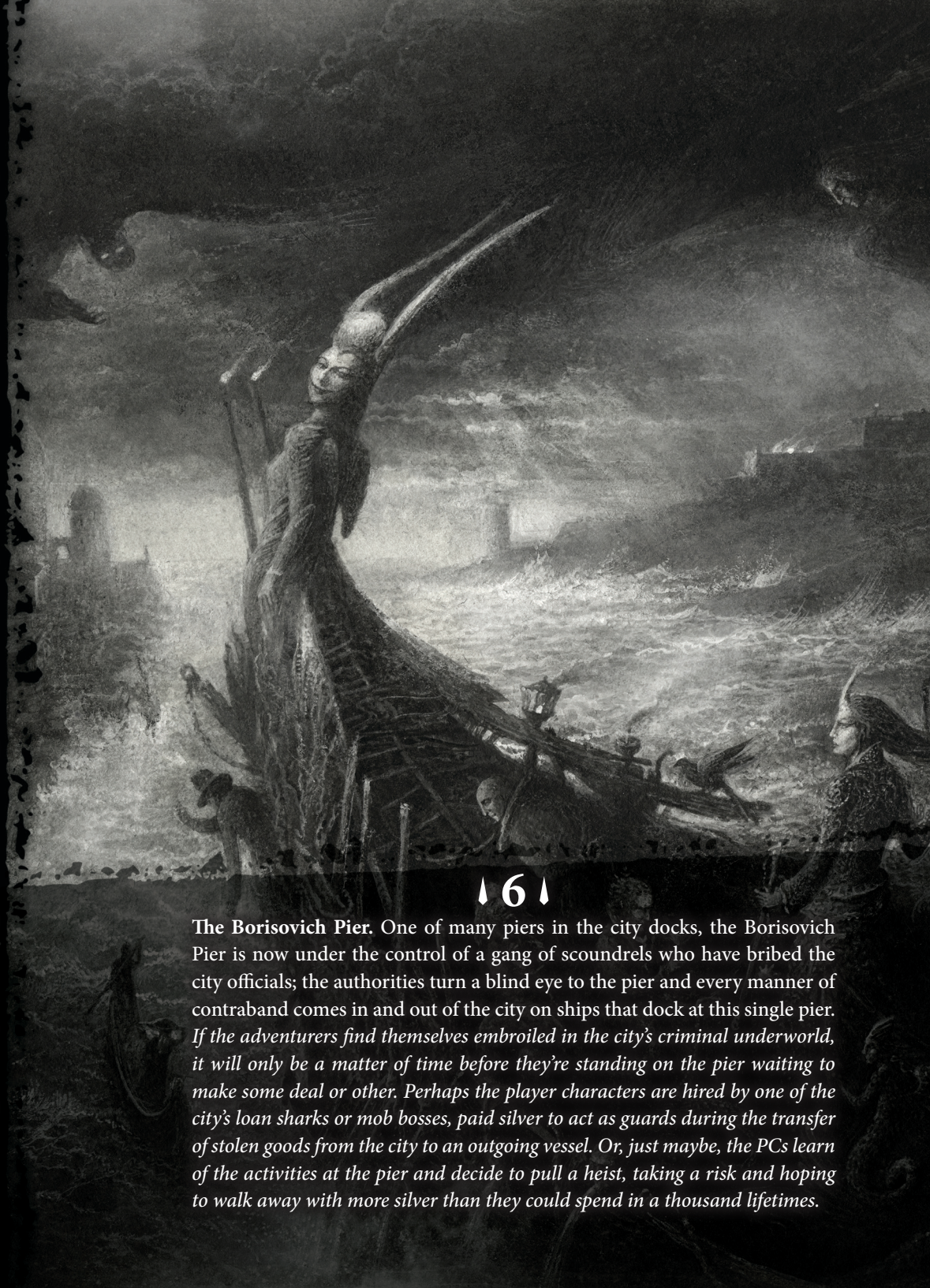
The Broken Clock Tower. Deep in the city center, this seven-story clock tower is visible from several blocks away, its tall spire poking high above the other buildings that surround it. The clock hasn't worked in years, though, and is in such a state of disrepair that some who live in the city's heart have started a petition to tear down the tower and turn the space into a public garden. That's all well and good, except for the fact that moans and the rattle of chains at night suggest that the tower, though broken, has not been abandoned. *The city officials put out a call for heroes, promising 20s to anyone who explores the tower and clears it of whatever may be living in the seemingly-abandoned building. It's a dungeon in the city!*

