

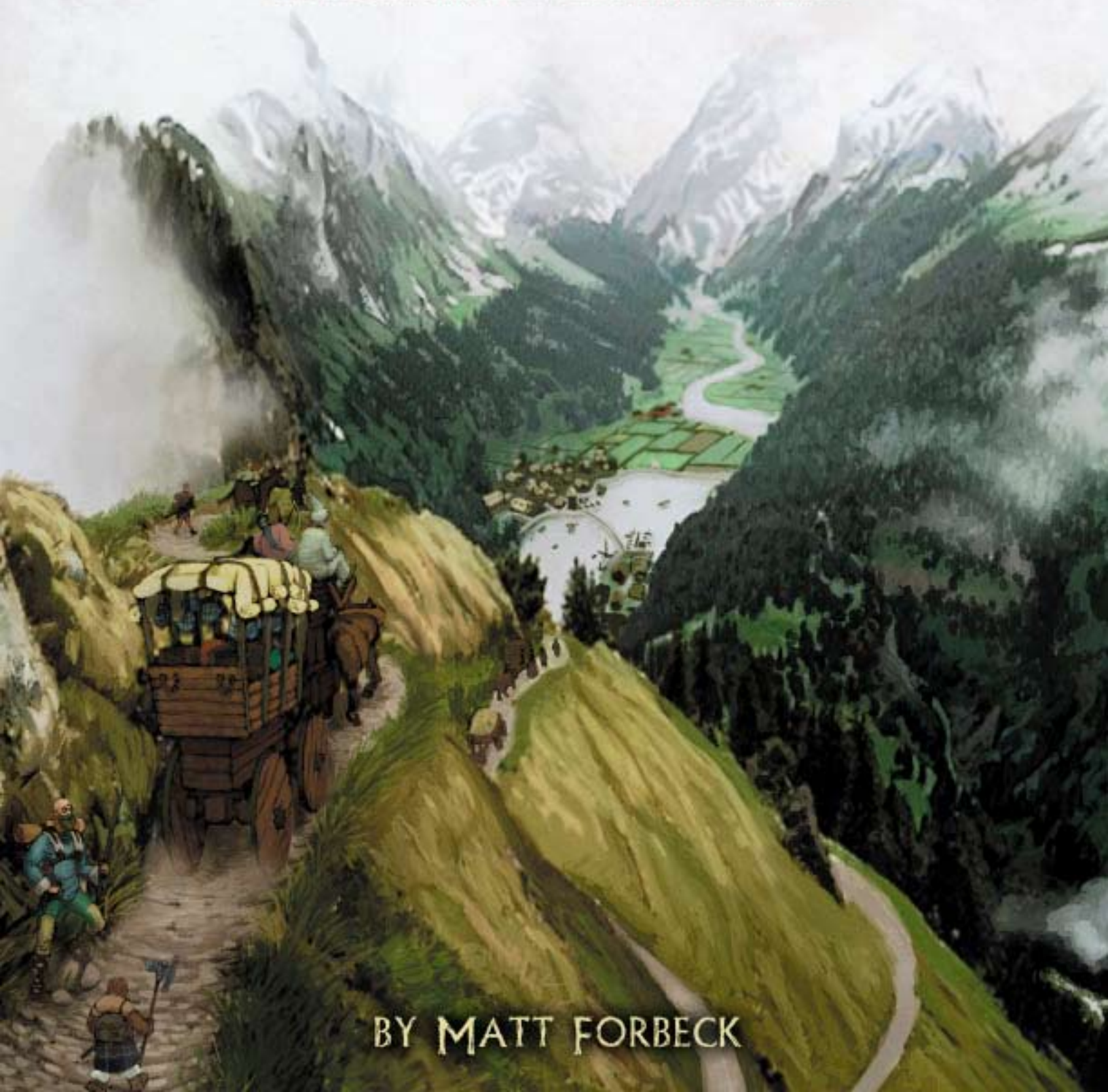
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SEVEN CITIES

SEVEN COMMUNITIES FOR YOUR FANTASY CAMPAIGN



BY MATT FORBECK

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Dedicated to the people of the cities of Arlington, VA, and New York City, as well as to every innocent harmed in the atrocities of September 11, 2001.

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INTRODUCTION

ABOUT CITIES

“Have you ever seen anything so amazing in your life?” Caldo Shortfeet wondered aloud as he and his companions stepped into the main square. The people of the city bustled about him in all directions, and keeping track of them all had his head spinning like a weathervane in hurricane. “There’s just so — so much of it!”

“It’s too open,” grumbled Grimka. The dwarf shaded her eyes as she looked up at the city’s stone towers stabbing into the sky. “Give me the solid comforts of a well-built dungeon any day.”

Dantim Cloudspark laughed at this. The woodsman’s deep bass voice rumbled like thunder. “I would have thought that after our last venture into the underland even you would have tired of such places,” he remarked. “Or has the memory of battling those hordes of blind goblins faded so quickly?”

Grimka gave Dantim a good-natured frown, then sighed. “Perhaps it is time for a break.”

“A break?” Caldo cried as he dashed forward into the bazaar. “Or a life!”

Most of the classic fantasy roleplaying adventures take place in a dungeon — someplace underground in which the choices the heroes have before them are limited. This is wonderful for novice players and GMs, since it keeps the number of variables in a given situation down to an easy-to-manage minimum. In essence, the dungeon works like a three-dimensional flowchart, dictating the possible actions the heroes can take.

In a city, however, things are different. There are streets that roughly channel traffic, true, but many more people move up and down them in the course of executing their daily affairs than in a dungeon. Plus, there are the buildings, the open squares, the fortified towers, the stores, the taverns, the jails, and so on. It’s a far cry from “You come to an intersection of two passageways. Which way do you want to go?”

A city is a living, breathing entity, and the people and places within it represent organs that work together to give the community a character all its own. This makes it more than simply a place to stock up on supplies or convert found treasures into gold.

Cities are full of politics and intrigue, love and hate, life and death. They can feature the monsters of a dungeon, but the challenges are often a bit more subtle than that. Cities can be an exciting change of pace from the grind of the dungeon crawl, or they can become the entire focus of a campaign.

HOW TO USE THIS BOOK

Whether you’re looking for a place for your heroes to use as a base of operations or a home that can be the basis for your campaign, *Seven Cities* is packed with the kind of solid information you need to make your cities come alive. No more with the generic innkeeper. Out with the bland blacksmith. With this book, you have a wealth of vibrantly populated places to use in your fantasy game.

This introductory chapter offers rules and insights for use in generating fantasy cities of your own. You can also use it to help tailor any city you might already have to work better in your campaign, adding new life to it, letting it throb with the pulse of the people who call it home.

The remainder of this introduction gives rules, hints, and guidelines to help you with building communities of your own. You can also use these to liberally modify the communities found later in this book. Each of the chapters — one through seven — features an entire fantasy community of various sizes; Chapter One starts with a tiny thorp, while Chapter Seven concludes with a large city.

As you progress through the chapters, you should notice that later chapters refer to earlier ones. That’s how we are able to pack so many different cities into a book this size. Some of the people of the thorp show up in each of the larger places, for example, playing simi-

INTRODUCTION: ABOUT CITIES

lar roles in every instance. This makes it easy for you to pick the size of the city you want in your campaign and make use of as much of the book as possible.

FANTASY COMMUNITIES

While the name of the book is *Seven Cities*, in fact the subject of the book is “fantasy communities.” For our purposes, a community is any relatively permanent collection of people and structures in a location. There are nomadic communities, of course, but for the moment we’re concerned solely with those that stay put.

There are literally hundreds of different kinds of communities in most fantasy worlds. These range from the dwarven redoubt carved into the heart of the highest mountain, all the way down to the merfolk cave located at the bottom of the deepest sea. Communities come in all sorts of sizes, from the single shack through to the sprawling metropolis, and they can be filled with almost any variety of races that you like.

The seven cities of this book are each of the more traditional style, which should make them the most useful for the broadest number of GMs. Even if your campaign is set in a castle literally floating through the clouds, from time to time your heroes may find themselves wandering through a city very much like one of those described herein. In a more traditional campaign, the heroes may encounter dozens of cities like those in this book, each with their own distinct character to separate them from the rest of the world.

COMMUNITY SIZE

Communities come in several different sizes. For game purposes these are the thorp, hamlet, village, small town, large town, small city, large city, and metropolis. Each of these is described in detail below.

Note that each population range given refers to the number of adults in the region. Children can add another 10% to 40% of that original number to the grand total. To choose a number in that range, consider the breeding rates of the majority of the popula-

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SEVEN CITIES



tion. In a predominantly human city, the number should be closer to 40%, while with dwarves or elves the percentage should be right down near 10%.

In general, the longer-lived a people is, the less frequently they reproduce. Humans, with their shorter lives, generate lots of children to replace themselves. The long-lived elves, on the other hand, have fewer offspring.

THORP

A thorp is little more than a collection of houses, possibly centered around a small business district. About 20 to 80 people live in a thorp at a time. There are anywhere from 8 to 40 buildings. Any community that's smaller than this is just a collection of buildings that happen to be close to each other.

Most people in a thorp know each other well. In fact, many of the residents are related to each other. There are few secrets in a thorp, since there is almost literally nowhere to hide.

HAMLET

A hamlet is a bit bigger than a thorp, but not by much. Up to 400 people live in a hamlet in up to 200 buildings. Most hamlets have a small business district, but it is still tiny enough that everyone in town knows each other.

The mix of people in a hamlet is a bit more diverse, but just barely. A hamlet tends to be dominated by a single family or two. There may be chapels for various religions here, but there are generally no major churches.

VILLAGE

A village has from 401 to 900 citizens. At this point, you start to see different neighborhoods develop. These can be based upon wealth, social status, or race.

There are up to 450 buildings in a village. At least a few of the more popular deities in the area have a church here, and other lesser-known gods have chapels.

At the village level, politics begin to creep in. There are enough people here for them to be able to form smaller factions. How these factions relate to each other can vary from friendly to hostile.

INTRODUCTION: ABOUT CITIES

A village may have a public square, but it normally isn't a full-blown market. Usually the square is only filled with merchants once or twice a week.

SMALL TOWN

A small town is home to 901 to 2,000 people. It can have up to 1,000 buildings in it. There are definite neighborhoods here too.

Many popular deities have a chapel in a small town. The better-known gods have larger churches.

Politics become more complicated in a small town. There are often two or more people or groups trying to influence the community's destiny.

The small town's public square is often used as a market, although it's not always permanently so. In most cases, the merchants strike their tents at the end of each day and haul their wares home. Stalls made of sturdier stuff are rare.

LARGE TOWN

A large town houses 2,001 to 5,000 people. It can have up to 2,500 buildings in it.

Politics becomes more important in a large town, with each neighborhood having its own leader. These may be elected, chosen, or self-appointed, as befits the situation.

The town square has many more permanent stalls in it, although most of these are relegated to the sides of the square. This keeps the center of the square open for the temporary vendors and other important functions from time to time.

SMALL CITY

A small city has 5,001 to 12,000 people in it. There are up to 6,000 buildings.

At this level, politics are vital to keeping the city moving. This is true no matter the form of government; even under a monarchy there is always court intrigue.

Just about every popular deity in the area has a place of worship in the city. The favorites might even have a cathedral. Many minor deities are represented in chapels of their own.

The city has several squares, at least one of which is a permanent market filled with solidly built stalls. Most of the other neighborhoods have their own public square. Many of these have temporary, and even some permanent, merchant stalls in them.

LARGE CITY

A large city has 12,001 to 25,000 people in it. There are up to 12,500 buildings there too.

Again, politics are vital here. There are several different neighborhoods, each of which has its own agenda. These various factions may clash with each other peaceably or even violently.

There is certainly a richer part of the city, and there's likely a poorer one too. The wealthy section may be walled off from the rest of the city, ostensibly to keep out threats external to the city. Of course, the wall is just as effective at keeping out the rest of the city as well.

Every major deity in the area has a church here, and there are several cathedrals as well. There are even some chapels dedicated to gods that most people in the city may have never heard of.

There is a permanent market in one of the public squares, and there are several temporary ones scattered throughout the place. There may even be a merchant's district which is filled with high-end shops.

A large city is often a seat of a powerful government. For this reason alone the city is likely to have fortifications to fend off attacks from hostile forces.

METROPOLIS

A metropolis is any city with over 25,000 people. These places are so large that they would each certainly require a book (or several) to themselves. A metropolis is usually a seat of a powerful government. This is a place that people flock to from all across the land.

In fact, each metropolis is unique to itself, a conglomeration of so many different peoples and such a long history that it's almost impossible to characterize these massive places in any but the broadest terms. For this reason, we don't cover a metropolis in *Seven Cities*. It's beyond the scope of this book.



COMMUNITY AUTHORITIES

Power centers may hold sway over a community's destiny, but they certainly don't do it alone. They usually hire on certain people to enforce their authority throughout their jurisdiction.

If the power center is part of the government, it relies on public guards — which it hires — to enforce laws that it creates. Judges then interpret these laws, determine guilt or innocence, and apply any appropriate punishments.

If the power center has little or nothing to do with the government, it doesn't mean it's unable to act through proxies. Sometimes such power centers hire on adventurers to handle certain special missions for them. However, they often also have private guards at their disposal — people who make a living keeping the members of the power center safe.

In some cases, the leading authority in a town may be the one and the same as the power center. Some power centers prefer it this way, as it gives them a hands-on approach to law enforcement and defense. Others, who often don't have the appropriate skills, prefer to hire others to act as their strong arm.

PUBLIC GUARDS

The local government, assuming there is one, hires on, trains, and equips public guards. It's the ostensible duty of these people to protect the community by enforcing the local laws.

Take the number of adults in the community, and divide the number by 100, rounding down. That's roughly how many full-time public guards the city can have. To find the number of people who can be pressed into service when necessary, take the number of adults in the community, divide it by 100, then multiply that number by 5. These temporary combatants form the community's militia.

In a particularly lawful society, you can increase the number of guards in the community by up to 100% or even more. When a community or power center places great emphasis on obedience of the law, it is usually willing to spend the money to hire on a greater number of guards to ensure that the laws are kept.

Conversely, in a chaotic society, the number of public guards can drop to literally zero. The power center may decide that it's up to the people to defend themselves, or there may not be any real laws to bother enforcing.

The structure of a public guard organization can vary a great deal from place to place. In general, the leader of such a force is either the top warrior in town or one of the top two fighters — assuming such people are interested in taking on the job. This person is referred to as the chief constable, the sheriff, or the captain of the guard.

As the community grows and adds more guards, it also adds levels of management so that the guards can work most effectively. There are rarely more than four levels though.

At the lowest level, we have the guard. Sergeants outrank the guards, giving them orders as they see fit and relaying information and orders from above. The sergeants get their orders from lieutenants who work directly with their leader.

THE HIERARCHY OF THE GUARD

Here is one easy way to set up such a hierarchy. First, figure out how many guards are in the city. Divide the resulting number by five. This tells you how many squads of guards you have, if each squad is composed of four guards and a sergeant. If you want a different setup for a squad, you can change the number accordingly.

Then add one lieutenant for every five sergeants you have, and place one leader above them. If you have more than five lieutenants, you might want to include a captain's assistant to lend him a hand. The upper levels of the guard's management — those over the sergeant — are not counted against the standard number of guards. These extras are simply added to the larger number.

If you don't have enough guards to require a certain level of management, eliminate that level and replace it with the leader. If you don't even have enough people in a community to normally qualify for a single guard — if you have less than 100 people — there are no guards, but you can still have a leader if you wish. This leader then acts alone, only pressing others into the community's service when they are needed.

INTRODUCTION: ABOUT CITIES

For instance, in a large city with 20,000 people, you would have 200 members of the guard. This breaks down into 40 different squads of four guards and one sergeant each. There are eight lieutenants, each overseeing five squads. One captain rules over the lieutenants, and if you feel like he might be overwhelmed by this many people, you can assign him an assistant.

In a village of 700 people, you would have seven guards. This is enough for six guards and single sergeant. Above that, there is the captain of the guard.

In a thorp of 50 people, there aren't enough people to qualify for a single guard. However, one character is designated as the sheriff or constable anyhow. This may only be a part-time job for him, and it may not even be all that official. However, when there's a problem in town, this is the person to whom the people turn to get it sorted out.

PRIVATE GUARDS

If the power center is not a part of the government — as often happens in larger communities — this hardly means that the power center is always willing to leave the matter of its welfare to the public guard. In such cases, the power center often hires private guards to protect its members.

The number of private guards hired on by the power center and their abilities depends on several variables. These include the nature of the power center (monsters rarely hire on guards, but may have compatriots), the power center's wealth, and how worried the power center is about its own safety.

Unlike governmental power centers, private power centers can't simply press citizens into their service. They could appeal to them on another basis, say by fomenting a revolution against the current leader, but they have no inherent right to collect the military-minded people of the community to their side.

Private guards can be augmented by the Leadership skill of any member of the power center, especially if the member is a fighter, paladin, or ranger.

Such followers are loyal to their true leader, not just anyone who might be placed in charge of them. However, this does not mean that they should not be paid for discharging their duties as members of the guard. Even loyal followers have to eat.

All that said, it would be unusual for a power center to have more guards than the local government. The obvious exceptions include power centers that lead their own armies, in which case you can consider every member of the army to be a guard. If this were to happen, the government power center might take the very presence of so many troops in the community as an implicit — or explicit — threat and act accordingly.

Guards don't work for free, of course. They expect to get paid just like anyone else. It's in their employer's interest to pay and treat them well too, as disloyal guards have a habit of backing down at the first sign of danger — or even taking a bribe to look the other way.

Rates for private guards are negotiable and depend greatly upon the situation in which the guards may find themselves. In general, however, guards are treated as mercenaries for purposes of payment. A 1st-level warrior guard requires 2 sp per day in pay. If the guard is skilled in riding a mount, the price goes up to 4 sp per day.

The higher the mercenary's level, the more he requires in pay. A 2nd-level warrior guard costs 6 sp per day. Such guards automatically have the necessary skill for riding a mount. For every level past that, add another 3 sp per day. A 5th-level warrior guard, for instance, would cost 15 sp per day.

Guards on long-term contracts often are paid a bit less. For instance, a 1st-level warrior guard is often paid 70 gp per year, just a bit under what the daily rate would be. A mounted guard earns 140 gp, and a 2nd-level leader is worth 210 gp.

In times of war or long-term attack, guards often expect their pay to be doubled. These hazard pay rates are only in effect for the duration of the danger.

Guards usually have their room and board covered by their employer too. These amenities are rarely of enviable quality, but they are usually of a standard high enough to prevent too much grumbling in the ranks. Employers normally pay for each guard's arms and armor, as well, but these then remain the employer's property when the guard leaves this service.



SEVEN CITIES

JUDGES

Judges only have a place in a lawful or neutral society. In a chaotic society, there may be implied rules, like “Don’t mess around with the boss’s daughter,” but these are hardly laws. Without laws to interpret, there’s no need for a judge.

Most societies have the same kinds of laws. It doesn’t matter if the community is evil or good, murder is usually illegal, as are theft, fraud, and treason. These things happen a lot more often in evil communities, though, and people are more likely to get away with them, mostly owing to the corruptness of the guards and judges.

Where there are laws, there are always different interpretations of them. Also, someone is needed to establish when laws have been broken and to hand down appropriate punishments for such transgressions. These duties usually fall to judges.

For every five public guards in a community (rounded down), there is a single judge. If there are less than five such guards, then there is no judge available in the community. Instead, a circuit judge serves the people of the region, traveling from place to place, dispensing justice across a vast range of territory.

A circuit judge might only come to a particular community about once per month, or once per season, depending on how large the community is and how many other communities that judge has to serve on a regular basis. If there’s an urgent need for a judge, one can usually be sent for. This could be the circuit judge, if he’s available, or any other judge who is a part of the larger society and able to make the trip.

In some cases, a “judge” might actually be a panel of three or more jurists. Such panels usually consist of an odd number of members so that ties can be broken.

Some rare communities use juries, but even then these groups of peers work in conjunction with a judge to arrive at the local semblance of justice.

The highest court of appeal in most communities is the governing power center itself. In the vast majority of cases, however, the power center sides with its judges. After all, the judges are there for a reason, and it likely trusts them to do their job properly.

THE LAW

As mentioned before, the basic laws of most communities are identical. They criminalize murder, assault, battery, theft, and fraud. However, they rarely stop there.

The kinds of laws a community has depend mostly upon the community’s alignment and the various agendas of its power centers. For instance, in a theocracy, the community’s laws are often identical to those of the church. In fact, the ruling power center may not make any distinctions between the two.

In any case, a community’s laws rarely extend to cover actions or events that transpire beyond its immediate borders. It may not be that the people of the community don’t care about what happens in the outside world. It’s just that it is generally considered to be someone else’s problem.

Some communities are willing to help capture lawbreakers from other places however. Once caught, the accused is usually extradited back to the community in which the offense was allegedly committed.

Exceptions abound, of course. Few communities are going to extradite a hero who is accused of assassinating the leader of a nearby band of marauding orcs, no matter how vehemently the orcs may demand it.

ALIGNMENTS AND THE LAW

In general, communities only cooperate with other communities that are one or less steps of alignment removed from each other. Even then, most chaotic communities can’t be bothered to do so. Every legal system has its quirks, of course. Many of these can be generalized according to the alignment of the governing power center.

LAWFUL

Here, laws are sacrosanct and taken seriously. The principle of the law is the most important matter in most cases, and most judges refuse to abrogate this for any cause, no matter how just.

In a lawful community, it’s possible for a criminal to be released on a technicality because the judges value the rule of law over the good that can be done by ignoring it in such cases. This can cause the judges and the com-

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munity a great deal of emotional pain, but they almost always stick to their ideals rather than sell them out for vengeance or any other reason.

NEUTRAL

In a neutral community, the laws are designed to serve the interest of the community or power center. If the laws get in the way, they are ignored or even discarded. If a crime is committed for which there is no prohibiting law, the judge involved often makes up the law on the spot by incorporating it into her ruling. No one ever gets off on a technicality.

This does, however, allow for some abuse of the law, since it is constantly being molded by the actions of mortal people. Even the most experienced judges occasionally err, and sometimes innocent people are wrongly accused and punished.

CHAOTIC

There are few laws in such a society, and no real courts. Guards who consider themselves perfectly capable of judging someone on their own often quickly deal out justice on their own terms. Many innocents can be harmed in such a system — if it can be called that — despite the best intentions of those involved.

In a chaotic society, guards may be under orders to bring criminals to the power center for judgment. Much of the time, however, the guards ignore such requests, preferring to administer justice on their own. Many criminals are killed while “resisting arrest.”

GOODS AND SERVICES

While prices are listed both in the core rulebooks and even here for lots of different kinds of goods and services, there’s often a bit of room for haggling over prices. As the saying goes, everything is negotiable.

Bargaining over the cost of an item or service is essentially an opposed check of the buyer’s Bluff skill versus the seller’s Sense Motive skill. The buyer is trying to make the seller think that she doesn’t need the item all that much, while the seller endeavors to guess just how desperate the buyer is.

Starting or listed prices are usually set by the standard supply and demand for a good or service. If a buyer wants to bargain down from that price, she makes a Bluff check. For every point by which her Bluff beats the seller’s Sense Motive check, knock 5% off of the list price, down to a minimum of 50%. Sellers are rarely willing to sell something for less than what it cost them, in any case.

If the buyer rolls a 1, have her make the Bluff check again. If this second check fails to beat the seller’s check, the seller senses that the buyer is desperate. He raises the price by 5% for every point by which the buyer failed the second check.

If the seller rolls a 1, have him make the Sense Motive check again. If this second check fails to beat the buyer’s check, the seller becomes desperate to unload his item. He lowers the price by 5% for every point by which he failed the second check. There is no minimum price this time around, though.

If a buyer doesn’t like the price she’s offered, she doesn’t have to accept it. However, she can’t try to bargain with the same seller for the same or a similar item for one day. Until then, the seller’s price remains fixed.

BUYING AND SELLING

While the community statistics list the amount of ready cash in a community, that’s not always helpful when dealing with a single merchant. Items like gems and ingots might be easy to convert, but not every shopkeeper in town is in the market for a set of slightly used swords.

When dealing with items not in general demand by a population, the amount of ready cash available for such merchandise can vary a great deal. In general, though, it should only be about 10% of the total ready cash available.

Also, used items may require some spit and polish, and the merchant needs to turn a profit. The most a character can hope to get for such items is 50% of the list price. In such cases, the character is the seller and the merchant is the buyer, and you can bet that the merchant is going to drive a hard bargain. When using the bargaining rules above, use 50% of the standard price as the “list price” for each such item.



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Savvy characters may realize, of course, that they can barter for items they want. They can trade in things they have for things they need. A merchant is still interested in making a profit though, not simply swapping goods out of his stock. He is still only going to be willing to trade goods based on the prices and discounts for use outlined above.

Conversely, if there are several shops in town that sell a particular item, a character can't just buy the community's limit on that item from a single merchant. Instead, the character needs to go around to each of the merchants and purchase an equal share of the maximum from them.

When a character actually does buy out a community's total stock on a single item, this is a signal to the merchants to raise their prices. In such cases, the merchants gain a +2 circumstance bonus to their Sense Motive checks while bargaining over these items.

NPC HEALERS

Healers provide a number of different kinds of services, and they charge for each of them. Rates are usually negotiated before services are rendered, assuming there's time.

Good healers never turn a patient away due to an inability to pay. They keep a running tab of expenses incurred though, and they are often not shy about collecting once a patient is well. Neutral healers usually ask for payment in advance — assuming there's time. Evil healers always demand prepayment, and many of them overcharge or rob their patients while they're incapacitated.

Fees are charged no matter what the outcome. Even if the patient dies under the healer's care, the healer has still expended time and resources in the effort and so deserves to be paid.

A healer can only give long-term care for up to six people at a time. Many healers who run larger hospitals keep on a number of nurses or apprentices to lend them a hand. Most of the time, these lower-ranked healers work on their own, tending to their patients themselves. Sometimes they are called upon to assist a superior healer directly. When they do, they make a Heal check against a DC of 10 to help. If they succeed,

the superior healer gains a +2 circumstance bonus to his own Heal check. Only one healer can help another in this way at a time.

Healers of a higher level usually charge a bit more for their services. For every rank in Heal over 5 that a healer has, the price goes up by 5%. Bonuses granted by the Profession (herbalist) skill, a healer's kit, and by any assistant count toward this.

BASIC HEALER'S RATES

TASK	DC	PRICE
First aid	15	5 sp
Long-term care	15	1 gp
Treat caltrop wound	15	5 sp
Treat poison	Poison's DC	1 gp
Treat disease	Disease's DC	1 gp

NPC SPELLCASTING

At some point the PCs may need to hire a spellcaster. An NPC spellcaster charges 10 gp per spell level multiplied by her own level, or 5 gp multiplied by her own level for a 0-level spell. The client must also pay for expensive material components, and 10% of the cost of a focus component other than a divine focus. The spellcaster also charges 5 gp per experience point used for the spell.

If the beneficiary of a divine spell worships the same deity as the caster, the spell's target can expect to receive a discount of 20–50% off the standard cost. Of course, the target is then expected to donate to the church on a regular basis for as long as he happens to be in the region. A tithe of 10% of any income earned is a common rate.

Good clerics aren't going to let a good or neutral character die if they can help it, no matter how much the victim or his friends can afford to pay. However, even the most kind-hearted clerics are only usually willing to do the minimum needed to ensure that the victim's life is out of immediate danger — at least without some assurance of payment.

Some spellcasters are willing to barter for their services instead of demanding gold. If the spell's beneficiary has already done the spellcaster a good turn, there may be no charge at all. Alternately, if the spellcaster believes she can trust the beneficiary, she may be willing to cast a spell in exchange for future payment or reciprocal

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favors to be performed later. In any case, the gp value of a spell is a good yardstick to measure both the value of the spellcaster's services and the value of the favors she is certain to expect in return.

This is an economic transaction like any other. Be sure to see the rules above on bargaining for a means of properly setting prices.

LISTED SPELLS

Spells lists are included in the stat blocks of each of the spellcasting NPCs found in the following chapters. These are the spells that the NPC has prepared at most times. You should feel free to alter these lists as you see fit. For wizards, assume that the spells they have listed are the spells that are in their spell book, unless it's otherwise noted. Spells with an asterisk next to them are those the character usually has prepared.

For every hour it's been since an NPC spellcaster has prepared her spells, there's a 2% chance that she has already cast a particular spell that day. For sorcerers, there's a 2% chance that the character has cast a spell using up a particular slot of a particular level.

The GM should feel free to alter these percentages as he sees fit. In times of war or similarly desperate events, the percentage can go as high as 5% or even 10% per hour, for instance. In any case, the chance that any particular spell or slot has been used should never be higher than 90%.

If you're keeping track of the spells an NPC actually does cast throughout a day, feel free to ignore these rules. They're only meant to cover NPCs the heroes meet at various times in a day, not ones the PCs spend all day long with.

COMMUNITY HAZARDS

As a collection of people, communities are wonderful for certain valued elements, like mutual defense, companionship, and the like. However, they can also make their citizens vulnerable to disasters which might not otherwise have affected them.

Hermits everywhere recognize this dilemma. To stay away from communities is to be safe from harm — accidental or otherwise — inflicted upon you by your

fellow citizens. However, it's a lonely life, and at those times that you actually do need a hand, you are literally on your own.