4

The Storyteller's Last Stop. In his early years, Godzimir Mazur was a traveler and adventurer with a knack for storytelling. Although the man first tried his hand at swordplay and dungeoneering, he soon found that he was better suited to the life of a bard. For a time, Mazur split his time between exploring and telling tales for drinks and bread, as comfortable with a sword as he was with a campfire and an audience. Earlier this year, Mazur won this small coffee shop in a gambling hall when its owner bet a little too heavily and lost. *Visitors to Mazur's coffee shop can immediately tell that the man is unsure of how to run a business. The sign is sloppily-painted, with Mazur's new name for the business scrawled over the original name and the place often devoid of customers. Mazur is failing as a businessman and is now looking for someone to buy the shop. Only 500 silver and it can be yours.*

5

Rudolf Kabin's Shop of Magic. Sandwiched between two much larger buildings, Kabin's shop is less than 10' wide . . . but very deep, stretching back an unbelievable distance once you step inside. In fact, those who see the shop from outside who then enter Kabin's place of business are left confused; the inside is seemingly hundreds of square feet larger on the inside than it is the outside. Kabin constructed the shop with a gateway to a distant pocket dimension, blurring the connection so seamlessly that it is impossible to detect. *Though he mostly specializes in selling scrolls, potions, and enchanted charms, Kabin sometimes has magical items for sale at extravagant prices. In addition to sales, he also buys magic items, saving the best acquisitions to sell to out-of-town visitors from other planes of existence.*




6

The Borisovich Pier. One of many piers in the city docks, the Borisovich Pier is now under the control of a gang of scoundrels who have bribed the city officials; the authorities turn a blind eye to the pier and every manner of contraband comes in and out of the city on ships that dock at this single pier. *If the adventurers find themselves embroiled in the city's criminal underworld, it will only be a matter of time before they're standing on the pier waiting to make some deal or other. Perhaps the player characters are hired by one of the city's loan sharks or mob bosses, paid silver to act as guards during the transfer of stolen goods from the city to an outgoing vessel. Or, just maybe, the PCs learn of the activities at the pier and decide to pull a heist, taking a risk and hoping to walk away with more silver than they could spend in a thousand lifetimes.*

4d6 rumors

Whispered in the taverns and alleys of the city, these rumors are as true or as false as the gamemaster wishes.