PESTILENCE

Diseases of all sorts are bad enough, but when someone in a community contracts a particularly virulent illness, it can decimate the city. The worst diseases are those with a long period of incubation, as it can often be hard to tell if someone has contracted the disease until they start showing symptoms.

When a disease does manifest in a community, the captain of the guard usually quarantines any house that has an infected person in it. Those who have had extended contact with any ill person are considered to be potential carriers as well, and are also quarantined until the incubation period of the disease is over. If the disease hasn't manifested itself in the character at that point, he's considered to be clean.

Adventurers are often the first suspected vectors of disease in a community. First of all, adventurers are usually outsiders, which makes them likely carriers. Traveling merchants are suspects for this reason as well. The disease has to come from somewhere, after all. It doesn't normally just spontaneously erupt in a community (although some claim this does happen, anyway). Also, adventurers spend a lot of time exploring strange and dangerous places and are known to be generally more likely to contract disease because of it.

It's happened that entire communities have quarantined themselves from the outside world. When this happens, the city guard posts notices all around the town. Additionally, the captain of the guard post guards at the gates or roads to warn off potential visitors. Food and other supplies are left at a designated point outside of town, and payment is either left there later or put on the community's account, usually at an inflated price to reflect the risk the merchant is taking with his own life.

The guards are also there to prevent anyone from leaving town and spreading the disease to other communities. If possible, nearby communities are warned to not accept any visitors from the quarantined place. Security around neighboring places is normally tightened drastically at such times.



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DISEASES IN THE COMMUNITY

Once a disease makes itself known in a community, healers and clerics are sent around to try to alleviate the suffering. If these people manage to stop the disease before it spreads too far, they can often eradicate it quickly. Only 5th-level clerics or above can use *remove disease*, though, so it doesn't take much for a disease to be able to outstrip the ability of the local clerics to be able to root it out.

The SRD rules provide details on many diseases. Remember that a character must make a Fortitude roll every time he comes into contact with a disease. What constitutes contact varies with the disease's means of infection.

Ingested diseases can only affect a character who eats or drinks something infected with the disease. Contact diseases only affect characters each time they actually touch or are touched by a diseased creature or item. Injury diseases can only affect a character wounded by a carrier of the disease. Inhaled diseases can only affect a character sharing the air with a diseased creature or item. Outside, the character must be within 10 feet of the infected creature or item. Inside a closed room, the range grows to 20 feet.

A hero who succeeds at a Fortitude roll against a particular sort of disease doesn't have to check for infection again for a full day.

FIRE

The primary building materials in most fantasy settings are wood and stone. While stone is impervious to fire, the amount of wood in many communities means that when one building catches fire, the whole city can follow it into the pyre.

Once a wooden building is on fire, it doesn't take much for adjacent buildings to catch as well. In a matter of minutes, an entire neighborhood can erupt into flames.

BURNING BUILDINGS

Buildings are broken up into sections that are 5 feet by 5 feet, just like squares on a map. Wooden sections of this size have a hardness of 5 and 15 hp.

Buildings with a stone exterior cannot burn, although their roofs are often made of flammable materials. If a flammable section of a building is exposed to fire, the GM should make a fire check. Roll 1d20 and add +1 for each point of fire damage inflicted (after subtracting hardness, if applicable). If the total is equal to or greater than 15, a fire has been started and secondary damage results. Otherwise, the initial fire attack burns itself out as normal.

If secondary fire damage results from a successful fire check, the burning structure's hardness is no longer applicable. In such cases, the structure then takes full damage from the blaze. The burning structure suffers 1d6 points of damage every round directly to its hit points.

If the conflagration is left unchecked, the fire may spread. The GM makes a fire check each round (DC 20), adjusted by damage just like normal. A success means the fire spreads to another adjacent area and its damage is increased by 1d6 (maximum 5d6). Determine the direction the fire spreads based on wind direction or use the standard grenade-like weapons diagram. Remember that fire spreads upward as well as horizontally, and that other houses adjacent to the fire are subject to fire checks, as well.

Of course, fire can be fought. Water or sand can be thrown onto the flames, or materials such as tarps or cloaks can be used to smother the flames. An appropriately equipped firefighter makes a Reflex save (DC 15). If successful, he has extinguished a single 5-foot-square section.

The blaze still deals 1d6 points of damage per section on fire. So, for example, a blaze reduced from 10 sections to nine sections still deals 5d6 points of damage; a blaze reduced from five sections to four deals only 4d6 damage. If more than one person battles a blaze in a single section, use the highest Reflex save bonus and grant a +2 circumstance bonus on the save.

A building can be aflame in more than one place at once. Each fire is tracked separately until spreading causes them to join. At that point, treat the previously distinct fires as a one larger blaze, but remember that the damage cap is still 5d6.



A building section that has been reduced to 0 hp is considered destroyed. It gives under any additional weight put upon it. A section reduced to -10 hp gives way under its own weight. In this way, floors and ceilings can collapse. Anyone below such a falling hazard can make a Reflex save (DC 15) to avoid damage by leaping into an adjacent square.

Those that fail the Reflex save suffer falling damage like normal; $1d6$ per 10 feet fallen, to a maximum of $20d6$. Assume that each section of collapsing ceiling weighs between 101 and 201 pounds, causing $1d6$ points of crushing damage, plus $1d6$ points of fire damage. Those caught under a bit of collapsing ceiling automatically catch fire.

Example: A rogue hurls a vial of *alchemist's fire* at a target in the middle of a wooden building. The vial hits the deck, shatters, and blazing liquid spreads. The *alchemist's fire* deals 2 points of damage, which is negated by the deck's hardness. The GM rolls $1d20$ for a fire check. She gets a 12, for a total of $(12 + 2 =) 14$. The wood is not set aflame, but the *alchemist's fire* burns normally. In the second round, the *alchemist's fire* burns for

another 3 points of damage. A second fire check is made, and this time the GM rolls a 14, for a total of $(14 + 3 =) 17$. The 5-foot-square section of wooden floor is now burning on its own.

A new combat round begins. The GM determines that the deck section suffers 4 points of damage directly to its hit points. He then makes a fire check, adding 4 to the $1d20$ roll. The total is 20, which means the fire spreads. Using the grenade-like weapons diagram, the GM determines that the fire spreads to the 5-foot-square section next to a wall. The next round, the blaze deals $2d6$ points of damage. If the fire spreads again, it's likely going to start climbing the wall.

FIRE DAMAGE TO CHARACTERS

A character caught in a burning building must make a Reflex save (DC 15) every round she is exposed to flames. If she is wet, she gains a +4 circumstance bonus to her roll. If the check is failed, the character takes $1d6$ points of fire damage. If she is wearing anything flammable — including hair — it catches fire. Each round after that, the burning character must make another Reflex check to put out the flames. If this is failed, the



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character takes another 1d6 points of damage. A character who rolls about on the floor to put out the flames gains a +2 circumstance bonus. Immersion in water automatically douses the fire.

Of course, most people in a fire are killed not by the flames but from smoke inhalation. Each round, any character who breathes heavy smoke must make a Fortitude save (DC 15 +1 per previous check) or choke on the smoke. A character that chokes for 2 consecutive rounds takes 1d6 points of subdual damage.

If the character covers her mouth and nose with a thin cloth — something though which she can still breathe — she gains a +2 circumstance bonus to her choking check. If the cloth is wet, the total bonus for the cloth goes up to +4.

WAR

One of the biggest threats to any community is being caught up in a war. This can happen even if the community has little or nothing to do with the conflict. Simply being in the path of the action can be cause enough.

When a community goes to war, several different things can happen, depending on the nature of the governing power center and of the conflict itself. Most commonly, every able-bodied adventurer — anyone of a PC class — and warrior is called to arms.

If the battle is outside of the community, a small number of these people — often less than 10% — are left behind to tend to the security of the place. The others march off to do their duty to protect their home.

If the battle directly affects the community, anyone and everyone can become involved in the fight, right down to drafting children to carry ammunition and water to the troops. The very existence of the community is at stake, after all, and no help offered is likely to be refused.

It's possible that the nation of which the community is a part is at war. If this is the case, you can expect that one form of tax levied upon the com-

munity is paid in able-bodied people to act as soldiers for the nation's army. This draft can take place even in peaceful times.

When there's no war going on, up to 10% of the people eligible for militia action in a community can be expected to join the nation's armed forces. When there's an actual conflict ongoing, this number can leap all the way up to 100% of such people.

This, of course, can decimate a community's defensive capabilities, even if it is a long way from the battlefield. This makes small communities ripe for attack from brigands or other lowly opportunists. It's also a perfect time for characters to step up and prove themselves heroes.

WEATHER AND WORSE

Natural disasters can also have a terrible effect upon a community. A tornado or earthquake can wipe out an entire large city within a matter of minutes. Certain types of heroes — notably druids — can make themselves extremely useful in such situations by magically calming such problems. The standard SRD rules detail how to handle most such disasters, and how to determine the direct damage that weather can do to characters.

Disasters like floods and volcanic eruptions can destroy whole cities as well. Normally these give the people enough warning that they have the time to get out alive. There always seem to be a few people who are left behind and need to be rescued, though.

If a community is destroyed, it's up to the people — and, most notably, the power centers — as to whether or not they should rebuild or simply give up and try someplace else. In most cases, the power center decides the issue for the people. If they don't have the right kind of backing — if the most important and influential people decide to pack up and leave — most of the townsfolk are sure to be discouraged enough to give it up themselves.

There are few ways other than magic that a community can prepare for such horrendous disasters. These kinds of events are attributed to random acts of fate or even — more likely — to the gods. The gods literally have the ability to step in and put a stop to such disasters. If they choose not to do so,

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the citizens know that the gods are angry at them for some reason or another. It's up to them to figure out why and put an end to the affront. Or at least to pray to the gods that do favor them to intercede.

CLASSES IN THE COMMUNITY

The standard SRD rules have tables that help you figure out what kinds of NPCs live in a community. They allow you to randomly generate the highest level of the NPCs in each PC and NPC class, as well as the number of other higher-level NPCs and PCs in each class. They also help you assign classes to every other member of the community.

SAMPLE COMPOSITIONS

To help you in generating communities on the fly, and to give you an idea of how typical communities look, we've taken the liberty of generating a typical class breakdown for a community of median size in each of the kinds of towns we're examining in *Seven Cities*.

THORP

Population: 50

Bards: 1st-level: 1
Clerics: 1st-level: 1
Druids: 1st-level: 1
Fighters: 1st-level: 2; 2nd-level: 1
Rogues: 1st-level: 2; 2nd-level: 1
Adepts: 1st-level: 1
Aristocrats: 1st-level: 1
Commoners: 1st-level: 30; 3rd-level: 2; 7th-level: 1
Experts: 1st-level: 1; 2nd-level: 2; 5th-level: 1
Warriors: 1st-level: 1; 2nd-level: 1

The 2nd-level warrior is the thorp's part-time sheriff. He can raise two militia members.

HAMLET

Population: 240

Barbarians: 1st-level: 1
Bards: 1st-level: 2; 2nd-level: 1
Clerics: 1st-level: 2; 2nd-level: 1
Druids: 1st-level: 2; 2nd-level: 1
Fighters: 1st-level: 2; 3rd-level: 1
Monks: 1st-level: 1
Rogues: 1st-level: 2; 3rd-level: 1
Sorcerers: 1st-level: 1
Wizards: 1st-level: 1
Adepts: 1st-level: 1; 2nd-level: 1
Aristocrats: 1st-level: 2; 2nd-level: 1
Commoners: 1st-level: 189; 2nd-level: 4; 4th-level: 2; 8th-level: 1
Experts: 1st-level: 6; 3rd-level: 2; 6th-level: 1
Warriors: 1st-level: 10; 3rd-level: 1

The 3rd-level warrior is the hamlet's full-time sheriff. He has two full-time guards. He can raise 12 militia members.

VILLAGE

Population: 650

Barbarians: 1st-level: 2; 2nd-level: 1
Bards: 1st-level: 2; 3rd-level: 1
Clerics: 1st-level: 2; 3rd-level: 1
Druids: 1st-level: 2; 3rd-level: 1
Fighters: 1st-level: 4; 2nd-level: 2; 4th-level: 1
Monks: 1st-level: 2; 2nd-level: 1
Paladin: 1st-level: 1
Ranger: 1st-level: 1
Rogues: 1st-level: 4; 2nd-level: 2; 4th-level: 1
Sorcerers: 1st-level: 2; 2nd-level: 1
Wizards: 1st-level: 2; 2nd-level: 1
Adepts: 1st-level: 3; 3rd-level: 1
Aristocrats: 1st-level: 3; 2nd-level: 1
Commoners: 1st-level: 544; 2nd-level: 4; 4th-level: 2; 9th-level: 1
Experts: 1st-level: 18; 3rd-level: 2; 7th-level: 1
Warriors: 1st-level: 30; 2nd-level: 2; 4th-level: 1

The 4th-level warrior is the village's full-time sheriff. He has five full-time guards and one sergeant. He can raise 32 militia members.



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SMALL TOWN

Population: 1,450

Barbarians: 1st-level: 2; 3rd-level: 1
Bards: 1st-level: 4; 2nd-level: 2; 4th-level: 1
Clerics: 1st-level: 4; 2nd-level: 2; 4th-level: 1
Druids: 1st-level: 4; 2nd-level: 2; 4th-level: 1
Fighters: 1st-level: 4; 2nd-level: 2; 5th-level: 1
Monks: 1st-level: 2; 3rd-level: 1
Paladin: 1st-level: 2; 2nd-level: 1
Ranger: 1st-level: 2; 2nd-level: 1
Rogues: 1st-level: 4; 2nd-level: 2; 5th-level: 1
Sorcerers: 1st-level: 2; 3rd-level: 1
Wizards: 1st-level: 2; 3rd-level: 1
Adepts: 1st-level: 7; 2nd-level: 2; 4th-level: 1
Aristocrats: 1st-level: 7; 3rd-level: 1
Commoners: 1st-level: 1,250; 2nd-level: 4; 5th-level: 2; 10th-level: 1
Experts: 1st-level: 41; 2nd-level: 4; 4th-level: 2; 8th-level: 1
Warriors: 1st-level: 68; 2nd-level: 2; 5th-level: 1

The 5th-level warrior is the small town's captain of the guard. He has 12 full-time guards and two sergeants. He can raise 72 militia members.

LARGE TOWN

Population: 3,500

Barbarians: 1st-level: 4; 3rd-level: 2; 6th-level: 1
Bards: 1st-level: 4; 3rd-level: 2; 7th-level: 1
Clerics: 1st-level: 4; 3rd-level: 2; 7th-level: 1
Druids: 1st-level: 4; 3rd-level: 2; 7th-level: 1
Fighters: 1st-level: 8; 2nd-level: 4; 4th-level: 2; 8th-level: 1
Monks: 1st-level: 4; 3rd-level: 2; 6th-level: 1
Paladin: 1st-level: 4; 2nd-level: 2; 5th-level: 1
Ranger: 1st-level: 4; 2nd-level: 2; 5th-level: 1
Rogues: 1st-level: 8; 2nd-level: 4; 4th-level: 2; 8th-level: 1
Sorcerers: 1st-level: 4; 3rd-level: 2; 6th-level: 1
Wizards: 1st-level: 4; 3rd-level: 2; 6th-level: 1
Adepts: 1st-level: 17; 3rd-level: 2; 7th-level: 1
Aristocrats: 1st-level: 17; 3rd-level: 2; 6th-level: 1
Commoners: 1st-level: 3076; 3rd-level: 4; 6th-level: 2; 13th-level: 1
Experts: 1st-level: 101; 2nd-level: 4; 5th-level: 2; 11th-level: 1
Warriors: 1st-level: 169; 2nd-level: 4; 4th-level: 2; 8th-level: 1

The 8th-level warrior is the large town's captain of the guard. He has 28 full-time guards, seven sergeants, and one lieutenant. He can raise 175 militia members.

SMALL CITY

Population: 8,500

Barbarians: 1st-level: 16; 2nd-level: 8; 5th-level: 4; 9th-level: 2
Bards: 1st-level: 16; 2nd-level: 8; 5th-level: 4; 10th-level: 2
Clerics: 1st-level: 16; 2nd-level: 8; 5th-level: 4; 10th-level: 2
Druids: 1st-level: 16; 2nd-level: 8; 5th-level: 4; 10th-level: 2
Fighters: 1st-level: 16; 2nd-level: 8; 5th-level: 4; 11th-level: 2
Monks: 1st-level: 16; 2nd-level: 8; 5th-level: 4; 9th-level: 2
Paladin: 1st-level: 16; 2nd-level: 8; 4th-level: 4; 8th-level: 2
Ranger: 1st-level: 16; 2nd-level: 8; 4th-level: 4; 8th-level: 2
Rogues: 1st-level: 16; 2nd-level: 8; 5th-level: 4; 11th-level: 2
Sorcerers: 1st-level: 16; 2nd-level: 8; 5th-level: 4; 9th-level: 2
Wizards: 1st-level: 16; 2nd-level: 8; 5th-level: 4; 9th-level: 2
Adepts: 1st-level: 41; 2nd-level: 8; 5th-level: 4; 10th-level: 2
Aristocrats: 1st-level: 41; 2nd-level: 8; 5th-level: 4; 9th-level: 2
Commoners: 1st-level: 7,341; 2nd-level: 16; 4th-level: 8; 8th-level: 4; 16th-level: 2
Experts: 1st-level: 242; 3rd-level: 8; 7th-level: 4; 14th-level: 2
Warriors: 1st-level: 403; 2nd-level: 8; 5th-level: 4; 11th-level: 2

The 11th-level warrior is the small city's captain of the guard. He has 68 full-time guards, 17 sergeants, and three lieutenants. He can raise 425 militia members.

LARGE CITY

Population: 18,500

Barbarians: 1st-level: 24; 3rd-level: 12; 6th-level: 6; 12th-level: 3
Bards: 1st-level: 24; 3rd-level: 12; 6th-level: 6; 13th-level: 3
Clerics: 1st-level: 24; 3rd-level: 12; 6th-level: 6; 13th-level: 3
Druids: 1st-level: 24; 3rd-level: 12; 6th-level: 6; 13th-level: 3
Fighters: 1st-level: 24; 3rd-level: 12; 7th-level: 6; 14th-level: 3
Monks: 1st-level: 24; 3rd-level: 12; 6th-level: 6; 12th-level: 3
Paladin: 1st-level: 24; 2nd-level: 12; 5th-level: 6; 11th-level: 3
Ranger: 1st-level: 24; 2nd-level: 12; 5th-level: 6; 11th-level: 3
Rogues: 1st-level: 24; 3rd-level: 12; 7th-level: 6; 14th-level: 3
Sorcerers: 1st-level: 24; 3rd-level: 12; 6th-level: 6; 12th-level: 3
Wizards: 1st-level: 24; 3rd-level: 12; 6th-level: 6; 12th-level: 3
Adepts: 1st-level: 90; 3rd-level: 12; 6th-level: 6; 13th-level: 3
Aristocrats: 1st-level: 90; 3rd-level: 12; 6th-level: 6; 12th-level: 3
Commoners: 1st-level: 16,245; 2nd-level: 24; 4th-level: 12; 9th-level: 6; 19th-level: 3
Experts: 1st-level: 535; 2nd-level: 24; 4th-level: 12; 8th-level: 6; 17th-level: 3
Warriors: 1st-level: 892; 3rd-level: 12; 7th-level: 6; 14th-level: 3

The 14th-level warrior is the small city's captain of the guard. He has 148 full-time guards, 37 sergeants, seven lieutenants, and an assistant. He can raise 925 militia members.

COMMON DETAILS

The following chapters cover communities ranging from the humble thorp to the bustling large city. However, there are still some generalizations you can make about all of them and the people who live in them.

USING THE COMMUNITIES

The communities described in the following chapters are meant to be placed along a river as it flows from the heartland into the sea. They can each easily be placed anywhere you like that's next to a river, whether they happen to be on the same river or not. Ideally, they're meant for a moderate climate — someplace with lots of trees, fertile lands, and the like. The land on the map is fairly flat, but that doesn't mean that the town couldn't be on a plateau or in a valley just as easily as upon a plain.

If you don't like the river or it conflicts with your plans, you can take that out, although you may want to modify the names of the communities if you do. Similarly, any forests around a community could easily be removed; regions could be clear-cut, filled with sand and plains of cracked dirt, or surrounded by a sea of long grasses.

Feel free to rotate the community about as you like too. North on the map of the thorp can point in any direction on your campaign world. However, you should maintain the direction of the river's flow since the businesses that generate a lot of waste are located downstream from the rest of the buildings. The owners of these places did this intentionally, as the runoff from their businesses tends to foul the water for several hundred yards down the line. By the time the river reaches the next community, though, the waste has been absorbed into the river and is unnoticeable.

IMPORTANT LOCATIONS

Not every building in each community is described in depth. To do so would mean listing literally hundreds of buildings and each of their occupants. Detailing even a hamlet in such a way could take up a good-sized book all by itself.

As such, there are places in each community that are almost identical to those in the other communities in this book. You can recognize these by the letter code in front of the location's number. For instance, a location that was originally described in the thorp has a T in front of its reference number. See the table below for a complete list of the codes.

CODE	COMMUNITY	CODE	COMMUNITY
T	Thorp	LT	Large Town
H	Hamlet	SC	Small City
V	Village	LC	Large City
ST	Small Town		

So, when you see a reference to T3 in the text or on a map, turn to "Chapter One: The Thorp" and look for location T3.

The building maps in this book are also intended to serve multiple purposes. Many of the maps show the interiors of specific buildings like the opera house (ST6) or the Sun Lord's spire (LC7), but others like the Crossroads Inn (T5), the general store (T21), or the Half-Moon Tavern (T23) can be used at a moment's notice to represent any inn, shop, or tavern in the rest of the book.

Of course, you don't want to use the exact details of a particular location exactly in each and every community in which it might appear. The players are going to become a bit suspicious — or, worse yet, bored — if they keep running into the same people wherever they go. In such cases, all you really need to do is change the names a bit, and possibly the races or genders. The levels, hit points, and profession should remain the same.

You don't have to reinvent the wheel each time you consult a location from an earlier chapter though. For one, there are a number of locations in each community that are first introduced into it. This should provide enough differentiation between the communities to keep each of the places fresh and alive.



CHAPTER ONE

THE THORP

LORANTAN

Population: 50 adults and 15 children

GP Limit: 40 gp

Ready Cash: 100 gp

Power Center Type (Alignment):

Conventional (NG)

Authority Figure: Glothloren (NG male elf, Com7)

The thorp of Lorantan is a tiny community of only 50 adults and 15 children set upon the banks of the Rock River. The thorp is named for the nearby shallow area in the river that allows people on horseback to easily cross the running water. It's the ford across the Rock River, thus Lorantan, which is elvish for "rock ford."

HISTORY

An elf by the name of Glothloren founded Lorantan over 100 years ago. At the time he was a young elf looking for a convenient place to set up his shop and make a living at selling dry goods and groceries to those living in the region. He settled upon the thorp's current location because of its proximity to the ford that crosses the Rock River here. The confluence of two roads and a river crossing was too convenient for him to pass up.

Using his own two hands, Glothloren built a trading post upon the spot where the thorp hall now stands. As business boomed, the cunning elf added more and more lines of merchandise, until he was able to sell most of the things people in the area might need.

Other people quickly caught on to what Glothloren was doing, and they soon moved into the area. The canny elven businessman encouraged this, as it not only brought more regular customers within easy reach but helped to make the crossroads into more of a draw for people from miles around.

POWER CENTER

Glothloren is Lorantan's power center and serves as the mayor of the thorp. His alignment is neutral good, which is reflected in the manner in which the thorp is run: fairly loosely, but with a respect for laws.

Glothloren was not elected to his position. Instead, when he founded the place, he declared himself mayor, and no one has managed to successfully contradict him since. There have been a few who have tried to wrest control of the thorp from him in the past, but no one has ever been much of a threat. There are one or two people in town today who could easily take over as mayor, but for various reasons they haven't made a play for the position.

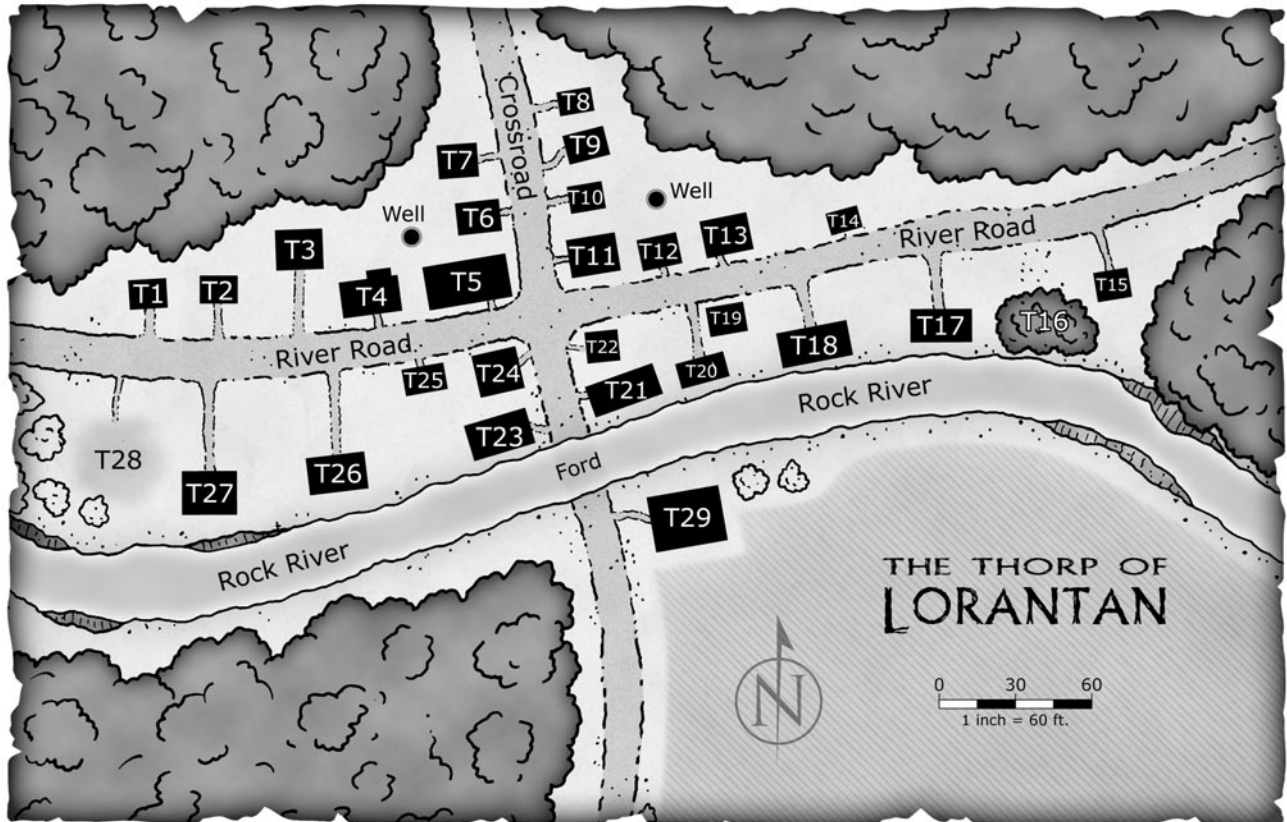
Most folks in town are happy to have Glothloren as the self-appointed mayor. The taxes are fairly low, the place seems to be growing gradually, and it seems like a pretty thankless job anyhow. Being in charge of such a small community means that Glothloren must also assess and collect taxes, which can be a touchy affair in such a close-knit place. However, he seems to manage it with some aplomb and few real problems.

DEFENDING THE THORP

As a small community, the thorp has little in the way of defenses other than the force of arms of its good people. However, the Rock River itself provides some protection from at least one direction.

Crossing over the river without the aid of a boat, mount, or some magical means is difficult. The river is 15 feet wide here. You can wade across the river at half your speed as a move-equivalent action or at your full speed as a full-round action. Each time you begin to move, make a Balance check (DC 15) to keep

CHAPTER ONE: THE THORP



from being swept away. Those who fail a check are pulled into the water and are now swimming. A swimmer can try to regain her feet with another Balance check (DC 15). Every round a character is swimming, she is swept 20 feet downriver. Apply this at the end of her turn.

Fording the river on a mount is handled the same way, but instead of making a Balance check, a mounted hero makes a Ride check (DC 15).

LOCATIONS

For the thorp, we're going to actually give you a bit of detail on every location in it. We can do this here because there are so few locations when compared with the other communities. Still, the depth here is worthwhile, since many of these places — or ones similar to them — can show up again later in the larger communities.

T1) TANNER'S HOME

Blim the tanner (NG male gnome, Exp1, hp 3) lives here with his wife Glanda (NG female gnome, Com1, hp 3) and their young daughter Blinda (NG female gnome, Com1, hp 2).

Blim decided to move to Lorantan with Glanda about 40 years ago. They knew the area needed a tanner, and Blim had recently finished his own apprenticeship in that craft. These days, the shop is known far and wide as the place to purchase well-made leather goods.

Blim runs the tannery with the help of Blinda, who is apprenticing under her father. Meanwhile, it's Glanda who handles the sales for the shop, and many regular customers stop by just to chat with the sweet-natured lady.

Blinda is 30 years old, and she is already showing the strains of having to live with her parents in such a small town. She is afraid her parents have plans to

SEVEN CITIES

marry her off to Dembeddo (T25), the only other gnome in the thorp. She, on the other hand, wants to run off to the big city at the nearest opportunity.

T2) FISHMONGER'S HOME

This is the home of Trent Hurkat, the fishmonger (NG male human, Com1, hp 4). He lives here with his wife Halla (NG female human, Com1, hp 3), and their four grown boys (each NG male human, Com1, hp 4). Mella Hurkat (NG female human, Com1, hp 2), Trent's mother and the matriarch of the family, oversees the whole crew.

The Hurkat family moved here over 50 years ago, back when it was just Mella and her late husband Tritty. The couple made their living off of the river, fishing it both upstream and down. Tritty brought his catches home each day for Mella to clean and sell, right up until his death five years back.

Today, Trent continues on in his father's footsteps, and his sons do the same. Of the young men — Tritten, Trask, Trad, and Tralex, in order from eldest to youngest — only Tritten and Trask show any real passion for their work. Trad and Tralex are ready to skip town at the next opportunity, and they're ready to take their boat along with them. They just need a little direction.

T3) STABLE'S OWNER'S HOME

This is the home of Bub Kalley, the owner of the stable (NG male human, Com1, hp 5). He lives here with his wife Kristna (NG female human, Com1, hp 4), and their two young daughters (each NG female human, Com1, hp 2): Willa (age 8) and Dilma (age 6).

Bub may be the man of the house, but the women in his life rule his world. Kristna keeps control of the family's finances, and she schools the girls at home. The home is well-kept, and just far enough from the

stables to avoid most of the smell. Kristna takes great pride in keeping her family and their home as clean as possible; this is quite a feat when you consider the nature of the family business.

T4) STABLE

Bub Kalley (T3) spends most of his days here, tending to the horses in the stable. His daughters Willa and Dilma help him care for the horses in the morning, and the three of them can often be seen riding through town for a quick, happy jaunt.

The stable is open for business during most daylight hours, except when Bub is off running an errand. Most times he leaves the girls or his wife Kristna behind to mind the place.

At night, Bub hangs a sign outside the stable doors to direct people to his home. It's written in Common, and it also features a large arrow for those who can't read.

Bub sells standard mounts and beasts of burden here. He also has feed and tack for these creatures. He is happy to purchase horses and mounts too, if the heroes happen to have any extras.



CHAPTER ONE: THE THORP

Bub's prices are reasonable — stabling a mount costs the standard 5 sp per day, for instance — but he charges 25% extra to anyone who has to get him out of his house — or sometimes the Crossroads Inn — after dark. If the person is rude or rough-natured, Bub's been known to double the price. He knows he has the only stable in town.

Prices: 100% of standard.

Bub's Bargaining Skills: Bluff +2, Sense Motive +2

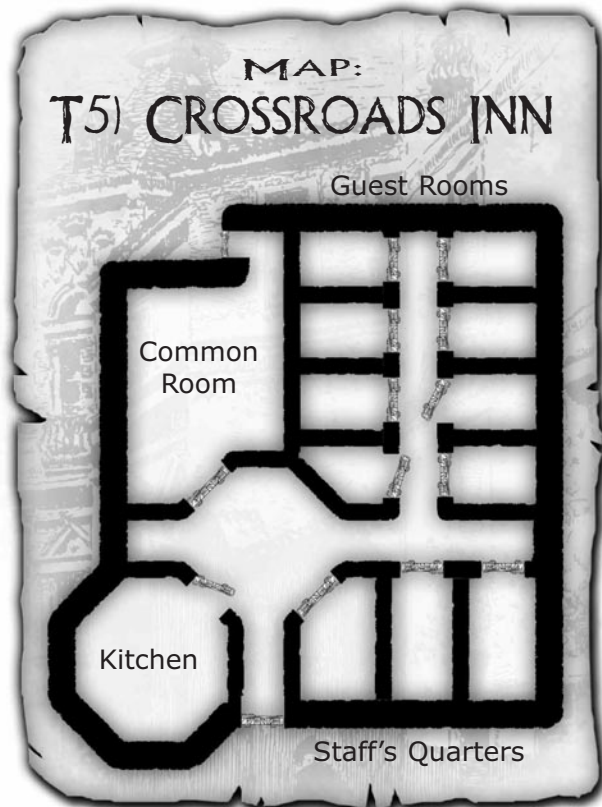
T5) THE CROSSROADS INN

The Crossroads Inn is owned and operated by Stachee, a middle-aged halfling (NG female halfling, Com3, hp 10). She employs two human women who act as serving girls and maids: Mendee Pinstack and Lada Teague (both NG female human, Com1, hp 4). There's also Mort, the serving boy (NG male human, Com1, hp 4), and Dask Kendar (NG male human, Ftr2, hp 12), who works as the place's bouncer.

The Crossroads Inn is the only place in Lorantan where a weary traveler can rest for the night — unless they have friends here or are willing to camp in the woods outside town. While the accommodations at the Crossroads aren't exactly palatial, the common room is warm and welcoming, the beds are soft, the sheets are clean, and Stachee even serves a mean breakfast in the morning.

Mendee and Lada are pretty and charming. Medee is looking to settle down with a husband someday soon, but Lada has no such intentions. However, she unknowingly enjoys the attentions of both Mort and Dask, each of whom conspires against the other patrons and each other for her affections.

Stachee lives on the premises, as do the two women. Mort sleeps in the kitchen. Dask has his own place (T8).



Prices: 100% of standard.

Stachee's Bargaining Skills: Bluff +4, Sense Motive +4

T6) HALF-MOON TAVERN OWNER'S HOME

This is the home of Mirsk Antru (CN male human, Com3, hp 13), the owner of the Half-Moon Tavern (T23).

Mirsk can be found here most mornings. He likes to sleep in late after closing up the tavern in the wee hours of the morning. Mirsk's only real edge on the Crossroads Inn (T5) is that he is open far later, so once Stachee closes up around midnight, some of her patrons inevitably filter over into the Half-Moon.

SEVEN CITIES

Mirsk sleeps alone most nights. He's a crotchety old man with a bad limp from being on the losing end of a brawl in which he tried to intervene. Embittered by the experience, he has vowed to stay out of any fights — as long as no one is busting up his place. As soon as that happens, he bares his steel.

T7) TRAVEL GOD'S CHAPEL

This small chapel is run by Brother Whilce (NG male human, Adp1, hp 5).

Whilce — a gangly man in his mid-20s, always seen in his traveling cloak — keeps this temple to the god of travel open all day long. He often meets with travelers asking for his blessing, and he holds services here three times a week. Some of the locals even attend, most notably Mirsk Antru (T6) and Glothloren (T20), whose businesses both rely on the custom of people passing through.

Whilce is frequently gone from the chapel on trips of his own. He often rides to the nearest communities on horseback and sometimes far beyond, spreading the name of his deity and living the traveler's life. When he's out of town, Whilce leaves a donation box out by the front of the chapel for passing travelers. Sheriff Hart Krenshell (T9) stops by every evening to empty it out. It normally only has 1d4–1 gp in it at any time. When Whilce returns to town, he collects the cash at the thorp hall (T22).

When he's in town, Whilce has 50 gp stashed under the foot of his mattress (Search DC 15). When he's out of town, he has the money with him.

Whilce is happy to cast spells for any who may need them, in exchange for an appropriate offering at the temple. He offers a 20% discount to those who follow the god of travel. He also sells religious symbols and the like so that those who follow the travel

god can do so proudly. These are small disks featuring a weaving path etched across them. They cost 1 gp each.

Once a year, a 9th-level priest of the travel god comes through and casts *hallow* on the chapel. The spell tied to this is *freedom of movement*, ensuring that none are physically hindered in the travel god's home.

Prices: 100% of standard.

Whilce's Bargaining Skills: Bluff +2, Sense Motive +2

Whilce's Prepared Spells: (3/1) 0 Level — *cure minor wounds, mending, purify food and drink*. 1st Level — *bless*.

T8) ADVENTURERS' HOME

Dask Kendar (T5) lives here, along with Kandalee (NG female elf, Rog1, hp 4), Robbe (NG male dwarf, Ftr1, hp 6), and Marliana (NG female dwarf, Ftr1, hp 7). This motley crew is a group of young adventurers who grew up in Lorantan and are just dying to get out. So far, however, their adventuring career has had its troubles. Their first time out, they lost two of their best friends, and their cleric decided to set up a chapel in the thorp instead.

Dask works as a bouncer at the Crossroads Inn (T5). Kandalee, an extremely cute young elf, sometimes works for her father Glothloren at his general store (T21). Robbe and Marliana, dwarven siblings whose mother is the town scribe (T10), spend most of their nights at the Half-Moon Inn, keeping the patrons in line. The whole crew is about ready to give up their dreams, but the right people might persuade them otherwise.

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T9) GUARDS' HOME

Dalgathein Krenshell (CG male half-elf, War2, hp 9) and Hart Krenshell (CG female human, War1, hp 5) live here together.

The two newlyweds recently moved here from the big city to live in peace and raise a family in a safe place. Both were members of a city guard; they met on the job and fell in love. They helped Mandor the moneylender (T24) collect on a debt in the city, and in his gratitude he offered them the chance to replace his former guard — from whom they'd extracted the missing money.

Hart, a handsome but hard-edged woman, is ready and willing to start raising kids. This is making her half-elven husband a bit overprotective of her, which is starting to wear on her nerves. Hart also serves as the thorp's part-time sheriff, for which she has an office at the thorp hall (T22).

T10) SCRIBE

Margliata (NG female dwarf, Rog2, 6 hp) the scribe lives in this low home, the front room of which serves as her public office.

Margliata, a middle-aged, female dwarf with an air of sadness about her, has lived here almost as long as Glothloren. She and her husband Rogge knew the elf from his younger days in the big city. Once Glothloren established his trading post, he sent for the dwarves, telling them of the opportunities in the new community. For years, Rogge ran the Half-Moon Tavern (T23), but after his death 16 years ago, Margliata sold it to its current owner.

After selling the tavern, Margliata turned to scribing to make a living, something she'd done for years as a sideline. Margliata and Rogge raised two children in this house, Robbe and Marliana (T8), and the youngsters both still come around for dinner two or three times a week.

Margliata sells writing implements here, including paper, parchment, ink, and the like. She is happy to buy blank paper too, should the heroes have any. She charges 4 sp for a full day (8 hours) worth of scribing. Shorter projects are prorated accordingly.

Prices: 120% of standard.

T11) BLACKSMITH'S

Andreucue (NG male half-elf, Exp2, hp 8), the broad-chested, fair-haired half-elf, works here.

Andreucue was born the son of Glothloren as the result of an affair the elf had with a woman by the name of Andara, who used to work at the Half-Moon Tavern (T23) over 50 years ago. Despite Glothloren's not-very-subtle attempts to persuade Andara to raise their child elsewhere, the woman insisted on bringing up her son in the community his father had founded.

Glothloren has never formally acknowledged his relation to his son. No one in Lorantan can prove the connection, although almost everyone knows about it, Andreucue included. Still, the burly half-elf with the easy smile — who is said to favor his maternal grandfather, who was a bear of a man — has never asked Glothloren for anything, much less to confirm his parentage. The two have a respectful if distant relationship — as customers of each other.

Andreucue charges reasonable prices for his services. He sells most standard iron and steel goods here, including metallic arms and armor. He is willing to purchase used items as well. He fixes them up, then turns around and sells them at a good profit.

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Andrecue has a *grindstone of sharpness* that he uses to give all of his blades their sharpest possible edge. He charges 10 gp to use it on any weapon. He'll use it on a weapon that he sells for only 5 gp. These prices are not negotiable.

Prices: 100% of standard.

Andrecue's Bargaining Skills: Bluff +3, Sense Motive +3

NEW WONDROUS ITEM: GRINDSTONE OF SHARPNESS

This item resembles the standard grindstone that any blacksmith uses to give a blade a razor-sharp edge. However, any normal slashing weapon on which this grindstone is used instantly becomes a masterwork weapon for a period of one week. At the end of that week, the weapon returns to normal. It takes an hour of work on the weapon with the *grindstone of sharpness* for the bonus to take effect. It's the stone itself that is enchanted, not the stand on which it sits when being spun.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *mending*; *Market Price:* 2,050 gp; *Weight:* 80 lbs.

T12) BLACKSMITH'S HOME

This is where Andrecue makes his home with his human wife, a young woman by the name of Barella Gwinston (NG female human, Com1, 3 hp). They have a pair of identical twin toddlers (each age 2, CG male half-elves, Com1, hp 1) who constantly scamper all around the place. These toe-headed urchins have distinctly pointed ears, and they resemble no one more than Glothloren, their paternal grandfather.

Barella, a blond-haired beauty from the next town over, wishes that Andrecue could confront Glothloren about their relationship so the children — Andrell and Barloren — could know their grandfather, but she is unwilling to press the issue. Instead, she has taken to bringing the children over to the general store (T21) with the hope of surreptitiously forming a bond between the elf and his son's progeny.

T13) MUSICIAN'S STORE

Willowienne (CG female elf, Brd1, hp 6) is a young — for an elf, at least — performer who gained some renown in the big city. She soon grew tired of that life, though, and decided to take the money she'd made to open a musician's store in a little thorp down the road.

Willowienne sells all manner of musical instruments and supplies (like strings) here, and she teaches lessons on most of them. She is willing to purchase used and new instruments as well. She does not manufacture the items here herself, but instead imports them from elsewhere. She does have one masterwork instrument of any given type in stock. She can get more, but it takes one to three weeks for them to come in.

The red-tressed artist has given in to Stachee's constant nagging, and she now performs at the Crossroads Inn twice per week. The tips there aren't enough to live comfortably on, but the gig allows Willowienne to keep in practice while entertaining her neighbors.

Though she could have nearly any unattached male in town, Willowienne is still in grieving for her husband Rantholier. He died in a duel in the city, defending her honor. Although she may never get over her true love's death, she has recently noticed that Glothloren has been paying a great deal of attention to her, and it is not entirely unwelcome.

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Prices: 100% of standard.

Willowienne's Bargaining Skills: Bluff +4, Sense Motive +4.

Willowienne's Known Spells: (2) 0 Level — *light, mending**, *prestidigitation**, *read magic*

Nola's Relevant Skills: Healing +4.

Nola has a healing kit, which grants her a +2 circumstance bonus to her Heal checks.

Endo's Relevant Skills: Healing +4.

Endo has a healing kit, which grants him a +2 circumstance bonus to his Heal checks.

T14) HEALER'S HOME

Doctor Wilsha Contresian (NG female human, Exp5, hp 23) lives here, along with her two assistants: her nurse Nola (NG female human, Com1, hp 3) and her apprentice Endo Caltrain (NG male human, Com1, hp 3). All three of them work at the doctor's office (T19).

A stout, middle-aged woman with long, graying hair and a stoic demeanor, Wilsha has been the sole physician in the community for the past 22 years. She is looking forward to her retirement, and for that reason she has taken an apprentice to whom she can pass on her knowledge.

The scandalous part of the arrangement is that Endo secretly shares the good doctor's bed, despite the fact that he is almost 30 years her younger. Although most people in the thorp wouldn't care, Wilsha would be mortified for her patients to know about her private life, so she keeps it under wraps.

Unfortunately, Endo is also sleeping with Nola. The raven-haired nurse is a bit homely and sure that she may never land a man with as much promise as Endo. She is threatening to blab about the doctor's indiscretions if Endo doesn't run away with her. Endo, on his part, is determined to learn all he can from Wilsha before he abandons her, which he may do entirely without Nola, leaving his two lovers with only each other as company. Still, he hasn't made his move yet.

Wilsha's Relevant Skills: Bluff +7, Healing +10, Profession (herbalist) +10, Sense Motive +7.

Wilsha has a healing kit, which grants her a +2 circumstance bonus to her Heal checks. She also gains a +2 synergy bonus for her ranks in Profession (herbalist).

T15) DRUID'S HOME

Because he is a half-orc whose appearance favors that of his orcish father, Frakko Dikasian (N male half-orc, Drd1, hp 6) — the young druid who lives alone here — has always been more at home in nature than in civilization. He finds the thorp to be a good compromise between the two. Here he can have his privacy while still offering the citizens and the travelers who pass through the area the opportunity to worship nature at his side. He has used the *animal friendship* spell to befriend a badger and a hawk that help keep watch over his home and the nearby druid's grove (T16).

Frakko's orcish appearance puts off many potential worshipers, some of whom think he's actually an orc. This would bother the druid if he didn't prefer solitude anyhow.

The adventurers led by Kandalee (T8) have recently made friends with Frakko. They're trying to convince him to go on their next adventure. He knows of their track record, however, and is reluctant to risk becoming their next casualty. Still, Frakko is intrigued by Kandalee's beauty and finds himself unable to entirely turn her away. For her part, she is not put off by his rough demeanor and finds his quest for inner peace admirable.

Of course, if the two were ever to get together and Glothloren were to find out about it, the founder's anger would know no bounds. Perhaps this explains — at least partly — Kandalee's attraction to the half-orc.

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Frakko is willing to cast the occasional spell for the right price. He also sells herbs that he grows in the druid's grove (T16).

Prices: 100% of standard. If the customer seems prejudiced against Frakko, the price instantly doubles. Frakko also reserves the right to refuse service to anyone he doesn't like.

Frakko's Bargaining Skills: Bluff +2, Sense Motive +2.

Frakko's Prepared Spells: (3/2) 0 Level — *flare, know direction, purify food and drink*; 1st Level — *entangle, goodberry*

T16) DRUID'S GROVE

This is where the local druids spend their time communing with nature. This grove of trees stands off from the rest of the forest, making it something to be preserved. It also prevents people in the woods from randomly wandering through the grove. To enter the place, they have to intentionally walk into it.

All sorts of herbs grow naturally here, some of which have medicinal purposes. Any herbs available in this part of your campaign world can be found here, assuming they're in season. The local druids protect them carefully, occasionally selling them to local herbalists or even using the plants themselves.

The grove is a portion of nature that the local druids have sworn to protect fiercely. Any transgressions against the land are met with swift retribution.

Every year, a 9th-level druid passes through here and casts *hallow*. The druid also ties a *protection from elements (fire)* spell to the affected location in the center of the grove. This helps to ensure that the affected part of the grove is at least partially protected from forest fires.

The grove is a transportation center for high-level druids. One reason the local druids maintain it is to ensure that such druids always have a place here into which they can safely *transport via plants*.

T17) ARISTOCRAT'S HOME

A wealthy halfling by the name of Miles Wanderfeet (CG male human, Ari1, hp 4) lives here with his two servants: Trina (LG female human, Com1, hp 3) and Mixie (CN female human, Com1, hp 3).

Miles moved to Lorantan over 40 years ago. He arrived soon after his own family shoved him out of a nearby city for his embarrassing indiscretions. Since then, Miles has gone through a long succession of servants, many of whom have quit because of the sexual harassment he puts them through.



CHAPTER ONE: THE THORP

Miles is a shameless flirt who likes to think of himself as a master with ladies of all species. From time to time, he's lived with a pretty young thing who welcomed the money he lavished on her, along with his attention. None of these relationships ever last for long, though, as Miles's eye invariably wanders, taking his heart along with it.

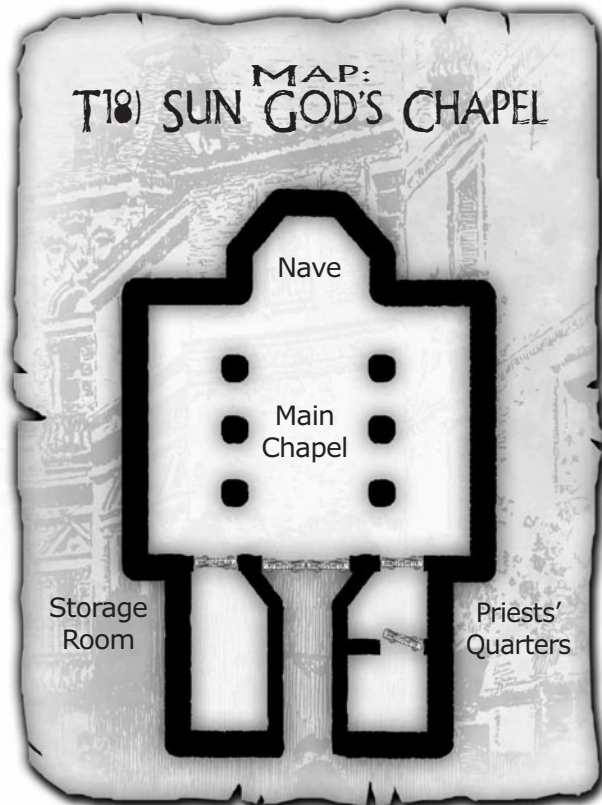
Miles's current servants have been with him for over a year — almost a record. This is mostly because Mixie, a buxom young brunette, had heard about Miles beforehand. She decided to take the initiative and has been overtly flirting with her boss since she took the job. The reversal has so flummoxed the aristocrat that he's taken to leaving his servants alone, instead focusing his attentions elsewhere — anywhere else.

Miles's fortune is kept in a chest cemented into the floor in the basement of his home. The chest contains 500 gp. It is locked (Open Lock DC 20) and trapped with a *sonic blast glyph of warding*. The pass phrase is "Hey, lovely lady," a sentence that often escapes Miles's lips.

T18) SUN GOD'S CHAPEL

Yado Prenston gave up a not-so-promising career as an adventurer to come back home and take over the chapel of the sun god. A young gnome novice named Gooliapoosh (NG male gnome, Com1, hp 3) works here as his loyal assistant. They both live here, sleeping in simple cells in the wings of the chapel.

Yado grew up in Lorantan, studying under the old priest, Kanto Ahmerka. When he came of age, the young cleric decided to go out into the world with a band of his friends, seeking fortune and glory. Sadly, their first venture into a dungeon ended in death.



Despite his best efforts, Yado was unable to save his friends from shuffling off this mortal coil. In fact, he was forced to choose who to save among them. It was Kandalee, upon whom Yado had a crush, who survived, leaving the blood of two others on the young cleric's hands.

Since returning home, Yado has had little to do with his old friends. He can't look any of them in the eye, and his relationship with Kandalee has deteriorated to the point that he can barely stand to be in the same room with her.

Gooliapoosh has noticed his superior's melancholy, but he feels helpless to do anything about it. He has prayed to the sun god for guidance, but he has had no flashes of inspiration. In the meantime, the cleric is neglecting his flock, which includes most of the thorp. If it weren't for Gooliapoosh's help, Yado would have long since fallen apart.

Yado is willing to cast spells in exchange for donations to the church. He refuses to cast spells for evil characters. Those who choose the sun god as their primary deity receive a 25% discount on all requested donations.

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Once a year, a 9th-level priest of the sun god comes through and casts *hallow* on the chapel. The *daylight* spell tied to this shines down from the top of the chapel's nave. This symbol of the sun god's power burns day and night.

Yado keeps the church funds in a wooden chest in his residence. This contains 50 gp. It is locked (Open Lock DC 25) but not trapped.

Prices: 100% of standard.

YADO PRENSTON

1st-Level Human Cleric

CR 1; SZ M (humanoid); HD 1d8+1; hp 9; Init +1 (+1 Dex); Spd 20 ft.; AC 15 (+1 Dex, +4 scale mail); Atk +1 melee (1d8+1, heavy mace) or +1 ranged (1d10/crit 19–20, heavy crossbow); Face 5 ft. X 5 ft.; Reach 5 ft.; SA Turn Undead, Spells; SQ Spontaneous Casting; AL NG; SV Fort +3, Ref +1, Will +6; Str 12, Dex 13, Con 12, Int 14, Wis 15, Cha 14

Skills: Bluff +4, Concentration +3, Diplomacy +3, Heal +6, Knowledge (religion) +5, Listen +4, Sense Motive +5, Spot +4

Feats: Alertness, Combat Casting, Extra Turning, Iron Will

Languages: Common, Dwarven, Elven.

Spontaneous Casting: Good clerics can “lose” a prepared spell (other than domain spells) in order to cast any cure spell of the same level or lower.

Turn Undead: Yado may attempt to Turn Undead nine times per day.

Domains: Fire and Sun. Yado can Turn water creatures up to five times per day. Once per day, he can Destroy Undead with a Turning attempt, rather than simply Turning them.

Spells Prepared: (3/4)

0 Level — *detect magic, light, mending;*

1st Level — *burning hands, command, sanctuary, shield of faith.*

T19) DOCTOR'S OFFICE

This is where Doctor Wilsha Contresian works along with her nurse Nola and her apprentice Endo Caltrain (T14). The sick and dying from the entire area are brought here for the doctor and her helpers to minister to. There is often a person or two lying in a sickbed here.

The bulk of the building is a single room with a small office walled off in one corner. None of the eight beds are particularly private, although they can be separated visually with a curtain that hangs from the ceiling over each.

A single female halfling can be found here on most days. Her name is Dilly Dandybrook (NG female halfling, Com1, hp 2), and she hails from a farm in the surrounding countryside. She suffers from debilitating asthma, and her family can't afford to pay for a spell to cure her condition. She hopes to someday make the trip to the big city and throw herself on the mercy of the priests in the Temple District. For now, she struggles with her condition on an almost daily basis.

Prices: 100% of standard.

T20) MAYOR'S HOME

This is the home of the community's founder, Glothloren. He lives here with his two elven assistants: Dothoria (NG female elf, Com1, hp 4) and Centrahdoln (NG male elf, Com1, hp 4).

Glothloren founded Lorantan over 100 years ago, and he has presided over it as its mayor ever since. He was married for a while to a gorgeous elf named Kandalia. She bore him a daughter, Kandalee (T8), and they were happy for a while. However, she eventually left him over his infidelities, but not before Kandalee was old enough to fend for herself.



GLOTHLOREN

7th-Level Elf Commoner

CR 6; SZ M (humanoid); HD 7d4; hp 28; Init +1 (+1 Dex); Spd 30 ft.; AC 12 (+1 Dex, +1 ring of protection +1); Atk melee +4 (1d4+1/crit 19–20, dagger), or ranged +4 (1d8/crit 19–20, light crossbow); Face 5 ft. X 5 ft.; Reach 5 ft.; SQ Elf Traits; AL NG; SV Fort +2, Ref +3, Will +4; Str 12, Dex 12, Con 10, Int 13, Wis 15, Cha 10

Skills: Appraise +6, Bluff +5, Listen +6, Search +2, Sense Motive +9, Spot +6

Feats: Alertness, Skill Focus (Sense Motive), Toughness

Languages: Common, Draconic, Elven

Elf Traits (Ex): Elves have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They also have +2 racial bonus to saving throws against Enchantment spells or effects. They are immune to magic sleep spells and effects. Elves that pass within 5 feet of a secret door make an automatic Search check.

Possessions: *Bag of holding 4, hat of disguise, ring of protection +1.*

The straw that broke the camel's back was Glothloren's dalliance with a simple barmaid that produced a bastard son: Andrecue (T11). This was too much for this proud elf lady to bear.

Overwrought with regret for losing his wife, Glothloren refused to acknowledge his illegitimate son, despite the fact the boy was raised in town. Now that Andrecue is married to a woman who has borne him twins, Glothloren is finding it more difficult than ever to deny his blood.

In general, Glothloren has been a good leader for Lorantan, although it has not grown at nearly the pace he would have preferred. Still, his frequent trips to the city have resulted in his luring all sorts of interesting citizens to his community over the years, the latest of whom is Willowienne, whose beauty is rekindling the flames in the old elf's heart.

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Over the years, Glothloren has accumulated a tidy bit of treasure. This is hidden in a secret drawer in the bottom of a wardrobe in his bedchamber (Search DC 25). The drawer is locked (Open Lock DC 30), although it is not trapped.

An open *bag of holding* 4 is stitched into the sides of the drawer, making the drawer the top of the bag. It can be easily removed without damaging the bag. Inside the *bag of holding* is 5,000 gp, plus a *hat of disguise* that Glothloren used to employ when he was cheating on his wife.

T21) GENERAL STORE

When it became clear that Lorantan was going to grow into a real community, Glothloren (T20) decided to build a brand-new general store. Here he and his assistants, Dothoria and Centrahdoln, sell just about everything the people of the thorp could want — as long as the store isn't competing with anyone else. Glothloren has a strict policy against trying to ruin small businesses like the musician's shop (T13) or the tannery (T28).



Dothoria and Centrahdoln do most of the work in the store these days. It seems clear that Glothloren is grooming the young elven couple to take over for him someday, and to that end Dothoria is already working up a proposal to purchase the business from their employer in the future.

The prices here are reasonable across the board. As mayor, Glothloren feels it's his duty to do everything he can to encourage people to come to Lorantan. If that includes making sure his goods are affordable to all, then so be it.

Standard adventuring gear can be found here, including weapons and armor. Most other kinds of merchandise are available too, including fresh meats and produce, although nothing in the way of live animals.

Prices: 90% of standard.