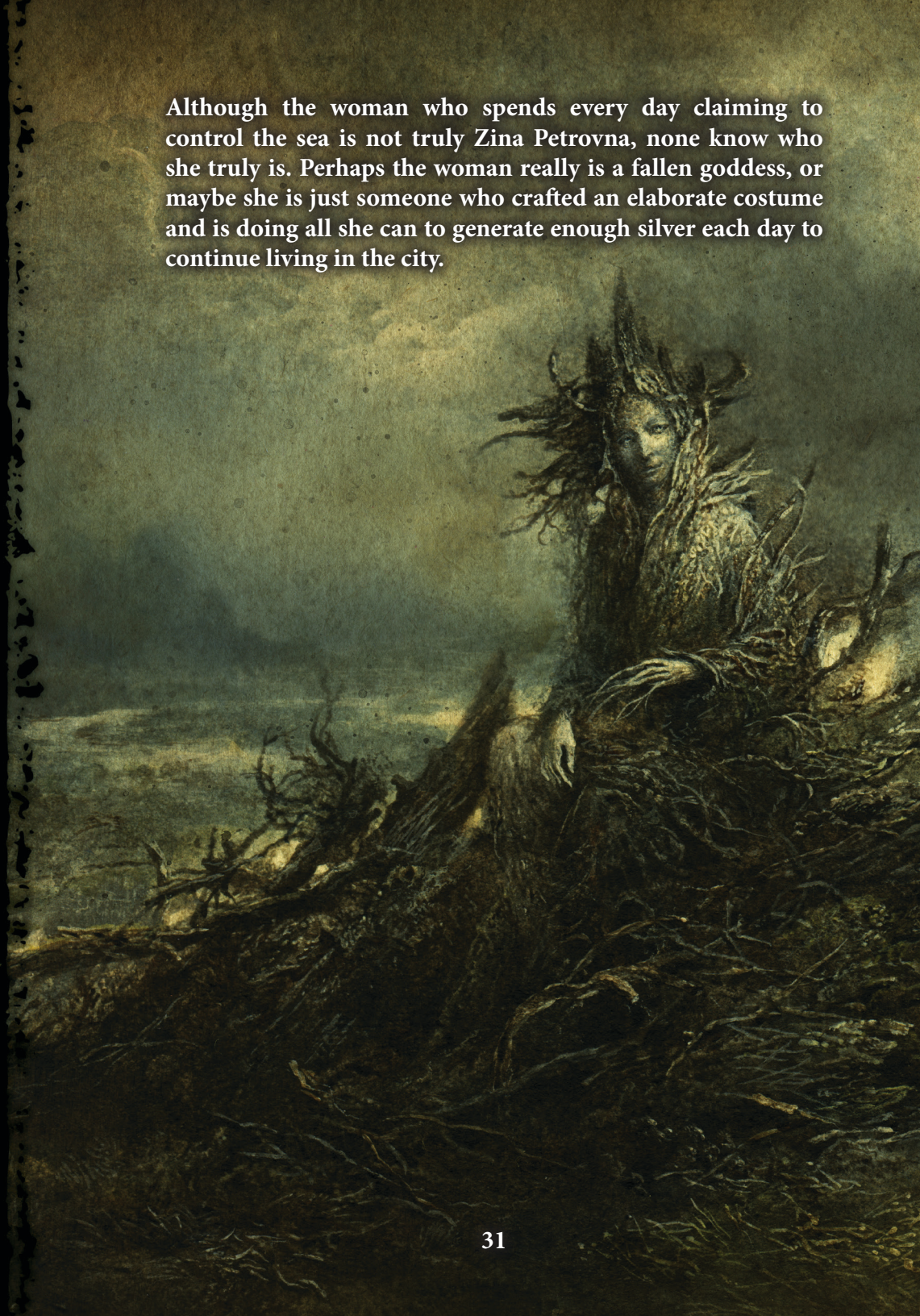
4	The cellar beneath Jelena Romanovna's Home for Orphans (p. 24) is the site of a black market sale once every week or two. Anyone gaining access to the sale will find all manner of goods for sale, from mundane adventuring gear to magical – and illegal – drugs.
5	The city authorities have made the possession of magical potions and scrolls illegal. Anyone caught carrying such items will be fined at least a dozen silver coins. Attempting to sell potions and scrolls is an offense punishable by execution.
6	A family of trolls live in the sewers beneath the city. They come out only at night, when they seek to steal what food and drink they need to survive.
7	Burning a red candle attracts the evil spirits of the dead. Anyone spotted lighting a red candle is clearly an agent of death and destruction.
8	On foggy nights, the ghost of Jelle Zagers might be encountered wandering the city streets. Dead for decades now, Zagers was on his way to a masked ball when thieves murdered him and stole his valuables. The ghost is seeking revenge and tries to burn anyone it meets with an unholy candelabra.
9	Adam Tassou (p. 32) is a doppelganger. Be careful if you meet him.
10	Do not hold silver in your hand in the moonlight. The light of the moon will turn the coins into useless bits of scrap metal.
11	Anyone you spot wearing a navy blue kerchief is a follower of evil. Those who wish to fight back the encroaching darkness must take action against anyone they see wearing a navy blue kerchief. Do not be fooled by those who wear the royal blue kerchief, for they are in league with angels and should be protected from the blue kerchiefs. Dare not ask who the red kerchief wearers obey; it is best to avoid anyone you meet in a red kerchief.
12	If you are seeking great magic to aid you in your adventures, the Heartless Knave (see 2d6 result 6) – a dirty and crime-infested tavern in the docks district – should be your first stop. It is not uncommon for visiting wizards and sorcerers to spend time at the Knave, and many of them carry magical goods that they will sell to those with enough silver to meet their price.
13	Not all undead in the world are evil. Some – though they are difficult to separate from the others – wish only to “live” their unlife in peace.



If you run into the ghost of Jelle Zagers, it is best to turn and walk the other way. Do not risk facing this angry spirit.

14	The vile wizard known as Atticus Sors lives in a tower that stands far, far too close to the city for the comfort of those who fear evil. The screams of pain that emanate from the tower late at night are from those poor people unfortunate enough to have been captured by the wizard and his bard companion.
15	Those who explore the forests near the city tell stories of the Lighthouse Stalker, a foul creature that resembles a Wickhead but is far more dangerous. (See <i>Strange Inhabitants of the Forest.</i>)
16	Those who have studied <i>The Bestiarum Vocabulum of Xusto Calo</i> swear that the monsters described within its many pages are all too real . . . and all too terrifying for the inexperienced to confront on their own.
17	Zina Petrovna, also known as The Woman of the Waves, is a fictional character and not a real woman. The crazed woman who spends her daylight hours in the dock district claiming that she can control the sea is mistaken and not truly a fallen goddess of weather. Petrovna survives thanks to the kindness of others who feed her and, in bad weather, allow her to sleep in the woodsheds, outhouses, and barns.
18	<i>"You have only a femur to use against the evil monsters that fill the nearby dungeon? If you bury that bone and leave it be for a week, the power of the earth will change it into a spiked club. Really. Why do you not believe me?"</i>
19	There is an abandoned cottage in the forest that has been claimed by evil pixies. They possess a pot of gold and the first hero to kill them will be rich.
20	If the whispers are to be believed, the distant city of Parabola is in fact an alternate dimension where everything – from the way in which people are wounded and recover from such wounds to the very spells and magical items themselves – behave in a strange way. Stories of adventurers traveling between this world and Parabola are nothing more the wicked lies.
21	A body washed up on the nearby shore yesterday, his body ripped to shreds by an unknown sea monster. They've strung his corpse up outside of the Heartless Knave to warn against the dangers of the open waters.
22	Those who eat a sacred scroll are forever transformed into beings of unimaginable power who can survive any evil that they encounter. The scrolls taste especially good when smeared with honey.
23	The skeletons are on the move! An army of hundreds of the evil undead is even now advancing on the city, intent on murdering everyone and claiming the city as a fortress for their necromancer master. At least, that is what Anna Slovackova is telling everyone who will listen to her. Some raise a distrustful eye as they hear the woman's story, suspecting that she is running some scheme or other to separate people from their silver.
24	The city's water is tainted by an evil sorcerer! Even now, a mob is forming and searching for Libor Bilek who is said to have poisoned the town's wells and streams. Whether or not it is true, Bilek may want to run.

Although the woman who spends every day claiming to control the sea is not truly Zina Petrovna, none know who she truly is. Perhaps the woman really is a fallen goddess, or maybe she is just someone who crafted an elaborate costume and is doing all she can to generate enough silver each day to continue living in the city.



2d4 hired goons

When you need low-level, simple thugs and criminals, roll 2d4 and toss one of these goons into the adventure. For another eight hired goons, please see *Strange Citizens of the City*. If you need even more thugs, you'll have to create them on your own. You can do it.

2

Adam Tassou. HP 11 • Morale 7 • No Armor • Knife d4, Sword Cane d6

Special: Doppelganger. Tassou is an otherworldly visitor capable of absorbing the appearance, memories, and skills of anyone if he can spend at least an hour within 100' of them. Through alien sorcery, he mimics his victim exactly, duplicating everything about them that even their closest friends are unable to identify which character is real and which is the imposter. The only way to shatter the spell is to reduce Tassou to 0 hit points, at which point he reverts to his natural state: a featureless humanoid of average height and build.