T22) THORP HALL

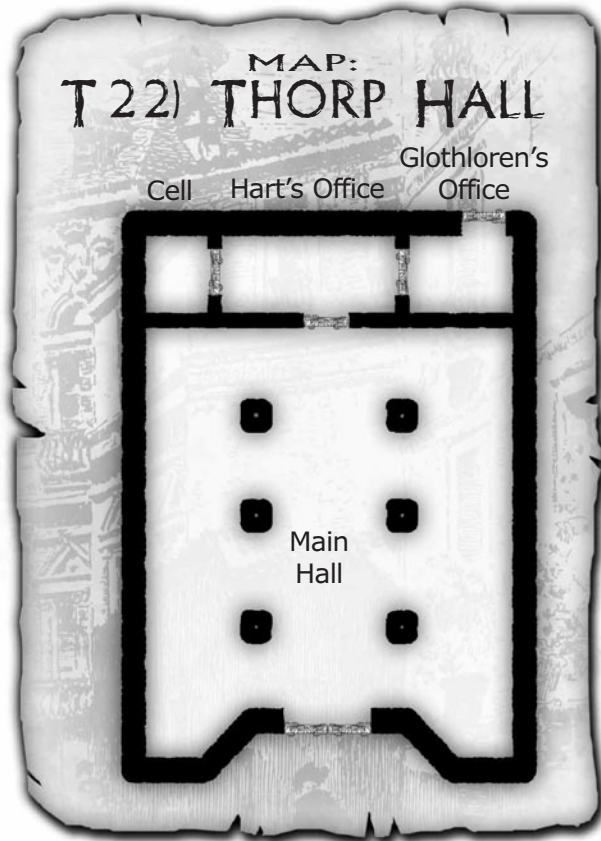
This is where the business of the thorp gets done. Glothloren (T20) has an office here, and these days he actually spends a good deal of time in it concocting plans for improving the thorp and bringing in more business.

Hart Krenshell (T9) also has an office here as sheriff of the small community. There's even a small jail that consists of a room with two pairs of manacles hanging from the rear wall.

Opening the manacles is easy enough for a talented rogue (Open Lock DC 20). There's not even a lock on the door of the room. However, the only way out of the room is through the door, and if there's a violent prisoner in here, a guard is always posted in the main room. This is often Krenshell, but it can be just about any other trusted citizen in a pinch.

It's rare to find anyone in the jail at all. Justice around here is often administered swiftly — usually by Glothloren himself. A circuit judge passing through might handle a case or two if they are less pressing matters, though. This is normally Falster Volage V (H19) from the hamlet downriver.

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The only regular occupant of this place is an old sot by the name of Dotis (CG male dwarf, Com1, hp 4). This poor drunk is otherwise homeless, but he usually manages to gather together enough coppers to drink himself into oblivion at the Half-Moon Tavern most nights.

When there are any major problems in the thorp, Glothloren or Hart can call a meeting here. There's enough room for just about everyone to fit in. The place is also often used for receptions, parties, or other large, private gatherings.

T23) HALF-MOON TAVERN

This once-proud tavern is now the toughest place in town. But as rough-cornered as the place might be, it can't hold a torch to the crassness and despicableness of the place's current owner, Mirsk Antru (T6).

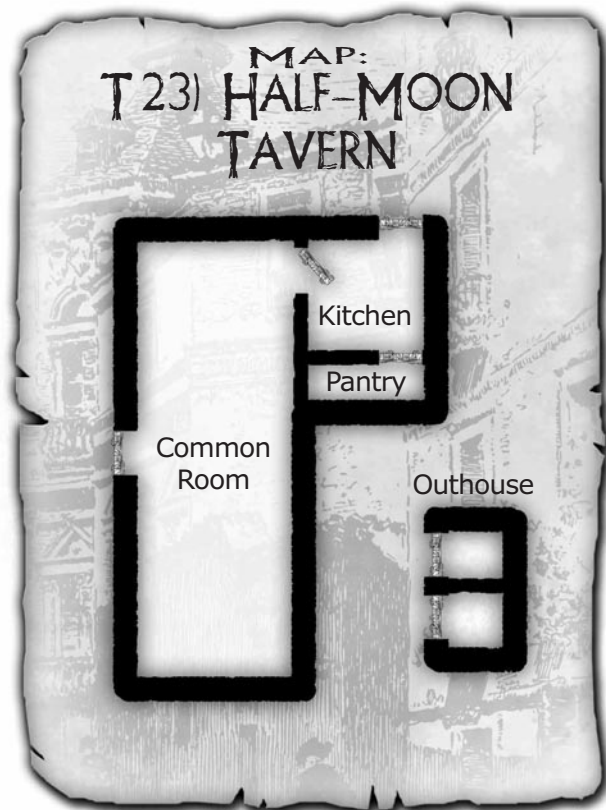
Mirsk handles most of the customers here himself. He opens the place just before sundown every evening and keeps the lights on until the last patron goes home — or is tossed out on his ear.

The Half-Moon caters to the seedier element from the road and the surrounding area. People who want someplace nice to grab a meal should patronize the Crossroads Inn (T5) instead.

Brawls break out here almost nightly. Mirsk pays a pair of dwarven fighters — Robbe and Marliana (T9) — to maintain order in the place, but they're really just there to keep the fixtures and furnishings intact. The fact that the parents of the two dwarven siblings (T10) used to own the bar back when it was a respectable establishment only seems to tickle Mirsk's savage sense of humor.

Prices: 80% of standard.

Mirsk's Relevant Skills: Bluff +4, Sense Motive +4.



T24) MONEYLENDER

Mandor the moneylender (LN male human, Rog1, hp 6) lives here along with his wife Judia (NG female human, Com1, hp 3). They have four children, one

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of whom — Markor (LN male human, Com1, hp 4) — is full-grown and works for Mandor. The others — Melkor (age 13, NG male human, Com1, hp 2), Juniay (age 10, NG female human, Com1, hp 2), and Jelsey (age 8, CG female human, Com1, hp 2) — spend most of their day in lessons with their mother, who is determined to shove an education down their ungrateful throats.

When someone in the thorp wants money, Mandor's the person to whom she turns. Although he's not the wealthiest person in Lorantan — that distinction still falls to Glothloren — Mandor is the most willing to make a loan, and at interest rates that fall just short of usury.

Mandor started out as a tomb robber, working with a party of adventurers to loot ancient burial places full of treasure — and traps. After a couple of close calls, Mandor realized there were easier ways to part people from their hard-earned money, so he moved to Lorantan and set up shop as a moneylender.

Since everyone knows that Mandor has money, he takes great pains to protect himself and his family from robbers. He has hired on a pair of qualified guards (T9) in Hart Krenshell and her husband Dalgathein. They spend all day long in the building, guarding its occupants. When they leave, they lock Mandor and his family in tight.

All of the place's windows are barred, and the doors come with excellent locks (Open Lock DC 30). Even if the place is broken into, Mandor only has 40 gp, plus a gem worth 100 gp. While this is a fortune to most people — especially most of those in the thorp — it might not impress a group of adventurers much. Most of Mandor's money is in the pockets of other people, earning him interest.

Mandor lends money only to people he trusts — or if someone he trusts personally vouches for them. Alternatively, he is willing to take liens on property as collateral for monies loaned. He charges 15% annual interest. This is negotiable, of course. For every point by which a customer's Bluff check beats Mandor's Sense Motive check, knock 1% off the rate, down to a minimum of 5%.

Mandor's Bargaining Skills: Bluff +5, Sense Motive +5.

T25) APOTHECARY

Dembeddo (NG male gnome, Exp2, hp 3) is a handsome gnome with a flair for alchemy. As such he's set up shop here in Lorantan as an apothecary, working in conjunction with Doctor Wilsha Contresian (T14) to keep the community in good health. He lives here with his elderly father Armbeddo (NG male gnome, Com1, hp 2), for whom he cares.

Dembeddo is a good gnome, perhaps too good. He worships regularly at the sun god's chapel (T18), he avoids the Half-Moon Tavern (T23), and he treats those about him with courtesy and respect.

Unfortunately, he has set his eye on winning the hand of young Blinda (T1), a pretty blonde gnome who lives down the road. This is sad only because Dembeddo excites Blinda as much as a cold fish sandwich. She is looking for a Prince Charming, and Dembeddo is little more than Mister Straight and Narrow. Still, this dark-haired, good-hearted gnome isn't quite ready to quit yet.

Dembeddo keeps most standard alchemical products in stock. He is also willing to make commissioned goods. The prices for these depend on the cost of ingredients and the time involved.

Prices: 100% of standard.

Dembeddo's Relevant Skills: Alchemy +4, Bluff +4, Sense Motive +4.

NEW ALCHEMICAL ITEM: GOODSCENT

When sprinkled on a subject, this wonderful-smelling liquid makes the person a great deal easier to be around. The wearer of goodscent gains a +2 circumstance bonus to all Diplomacy checks for the next 1d3 hours.

The Alchemy DC to make a single vial of *goodscent* is 20.

Cost: 10 gp per vial. Each vial contains four doses.



T26) FISHMONGER

The Hurkat family (T2) has fished the Rock River for over 50 years. They know the currents and eddies like the lines on a lover's face. This storefront is where they provide fresh fish to the rest of the community.

Trent Hurkat and his wife Mella run the place as smooth as a fish's scales. They oversee a number of workers, including their four sons and any seasonal help they can bring in.

The Hurkats currently have one employee outside of the family, an older man by the name of Stinky Smeek (CG male human, Com1, hp 3). Smeek got his name from the fact he likes to sleep in the shop, which means he always smells like fish. No matter what he does, the scent seems to follow him everywhere.

The prices here are perfectly reasonable, and the quality is always good. The Hurkats would rather throw a fish back than offer their neighbors inferior specimens.

Prices: 90% of standard.

Mella's Relevant Skills: Bluff +2, Sense Motive +2.

T27) TANNERY

This is where Blim the tanner (T1) plies his trade, along with his wife Glanda and their youthful daughter Blinda. Blim handles the hides himself, crafting leather goods of all sorts. Glanda manages the financial side of things, selling Blim's work to the general store (T21), exporting it to other communities, and even selling it at retail in a little shop in the front of the building.

Blinda pitches in with both of her parents. Her heart isn't really in the work, though. She's just aching for a handsome young gnome prince to sweep her off her feet and rescue her from the life of drudgery she sees laid out before her, longer than the River Road, on which she's never traveled more than a few miles.

Prices: 100% of standard.

Glanda's Relevant Skills: Bluff +2, Sense Motive +2.

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T28) GRAVEYARD

This large plot of land has been set aside for the graves of those who have passed away in the community. There are dozens of graves here today, most featuring stone markers carved with the symbol of the deceased's chosen deity.

T29) FARMHOUSE

This farm is managed by Gart Tripken (NG male human, Com1, hp 4), his wife Ria (NG female human, Com1, hp3), and their three sons: Grando (age 14, NG male human, Com1, hp 4), Casto (age 10, CG male human, Com1, hp 3), and Bilt (age 6, NG male human, Com1, hp 2). Three farm hands assist them on a permanent basis, as do a number of migrants during the planting and harvesting seasons. The trio of solid helpers are Wenedd Corson (NG male human, Com1, hp 3), Hantar Agate (NG male human, Com1, hp 5), and Ponty Karwale (CG male human, Com1, hp 4).

While there are several different farms in the area, the Tripken farm is the only one that's close enough to the thorp to be considered a part of it. That said, the people on the farm don't make trips into town regularly, as this involves a round trip across the ford, which is never an easy crossing, even on a good day.

At least once a week, though, the whole crew comes into town for supplies. When they do, the three farmhands invariably end up down at the Half-Moon (T23), while the Tripken family has dinner at the Crossroads Inn (T5).

Gart grows mostly wheat on his acreage, although he has one acre set aside as a vegetable garden for his own kitchen. They also have several milking cows, a pen packed with pigs, and a coop full of chickens. They take what they need for themselves, and they sell any excess in town to Glothloren to stock the shelves of his general store (T21). Most of the wheat goes to the next community over to be milled into flour. However, Gart is willing to entertain offers for any of his goods.

Prices: 90% of standard.

Gart's Relevant Skills: Bluff +2, Sense Motive +2.

PLOTS

The thorp may be little more than a rest stop along the road. Alternatively, it can be the heroes' base of operations while they plunder a nearby dungeon. In either case, here are a few plot ideas to keep things interesting while they're here.

- An old enemy has tracked Dask Kendar to his home at the Crossroads Inn (T5). This is a kobold whose settlement was wiped out by Dask and his adventuring friends. Wary of a direct confrontation, the kobold is skulking about at night, hoping to find an opportunity to stick a knife between the fighter's ribs. Unfortunately, the kobold isn't too particular about who it attacks, so it's possible that some truly innocent people might end up dead first.
- Someone is conning Glothloren, posing as Andrecue. As of yet, the con artist has only communicated by means of notes slipped under the mayor's door or into his cloak. She hopes to convince Andrecue to give his "son" a loan of 2,000 gp to pay for a spell to heal one of the blacksmith's children of a horrible disease. In truth, the con artist is playing off of the mayor's reluctance to communicate directly with his son. The heroes could help a suspicious mayor determine what's really going on, tracking the culprit down themselves.
- A dangerous stranger lies unconscious at the healer's office after he was found washed up on the river's shore. It's up to the heroes to determine just who this person is, why someone tried to kill him, and how he ended up here.

CHAPTER TWO

THE HAMLET

VOLAGE

Population: 240 adults and 60 children

GP Limit: 100 gp

Ready Cash: 1,200 gp

Power Center Type (Alignment):

Conventional (LN)

Authority Figure: Falster Volage V (LN male human, Com8)

The hamlet of Volage is a small community of only 240 adults and 60 children set upon the banks of the Rock River. The hamlet is named for the family of humans that founded it over 150 years ago. The Volages originally owned most of the farmland in the region, but they have since sold off a great deal of it, making them wealthy while helping to build their community in the process.

HISTORY

The Volage family founded the hamlet of Volage over 150 years ago. Before that, the area was simply a large bit of farmland owned by Falster Volage, the family's now-legendary patriarch. As his children grew, Falster gave each of them a portion of his land, allowing them to set up separate farming operations of their own. Since Falter had seven children, there were eventually many different farms working the region's land.

The Volage family took great care to not compete with each other, though. If one of Falster's children grew beans, then no other would plant the same crop. This tradition continued on for many years, right up until Falster's grandchildren started farms of their own. At that point, there were so many Volage farmers in the area that some of them were going to have to duplicate crops.

It was at about this point that one of Falster's grandchildren, Gonsted Volage, decided that he wasn't all that interested in farming after all. He

had no desire to compete with his cousins or the rest of his kin. Instead, he realized that the area needed a general store badly, so he set one up in what is now downtown Volage.

At first, many of Gonsted's family laughed. He was a man of the soil. What did he know about running a store? But Gonsted stubbornly insisted on starting up his shop. Once the other Volages realized that the nearest store besides Gonsted's was several dozen miles away, they stopped their chuckling. Before long, each and every one of them was giving Gonsted their business, and not just out of the desire to support the young man's venture.

It didn't take long before others realized what a smart move Gonsted had made. Within a few years, Gonsted was joined by a double handful of businesspeople determined to be just as successful as he was. Soon the cluster of buildings centered around the ferry crossing Gonsted had established at the crossroads had become a tiny thorp.

As the first mayor — and the only one for several decades — Gonsted's largest and most influential project was the building of the Main Street Bridge. This single advancement has long since drawn people of all sorts down the roads of Volage and — more importantly — to its inns, taverns, and shops.

Over the years, the thorp continued to flourish until it grew into a hamlet. The only thing preventing the place's further advancement is the distance of Volage from any truly large cities from which it can draw more residents. As far up the Rock River as it is, the place is likely to remain a hamlet for a long time.

POWER CENTER

The power center of Volage is just the same as it's always been: the Volage family. These days, the family is a bit more fractured than it once was. It seems like the place is just crawling with Volages and their relatives, and not all of them get along. In

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fact, sometimes the hamlet's laws are the only things keeping the people from taking advantage of each other in one way or another.

The mayor of Volage these days is Falster Volage V, the great-great-grandson of the great Volage patriarch. Falster the Fifth, as he is known, is a fair man, although a bit hardened by his years. Now in his early 60s, Falster is weighed down with the responsibilities he seems to feel have been thrust upon him.

However, should anyone suggest that perhaps Falster would be happier stepping down, he immediately launches into his favorite tirade about how the mayor of Volage has always been a Volage. Should the brave soul offer as how there are dozens of those of Volage blood in the hamlet, Falster waves her off in disgust, pointing out that none of the others are any better suited than he — and most are far less so. That's why it's his responsibility, as it was for his father and his grandfather too.

Falster is as lawful neutral as they come. He believes in the law first and foremost. Nothing else can be trusted, as it is the only sure way to administer justice in a society that chaos is constantly threatening to swallow whole.

Of course, as mayor of such a small community, Falster also doubles as Volage's resident judge. In effect, since he both passes the laws and interprets them, his word is law. That said, Falster takes great pains to be fair to those in his community. He doesn't trust outsiders very much, but he can always be counted upon to treat them evenhandedly as well.

DEFENDING THE HAMLET

The hamlet has little in the way of defenses other than the Rock River. The Volage Bridge (H4) is the only means of crossing the river for miles in either direction — on foot, that is. The river here is too swift and deep to be forded easily.

It's possible to swim the river here, although difficult. The river is 20 feet wide. You can swim across the river at a quarter your speed as a move-equivalent action or at half your speed as a full-round action. Each time you try to move, make a Swim check (DC 15) to keep from being swept away. A swimmer can try to regain her feet with another Balance check (DC 15). Every round a character is swimming, she is swept 30 feet downriver. Apply this at the end of her turn.

Fording the river on a mount is handled the same way. Instead of making a Balance check, though, a mounted hero makes a Ride check (DC 15).

If the hamlet is attacked from across the river, the first thing the guards do is try to cut the suspension bridge (H4). Alternatively, they may set it afire.

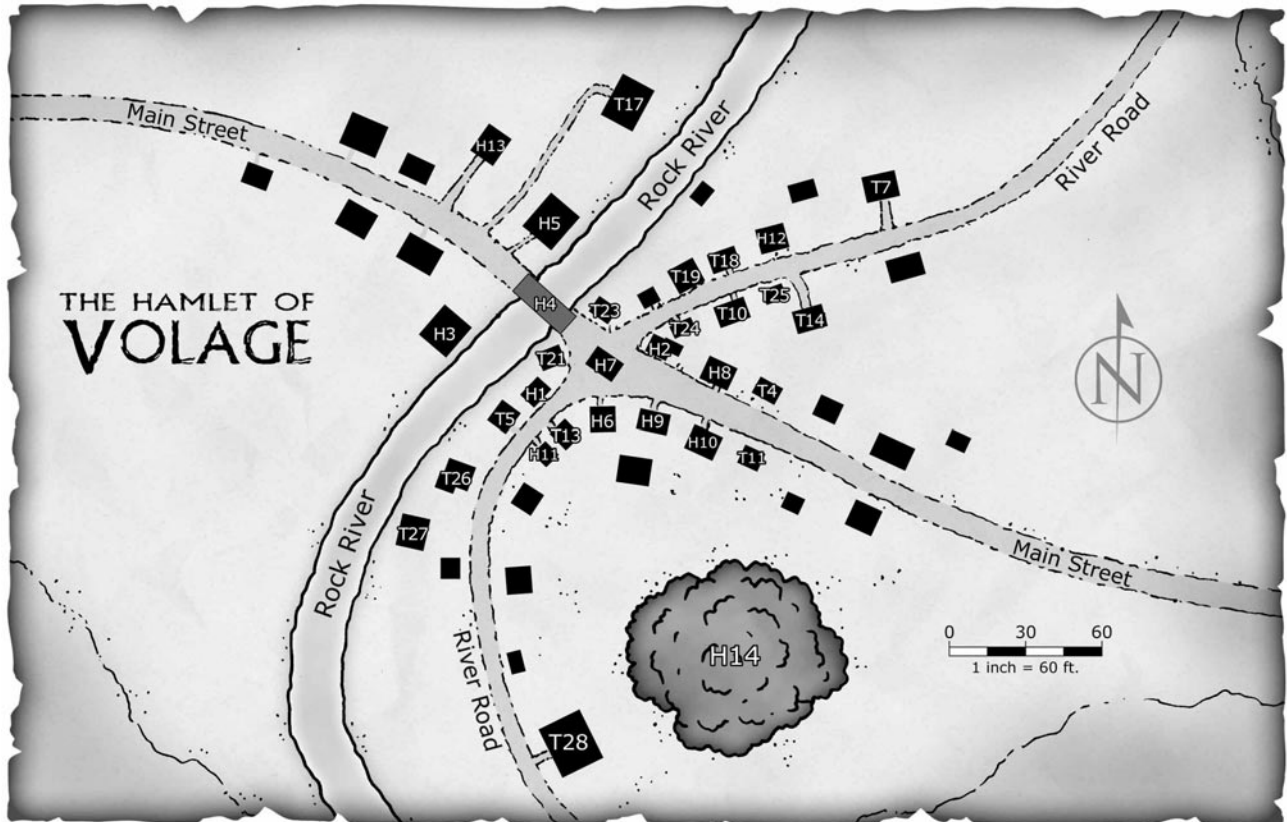
LOCATIONS

H1) HANSON'S TAVERN

Hanson (LN male human, Com4, hp 10) — otherwise known as "Old Man" — has been running this tavern for over 50 years. He has five employees who work here with him. Caly (NG female human, Com1, hp 3), Darka (LN female human, Com1, hp 3), and Endi (CG female human, Com1, hp 3) work the tables. Old Celity (N female human, Com2, hp 5) rules over the kitchen, and young Mardik (N male human, Com1, hp 2) buses the tables.

Hanson has survived three wives — including a matronly elf — and now boasts that no woman could outlive him, even at his ripe old age. His tavern is large, weathered, and could use a lot of work, much like him. Still, the drinks are cheap (80% of

CHAPTER TWO: THE HAMLET



normal prices) and hardly ever watered down, which makes this the most popular watering hole in the hamlet.

The barmaids are friendly, but not too much so. Caly sleeps here in a spare closet. Mardik usually curls up on a mat of straw ticking behind the bar at the end of the night. The others all have places off-premises to call their own. Darka and Endi, sisters, still live with their parents.

Although Celity denies it with an apple-red blush anytime someone even suggests it, she has slept with Hanson upon rare occasion. He's too much of a pig for her to put up with on a regular basis though.

Hanson attributes his longevity in his relatively dangerous lifestyle — when compared to most others in the hamlet, at least — to sheer luck, but he's not above stacking the odds in his favor. He keeps a *potion of hiding* on him at all times, and he has a *+1 dagger* stuffed in his belt.

Prices: 80% of standard.

Hanson's Relevant Skills: Bluff +4, Sense Motive +4.

H2) THE GOOD KNIGHT'S INN

Sir Andrado Barcston (NG male human, Ftr3/Ari1, hp 20) owns and operates this place along with his wife Swevy (NG female human, Rog1/Ari1, hp 7) and their five children, ranging in age from 4 to 10 (NG humans, Com1, hp 2).

Some distant ruler in a far-off land awarded Sir Andrado his knighthood long ago. This happened during the man's adventuring days in his youth, and it arose out of an incident in which he accidentally saved the ruler's life. Never one to dissuade others of fine opinions of him,

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Andrado accepted the accolades with an uneasy grin that others apparently took as the look of a world-weary champion.

Although his career had an auspicious beginning, Sir Andrado soon realized that he was too much of a coward to make much of a living as a hero. Despite the publicity surrounding his early success, he decided to take the handsome monetary award the ruler had granted him and start an inn in a quiet little hamlet a long way from anywhere.

Andrado's greatest fear is that the people of the hamlet may someday discover what a coward he really is. The truth of it, though, is that Andrado actually has far more backbone than he suspects. If anyone threatens his wife — who knows his secret, as she was one of his adventuring party at one time — his children or his friends, he instinctively launches into action before he has time to think about it. Given the chance, he might truly be able to rediscover the hero lurking in his soul.

Swevy knows of Andrado's self-doubts, and she stokes them when she becomes irritated with the way he preens to cover them. She was with him

during the whole of his adventuring career, and it sometimes grates her to see him regale a crowd in the inn's common room with fictionalized tales of his exploits. Still, she'd never leave him. She loves him too much for that.

The children are all justifiably proud of their father. They don't know his true history, but he's actually made a much better innkeeper than a fighter. And he's a darn good dad too.

Andrado's rates are reasonable, and he's willing to cut adventurers a good deal. He tells them it's because they're kindred souls, but really it's due to the fact that having such people around his place adds to his own legend in the hamlet.

Prices: 100% of standard; 80% of standard for adventurers.

Andrado's Bargaining Skills: Bluff +4, Sense Motive +4.



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H3) THE VOLAGE MILL

The mill is run by Darby Volage (LN male half-orc, Com 2, hp7) and his wife Danyel (LN female human, Com2, hp 6). He has a +2 *longsword* handed down to him by his father.

Darby and Danyel own the only mill for miles around. Together they grind up just about every bit of grain produced in the Volage farms and beyond. It's hard work, but they make a good living at it.

Darby is a bit unusual for a Volage in that he's a half-orc. Many years ago, his mother — the orc half of his blood — was found in the remains of an orc war camp a Volage raiding party had destroyed as a matter of defense of the hamlet. Unable to bring himself to kill the infant orc girl, Curlito Volage — the hamlet's sheriff in those days — took her back home and raised her as his own.

While there were some inevitable tensions, young Carlotta — as the orc girl was named — was eventually accepted in the community as one of their own. She even found herself a husband in Dabby Volage, and she bore him a single son: Darby.

Unfortunately, Darby's mother was killed while he watched, before he reached 10 years of age. A paladin passing through town on the River Road saw Carlotta disciplining the young Darby for stealing candy from a shop. Thinking this was an evil orc attacking a helpless lad, the paladin immediately leapt from his horse and ran Carlotta through. She died in her weeping son's arms. The paladin was later hanged for murder.

The experience understandably scarred Darby, who has become extremely xenophobic. If he doesn't know you, he doesn't trust you more than the width of his blade, which he often pulls out to sharpen whenever a stranger approaches.

Danyel is Darby's saving grace. She's no great beauty, but he values her more than any treasure. She's the only one who can make him laugh, and this skill extends to others too. She has an instant charm about her, a sparkle in her eyes that all but the most evil souls instantly recognize.

Darby's prices are reasonable, especially considering the fact he's the only miller for miles around. Should someone he doesn't know ask after his prices, though, he quotes them triple his usual rates.

Prices: 100% of standard; 300% for strangers.

Darby's Bargaining Skills: Bluff +3, Sense Motive +3.

Darby charges by the bushel for his services. The standard price is 5 cp per bushel. He doesn't care to sell or buy any goods. He's happy to simply provide his service to the surrounding communities.

H4) THE VOLAGE BRIDGE

This wooden bridge was originally built over 125 years ago. The people of Volage keep it in good repair, as they know that it's the lifeline of their economy. If the bridge goes down, it could potentially cut their regular traffic in half.

This is actually a wide suspension bridge, one that is held up by huge lengths of rope that have been magically treated to give them strength. Still, the bridge can only hold about a ton of traffic at any given point. Carriages and wagons must go across, one at a time. Even were the bridge's supports strong enough to hold several wagons at once — which they're not — the bridge is only about 10 feet wide, too narrow for two wagons to pass each other going in opposite directions.

The ropes that hold up the Volage Bridge are thick and magically treated. They have a hardness of 5 and 10 hp. They can be burst with a successful Strength check (DC 30). There are two ropes along either length of the bridge. This way, should a rope on either side break, the bridge will still stand. If both ropes on either side break, the bridge collapses, hanging vertically from the remaining ropes. If all four ropes are broken, the bridge falls into the river.

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H5) BOATWRIGHT

Jarka Volage (N female human, Exp3, hp 10) oversees the operation of this boatwright's shop, pier, and dry dock. She employs a team of eight laborers (each LN human, Com1, hp 4).

Jarka inherited the family business from her father Jako Volage earlier this year. Although she was running the place almost single-handedly for the last year Jako was around, she's still a bit nervous in her position of ultimate authority in her shop. Every time she makes a decision, she's afraid that it's the wrong one and that her father's spirit is looking down on her, shaking his head.

Jarka has good reason to have such feelings. After all, she murdered her father in his sleep. She considered it a mercy killing — he was suffering from dementia and becoming more unhinged by the day — but the commission of the act still haunts her.

There are those who suspect Jarka's guilt in her father's death, most notably Ritt Volage, the company's bookkeeper. Jako's cousin, Ritt knew that Jako's mind might have been fading, but there was little reason to suspect his heart might have been following it. Still, timid Ritt is too frightened by the blustery Jarka to ever give voice to his suspicions — at least to her. Sometimes when he's in his cups, down at Hanson's Tavern (H1), he tends to let things slip, though. So far it hasn't come back at him.

Jarka sells boats up to the size of a keelboat. Larger ships have drafts too deep for them to be able to fit this far upriver. She also purchases used ships, fixes them up, and resells them. Her team is capable of effecting just about any kind of necessary repair and can even build ships from scratch.

Jarka also rents boats. The basic cost to rent a boat for one week is 1% of its standard cost. However, Jarka isn't about to let someone she doesn't know just wander off with one of her boats. She either has to have someone she

trusts vouch for strangers, or the renters have to give her something to hold as collateral against the value of the boat.

Prices: 100% of standard.

Jarka's Bargaining Skills: Bluff +4, Sense Motive +4.

PIER PRICES

Piers make their money by charging people for space for their boats. Here are some standard fees, based upon the type of boat being moored. The rule of thumb is that a day's fees are equal to 0.1% of the boat's original cost.

While docked at a pier, the ship's crew and passengers normally have full access to the community. Additionally, the ship's captain can expect the dockhands to help load or unload any cargo he may have. Many piers also offer some amount of security, but few captains are willing to trust their ship, cargo, and crew to the pier watchmen. Still, it's at least a secondary line of defense.

If a captain wishes to dock at a pier for less than a full day, most piers charge half their normal rate for any stay of less than 8 hours.