Tassou keeps his special ability a secret from most, sharing his talent with an employer only after several successful jobs have been completed.

3

Ostap Stelmakh. HP 5 • Morale 10 • Leather Armor -d2 • Sharp Stick d3
Special: None.

An elderly man, almost sixty winters of age, Ostap has seen a lot in his many years on the street. Once, several decades ago, he was a towering bruiser who was feared by many. The man could stand behind the crime bosses for hours at a time, menacingly brandishing his club and keeping the weaker citizens in line with only the threat of force. These days, he is weaker and smaller than he once was, though he tries to act as tough as he was in his twenties.

4

Zuzana Topol. HP 7 • Morale 7 • No Armor • Khopesh d6+1

Special: Conniving. Though Zuzana is nothing more than a hired goon at the moment, the woman is wickedly smart and maneuvering to climb the criminal ladder. She can talk many into committing acts of crime – for pay, of course! – and any who she chats with must make a successful DR8 Presence test or be talked into joining her for a small crime (perhaps a mugging or a smash-and-grab on a nearby shop).

Zuzana hopes that her persuasive talents can build a loyal following of her own, maybe giving her enough muscle to take down one of the weaker loan sharks and place herself in a leadership position.

5

Darin Masur. HP 11 • Morale – • No Armor -d2 • Warhammer d8

Special: Bloodthirsty. In the heat of battle, Darin sometimes loses himself and has trouble disengaging if opponents are still breathing. Even when ordered to stand down, there is a 1 in 6 chance that Darin will keep attacking, doing his best to kill every enemy in sight. If twice ordered to cease his assault on others, he may very well turn on his own side in the conflict.

Though he isn't all that tall, Darin is thick with muscle and overloaded with rage. Ever since he was forced to watch the murder of his family at a public execution, Darin has promised himself that he will never be taken by the city authorities. He has an irrational hatred of the city guard and may attack guardsmen unprovoked. The city's crime bosses wouldn't hire the man if he wasn't willing to work for very little silver.

6

Lukas Hofstetter. HP 8 • Morale 7 • Shield -1 • Long Sword d8, Knife d4
Special: Underworld Knowledge. Lukas is well connected in the seedier side of the city, with friends and informants scattered throughout the aligned and unaligned criminal elements of the city. If you're chasing information, Lukas can help . . . for a price. He charges 2d3 silver for info, more if he thinks it is particularly juicy gossip.

Though he spends a good part of his week in the employ of the city's loan sharks and mob bosses, Lukas has dreams of setting up his own network of spies and sitting at the center of a web of information. He has yet to make anything of his dreams, but he isn't against sharing his dreams over a mug of ale.

7

Shiva Hayaii. HP 5 • Morale 8 • Leather Armor -d2 • Sword d6-2
Special: None.

Shiva is only twenty winters of age and her bravery far exceeds her experience and skills. When her father died a few weeks ago, Shiva was left only with the man's sword, armor, and contacts with the criminals of the city. Her small size, weakness, and inexperience make her ineffective in battle, but her refusal to run away when faced with overwhelming odds means that either she will die . . . or she is sure to become a skilled and deadly fighter. Which comes true will be decided by time and how lucky she gets in the coming weeks.

8

Karoline Nebe. HP 8 • Morale 6 • Padded Armor -d2 • Mace d6
Special: Experienced Thief. Karoline is skilled at picking pockets, robbing homes, and swindling the foolish out of their silver. Though she may not be the greatest thief in the city, those who know of her respect her skills and many are willing to hire her to "acquire" items for them from time to time. If it is somewhere in the city, there's a 25% chance she can have it in your hands by morning. Sooner if you're willing to pay more.