BOAT	COST PER DAY
Rowboat	5 cp
Galley	30 gp
Longship	10 gp
Keelboat	3 gp
Sailing Ship	10 gp
Warship	25 gp

H6) SHERIFF'S OFFICE

Karsden Volage (LN male human, War3, hp 15) is the hamlet's full-time sheriff. He works in this building, along with two of his cousins, Gar Volage (N male human, War1, hp 5) and Arcy Towslin (LG female human, War1, hp 5).

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Karsden is a paunchy, middle-aged man who values the law above all else. He's nearly as much of a stickler for details as the mayor himself. He's been known to arrest people for littering and hold them in jail overnight.

The fact is that that Karsden is a petty man who revels in abusing his power over people whenever he can get away with it. Those who run afoul of him can expect to find themselves before the hamlet's judge before too long — unless they leave town fast. To Karsden's mind, Volage is his town.

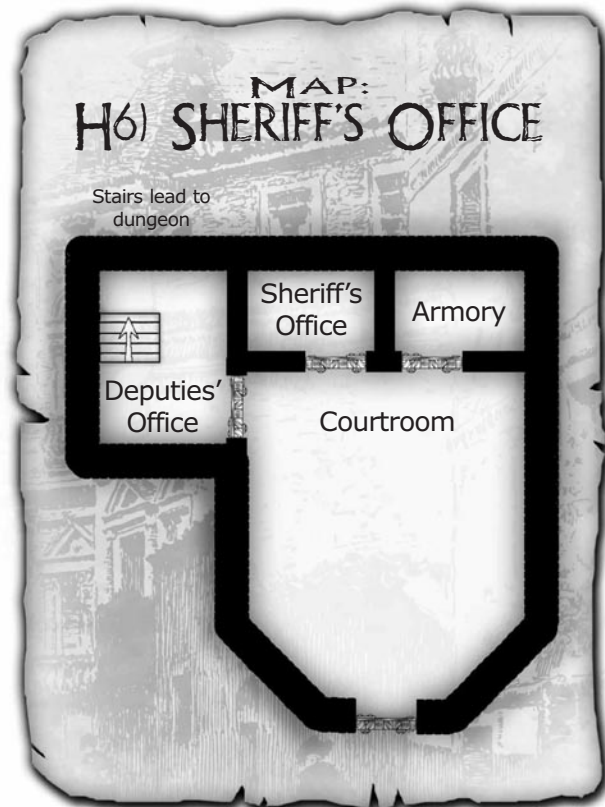
Sure, Falster V is nominally the mayor, but since Karsden's the one carrying the *+2 lawful longsword*, he figures he's the one really ruling this roost.

Gar Volage, a born bully if ever there was one, worships his older cousin. Gar reasons that either he or Arcy is in line for the sheriff's job once Karsden retires, and he's bound and determined to suck up to Karsden for as long as it takes to make sure the position is passed on to him.

Arcy, on the other hand, is actually interested in enforcing the law so as to protect the people of the hamlet. Her mother is a Volage, but the fact that Arcy's last name is Towslin has given her something of a persecution complex. This isn't at all helped by the not-so-subtle digs Gar makes at her in an attempt to force her out of Karsden's favor.

Unfortunately for Gar, while Karsden is petty, he's not stupid. He despises Gar precisely because of his brown-nosing. The more Gar does to try to force Karsden to like him, the more Karsden pulls away. Gar takes out his resentment on Arcy whenever he can, which only irritates Karsden all the more. He would fire Gar if he thought he could get away with it. Unfortunately, he'd need to find a replacement, and there aren't any in the area — barring the heroes, of course.

The office features a dungeon in the crude basement beneath it. There are four sets of manacles here, one mounted on each wall. You can usually



find at least two or three lawbreakers in here cooling their heels. Unless the prisoners are particularly dangerous, though — or Karsden or Gar is in a foul mood — they generally aren't placed in chains and are instead permitted to roam the dungeon freely.

The manacles require an Open Lock check (DC 20) to undo. The door is locked from the outside and pulls outward. Someone on the outside can pick the lock with a successful Open Lock check (DC 20). There are no windows into this room other than a small, barred one set into the room's door.

H7) MAIN SQUARE

This open area is where the people of the hamlet hold festivals throughout the year. On most mornings, you can find farmers or other merchants selling their goods here. It's mostly fresh meats and produce, and generally at reasonable prices.

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Shanny Volage (CN female half-elf, Sor1, hp 2) often sets up a stand here too.

A half-elf on her mother's side, Shanny is the youngest granddaughter of Falster V. Although she actually has some magical power, it isn't yet much. Instead of working for a living, Shanny sits in the square most mornings and tells fortunes. She has no actual divination powers, but that doesn't stop her from putting on a good show, making the most of her elven heritage to wow naïve humans.

Most of the hamlet's natives have long since recognized Shanny as a scam artist, although there's some debate as to whether or not she actually believes in her "powers" herself. (She doesn't.) Still, she has a steady group of regulars who visit her at least once a week. With her knowledge of the town and the people in it, Shanny — an astute observer of the humanoid condition — can usually concoct some fairly decent fortunes. She normally keeps her answers vague enough to allow for a generous and willing interpreter to find many ways to declare their veracity.

Shanny lives in a boarding house on the edge of town, having moved out of her childhood home to escape her family's disapproval. She frequently entertains male guests there, only contributing to her strange reputation.

Shanny charges the locals 5 sp per reading. She's all too happy to raise her rates for outsiders, particularly if they seem wealthy. In effect, she asks for a fee of 1 gp per level of the person requesting the reading.

Shanny's Bargaining Skills: Bluff +2, Sense Motive +2.

Shanny's Known Spells: (4/3) 0 Level — *detect poison*, *dancing lights**, *ghost sound**, *prestidigitation***, *read magic*; 1st Level — *comprehend languages**, *detect secret doors**, *identify**

H8) HAMLET HALL

Falster V works out of an office in this spacious building. He has a secretary — Sarethiana (LN female elf, Exp6, hp 21) — who takes care of most details for him.

Like every other mayor for the past 100 years, Falster V spends a good deal of his time here in the hamlet hall. This is a large building, big enough to accommodate the entirety of the community for hamlet meetings and other events — like the hamlet's near-legendary winter festivals.

Most days, Falster can be found either here or out wandering about, surveying the community which he considers to belong to him by right of birth. In the afternoons, Falster frequents the inns and taverns, particularly the Good Knight's Inn (H2), "keeping in touch with the common folk." As impressive as that might sound to some, Falster is wise enough to not hang out at such



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places after sunset, as he fears — possibly rightfully — that some lawbreaker might try to take revenge on him in the place.

Falster often has one of the hamlet's guards with him — usually Karsden, but sometimes Gar — to keep him safe. It's been a while since the last attempt on his life, though, so this only happens these days if Falster somehow has a scare put into him.

Sarethiana has been the secretary for four mayors in a row now. She is considered by most to be as much a fixture of the position as the mayor's finely carved mahogany desk (worth 25 gp to the right person). This dark-haired, fair-skinned elf is the one who really keeps the hamlet running along. She does all of the grunt work involved with the community's management, and if she was to somehow disappear, the entire place would quickly grind to a halt.

FALSTER VOLAGE V

8th-Level Human Commoner

CR 7; SZ M (humanoid); HD 8d4; hp 20; Init +0; Spd 30 ft.; AC 10; Atk melee +4 (1d8/crit 17–20, +2 *keen longsword*), or ranged +4 (1d8/crit 19–20, light crossbow); Face 5 ft. X 5 ft.; Reach 5 ft.; AL LN; SV Fort +2, Ref +2, Will +3; Str 10, Dex 10, Con 10, Int 14, Wis 13, Cha 14

Skills: Appraise +7, Bluff +5, Listen +4, Ride +3, Sense Motive +9, Spot +4.

Feats: Alertness, Leadership, Martial Weapon Proficiency (longsword), Skill focus (Sense Motive).

Languages: Common, Elven.

Possessions: *Headband of intellect +2*.

H9) THE TUCKBOOT BAKERY

Boddy Tuckboot (CG female halfling, Brd2, hp 8) works here with her husband Dobbin (CG male halfling, Rog3, hp 8), their three children (each CG halfling, Com1, hp 2), and Dobbin's father Dabbin (CG male halfling, Com4, hp 10). They all live on the upper floor.

This halfling family is the social center of the hamlet, despite the fact that none of its members is even remotely related to the Volages. The Tuckboots have been here for many decades. Dabbin, the now-retired patriarch, used to be the finest baker in town. These days, he only helps out during the odd crunch, preferring instead to spend his days down by the river's edge, fishing for his lunch.

Dobbin has taken over for his father, despite the fact that he's only a passable baker. Fortunately, his eldest daughter Dandi is a genius with an oven, and she is slowly taking over more and more responsibility in the kitchen. This leaves Dobbin free to manage the business and family finances, something at which he really excels.

Dobbin spent some time in the big city when he was younger, and he fell in with the wrong crowd. One day he made a mistake that forced him to leave town quickly, though, and he came back to Volage, bringing the lovely Boddy with him. Despite his checkered past, Dobbin is actually the local representative of the city's Thieves' Guild. The title is more ceremonial than anything else. The master of the Thieves' Guild likes to claim that he has people all over the place, and Dobbin is just one small cog in that machine.

Although Boddy makes a mean scone, she's best known for her achingly wonderful singing voice. While she helps out in the shop most afternoons, she usually spends her evenings entertaining at various locations throughout town, from the local taverns to simply singing on the street for copper applause. She also puts on three or four larger productions every year, dragging in people from throughout the community to play different roles in her plays, many of which she authors. She once had

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dreams of becoming a star in the big city, but these days she's happy enough being the only big fish in a fairly small pond as far as entertainment goes.

Prices: 100% of standard.

Dobbin's Bargaining Skills: Bluff +4, Sense Motive +4.

Boddy's Known Spells: (3/1) 0 Level — *light**, *mage hand*, *mending**, *prestidigitiation**, *read magic*; 1st Level — *hypnotism**, *ventriloquism*

H10) CHAPEL OF THE EARTH GODDESS

Brunhilga (NG female dwarf, Clr2, hp 9) is the dwarven head priestess in this chapel to the earth goddess. The young Halbitia Volage (NG female human, Clr1, hp 5) works as her assistant. They both have chosen Earth and Good as their domains.

A handsome female dwarf, Brunhilga was sent to take over the administration of the Volage flock when her predecessor died in an orcish raid on the hamlet some two years ago. At first, she was reluctant to leave the temple in her dwarven home behind, but she has found most of the people of Volage to be accepting of her, if not actually kind. The only person who evinces any real resentment of her is her assistant Halbitia.

Halbitia practically grew up in the Volage chapel of the earth goddess. From an early age, she was touched by the goddess's myths, and she decided to pursue a vocation in her service. When the former high priestess of the chapel — Gurdy Volage, one of Halbitia's many aunts — died and was buried, enveloped in the goddess's firm and muddy grasp, Halbitia was sure that she'd be the one to take over the chapel. It was quite a shock to her when Brunhilga arrived to take over instead, complete with written orders from the church's hierarchy.

Halbitia knows it's her duty to serve under Brunhilga faithfully, but she can't help her jealousy. She snipes at her superior whenever possible and has been known to spread vicious, speculative rumors behind her back. Brunhilga eventually learns about most of these transgressions and, understanding their source in Halbitia's troubled soul, endeavors to be kinder to her assistant. This behavior only infuriates Halbitia further, as she can't stand to have someone she despises be so kind to her. The young cleric knows it reflects poorly on her, so she refocuses her self-loathing on her superior, and the cycle starts again.

The chapel is the favorite of the community, no matter how divided its priestesses may be. The farmers owe their livelihood to the earth goddess, so they come here to worship often. The church coffers and larder are never empty.

Both Brunhilga and Halbitia are willing to cast spells in exchange for donations to the church. Those who choose the earth goddess as their primary deity receive a 25% discount on all requested donations.

Once a year, a 9th-level priest of the earth goddess comes through and casts hallow on the chapel. The aid spell tied to it helps all worshipers of the earth goddess.

Halbitia keeps the church funds — 150 gp — in a secret compartment in the chapel's sacristy. This is hidden under a potted tree (Search DC 25), and it's locked (Open Lock DC 20). It is not trapped.

Prices: 100% of standard

Brunhilga's Bargaining Skills: Bluff +3, Sense Motive +3.

Brunhilga's Prepared Spells: (4/3+1) 0 Level — *cure minor wounds*, *mending*, *resistance*, *virtue*; 1st Level — *bless*, *cure light wounds*, *protection from evil*, *sanctuary*

Halbitia's Prepared Spells: (3/2+1) 0 Level — *guidance*, *light*, *read magic*; 1st Level — *command*, *magic stone*, *protection from evil*

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H11) CHAPEL OF THE WEATHER GOD

Thando (N male human, Adp1, hp 4) lives and works here in the service of the god of weather.

The god of weather is another important deity for the farmers that surround the hamlet of Volage. This chapel was actually the first one ever set up in the community, although it has never had enough worshipers to warrant a real priest, just an adept of the faith.

Thando stands around six and a half feet tall, towering over most occupants of the town. As is the way of his church, he wears his hair and beard long and unruly, and he is as weatherbeaten as an old barn from years of sleeping out under the stars. Although he is only 45 and in good physical health, he has the skin of a man nearly twice his age.

Thando's wild, blue eyes and his predilection for launching into tirades about "the lack of respect people have for the weather these days, with their fancy houses with their solid roofs," only contribute to his reputation as someone touched by the gods — or touched in the head. Either way, there seems to be enough divinity in this man to allow him to lead a flock of worshipers who are much happier to fill his donation basket than sit through another of his stormy sermons.

The adept prefers to keep a distance between himself and the rest of the community. The only people he communicates with regularly — outside of services and sermons, of course — are the druids in the grove on the edge of the hamlet. Their common link to nature gives them a basis on which to rest a friendship and an affection that has grown over the years.

People often wonder aloud what Thando does with all the money donated to the chapel. He's obviously not spending it on himself — or on the chapel, which he prefers to leave open to the ravages of the elements. In truth, Thando takes only a little to pay for food and drink. He's been hoarding the rest for years.

Thando has 220 gp in small change stashed in a secret hole beneath the altar in the chapel. This requires a Search check (DC 25) to find in all the mess.

Thando only grudgingly casts spells for any who may need them, in exchange for an appropriate offering. He offers a 20% discount to those who follow the god of weather.

Once a year, a 9th-level priest of the weather god comes through and casts *hallow* on the chapel. The spell tied to this is *protection from elements (cold)*, which explains how Thando is able to survive winters in the place.

Prices: 120% of standard.

Thando's Bargaining Skills: Bluff +2, Sense Motive +2

Thando's Prepared Spells: (3/1) 0 Level — *create water, cure minor wounds, mending*. 1st Level — *endure elements*.

H12) THE HOUSE OF SILENCE

Makanda Volage (LE female human, Mnk1, hp 4), a distant relative of Falster V, has set herself up in this house as a teacher of the way to inner peace. She runs meditation classes daily, and they are almost always full — although they only have up to eight slots available at any time.

Makanda normally holds her classes outside, but during inclement weather she's been known to invite people into her home. But then again, on occasion she's kept them outside to help them get in tune with the harsher aspects of nature; this is something the adept Thando (H11) strongly approves of.

The young monk was raised in a small city not too far from here. Her grandfather apparently had a falling out with Falster IV and so left town long before this beautiful and serene woman was born. After gaining her initial training as a monk, Makanda decided to venture back to her ancestral home and try to do what she could to mend the broken fences in her family. Her meditation classes are the first step toward accomplishing that, she says.

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In all truth, however, Makanda is not as forgiving of the trespasses committed against her father as she would like the people of Volage to believe. She is actually here to research the situation and learn all she can about the hamlet before she strikes. She hopes to humiliate Falster V, but her monk training has taught her patience. Until the right opportunity presents itself, she is willing to wait.

Makanda charges 1 sp per person per class. This is only negotiable if the student wishes to prepay for more than a week's worth of classes at once.

Those who attend Makanda's meditation classes, which take about an hour, gain a +1 circumstance bonus to all Will saves that day.

Prices: 100% of standard.

Makanda's Bargaining Skills: Bluff +2, Sense Motive +2.

H13) CALEDDINGLA'S HOUSE

Caleddingla and her husband Tonnynodder (LN male gnome, Exp1, hp 3) live here in this quiet house along with their two small children Dingladora (age 3, LN female gnome, Com1, hp 1) and Noddytocker (age 1, LN male gnome, Com1, hp 1).

Since most people consider Shanny Volage a flake, Caleddingla is the only widely recognized arcane spellcaster in the area. This makes her of invaluable service to the community, and she is often called upon to lend the mayor or the sheriff a hand when they are clueless as to how to proceed with a matter — which happens more often than not, it seems.

Caleddingla knows that her magical abilities are limited, and she is aching for the chance to join an adventuring party to get the kind of experience she needs to improve. At the same time, she's loathe to leave her family, especially with her children still so young. This is a constant point of tension between her and her husband.



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Tonnynodder has spent more than one night sleeping in front of the fireplace instead of sharing his wife's bed. A simple tinker, he loves his wife, although her constant talk about wild adventurers tends to scare him. This is truer now than ever, as the hapless gnome fears his wife will leave him alone with their two children — maybe forever.

If any adventurers approach Caleddingla for help, she is extremely eager to do all she can. She is willing to cast any spells she knows as long as the heroes cover any direct costs for it. As she works with the heroes, the young gnome pesters them incessantly for details about their adventures to date, a sparkle in her eyes as she hears the tales of their exploits.

On the other hand, Tonnynodder, a normally cheerful and friendly gnome, finds it almost impossible to be pleasant to those who might lure his wife away. It's against his nature to be rude, and so he's constantly apologizing for his actions and his attitude when adventurers are about, but he just can't help himself.

H14) THE DRUID'S GROVE

Burl "Woody" Volage (N male human, Drd2, hp 8) lives and worships here. He has two other druids who share his calling: Danley Volage (N male human, Drd1, hp 4) and Wisty Contrell (N female human, Drd1, hp 4). Woody has a pair of wolves as his animal friends. Danley and Wisty each are friends with a single wolf.

Woody — so called for his lifetime love of the woods — was destined to be a druid from an early age. His family, a group of farmers out on the edge of the original Volage property, encouraged this pursuit in him for two reasons. First, as the youngest of eight children, he had little chance to inherit the farm when he grew up. Second, as a youth, wandering the woods kept him out of trouble.

Woody is a kind and gentle man in his early 30s, with sunburned skin and long, dark hair. He has an easy way about him that shines whenever he's in

CALEDDINGLA

1st-Level Gnome Wizard

CR 1; SZ S (humanoid); HD 1d4; hp 4; Init +1 (+1 Dex); Spd 20 ft.; AC 12 (+1 size, +1 Dex); Atk melee +0 (1d6, light mace) or ranged +1 (1d8/crit 19–20, light crossbow); Face 5 ft. X 5 ft.; Reach 5 ft.; SA Spells; SQ Gnome Traits, Summon Familiar; AL NG; SV Fort +0, Ref +1, Will +2; Str 11, Dex 12, Con 11, Int 16, Wis 10, Cha 12

Skills: Bluff +3, Concentration +4, Listen +3, Knowledge (arcana) +5, Sense Motive +2, Spellcraft +5, Spot +3

Feats: Alertness

Languages: Common, Draconic, Dwarven, Elven, Gnome

Gnome Traits (Ex): Gnomes have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They also have +2 racial bonus to saving throws against illusions, +1 racial bonus to attack rolls against kobolds and goblinoids, and +4 dodge bonus against giants. Once per day a gnome can use *Speak with Animals* as a 1st-level druid to communicate with a burrowing mammal (badger, fox, rabbit, etc.); this is a spell-like ability. Gnomes with Intelligence scores of 10 or higher may cast *dancing lights*, *ghost sound*, and *prestidigitation*, each once per day as a 1st-level wizard (spell failure penalties for armor apply).

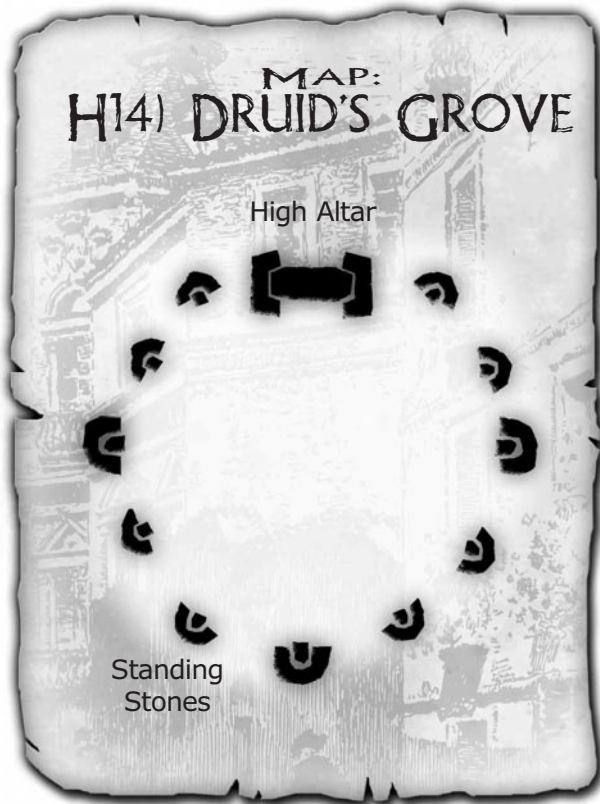
Summon Familiar: Caleddingla has yet to summon a familiar, since she hasn't been able to scrape up the 100 gp required.

Spells: (3/2) Caleddingla knows the following spells:

0 Level — *arcane mark*, *dancing lights*, *daze*, *detect magic**, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation**, *ray of frost*, *read magic**, *resistance*

1st Level — *charm person**, *identify*, *sleep**

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the grove or any other natural setting. Get him into the community proper, though, and he starts to become nervous and irritable.

Danley and Wisty are much the same way, although both are in their late teens, just novices in the ways of the druids. A budding relationship is growing between the two, much to Woody's consternation. He tells them that sexual attraction is certainly a part of nature. However, it's distracting them from the rest of creation. Because of this, he often assigns them each to projects that keep them apart for the bulk of the day.

Still, neither of the teenagers are giggling fools. They take their studies seriously, almost too much so. Anytime they see anyone harming nature in a thoughtless way, they point it out vehemently, sure that Woody will haul their hides out of any fire they may manage to fall into.

Other than the druids who live here, this place is identical to T16.

Prices: 100% of standard.

Woody's Bargaining Skills: Bluff +2, Sense Motive +3.

Woody's Prepared Spells: (4/3) 0 Level — *detect poison, guidance, know direction, light*; 1st Level — *entangle, goodberry, obscuring mist*

Danley's Prepared Spells: (3/2) 0 Level — *flare, know direction, mending*; 1st Level — *faerie fire, summon nature's ally I*

Wisty's Prepared Spells: (3/2) 0 Level — *detect magic, read magic, virtue*; 1st Level — *entangle, shillelagh*

PLOTS

The hamlet is a bit more complex, and so are the plots in which it finds itself embroiled.

- Someone kills Old Man Hanson (H1). It's set up to make it look like it was a drunkard who got in a fight with the curmudgeon over a bar tab. In fact, it was one of the man's ex-wives. Once the heroes figure that out, they then must determine which one of the three committed the horrible deed. To complicate matters, they all have motive, means, and opportunity. This was not a likable man. People were lined up to kill him.
- An orc kills a family in a nearby village in the middle of the night. The one survivor, remembering the half-orc at the mill in the hamlet, pins the blame on Darby (H3) in her hysteria. It's up to the heroes to see through this prejudice — the witness's story is full of more holes than a target dummy — and put things right. Otherwise, Darby is likely to be executed for crimes he didn't commit.
- One of Jarka Volage's (H5) employees is sure enough about her part in her father's death to try to blackmail her about it. Jarka can't figure out who's behind the blackmails, although she suspects he's among her workers. They are mysteriously dying off one by one as she arranges for a number of "accidents" to remove likely candidates. It's only a matter of time before she succeeds, since the blackmailer is too scared to actually tell anyone the truth.

CHAPTER THREE

THE VILLAGE

SEGUENTELIN

Population: 650 adults and 200 children

GP Limit: 200 gp

Ready Cash: 6,500 gp

Power Center Type (Alignment):
Conventional (LG)

Authority Figures: Digminius (LG male human, Ftr4), Freyja (LG female human, Brd3), and Makhail (LG male human, Sor2).

The village of Seguentelin is a community of 650 adults and 200 children set upon the banks of the Rock River. The village is named for the large stone bridge that spans the river here. This is one of the last bridges on the river as it makes its way to the ocean far beyond. After a certain point, the river becomes too wide and deep for a traditional stone or wooden bridge to cross. From there on, people are forced to use boats, ferries, or magical means to cross from one side of the river to another.

HISTORY

Seguentelin (literally “bridge home” in Elvish) was founded around 200 years ago as a business venture entered into by two elven brothers, Dilly and Sully Grandun. They were rivermen born and bred, and they knew the ways up and down the Rock River like the salmon that they fished out of it.

As the two Grandun brothers were following their favorite fish up the river one day, they realized that while the river was a great source of fun and fortune for them, it was a royal pain for many others. They had lost track of the number of times they’d seen people trying to ford the river in unlikely spots, only to be turned back by the current — or, worse, to be sucked under the surface forever. They decided that what the river needed was a proper bridge, one that was guaranteed to gather the most amount of traffic.

But the brothers wondered how they could ever make a dime off of this. They could certainly operate the bridge at a toll, but neither of them really fancied building a whole bridge just so they could sit outside all day and night and collect fees of passage from any who might be too scared — or wise — to try to ford the waters instead.

Then they struck upon the idea that was to make them rich. They would build the bridge and let people cross it for free. But they’d also set up a general store and an inn so that travelers who made use of the bridge would have a place to pick up supplies, grab a drink, or even rest their heads for the night.

The Seguentelin Inn and its sister businesses were an outstanding success. Soon after completion of the bridge, word of its location and price — free! — spread like wildfire. It was only a short while before the Granduns were making money hand over fist at their little crossing spot.

Of course, their success didn’t go unnoticed. As the years wore on, more and more people decided to move into the area and set up shop near the bridge. Eventually, the post grew into a thorp, and then a hamlet. Today, it’s the site of a thriving village: Seguentelin.

POWER CENTER

The power center of Seguentelin is an elected council of three members. Terms last three years, and elections are held each fall for a single spot on the council. The councilors also appoint a judge for a period of five years at a time. They hire a sheriff too, who then hires a number of deputies funded by the council’s budget.

The current members of the council are Digminius, Freyja, and Makhail. The village judge is a grouchy old dwarf by the name of Khazak’dur (V13).

SEVEN CITIES

The Seguentelin village council is basically lawful good. The councilors all have the interests of the villagers at heart, and they believe that the law is the best tool they have to make the place the kind of community in which they can all feel safe and be proud to raise their kids. However, that doesn't mean that they don't all have different ideas about how to best articulate and implement their laws. This is a bone of contention that has kept the councilors at each other's throats for years.

attacked from across the river, the first thing the guards do is try to raise the drawbridge (V2). Alternatively, they may set it afire.

LOCATIONS

V1) BALDUCK'S BOOKSTORE

Balduck Montduggery (NG male halfling, Exp3, hp 10) lives here by himself.

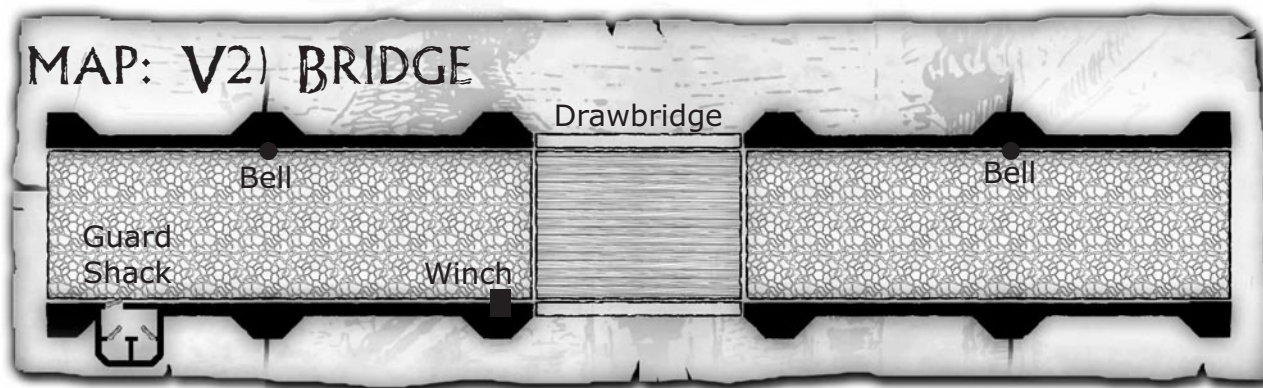
Balduck "Bad Luck" Montduggery II is old money — at least for Seguentelin. His grandfather Balduck I opened this bookstore nearly 195 years ago. It was one of the first shops in the community that wasn't owned and operated by the Grandun brothers — it was also the first to be owned by a nonhuman: a halfling — and it has maintained that cursed independence to this day.

DEFENDING THE VILLAGE

The village has little in the way of defenses other than the Rock River. The bridge (V2) is the only means of crossing the river for miles in either direction — on foot, that is. The river here is too swift and deep to be forded.

The river is 60 feet wide. Every round a character is swimming, she is swept 30 feet downriver. Apply this at the end of her turn. If the village is





Balduck grew up in Seguentelin, and he and his wife raised three children here. Unfortunately, Balduck's wife Mersy died of consumption several years back, and his children have since all left the area to make their fortunes on their own. Balduck is getting on in years now and has no one to whom he can pass on the business that's been in his family for three full and long-lived generations.

Among his wide and varied stock, Balduck has a *+1 tome of clear thought*, a *+1 tome of understanding*, and a spellbook appropriate for a 5th-level wizard. This spellbook can feature whichever spells you like, but as an example, it has: 0 — *arcane mark, detect magic, detect poison, read magic*; 1 — *burning hands, erase, jump*; 2 — *bull's strength, rope trick*; 3 — *secret page*. He keeps these hidden away in a secret closet behind a bookshelf (Search DC 20).

Balduck's prices are fair, right around average. However, he'd be willing to sell the whole shop for only about 1,000 gp, less the magic books and the spellbook hidden in the secret closet. Alternatively, if he can sell any or all of his hidden books, he happily takes the opportunity to retire on the proceeds. He is eager to sell, but he is wary of being robbed. He must trust the potential buyer before he even mentions that such amazing tomes have come into his possession.

Prices: 100% of standard.

Balduck's Relevant Skills: Appraise +6, Bluff +6, Sense Motive +6.

V2) BRIDGE

The Seguentelin bridge is built mostly of solid stone, with the exception of a center section that is surmounted by a wooden drawbridge instead of the stone surfacing. The bridge is normally left down during the day, but it's drawn up at dusk and lowered at dawn. This is done so that ships can pass freely up and down the river at night. It's also a security measure, protecting the village from invasion from the east.

Anyone who wants to cross over the bridge in the dark must pull the cord to ring the bell located on each side of the bridge. This alerts one of the guards (V10), who then comes out to see what all the fuss is about.

The bridge lifts up toward the west and the village proper. The winch that controls the bridge is on this side as well. A single person can work the winch, but two people have an easier time of it. It takes a single person three minutes to raise or lower the bridge, while a team of two can do it in just one minute.

The other option for lowering the bridge quickly is to cut the two large ropes holding the bridge up. These extra-thick ropes have 10 hit points each. They can be burst with a successful Strength check (DC 28). If the ropes are cut, the bridge falls into place. Of course, it cannot then be raised again until the ropes are repaired or replaced.

SEVEN CITIES

The bridge is 20 feet wide, broad enough to permit opposing lanes of wagon traffic. During the day, many people pass over the bridge, both coming in and out of the area and simply moving around the village.

V3) CARTWRIGHT

Puckduggery (CG male gnome, Exp3, hp 6) works here, along with his grown son Pugliato (CG male gnome, Exp1, hp 3).

Puckduggery has lived in Seguentelin his entire life. He was born here and learned the cartwright's craft on the knee of his father Duglasso. When old Duglasso passed on, Puckduggery took over the shop. His better business savvy has made this the most popular cartwright's shop for many leagues around.

These days, Puckduggery mostly sticks to handling the business's paperwork and its finances. Pugliato is in charge of the shop, where he oversees anywhere from five to 15 workers, depending on the season and the demand for the company's services.

Pugliato does not have his father's deft touch with the people below him. While he's an excellent cartwright, he expects even the lowest laborer to live up to his level of competence. When this doesn't happen, he's been known to fly into a rage and fire the guilty party on the spot. This is a cause of great concern for the elder gnome, who plans on someday passing the business on to his son, but he doesn't see what else he can do but to counsel his son to keep his temper in check.

Puckduggery makes and repairs most kinds of carts. He is willing to purchase used carts if they are refurbishable.

Puckduggery's wife Ilsaglass (CG female gnome, Exp1, hp 3) stays at home, raising the couple's other two young children, Ilasaria (age 20, CG female gnome, Com1, hp 2) and Pulsario (age 15, CG male gnome, Com1, hp 2).

Prices: 110% of normal.

Puckduggery's Bargaining Skills: Bluff +6, Sense Motive +6.

V4) CHAPEL OF THE GOD OF JUSTICE

Phantus (LG male human, Clr1/Ftr1, hp 8) works and lives here, maintaining the chapel of the god of justice. He was recently sent to Seguentelin by his superiors in the church of the justice god. The chapel in Seguentelin had stood empty for many years, and the higher-ups in the church decided it was time to finally refill the post here once again.

Phantus is young and eager, ready to whip the village into shape again. He is aware that the people here are of good moral stock, and he doesn't feel that it will be long before they are all once again in the good graces of the god of justice.

The people of Seguentelin are thrilled to have a representative of the god of justice back in town. The last one, a stern woman by the name of Calderra Balskight, was killed in a horrible incident three years ago. The attacker is presumed to be Glorietta, a female elf who claimed she was innocent of the charges of murder that had been brought against her. She escaped the village prison (V10) the night before she was due to be executed. When the guards came to warn Calderra of this, they found her body torn to shreds.

In fact, Glorietta is a werewolf. She killed her entire family one night, and when she awoke among their bodies, covered with their blood, she assumed that she had somehow managed to avoid the carnage, the memory of it too traumatic for her to recall. She was quickly arrested and convicted of her crime. Before she could be executed, however, she became a werewolf again, killed Calderra, and escaped into the wilderness. She has since wandered about, seeing herself as haunted by the killer that attacked her family, unaware that she is actually the culprit.

CHAPTER THREE: THE VILLAGE

Now that Phantus has begun to revive the justice god's chapel, it's possible that Glorietta might return to seek his blessing. She is sorry about all the deaths, but she feels the villagers are persecuting

her for them unjustly. She hopes that a new face might see her in a better light and realize that she is innocent of the crimes of which she is accused.

GLORIETTA

2nd-Level Elf/Werewolf Rogue

CR 4; SZ M (humanoid); HD 2d8, 2d8+4 as wolf or hybrid; hp 13, 17 as wolf or hybrid; Init +7 (+3 Dex, +4 Improved Initiative), +9 (+5 Dex, +4 Improved Initiative) as wolf or hybrid; Spd 30 ft., 50 ft. as wolf or hybrid; AC 13 (+3 Dex), 19 (+5 Dex, +4 natural) as wolf or hybrid; Atk melee +2 (1d8+1/crit 19–20, longsword) or ranged +4 (1d10/crit 19–20, heavy crossbow), or melee +7 (1d6+1, bite) as wolf or hybrid; SA Lycanthropic Empathy, Curse of Lycanthropy, Sneak Attack +1d6, Trip; SQ Alternate Form, Damage Reduction 15/silver, Elf Traits, Evasion, Traps; AL CN; SV Fort +2/+4, Ref +6/+8, Will +2; Str 11/13, Dex 16/20, Con 10/14, Int 11, Wis 12, Cha 10

Skills: Bluff +3, Escape Artist +6/+8, Hide +8/+10, Jump +2/+3, Listen +8/+12, Open Lock +6/+10, Read Lips +2, Ride +1/+6, Search +7/+11, Sense Motive +3, Spot +5/+9, Swim +1/+2, Wilderness Lore +2/+6 when tracking by scent

Feats: Armor Proficiency (light), Improved Control Shape, Improved Initiative; Blind-Fight and Weapon Finesse (bite) as wolf or hybrid

Languages: Common, Elven.

Elf Traits (Ex): Elves have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They also have +2 racial bonus to saving throws against Enchantment spells or effects. They are immune to magic *sleep* spells and effects. Elves that pass within 5 feet of a secret door make an automatic Search check.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the rogue takes no damage with a successful saving throw. Evasion can only be used if the rogue is wearing light armor or no armor.

Sneak Attack: Any time the rogue's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks the target, the rogue's attack deals extra damage. The extra damage is +1d6. Ranged attacks can only count as sneak attacks if the target is within 30 feet.

Traps: Rogues (and only rogues) can use the Search skill to locate traps when the task has a DC higher than 20. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps.

Lycanthropic Empathy: Werewolves can communicate with normal or dire wolves. They gain a +4 racial bonus to checks for influencing the animal's attitude. The werewolf can communicate simple concepts and, if the animal is friendly, even commands.

Curse of Lycanthropy: Any humanoid bitten by a werewolf in animal form must make a Fortitude save (DC 15) or contract lycanthropy.

Trip: A werewolf that hits with a bite can try to trip the target. This is a free action and doesn't provoke an attack of opportunity. If it fails, the target cannot try to trip the werewolf.

Alternate Form: A werewolf can assume the form of a wolf or a bipedal wolf hybrid.

SEVEN CITIES

Glorietta is creeping around town, hoping to meet with Phantus and gain his confidence. The only clue so far that she is in the area is a disturbing rise in the number of sheep missing from the surrounding farms. For his part, Phantus is unaware of the identity of his predecessor's killer, knowing only that the priest died a violent death, presumably in the service of the justice god. He hopes that he might find such a suitable end for himself, and he might get his chance more quickly than he thinks.

Phantus happily casts spells for any good or neutral characters who may need them, in exchange for an appropriate offering. He offers a 20% discount to those of good alignment.

Phantus has 300 gp stashed in a lockbox in the front of the chapel, practically daring someone to take it (Open Lock DC 20; untrapped). This is actually the case, as such a crime would give Phantus a criminal to bring to justice.

Once a year, a 9th-level priest of the justice god comes through and casts *hallow* on the chapel. The spell tied to this is *zone of truth*. Criminals are often brought here for questioning under the effects of the spell.

Prices: 100% of standard.

Phantus's Prepared Spells: (3/2+1) 0 Level — *guidance, read magic, virtue*; 1st Level — *command, cure light wounds, protection from evil*

V5) DRUID'S GROVE

Klarista Kragg (N female elf, Drd3, hp 14) worships here with her human husband Dunsten Kragg (N male human, Drd1, hp 5) and his sister Birchetta (N female human, Drd1, hp 4). Klarista and Dunsten have an infant son Dak (N male half-elf, Com1, hp 1), and Birchetta is raising her daughter Chettandra (age 5, N female half-elf, Com1, hp 2) there as well.

The Kragg family was recently sent to Seguentelin to replace Andurs Frankheim, the former leader of the local grove. Unfortunately, Andurs went missing a few weeks ago. Andurs' two acolytes — Meera and Mikalt Longwall, twin halflings — reported their leader's absence two weeks ago. Unwilling to leave such an important grove in the hands of two leaderless rookies, the druid society summarily replaced the Longwalls with the Kraggs.

While some might leap to the obvious conclusion that Andurs was killed by Glorietta (V4), the werewolf actually has nothing to do with the druid's disappearance. Instead, the druid fell victim to a yuan-ti soldier that got lost going up the river. This creature — known as Sslureth — has decided to take advantage of his situation by terrorizing the people living on the Rock River. Whenever he finds a person near the river, by herself, with no witnesses around, he attacks, killing the person savagely and then burying her corpse in the silt on the bottom of the river.

Sslureth is operating entirely on his own initiative. While he tells himself that his objective is to get the air-breathers to become so terrified that they start accusing each other of the killings, in reality he simply enjoys his horrific work.

The Kraggs are entirely unaware of Sslureth and his plans, as are most people up and down the river. Klarista and Dunsten just hope to be able to calm any fears about Andurs's disappearance and to raise their son in peace.

Birchetta's ambitions lie in that direction as well, although she also hopes to avoid meeting up again with her daughter's father, an elven adventurer by the name of Tandron (CG male elf, Ftr4, hp 28).

Birchetta and her ex-husband did not part on good terms. In fact, Birchetta did not even let Tandron know that she and Chettandra were leaving. When the soldier returns from his latest tour of duty, he is surely going to spare no effort to hunt his ex-wife and daughter down.

SSLURETH

3rd-Level Halfblood Yuan-Ti Fighter

CR 8; SZ M (monstrous humanoid); HD 7d8+35 + 3d10+15; hp 104; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+1 Dex, +2 leather, +5 natural); Atk melee +15/+10 (1d6+4/crit 18–20, +1 scimitar), or ranged +11/+6 (1d6+4/x3, mighty composite longbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Spell-like Abilities, Psionics; SQ SR 16; AL CE; SV Fort +10, Ref +7, Will +11; Str 18, Dex 13, Con 20, Int 14, Wis 21, Cha 19.

Skills: Concentration +15, Craft +13, Hide +8, Jump +10, Knowledge +7, Listen +16, Move silently +1, Ride +7, Spot +16, Swim +10

Feats: Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative, Mobility, Power Attack, Weapon Focus (mighty composite longbow), Weapon Focus (scimitar).

Languages: Abyssal, Common, Draconic, Infernal, Orc.

Spell-Like Abilities: 1/day — *animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, polymorph other*. All as if cast by an 8th-level sorcerer (save DC 13 + spell level).

Psionics (Sp): At will — *detect poison, alternate form (viper), chameleon power* (+8 to Hide), *produce acid* (touch +15/+10, 1d6 damage), *aversion* (Will save DC 17)

Other than the above, the grove is similar to the one in the thorp (T16)

Each of the druids is willing to cast spells in exchange for an appropriate offering. Klarista has a pair of Large vipers as her animal friends. The others each have a Medium-size viper of their own.

Prices: 100% of standard.

Klarista's Bargaining Skills: Bluff +2, Sense Motive +3.

Klarista's Prepared Spells: (4/3/2) 0 Level — *flare, guidance, know direction, read magic*; 1st Level — *cure light wounds, entangle, pass without trace*; 2nd Level — *speak with animals, summon nature's ally II*

Dunsten's Prepared Spells: (3/2) 0 Level — *detect magic, flare, mending*; 1st Level — *calm animals, obscuring mist*

Birchetta's Prepared Spells: (3/2) 0 Level — *detect poison, guidance, resistance*; 1st Level — *goodberry, summon nature's ally I*

V6) SEGUENTELIN INN

This inn is owned and operated by Durbana (NG female human, Com 9, hp 22), a beautiful, sprightly young woman who took over from her father Wilston (LG male human, Com 4, hp 12) when he retired three years ago. She has seven people in her employ. These include three maids, who also work as serving girls (each NG female human, Com1, hp 3), a cook (NG female human, Exp1, hp 3), a stablemaster (NG male human, Exp1, hp 4), a bouncer named Derigger (NG male human, War1, hp 5), and a bard named Sirta Lanston (CG female human, Brd1, hp 5), who provides each evening's entertainment

Those new to the village might, upon seeing Durbana for the first time, guess that the only draw the Seguentelin Inn needs for itself is the beauty and charm of its current innkeeper. While this would be sufficient in and of itself, the inn is actually one of the best places around in which to spend the night. The sheets are clean and crisp, the food is excellent, and the ale is of the highest quality. Better yet, the inn has nightly entertainment provided by the community's resident bard.

SEVEN CITIES

The Seguentelin Inn is by far the most popular establishment in town. People file in and out of here on an almost constant basis throughout the day and evening. Durbana has a strict “no trouble” policy though. Anyone who gets involved in a fight or any other distasteful behavior is immediately removed from the premises and banned from it for 1d4 days. On a second offense, the offender is banned for 1d4 weeks. On a third offense, the banishment is for life — or until the offender makes a sufficiently penitent apology to Durbana and swears an oath to never cause problems again. Either way, on the third offense the banishment is for at least a month.

The bouncer, Derigger Johansen, is more than capable of taking care of most trouble on his own. If Derigger ever appears to be outnumbered, the other customers of the inn are more than ready to back him up. They treasure the inn just as much as anyone else, and they are not about to let some outsiders spoil the place for the rest of them.

Most nights, Durbana works behind the bar in the common room herself. Her cheery exuberance seems to infect the entire room, making each and every customer happier than when he walked in. On her rare nights off, it's often Derigger or even Sirta who takes her place.

Prices: 100% of standard.

Durbana's Bargaining Skills: Bluff +10, Sense Motive +10.

Sirta's Known Spells: (2) 0 Level — *dancing lights*, *daze**, *prestidigitation**, *resistance*.

V7) MAKHAIL'S MAGIC SHOP

Makhail (LG male human, Sor 2, hp 6), owns this cramped shop. He lives upstairs with his young wife Seritta (NG female human, Com2, hp 4).



CHAPTER THREE: THE VILLAGE

As a member of the village council, Makhail is theoretically one of the most powerful people in the area. He has been on the council for over 25 years now, and the people show no signs of wanting him to leave office anytime soon. He was returned to his position in a landslide victory over Puckduggery (V3) just this past fall. The race was run well and fair, and there are no hard feelings on either side, although Puckduggery has promised to run again next year against a different incumbent. Makhail plans to endorse anyone running against the gnome, however, since the wizard disapproves strongly of Puckduggery's chaotic ways.

Makhail's main claim to fame, however, is that he's the proprietor of the only decent spell components shop in the area. Arcane spellcasters from miles around regularly make the trip to his little storefront to stock up on their essential supplies.

Makhail charges fair prices and keeps a good deal of stock on his shelves. He has on hand most spell components that cost 100 gp or less. If someone wants something exotic or simply over the community's gp limit, he must order it from the nearest city. It can take up to two weeks — or longer — to arrive. If it's needed more quickly, Makhail can make other arrangements, but the price goes up by 10% for every day shaved off the standard time, down to a minimum (usually) of three days.

For items that must be ordered, Makhail demands payment in advance. Actually, it's Seritta who makes the demands. Although she's 18 years younger than Makhail, she's the one who actually holds the family pursestrings. Ever since the two were married and Seritta took over the managing of the shop's business, profits have been way up, so there are no complaints from Makhail.

Makhail also does a brisk business in magic items, although he rarely has more than 2,000 gp on hand for buying such things. He purchases magic items at half their market value so that he can turn around and make a profit

on the deal. After all, it can sometimes be a while before someone comes in looking for a *potion of fire breath*.

As for selling items, there's a 20% chance that he has any particular item in stock, as long as it has a market value of 1,000 gp or less.

The tall, thin, and gray-haired Makhail is a frustrated adventurer at heart. His poor health and fear of monsters prevented him from making a career of it, but he still loves to hear details of the legends other people are creating. In the old days, he might even trade a good story for a spell component or two, but Seritta has seriously curtailed that practice.

Pretty and serious, Seritta is a no-nonsense kind of woman. She appreciates her husband's fondness for a good story, but she knows that before she took over the books he was near to poverty. Under her guidance, they have amassed enough money to start trading in magic items, a sideline that has proved amazingly lucrative.

Prices: 110% of standard.

Seritta's Bargaining Skills: Bluff +3, Sense Motive +3.

Makhail's Known Spells: (5/2) 0 Level — *arcane mark, detect magic, light, mage hand, mending, read magic*; 1st Level — *alarm, comprehend languages, expeditious retreat, identify, Nystul's undetectable aura*.

Makhail's Familiar: Makhail has an owl as a familiar.

V8) VILLAGE SQUARE

The village square of Seguentelin is long and irregularly shaped. The larger part to the east is the site of a public market twice a week. Here, merchants and farmers of all stripes congregate to offer up the latest and finest of their wares. People surge in from leagues around to pick up supplies or browse the newest offerings.

SEVEN CITIES

The village square is also the site of several local festivals, including a good number that honor the sun god, whose church overlooks the western end of the square. On some days, when the weather is good, the priests hold services in the west end of the square. When this coincides with market days, the square is absolutely packed. The priests would complain about the market on those days, but they know they get lots of worshippers stopping by from the market.

This is also the site of any executions the village carries out. The gallows stand on the east end of the square, a constant and somber reminder that the good people of Seguentelin take their respect for the law deadly seriously.

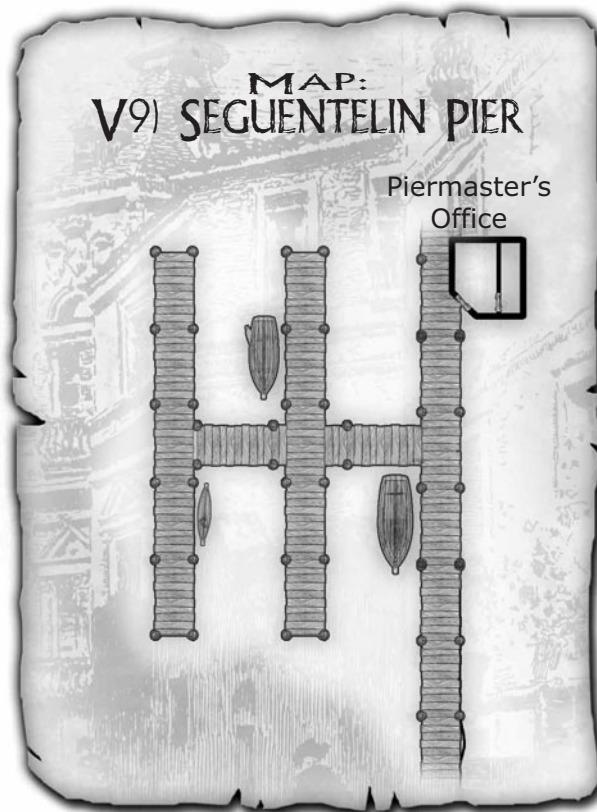
Judge Khazak'dur doesn't order too many executions these days. Some say he is growing soft in his old age, but they're usually not dumb enough to say it within earshot of him.

Shops, churches, and other buildings that abut directly upon each other surrounded the square on all sides. The only gaps between their façades are those created by the five roads running in and out of the square. Metaphorically, economically, and socially — if not geographically — this is the center of the village.

V9) THE SEGUENTELIN PIER

Marsh Kolnack (LG male human, Ari1/Exp1, hp 7) is the piermaster here. He oversees a crew of five to 30 laborers (NG humans, Com1, hp 4) — depending on the time of year — that help to moor and load and unload boats that dock at the pier.

It seems that most of the traffic that comes into Seguentelin is on the Rock River. The river, after all, is safer than the roads, and it's possible for a single ship to carry a freight load larger than any wagon could hold. As, such, the pier buzzes with activity throughout all but the deepest winter months when the ice on the river prevents reliable travel. Even during such times, the pier often sees a



ship or two, some of which are moored there for the season, others of which were able to somehow brave the ice to make it into town.

The Rock River is wide and deep enough to rarely freeze over entirely at this spot. This is yet another defensive feature of the area, as it prevents an army of any sort from being able to cross over the river by simply walking atop the winter's ice.

Marsh charges reasonable fees for mooring at the pier, all based upon the ship's tonnage and whether or not it requires dockhands to load or unload goods. The village council mandates the fees, as it actually owns the pier itself and employs Marsh to run it.

Marsh doesn't need the money from his salary at all. He comes from one of the wealthiest families in town, one that supported each of the three incumbents in the past six elections. He performs the work because he enjoys it. A jovial, burly man with huge hands, he was never one for the sophisticated life, although he does clean up well when the occasion calls for it. Instead, he loves to get his hands dirty and provide a much-needed service to the village he grew up in.

CHAPTER THREE: THE VILLAGE

The added benefit to this is that Marsh is basically incorruptible. No amount of money could persuade him to either cheat or somehow betray the village. His relatives may give him a hard time for lowering himself to work hand in hand with commoners, but they all know that his work at the pier is invaluable and contributes to the lowering of their taxes. Most of the village's income actually comes from use fees for the bridge and pier, after all.

This is still far upriver, however. No boats larger than a keelboat can navigate these waters.

Prices: 100% of standard.

Marsh's Bargaining Skills: Bluff +3, Sense Motive +3.

V10) SHERIFF'S OFFICE

Aloshus (LG male human, War5, hp 24) is the sheriff of Seguentelin. He has a single sergeant working under him: Donegal (LG male human, War2, hp 10). They oversee a squad of five guards (each LG human, War1, hp 5).

The Seguentelin sheriff's office is located right on the village square, making it easy for the sheriff to respond to disturbances throughout the community. More importantly, it allows the guards the opportunity to handle disturbances at the village's most important location: the bridge (V2).

Aloshus is a veteran of many years as a Seguentelin guard. He started out with the guard when he was only 16, and he has been with the crew ever since. He steadily worked his way up through the ranks to sergeant, where he served for over a decade. When the previous sheriff retired five years ago, there was no question as to who would take his spot.

The trim, balding Aloshus is a stern man who is preoccupied with the notion of a just society. In his measured opinion, the only device that gives a civilization any hope at all of advancement is its laws. If these are not rigorously enforced, the community is doomed to quickly slide into chaos. Aloshus

and his guards prevent this from happening through the judicious use of their authority, backed up by their blades.

Unlike most of the people in the guard, Donegal wasn't born in Seguentelin, and he never aspired to his position. Instead, he simply stumbled into it after leaping to help the Seguentelin militia hold off an attack by a marauding band of goblins. He single-handedly saved Aloshus's life during the skirmish, and for that he has the sheriff's eternal gratitude.

The short, brooding, and shaggy Donegal was just passing through, but when Aloshus offered him a job, he decided to stay for a spell. He quickly got comfortable, and he never left. Donegal tends to be a bit more pragmatic about following the letter of the law than his boss, but so far he hasn't stepped far enough over the line to draw Aloshus's wrath.

The sheriff's office includes a weapons room which is stocked with enough blades and shields for 20 soldiers. They are kept here to be handed out to militia members if and when the need to raise such a force arises.

There's also a dungeon prison directly beneath the sheriff's office. The windows of this large room are barred, the walls are made of reinforced masonry, and there are enough anchored sets of manacles to hold up to a dozen people at once.

The lock on the door is sturdy (Open Lock DC 25), while those on the manacles are less so (Open Lock DC 20). The door is normally barred from the outside too. This is a strong wooden door (hardness 5, hp 20, Break DC 25). The bars on the window are even harder to bypass (hardness 10, 30 hp, Break DC 28).

The building also holds a barracks. At least two or three guards are on duty at all times, and they sleep here when they're not patrolling the village.

SEVEN CITIES

V11) CHURCH OF THE SUN GOD

Father Paterno (NG male human, Clr3, hp 13) is in charge of this church dedicated to the worship of the sun god. He has two novices working under him here: Brother Stelado (NG male human, Clr1, hp 4) and Sister Filanta (NG female human, Clr1, hp 4).

The sun god is an important deity to the people of Seguentelin, as well as to the worshipers living in the surrounding farmland. His house of worship here was once little more than a tiny chapel, but donations amassed enough gold to finance the building of this large, stone-faced church.

Architecturally, the sun god's church is the focal point of the town. As you enter the city via the bridge, you can see the church's façade from far off, the sunburst pattern atop its high-vaulted steeple shimmering with a gilded sheen. The sight is enough to draw visitors directly to its doors.

Father Paterno was here for the dedication of the church, more than 50 years ago. He was but a young child then, but at that moment he knew that there was nothing he wanted more to do with his life than to spend it in the glorification of the god whose church this is. The well-tanned man that child grew into devoted his every waking moment to doing just that. Eventually he was accepted as an acolyte at the church. It was only a matter of time before he took his priestly vows and officially entered the ranks of the sun god's favored children.

Today, Father Paterno oversees a flock that includes just about everyone in the village, and many from the lands just beyond. He is pleased with the way that the locals have taken to his cause, but he is becoming weary with the daily tasks of running the church. He has recently started to give over the responsibility for holding some of the services to his assistants: Brother Stelado and Sister Filanta.

Brother Stelado and Sister Filanta are like flip sides of the same coin. While they both wish to add to the greater glory of the sun god, they have entirely different ways for achieving these ends.

Brother Stelado is a fiery and vengeful speaker. He preaches the cause of the sun god above all others. He calls for the destruction of those who would stand against the sun god. And those who aren't with the sun god are against him.

Father Paterno counsels the young man to have patience with the workings of the world, and not to call for battle when discussion will do. "It is easy enough to ignite the flock's passion," the elder priest often says. "Keeping it under control is a much trickier undertaking."

While Brother Stelado has naught but deaf ears for his superior's advice, Sister Filanta is much more receptive to the old man's words. On her days at the pulpit, she rails against the words of her compatriot, urging the faithful to be generous and forgiving, to remember that all are welcome to bask in the rays of the life-giving sun.

Needless to say, this has caused a bit of friction within the living quarters in the back of the church. From time to time, Brother Stelado and Sister Filanta spat like cats and dogs. Dinner around the priests' table has become a nightly ritual in restraint for all three of the clerics, as each tries to bite his or her tongue instead of starting another shouting match.

The flock, of course, is just as confused, as they are getting conflicting messages from the pulpit. On the days Father Paterno delivers the sermon, he tells the regular worshipers that they are privileged to be witness to such a spectacular theological debate. Some days, though, it seems as if he's trying to convince himself more than the faithful.

All of the clerics here are willing to cast spells in exchange for donations to the church. They refuse to cast spell for evil characters. Those who choose the sun god as their primary deity receive a 25% discount on all requested donations.

Once a year, a 9th-level priest of the sun god comes through and casts *hallow* on the chapel. The *daylight* spell tied to this shines down from the top of the chapel's nave. This symbol of the sun god's power burns day and night.

CHAPTER THREE: THE VILLAGE



Father Paterno keeps the church's funds — 300 gp — in a bag hidden in the church's bell tower (Search DC 30). This is not locked or trapped.

Prices: 100% of standard.

Father Paterno's Bargaining Skills: Bluff +2, Sense Motive +4.

Father Paterno's Prepared Spells: (4/3+1/2+1) 0 Level — *light, mending, read magic, virtue*; 1st Level — *cure light wounds, endure elements, magic weapon, summon monster I*; 2nd Level — *cure moderate wounds, heat metal, make whole*.

Brother Stelado's Prepared Spells: (3/2+1) 0 Level — *light, detect magic, guidance*; 1st Level — *cure light wounds, endure elements, command*.

Sister Filanta's Prepared Spells: (3/2+1) 0 Level — *mending, read magic, virtue*; 1st Level — *cure light wounds, endure elements, shield of faith*.