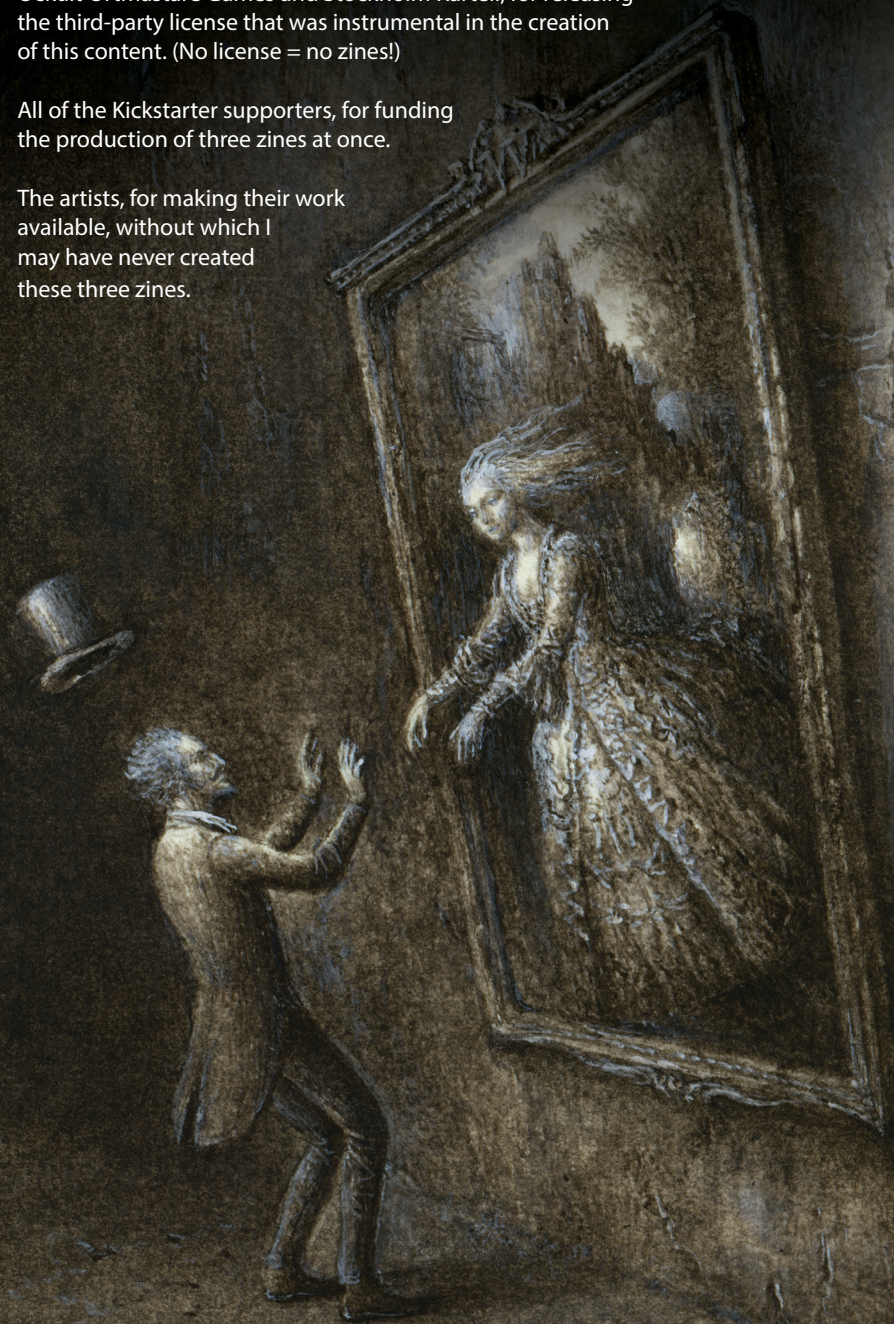
Though her hair is graying and her skin far more wrinkled than it was in her younger days, Karoline's fingers are as deft and her mind as sharp as ever. She's experienced in the art of battle, and sometimes gets called to assist in a bit of roughing up others, but her true talent is in thieving.


thank you

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All of the Kickstarter supporters, for funding the production of three zines at once.

The artists, for making their work available, without which I may have never created these three zines.





Let us return to the
city where we may
meet visitors from
other places . . .
and kill a few
of them.

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