V12) THE PLACID WATERS TAVERN

Freyja (CG female human, Brd3, hp 12) is the tavernmistress here. She employs two serving girls (both NG female human, Com1, hp 3), a busboy (CG male human, Com1, hp 3), a bartender named Harcourt (LG male human, Com2, hp 6), and three bouncers (all NG male human, War1, hp 5).

Freyja came to Seguentelin about eight years ago, retiring from a semi-successful run as an entertainer in the nearest capitol city. She managed to save up enough money in her big city days that she was able to purchase this tavern — formerly known as the Dirty Water Tavern — and convert it into one of the most popular establishments in town.

For Freyja, the Placid Waters is more like a retirement home for her than anything else. She performs here as often as she likes, usually as often as five times a week, sometimes more. This allows her to keep an eye on her investment while doing what she likes best: entertaining.

SEVEN CITIES

Freyja was elected to the village council five years ago, which means she's up for reelection next year. She was the first challenger to defeat an incumbent in 30 years. Most people attribute this to the fact that her performances make her one of the best-known people in the community. It certainly didn't hurt.

Age has diminished Freyja's beauty little, and it hasn't touched her voice at all. It's as strong and confident as it ever was in her youth. Combined with her flair for storytelling and the sparkle in her eyes, she is the most eligible bachelorette in town. She dates many men and often, but she refuses to choose one. She has promised Father Paterno (V11) several times that she will settle down someday, but she doesn't show any real signs that she's headed in that direction quite yet.

The Placid Waters Tavern is a boisterous place, but it usually stops well short of becoming violent. The three bouncers see to that. Anyone who starts any kind of trouble is immediately thrown to the ground and pummeled senseless. Instead of simply tossing the killjoy out into the village square, the bartender — a portly man by the name of Harcourt — always sends for the sheriff. This sends the message that Freyja wants her customers to hear: The Placid Waters Tavern is no place for those who are looking for trouble.

Prices: 100% of standard.

Freyja's Bargaining Skills: Bluff +6, Sense Motive +6.

Freyja's Known Spells: (3/2) 0 Level — *dancing lights**, *flare*, *ghost sound*, *light**, *prestidigitation**, *read magic*; 1st Level — *charm person*, *silent image**, *ventriloquism**.

V13) VILLAGE HALL

Khazak'dur (LG male dwarf, Exp7, hp 21) the village judge works here, along with a pair of gnome clerks: Domfillery (LG female gnome, Exp1, hp 3) and Yollypodder (LG female gnome, Exp1, hp 3).

As serious a dwarf as ever there was, Khazak'dur keeps his hair and beard trimmed as severely as his demeanor. He has been sitting on the Seguentelin bench for over 100 years, and he is of the opinion that there is little that can happen in this village that could ever surprise him. If the wrinkles on his deeply creased forehead actually manage to rise during the course of a trial, Yollypodder — the elderly gnome lady who serves as the court recorder — actually makes a notation of it in the records, it happens so rarely.

Despite his short stature, or perhaps to compensate for it, Khazak'dur's judicial bench towers over the room in which it sits. When court is in session, the dwarf's head must be the tallest in the hall. Since the top of his hair normally stands at an altitude of 10 feet, this is rarely a problem.

The dwarven judge runs a tight court, running the accused through it like sheets through a wringer. He listens quickly to each side as it presents its version of the story, prompting with questions or prodding events along as necessary. When he's heard all he needs to hear, he slams down his gavel — a ceremonial dwarven warhammer, in his case — onto a block of granite and renders his judgment.

Despite his brusque demeanor, Khazak'dur has an immense respect for the law. Justice is secondary, and vengeance isn't allowed into the room. As far as he is concerned, the law rules over all, and he is merely an honored servant to its needs. If he can get through his docket before lunch, so much the better for everyone involved.

Yollypodder has been with Khazak'dur as his recorder for over 50 years. The two have a means of conversing with each other that boils down to a verbal shorthand. With only a few words, they can communicate vast amounts of information to each other so quickly that many in the court are confused as to what has been said.

While Yollypodder may have become inured to the pleas of the guilty over the years, the same can't be said of Domfillery. This pretty, young, blonde-haired gnome feels the pain of each and every person that comes into the court. She is

CHAPTER THREE: THE VILLAGE

often moved to tears by their tales, and several times Khazak'dur has had to order her from the courtroom until she could compose herself.

Whenever a person accused of a violent crime is brought into the court, he is accompanied by no less than two of the village guard, as well as any of the guards who were involved in the suspect's capture.

In case of troubles, Khazak'dur has been known to leap from his elevated bench and brain a troublemaker with his gavel, which is actually a *+2 warhammer*. On days when he's expecting such trouble, the judge often wears *+2 leather armor* under his black judicial robes, too.

Fines: 100% of standard. These are negotiable as part of the trial and sentencing.

V14) WEAPONS SHOP

Councilor Digminius (LG male human, Ftr4, hp 27) runs this weapons shop with the help of his wife Gloriana (LG female human, Ari2, hp 6) and their teenage daughter Glorinia (LG female human, Ftr 1, hp 7).

Digminius was supposedly a great warrior before he decided to settle down in Seguentelin and open up a weapons shop. It's said that he ended his career with an adventure so horrible that he's refused to talk about it to this day.

That much is true, but it's only a fraction of the story. The Digminius that people see before them in Seguentelin today is but a shadow of his former self. About 18 years ago, he alone managed to survive an attack upon his adventuring party by a coven of vampires. The experience shattered his spirit, sending him running for his life, his tail planted squarely between his legs.

When Digminius stopped his fevered flight, he found himself on the shores of the Rock River, just upriver from Seguentelin. He stumbled into the village and, while gathering his wits about

him, told an incoherent account of his frightful experience. The villagers took it to mean that the battered, young fighter had barely triumphed over his attackers.

Upon recovering his senses, Digminius was never able to bring himself to declare the truth, and so he allowed the villagers to count him as a hero. He was able to parlay this goodwill into a loan to open his weapons shop. It also was instrumental in bringing his wife, the beautiful Gloriana, to his side.

Gloriana is the daughter of a prominent aristocrat by the name of Grantorot, the wealthiest man in the village. She was instantly attracted to the hero she saw in Digminius, and she brought a hefty dowry with her, enough to pay off the loan on the store and then some.

The two have built a respectable life for themselves. Digminius has been reelected to the village council four times, and he is known far and wide to have some of the best weapons available in his store. He's also discovered a talent as an instructor in the ways of battle, and eager young fighters and warriors from leagues around travel to his home to learn from his steady hand.

Digminius's best student ever is far and away his daughter Glorinia. She took to the sword like a bard to a golden lyre, and she is eager to leave Seguentelin and fashion a legend for herself at the first opportunity. Her father is loathe to let her leave, and he strongly discourages any adventuring parties from taking off with his daughter.

Digminius still wakes up screaming some nights, sweating and horrified, fresh from a recurring nightmare about the vampires that shredded his friends. His greatest fear is that these creatures might somehow find him again someday and destroy everything he's worked so hard to build for his family here in Seguentelin.

You can purchase most kinds of arms and armor here. There's even a 50% chance that Digminius has a masterwork version of any particular kind of armor or weapon in stock. There's a 20% chance that he has a magical version of any armor or weapon. If he does, it has a +1 bonus.

SEVEN CITIES

Digminius is happy to purchase used arms and armor too. He does a good trade in +1 magic arms and armor, as well.

The magic items in the shop are kept in a separate, locked room (Open Lock DC 30). The door features a magic axe that strikes at anyone who enters the room without disabling the trap.

Prices: 100% of standard.

Digminius's Bargaining Skills: Bluff +3, Sense Motive +5.

MAGIC BATTLEAXE TRAP (CR 2)

If someone opens this door without the proper key, a +1 *keen battleaxe* swings down from the ceiling and into anyone standing in the doorway. The weapon is bolted to the trap mechanism, but it can be safely removed in about one minute. Alternatively, the axe can be ripped free from its moorings with a Break check (Strength DC 25).

Attack melee +10 (1d8+1/19–20/x3); Search DC 25; Disable Device DC 25.

PLOTS

The village is large enough to have some real intrigue.

- Glorietta (V4) sees that the heroes have a spellcaster or two in their party. She's finally realized that she's cursed with lycanthropy. Hoping that she may have finally found a cure, she approaches them to see if they have the ability to help her — despite the fact she has no means of repaying them. (She doesn't ask them directly, of course, as she doesn't want to reveal her troubles to strangers until she knows she can trust them.) If the heroes could help her but refuse, she may become enraged enough to lose her battle with her wolf self once and for all. The heroes can expect a visit from a furious werewolf the following night.
- Sslureth (V5) is happy to attack any heroes wandering near the river at night, as long as there are only one or two of them. He may also see them as they cross the river into the town and decide to investigate. He knows that the deaths of powerful travelers would shake the town to its core, and he plans to exploit that to its fullest.
- Khazak'dur (V13) has been haunted on and off by the ghost of an innocent man he sent to the gallows, the one clear mistake he's made in all his years on the bench. The ghost is out for revenge, and he's only going to be satisfied by terrorizing the judge for years on end. From the ghost's point of view, killing the judge would be too easy. In fact, the heroes may learn of Khazak'dur's predicament when he attempts to commit suicide to escape the ghost's wrath.

CHAPTER FOUR

THE SMALL TOWN

ROCKTON

Population: 1,450 adults and 435 children

GP Limit: 800 gp

Ready Cash: 58,000 gp

Power Center Type (Alignment):

Conventional (NG)

Authority Figures: Reverend Mother Balitia Reynolds (NG female human, Clr4), Halfria (NG female halfling, Rgr2), and Nelsik (NG female human, Ari3).

The small town of Rockton is a community of 1,450 adults and 435 children, past which runs the Rock River. The town is named for the rock that stands in the center of the town square. There are no bridges or fords here. The river is simply too wide and deep for such things. However, many boats make the crossing here regularly, and there's even a public ferry that hauls foot, wagon, and horse traffic across.

LAYOUT

Rockton is divided into four distinct quarters by the crossing of the River Road by the King's Spur-Main Street passageway. These two main byways meet at the town square, separating the town into four neighborhoods.

Of course, a neighborhood is merely a generalization. Within each neighborhood, there can be all sorts of different kinds of buildings. The guidelines listed here are just that. If you want to put a nobleman's house in the heart of the rough side of town, you can. But if you do, be sure to think about the reasons why such a home might be in that location — and think of the extra measures the nobleman might be forced to take to protect what's his.

THE COMMON QUARTER

This is the section of town in which most of the common folk live. The houses and apartments here are small and cramped, and the amenities are few. The lesser roads are more like alleys, narrow and unkempt, even filled with trash. People in town with no place to live call such streets home because the guards don't usually bother to come down here and run them out.

Most of the folk who reside here are honest souls just trying their best to scratch out a decent living for themselves and their families. Many hope for a better life for their children, and they are willing to make sacrifices to ensure that they get it.

Others, of course, disheartened by the abject poverty that's had a stranglehold on their family for generations, have given up hope for an honest way of life. They hunt those unfortunate enough to live nearby, and sometimes they even strike out further in search of wealthier prey.

THE DIRTY QUARTER

This is where the real work gets done in Rockton. Near the river, there are docks that load goods on and off of the freighters that make their way to the town. You can also find tanners, boatwrights, and fishmongers here, among the other types of businesses that require direct access to water. Further in, there are fletchers, cartwrights, blacksmiths, bakeries, and all sorts of other manufacturing concerns.

Most of the people who work in the Dirty Quarter live in the Common Quarter, although some of the workers aren't able to afford such fashionable digs. Instead, they are crammed into low buildings, living several to a room. These places are often breeding grounds for disease and are occasionally ravaged by fire, but they are certainly cheap.

SEVEN CITIES

The Dirty Quarter is renowned for the number of taverns that are located here. The bartenders find good business from the customers that work in the industrial buildings, since they usually work long hours and take great pleasure in blowing off some steam at the closest watering hole.

The buildings in this quarter tend to be large, or have large yards in which much of their stock is stored. There is little in the way of grassy areas.

THE GOLD QUARTER

Also known as the Merchant's Quarter, this is where the people who have money go to spend it. There are shops here for people of every level of wealth. The cheaper ones are in the southern portion, bordering on the Common Quarter. The well-to-do establishments are located along the quarter's eastern border, just across from the moneyed homes of the Noble Quarter.

There are houses here, too, where the merchants who own the stores live. Most of the buildings around here have bars on the windows. In the Common Quarter, people can't afford bars, and they have little worth stealing anyhow. In the Noble Quarter, they can afford guards and other protections instead.

The Gold Quarter is also where most of the churches and chapels in town are located. Many of these are right along the King's Spur, but the less fashionable ones are scattered throughout the quarter.

THE NOBLE QUARTER

This is where the town's aristocrats make their homes, most along the tree-lined banks of the Rock River. The wealthiest merchants, adventurers, and recently rich hang their hand-tailored hats here as well.

The quarter is also filled with all sorts of elite shops that cater exclusively to society's upper crust. The restaurants here are of an excellent quality, with silverware and table linens, unlike the taverns or inns found in most other parts of the city.

The Noble Quarter also houses most of the town's government offices. This includes not only the town guard barracks, but also the town court and the town hall.

HISTORY

Rockton was founded around 250 years ago by a group of travelers led by a woman named Belkia Reynolds. Belkia was a cleric of the earth goddess, who was visited by her deity and instructed to travel up the Rock River until she came to the great rock, at which point she was to build a church to honor the great mother.

Belkia did as she was ordered. As she and her caravan of the faithful traveled north against the river's current, they eventually came to a place at which there was a gigantic boulder just a ways off to the west of the river. Not being one to question such an obvious marker, the priestess declared that she and her people had found their home.

Rockton did not spring up overnight, however. Despite the earth goddess's orders, she had not provided Belkia with funds, and the journey up the river had nearly depleted the resources of the faithful. Still, they staked out a plot of land around the boulder and declared it to be the town square. They then marked off the land reserved for the earth goddess's church, and they built their settlement up around that.

Eventually, the people were able to gather enough in taxes and donations to begin work on the construction of the church. It took over 40 years to actually complete it, but the church is now the centerpiece of the town, located right on the town square, occupying the northern side of the northeast corner.

Belkia actually lived to see her church completed, but just barely. She died immediately after administering the inaugural services in the church, keeling over atop the altar as the faithful were filing out. It's said that her spirit still watches over the town, ensuring that the community always remains in the good graces of the earth goddess.

Since those days, the town has gone through a number of changes, including a great deal of growth. While the earth goddess is still the center of

CHAPTER FOUR: THE SMALL TOWN

power in the community, there are many secular interests that have little or nothing to do with the church or its followers.

Just 50 years ago, the town came under attack by an adult red dragon bent on destroying the earth goddess's church. At that time, clerics from a number of different religions — most notably the gods of law and the sun — led a force of powerful heroes to help the people of Rockton repel the attacks. Eventually the townspeople were victorious, and today the dragon's bleached and weathered skull is mounted atop the marking boulder sitting in the center of the town square.

It was the selfless acts of the clerics of other religions that convinced the theocrat of that day — Belia Reynolds, the direct descendant of Belkia Reynolds herself — that it would not only be permissible but even wise to grant other religions the right to set up their chapels and churches in Rockton. With this move, the town was suddenly no longer exclusively the province of the earth goddess. Still, this decision was not reached without a great deal of prayer, but if the crops of the recent years are any indication, the earth goddess is delighted with the manner in which everything turned out.

There are some outside of the church of the earth goddess who claim that the goddess's real motive was to allow others into the town so that her faithful could proselytize to them. While there is certainly some fact to back up this rumor, most people prefer to think better of Mother Belia's reasons for opening the town up to outside influences. They point out that she had just as many worshipers to lose, if not more ... over three quarters of the town are exclusive followers of the earth goddess, after all.

POWER CENTER

The power center of Rockton is the church of the earth goddess. The town is essentially a theocracy, with the church council governing both the spiritual and the secular lives of the townspeople.

The power center is neutral good, following directly along the tendencies of the earth goddess herself. The current reigning theocrat is Reverend Mother

Balitia Reynolds, 12th in the line of church and town rulers, starting with Reverend Mother Belkia Reynolds herself. There are no elections, and while the position of theocrat isn't technically hereditary, it's been passed on that way for so long that few people can conceive that it would ever be different.

There are two other members of the church council: Nelsik (NG female human, Ari3, hp 10) and Halfria (ST8). They were handpicked for their tendency to agree entirely with whatever agenda Reverend Mother Balitia (ST3) puts forward, though, so there is rarely any dissent upon the council. What Reverend Mother Balitia says goes.

While it's not required that the citizens of Rockton be faithful worshipers of the earth goddess, most are. Every dime in taxes that the town collects goes straight into the coffers of the earth goddess, effectively making each tax payment a donation to the great lady's church. Only the officials of other churches are exempted from such taxation.

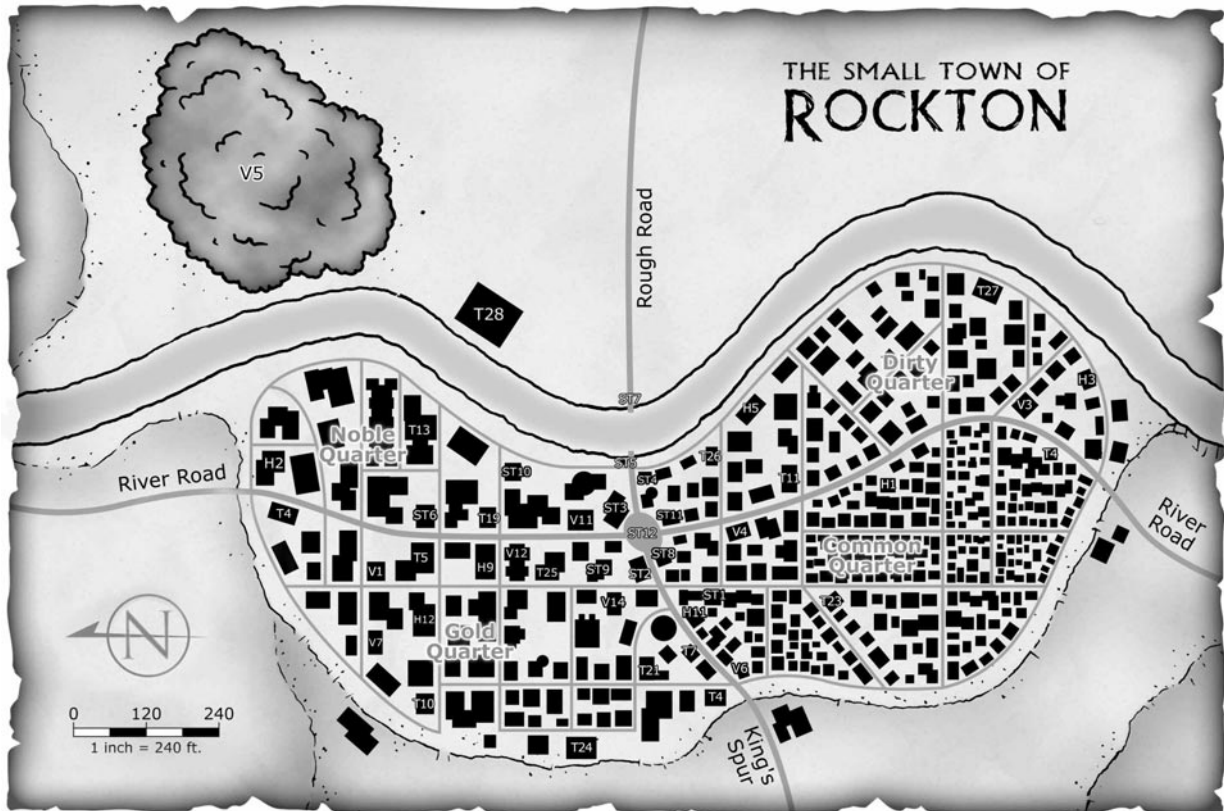
Few people complain about the taxation arrangement, though, even if they aren't fans of the earth goddess. People may have a lot of interesting things to say about the Reverend Mother Balitia and her people, but they are nothing if not efficient about the way in which they run the town. Even if all the taxes for the community are funneled directly through the church, the people know they're getting good value for their money.

DEFENDING THE SMALL TOWN

The small town has little in the way of defenses other than the Rock River. The ferry (ST5) is the only means of easily crossing the river for miles around.

The river is 100 feet wide. Every round a character is swimming, she is swept 40 feet downriver. Apply this at the end of her turn.

SEVEN CITIES



If the village is attacked from across the river, the first thing the guards do is cut the pair of thick ropes used to pull the ferry across the water. These have a hardness of 5 and 10 hp.

LOCATIONS

ST1) BATTLE SCHOOL

The half-orc Skrakker (CN male half-orc, Bar3, hp 20) has set up a training grounds here to show the soft people living in Rockton how to really fight. He has two assistants: Balshoron (CN male human, Bar1, hp 9) and Gurdalia (CN female human, Bar1, hp 9).

Five years ago, Skrakker was kicked out of his tribe in the northlands for being too violent. Not even the warlike nomads of the north could tolerate the

vicious half-orc's flair for picking a fight at every opportunity. Bullying two younger members of the tribe into "following" him, Skrakker struck off for parts unknown. Eventually he and his compatriots stumbled across the Rock River and followed it south toward the legendary big waters.

When the barbarians found their way into Rockton, Skrakker stood in the center of the town square and challenged any and all comers to defeat him in unarmed combat. There were few takers, but a couple of the younger and brasher toughs in the community found themselves hunting for their missing teeth after stepping up to take their lumps.

Before too long, though, the captain of the guard — a human by the name of Wilhelm Reynolds — came along and asked Skrakker to move on. Public brawling was not allowed in Rockton, whether for sheer entertainment or otherwise. Skrakker refused, daring the captain to try to take him in.

Captain Reynolds took off his gauntlets, unstrapped his sword, and proceeded to beat the ugly barbarian within an inch of his life. It was an epic brawl, two of the finest combatants in town bashing at each other until one finally fell:

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Skrakker. Captain Reynolds, the declared winner, followed the barbarian into unconsciousness moments later.

When the half-orc awakened — in jail, of course — he declared that Rockton was the finest town he had ever been in. He was determined to set up a training grounds here to show the people of Rockton how to fight in a proper way. The town judge — Mother Carissa — permitted him to leave jail and start his endeavor, contingent upon a single condition. Skrakker had to swear loyalty to the earth goddess, proving it by tithing 10% of his earnings to the church. The barbarian readily agreed, and his battle school was set up within the week.

Today, Skrakker and his fellows are valued members of the community. Skrakker works out his aggressive tendencies upon his students and in regular sparring exhibitions in the town square. Balshoron and Gurdalia have since gotten married to each other. Gurdalia is recently pregnant, something she hasn't shared with either Skrakker or her husband for fear they will sideline her from the business.

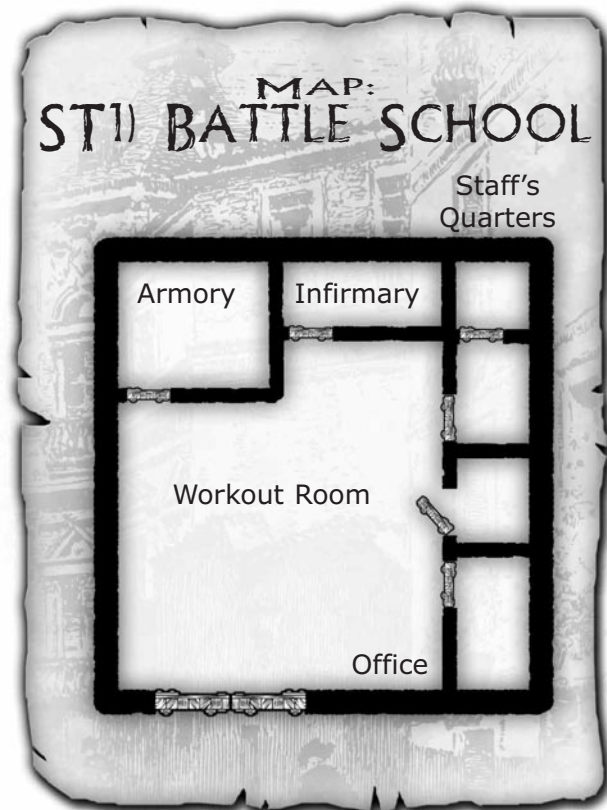
Prices: 100% of standard.

Skrakker charges 3 sp per training session. Each session takes about an hour. At the end of each session, Skrakker makes a Profession (teacher) check. He gains a +2 synergy bonus to his roll for teaching about personal combat. The DC is 15 plus the student's Base Attack Bonus. If Skrakker succeeds, the student gains a +1 circumstance to all attack rolls for 1 day.

Skrakker's Skills: Bluff +5, Sense Motive +3, Profession (teacher) +4.

ST2) CHAPEL OF THE GOD OF LAW

Father Justin (LG male human, Clr1, hp 5) runs one of the few houses of worship dedicated to someone other than the earth goddess here. He is assisted in his endeavors by a trio of paladins: Lady Gadrawyn (LG female human, Pal2, hp 12), Lady Marka (LG female human, Pal1, hp 7), and Lady Roja (LG female human, Pal1, hp 6).



Father Justin may be a young priest, but he recognizes the honor that has been bestowed upon him as the leader of a non-earth goddess flock in Rockton. He is careful in his exhortations during daily services to emphasize that the worship of the god of law and the earth goddess are hardly mutually exclusive. From his point of view, the followers of the law god are in Rockton to serve the earth goddess, to ensure that her most devoted faithful are protected from the evils of chaos that threaten to engulf them all.

This might seem a bit chauvinistic, but for the fact that the three enforcers of the law that work with Father Justin are all lady paladins. These holy warriors were chosen especially for their genders, as the church elder in the region's capitol felt that the inclusion of female authority figures in the local chapel would help to lay to rest any fears the matriarchal society of Rockton might have.

Young and handsome, Father Justin is, however, more than a little intimidated by the women who theoretically work for him, especially Lady

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Gadrawyn. She seems like a force of nature to him, and the only control he has over her is the fact that he is technically her superior and that she is a devoted follower of law.

All three of the paladins are dedicated to their cause and their religion. They are often in search of wrongs to be righted, using the chapel as their base of operations as they work throughout the region. Occasionally, they even bring Father Justin along with them for backup, although this has happened rarely as of yet.

When the paladins aren't off gallivanting around the countryside, hunting for evil to expunge — or, worse yet, chaos — they usually turn their watchful eyes toward closer locales. Specifically, the trio often roams through the Common Quarter, prepared to lend aid to those who are in need of it. In this sense, they are a secondary police force, supporting the town guard whenever possible.

Both the cleric and the paladins are willing to cast spells in exchange for donations to the church. They refuse to cast spells for evil or chaotic characters. Those who choose the god of law as their primary deity receive a 25% discount on all requested donations.

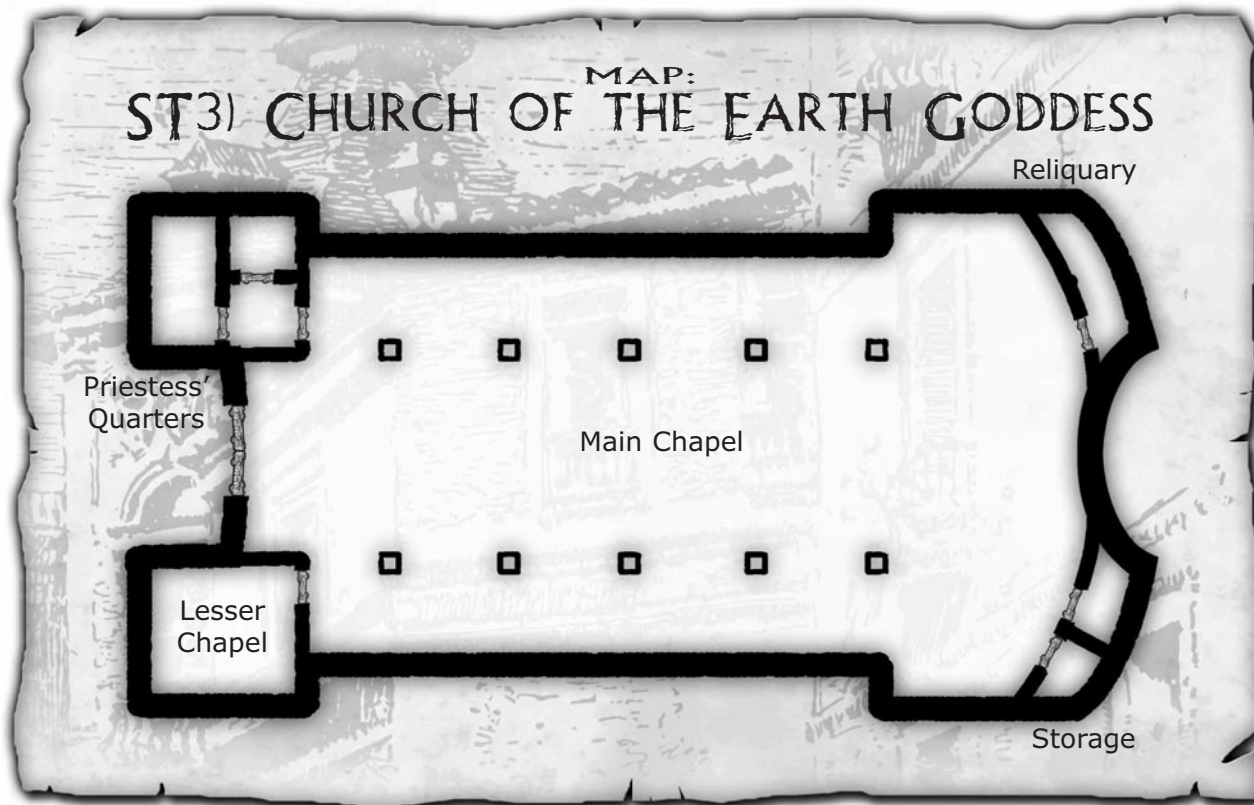
Once a year, a 9th-level priest of the law god comes through and casts *hallow* on the chapel. A *zone of truth* spell is tied to this, ensuring that all within the chapel speak no lies.

Father Justin keeps very little in the way of funds here — 25 gp — always sending the excess on to the upper levels of his church's hierarchy. What he does have is hidden under his mattress (Search DC 20).

Prices: 100% of standard. There are no negotiations about this.

Father Justin's Prepared Spells: (3/2+1)
0 Level — *guidance, light, resistance*;
1st Level — *detect chaos, protection from chaos, summon monster I*.





ST3) CHURCH OF THE EARTH GODDESS

Reverend Mother Balitia Reynolds presides over the religious needs of Rockton from this ornately decorated, cut-stone building. She has several staff members here to help her out, mostly commoners. However, there are also two other clerics: Mother Bemissa Reynolds (NG female human, Clr1, hp 5) and Mother Catera (NG female human, Clr1, hp 5).

The church of the earth goddess is far and away the most powerful entity in town, both politically and religiously. Over 90% of the townspeople worship at the church, and two-thirds of the population does so exclusively. The word of Reverend Mother Balitia is essentially law in Rockton.

Fortunately, Reverend Mother Balitia and her predecessors have all been decent — if not particularly stunning — rulers. They follow the precepts of their church closely, which include tolerance, acceptance, and forgiveness. They believe

in helping others who are in need of aid. When confronted with wickedness, they first try to change it. If that fails, they are more than willing to exact punishment.

Reverend Mother Balitia is in her 50s, and she has been ruling over the city for about a decade, ever since her mother, the previous ruler, died. She is well-loved by the people, and she truly does think of them as her children. She is not happy about the competition her church is getting from the other religions now permitted within the town. She longs for the old days in which you were either a follower of the earth goddess or you were a visitor.

Mother Bemissa, a bewitching brunette in her early 30s, is the clear heir to Reverend Mother Balitia, being the older woman's eldest daughter. She is much less jealous about the position of the other churches than her mother is. After all, in her lifetime, the town has always had several religions represented in it. She looks forward to the day when she can take over from her mother and hopefully put this rivalry to rest.

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REVEREND MOTHER BALITIA REYNOLDS

4th-Level Human Cleric

CR 4; SZ M (humanoid); HD 4d8-4; hp 20; Init +3 (-1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 16 (-1 Dex, +7 *banded mail* +1); Atk melee +5 (1d8+3, +1 *heavy mace*) or +2 ranged (1d10/crit 19-20, heavy crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Spells, Turn Undead; SQ Spontaneous Casting; AL NG; SV Fort +3, Ref +0, Will +5; Str 13, Dex 8, Con 8, Int 10, Wis 13, Cha 11

Skills: Heal +8, Knowledge (religion) +6, Listen +1, Profession +3, Sense Motive +3, Spot +1, Swim +2

Feats: Enlarge Spell, Improved Initiative, Improved Unarmed Strike.

Languages: Common.

Spontaneous Casting: Good clerics can “lose” a prepared spell (other than domain spells) in order to cast any cure spell of the same level or lower.

Turn Undead: Balitia may attempt to Turn Undead three times per day.

Domains: Earth and Good. Balitia can Turn air creatures up to five times per day. She can cast good spells at +1 caster level.

Spells Prepared: (5/4+1/2+1)

0 Level — *create water, purify food and drink, read magic (x2), resistance;*

1st Level — *divine favor, magic stone, obscuring mist, sanctuary, summon monster I;*

2nd Level — *aid, gentle repose, make whole.*

Mother Catera is Reverend Mother Balitia’s right-hand woman. She is the person who takes Reverend Mother Balitia’s orders and makes them real. In effect, she is the town’s top administrator. She is also an old grouch who does her best to insulate Reverend Mother Balitia from the sad realities of Rockton, like the fact that the Common Quarter is rife with poverty and the Dirty Quarter is polluting the waters downriver. She considers Reverend

Mother Balitia to be the dreamer, while she herself is the pragmatic one, the one who does what she must to accomplish what she can.

The clerics here are willing to cast spells in exchange for donations to the church. They refuse to cast spell for evil characters. Those who choose the earth goddess as their primary deity receive a 50% discount on all requested donations.

Once a year, a 9th-level priestess of the earth goddess comes through and casts *hallow* on the church. An *aid* spell is tied to this, granting succor to all good characters who enter the place.

The church of the earth goddess is wealthy. There are five religious icons here that could be sold for 50 gp each. Additionally, the church’s donation box is normally chock full of 1d10+100 gp in coins. This is locked (Open Lock DC 25) and features a *fire blast glyph of warding* that allows only worshipers of the earth goddess to open it.

Prices: 100% of standard.

FIRE BLAST GLYPH TRAP (CR 4)

Anyone who touches the cement-encased chest without speaking the pass phrase sets off this trap.

No attack roll; 5-ft.-radius sphere (5d8); Reflex save (DC 13) for half damage; Search DC 28; Disable Device DC 28.

ST4) THE RIVERSIDE INN

Captain Donnyson (CN male human, Com4/Exp4, hp 26) is the owner and operator of this nautically themed inn. He employs four serving girls (all NG female human, Com1, hp 3), a bartender (CN male human, Exp2, hp 6),

CHAPTER FOUR: THE SMALL TOWN

a cook (CN female human, Exp1, hp 5), a stable boy (NG male human, Com1, hp 3), and two bouncers (CN male humans, War1, hp 5).

Captain Donnyson used to be a sailor on the open seas, but after running afoul of one pirate too many, he decided to drop anchor and get out of the business of running a ship once and for all. Instead, he made his way up the Rock River and opened up an inn here in Rockton.

Not able to cut loose from his nautical roots, Captain Donnyson decided to take advantage of them instead. Fishing nets hang from the ceiling, and the windows have all been cut to look like port-holes. The cook's specialty is fresh fish stew. The serving girls all dress up like pirate lasses, and the bouncers are their male counterparts.

Of course, the bouncers, the cook, and the bartender were actually all once sailors — pirates, in fact. Captain Donnyson's secret is that he is actually the dread pirate Rinson, bloody scourge of the seas. He retired after striking it big when he managed to raid a treasure ship. Instead of blowing all the booty in the nearest port, Rinson let all of his sailors go, giving them each a share of the treasure as their severance and to buy their silence. Then he and a group of his closest confidants set out to find a place where they could retire in peace. It turned out to be Rockton.

The serving girls and the stable boy have no idea of their employer's true identity, nor does anyone else outside of Captain Donnyson's most trusted friends. The pirates who staff the inn have a vested interest in keeping the secret, as they've come to enjoy the life they've built for themselves here in Rockton. Most of them have gone straight, with only one of the bouncers — a greasy man by the name of Larisil — occasionally picking his way through the Common Quarter, looking for trouble.

The biggest threat to the inn is the chance that someone might recognize Captain Donnyson or one of the other pirates. This isn't terribly likely — it hasn't happened yet in five years — but since the pirates normally let their captives ashore after a successful battle, there's always a chance.

Despite their backgrounds, the pirates/innkeepers are actually good at their jobs. They run a pleasant place that tends to be frequented by the rougher elements passing through town, but they keep strict order here, often slapping down any fights before they actually get started. The inn even has its own pier that stabs out into the river, perfect for visitors that are traveling by boat.

If the inn's secret is ever uncovered, though, those with the newfound knowledge are in danger of their lives. The pirates haven't had to kill anyone in a while, but they still remember how. None of them will hesitate to do so to protect their new lives.

Donnyson buys and sells horses, feed, and tack out of the place's stable.

Prices: 90% of standard for the pier and the inn; 100% for the stable.

Donnyson's Bargaining Skills: Bluff +7, Sense Motive +7.

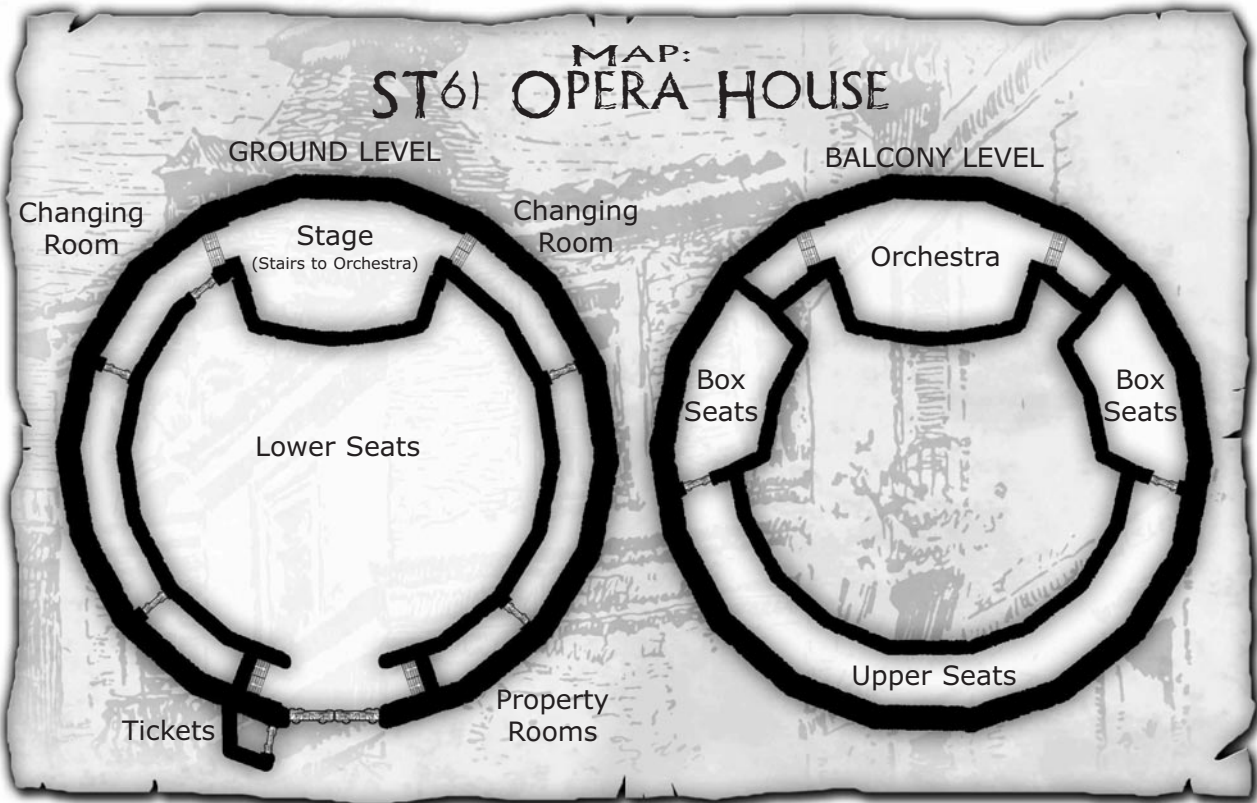
ST5) MAIN STREET DOCK

Gaulana (NG female dwarf, Exp2, hp 6) is the dockmistress overseeing the dock on this side of the river. She is in charge of two dozen workers (all NG human, Com1, hp 4), ranging from simple dockhands to the pilot of the ferry.

Upon meeting Gaulana, most people remark on the fact that it's unusual to see a dwarf working so close to water, given the race's notorious hatred of boats. "That's why I'm the *dockmistress*," she responds. "I stay on dry land and leave the boats to others."

Gualana is a study in contradictions in many ways. A dwarf who left her mountain home many years ago to wander about the world, she has been living here and serving as the dockmistress for over 20 years. She usually spends about 25 years in a place and then moves on, so she has a bit of time left here yet.

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Gualana lives in the Noble Quarter with Rodrick Reynolds, a nephew of the current reverend mother. Unlike most dwarven women, most of her relationships have been with those outside of her race. She and Rodrick are happy, but she knows that it can't last. Even if she were to stay in town past her usual 25-year limit, she's sure to outlive Rodrick several times over. Perhaps this is why she leaves her homes so often.

The dwarven dockmistress is a hard boss. She demands only the best from her employees. Their salaries are being paid for by the town government, after all, and she is determined to make sure her fellow citizens get value for their money.

Prices: 100% of standard, non-negotiable, except as outlined below.

The docking fees are reasonable here, and no additional donation to the earth goddess is required. All the money goes to her anyhow. The same goes for the fees for passage on the town ferry, which is only 1 sp per person, 2 sp per horse, and 3 sp per wagon. The ferry runs regularly from dawn to dusk. Once there are

enough people to warrant a run (1 gp worth of fees), the ferry goes across. If someone's in a greater hurry than that, they can simply make up the difference between the current fares and 1 gp.

The ferry is run by one of two operators, either Kendall (NG male human, Exp1, hp 3) or Bracen (NG female human, Exp1, hp 4). Both are experienced riverpeople, capable of bringing the ferry across the river in the worst kinds of weather. They could even be persuaded to make the journey at night for the right price.

ST6) OPERA HOUSE

Eolynn (NG female elf, Aril/Wiz1, hp 5), a beautiful elven maid, owns and operates this establishment with the help of her live-in friend Cadrun Filez (NG female human, Aril/Brd2, hp 10).

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The opera house is the center of all entertainment in Rockton. Although it was built over 100 years ago to house operas commissioned by the reverend mother of the day, it is currently used for all kinds of merriment, including dance, song, drama, and even opera.

Eolynn has been the administrator of the opera house ever since its founding. In fact, she was instrumental in persuading Reverend Mother Brenna to break ground on it in the first place. Eolynn has continued to be a friend to each and every reverend mother since, giving much weight to each woman's opinions about the kinds of productions that should be put on at the opera house.

The opera house seats about 800 people. More than half the town could fit inside the place, but it almost always seems packed, especially on the holidays of the earth goddess, upon which special performances are regularly planned. People come in from leagues around to witness the fun.

TICKET PRICES

Ticket prices for shows at the opera house differ depending on the entertainers and when the show is performed. The prices are listed below for cheap seats in the lower level of the opera house, the more expensive seats in the upper level, and seats in one of the private boxes. Matinees are half price.

SHOW	LOWER	UPPER	BOX
Opera	5 sp	10 sp	50 sp
Orchestra	3 sp	6 sp	30 sp
Play	3 sp	6 sp	30 sp
Variety	1 sp	2 sp	20 sp



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Eolynn has been known to take part in the productions, but she usually works behind the scenes. From time to time, however, she uses her arcane powers to supply special effects for the show.

Eolynn normally leaves the spotlight to the current director of the opera house, Cadrun Filez. A notable bard from the big city, Cadrun is known for the attention he lavishes upon his sets and his actors. He is currently working on writing an opera himself, which he hopes to have in production early next year.

Prices: 100% of standard, non-negotiable.

Eolynn's Known Spells: (3/2) 0 Level — *arcane mark, dancing lights**, *daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light**, *mage hand**, *mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st Level — *charm person**, *silent image**, *ray of enfeeblement*.

Cadrun Filez's Known Spells: (3/1) 0 Level — *flare, light**, *mending**, *prestidigitation**, *read magic*; 1st Level — *hypnotism**, *silent image*.

ST7) ROUGH ROAD DOCK

This is where the ferry sits when on the eastern side of the river. There are no other docking facilities here, although some people have been known to make quick use of the ferry dock when it's not around. Since there is little of import on this side of the river, such impositions are rare.

The ferry can be found here roughly half the time during the day. At dusk, however, the ferryman makes the last trip over to the Main Street Dock (ST5), where the boat is kept for the night.

ST8) THE LOW TAVERN

Friando Cook (CG male halfling, Com2, hp 5) is the owner of this short establishment. He has a number of different employees here: two serving girls, one cook, a bartender (each NG halfling, Com1, hp 3), and a bouncer (CG male dwarf, War1, hp 5).

HALFRIA

2nd-Level Gnome Ranger

CR 2; SZ S (humanoid); HD 2d10+2; hp 13; Init +1 (+1 Dex); Spd 20 ft.; AC 14 (+1 Dex, +1 size, +2 leather); Atk melee +5 (1d6+1, +1 sickle), or +4 ranged (1d8/crit 19–20, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SQ Favored Enemy, Gnome Traits; AL NG; SV Fort +4, Ref +1, Will +2; Str 13, Dex 13, Con 12, Int 11, Wis 14, Cha 11

Skills: Alchemy +2, Concentration +6, Hide +5, Listen +4, Move Silently +1, Ride +4, Spot +6, Use Rope +5, Wilderness Lore +6.

Feats: Skill Focus (Spot), Track.

Languages: Common, Gnome.

Favored Enemy: Halfria gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using them against orcs. She gets the same bonus to weapon damage rolls against creatures of this type.

Gnome Traits (Ex): Gnomes have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They also have +2 racial bonus to saving throws against illusions, +1 racial bonus to attack rolls against kobolds and goblinoids, and +4 dodge bonus against giants. Once per day a gnome can use *speak with animals* as a 1st-level druid to communicate with a burrowing mammal (badger, fox, rabbit, etc.); this is a spell-like ability. Gnomes with Intelligence scores of 10 or higher may cast *dancing lights, ghost sound, and prestidigitation*, each once per day as a 1st-level wizard (spell failure penalties for armor apply).

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Halfria, a ranger who sits on the council of the church of the earth goddess (ST3), is a silent partner here, and she can often be found under this place's roof when she's not wandering in the woods.

The Low Tavern is so named because the ceilings in the place are only six feet high. The tavern caters almost exclusively to the littler peoples — halflings, gnomes, and dwarves — in town. It's a place where they can feel comfortable — for once not surrounded by people who tower over them — and enjoy some traditional halfling hospitality.

Friando is the place's host, and he is jovial and welcoming to all, no matter what their height. He is proud to serve solid food and beer at a decent price and in a friendly atmosphere. Despite the fact that the tavern is located in the Common Quarter, brawls are almost nonexistent here. Those that do start are quickly squashed down by Malin, the dwarven bouncer who keeps his waraxe close at hand. The very sight of it is enough to warn most souls to leave any troubles at the tavern's threshold.

Never one to refuse an edge over anyone, Friando keeps a *potion of enlarge* with him in a secret compartment in the bottom of his hipflask. The potion was created by a 5th-level spellcaster, so it gives Friando a 50% increase in height, a 240% increase in weight, and a +2 Strength bonus. When he takes it in his tavern, he almost instantly becomes one of the biggest people there. At that point, he's able to handle most problem customers himself and in the most physical way possible.

Prices: 100% of standard.

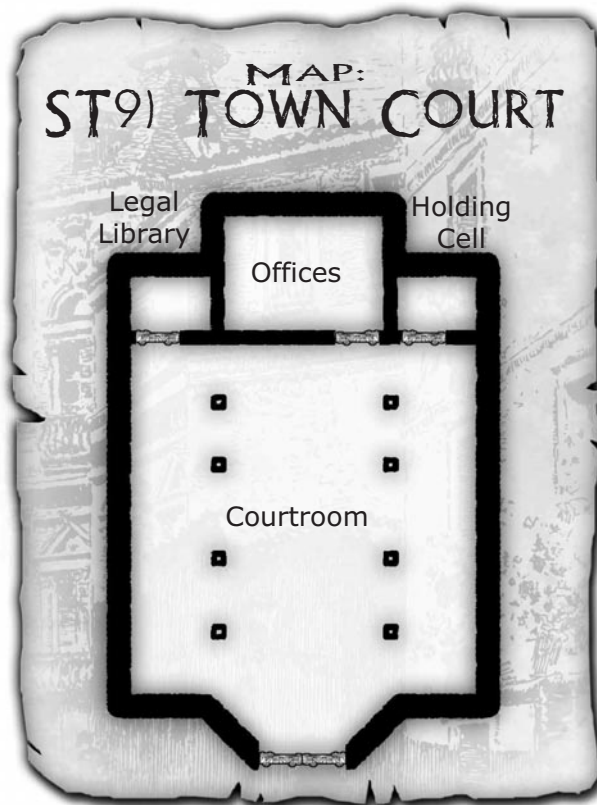
Friando's Bargaining Skills: Bluff +4, Sense Motive +4.

ST9) TOWN COURT

Judge Kohldot Reynolds oversees the Rockton town court. She has two aides: a court clerk named Alinsta (NG female human, Exp1, hp 3) and a bailiff called Trondall (NG male human, War1, hp5).

Judge Kohldot, as she is commonly known, was raised in the church of the earth goddess (ST3), the younger daughter of Reverend Mother Balitia. Knowing that she would likely never ascend to the position of reverend mother herself, Kohldot opted for the study of the arcane rather than the divine.

Tall and beautiful, with long, blonde hair set back in a stern braid and a set of wire-rimmed spectacles perched atop her nose, Judge Kohldot is reputed to be one of the finest jurists in the land. She owes this reputation entirely to her arcane abilities and the magic item encased within her bench.



JUDGE REYNOLDS AND HER FAMILIAR

JUDGE KOHLDOT REYNOLDS

3rd-Level Human Sorcerer

CR 3; SZ M (humanoid); HD 3d4+3; hp 12; Init +0; Spd 30 ft.; AC 10; Atk melee +0 (1d6/1d6, quarterstaff), or ranged +1 (1d8/crit 19–20, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Spells; SQ Summon Familiar; AL NG; SV Fort +2, Ref +1, Will +3; Str 9, Dex 11, Con 13, Int 17, Wis 10, Cha 16

Skills: Alchemy +9, Concentration +7, Craft +8, Hide +0, Knowledge (arcana) +8, Knowledge (nature) +5, Listen +2, Move Silently +2, Profession +4, Spellcraft +9, Spot +2.

Feats: Alertness, Enlarge Spell, Heighten Spell, Spell Penetration.

Languages: Aquan, Common, Goblin, Halfling.

Summon Familiar: Judge Reynolds has an owl named Brystan as her familiar.

Spells: (6/6)

0 Level — *daze***, *detect magic**, *detect poison**, *flare**, *read magic**

1st Level — *comprehend languages****, *mount**, *protection from evil***

Possessions: *Cloak of elvenkind* (+10 Hide).

BRYSTAN, OWL FAMILIAR

CR 1/4; SZ T (magical beast); HD 3d8; hp 6; Init +3 (Dex); Spd 10 ft., fly 40 ft. (average); AC

19 (+2 size, +3 Dex, +4 natural); Atk melee +5 (1d2–2, claws); Face 2 1/2 ft. x 2 1/2 ft.; Reach 0 ft.; SQ Alertness, Empathic Link, Improved Evasion, Owl Familiar, Share Spells, Touch; AL N; SV Fort +3, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 7, Wis 14, Cha 4

Skills: Listen +14, Move Silently +20, Spot +6 (+14 in dusk or darkness)

Feats: Weapon Finesse (claws)

Alertness: While in the presence of his familiar, the familiar's master gains the Alertness feat. This is already worked into the Judge's stats.

Empathic Link (Su): The master and familiar can communicate telepathically to a distance of up to one mile.

Improved Evasion (Ex): If subjected to an attack that allows a Reflex save for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Owl Familiar: An owl familiar grants a +2 bonus to its master's Move Silently checks, and it has Low-light Vision. The bonus has been worked into the Judge's stats already.

Share Spells: The familiar's master may have any spells she casts on herself also affect the familiar as long as it is within five feet of its master.

Touch: The familiar can deliver touch spells for its master.

NEW WONDROUS ITEM: LIGHT OF TRUTH

This wondrous item resembles a typical bullseye lantern. However, anyone caught in the light of its beam finds herself unable to speak anything but the truth. In effect, a *zone of truth* spell affects any character in the light.

The lantern burns standard oil and must be lit for the magic to work.

Caster Level: 3; *Prerequisites:* Craft Wondrous Item, *zone of truth*; *Market Price:* 12,000 gp; *Weight:* 3 lbs.

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When stumped by a particularly tough case, Judge Kohldot breaks out her *light of truth*. This has been installed into the front of her bench. When its use is required, Judge Kohldot has her bailiff light the lamp and place the witness in its beam.

The *light of truth* is locked into its cabinet built into the bench (Open Lock DC 35).

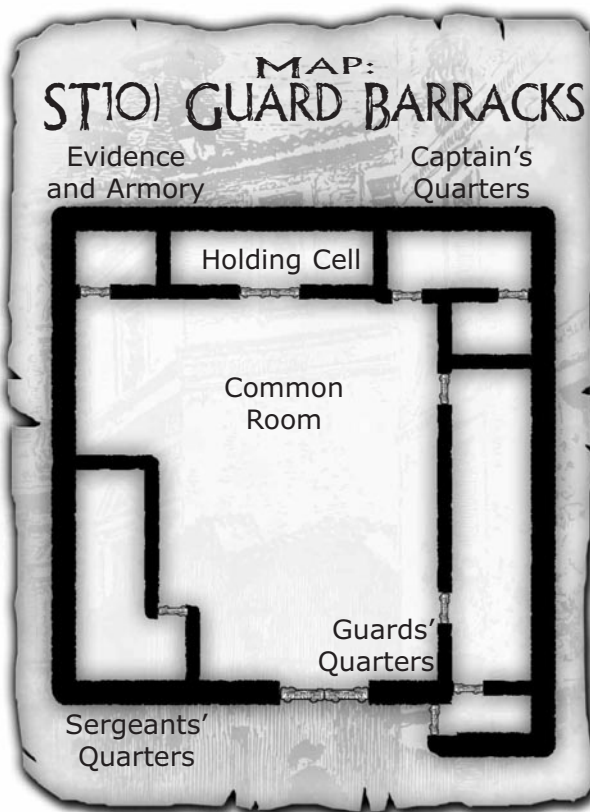
Judge Kohldot, who is married to an aristocrat by the name of Caldern Maraus, is having an illicit affair with her bailiff Trondall. Her husband is blissfully unaware of this, but Alinsta, the court clerk, is not. Judge Kohldot has been paying her 10 gp per month to keep her mouth shut, but she fears that this may eventually not be enough. At that point, she must decide to either endure the public embarrassment or to somehow remove the treacherous Alinsta from the picture entirely.

Fines: 100% of standard. These are negotiable as part of the trial and sentencing.

ST10) TOWN GUARD BARRACKS/ DRILL YARD

Captain Wilhelm Reynolds (NG male human, Ari1/War5, hp 28) is the leader of the Rockton town guard. He has two sergeants under him (each NG human, War2, hp 10), plus 12 guards (each NG human, War1, hp 5) split into two squads with six guards in each.

Captain Reynolds is the brother of Reverend Mother Balitia. He has been captain of the guard for the past decade, and he shows no sign of retiring any time soon. He likes to think of himself and his guards as the footsoldiers in the army of the earth goddess. This is reflected directly in the uniforms the guards wear, which are emblazoned with the symbol of both the city and the church: the giant boulder that sits in the Rockton town square, set against a field of brilliant yellow.



Captain Reynolds has become something of a legend in the town. Outside of the reverend mother herself, he is the most well-known figure in the area. Strong, tall, dark, and dashing, he cuts a daring figure and is the most eligible bachelor in town. If he has one failing, it's his arrogance. It is this which caused him to accept Skrakker's challenge (ST1), and it has gotten him into trouble more than once, both before and since.

Fortunately, although Captain Reynolds may be overly confident in his ability to handle just about any situation, he has chosen his sergeants wisely. Both Sergeant Winn Kakso and Sergeant Kallikon spend most of their time making sure they and their guards are covering Captain Reynold's back. Sadly, both sergeants have lost good people in situations into which their captain led them, heedless of his sergeants' counsel. They are more weary than ever of his showboating, and the next time he expects them to be there, they may not be.

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The barracks house the guards in a single room. The sergeants share a room and the captain has his own quarters. The place also features enough weaponry to outfit a militia 50 members strong.

Most days one guard unit is out patrolling the city. The other usually spends its time sparring in the drill yard, waiting for the inevitable call for help. When the town is on high alert due to some predictable danger, the units patrol the town in shifts all night long.

ST11) TOWN HALL

Reverend Mother Balitia (ST3) spends part of each day here, handling the duties that fall to her as ruler of the city. She has three assistants who take care of the details for her, leaving her free to make larger decisions and then head back to the church of the earth goddess (ST3), where she is also needed. The leader of these assistants is Carlee Jobb (NG female human, Ari1/Exp8, hp 22), who is helped out by Wisteria and Wilmada Corsitan (both NG female humans, Exp1, hp 3).

The reverend mother is only in the town hall on weekday afternoons, and not always then. She frequently sends her excuses instead.

The person who does all the work of running the town is Carlee Jobb, a distant cousin of the reverend mother. She keeps the place ticking like a well-oiled clock. Short, plump, and graying grace-

fully, Carlee always has a ready smile for everyone she sees. She only wishes that she had enough time to be able to see her husband more often.

Wisteria and Wilmada serve as Carlee's support system. Without them, she wouldn't get anything done. Wisteria handles the town paperwork, including bills, payroll, deeds, licenses, taxes, and the like. Wilmada, on the other hand, actually implements Carlee's orders by lining up the people to get the jobs done and making sure they do them. They all work too hard, but they are well-paid for their efforts, and it's all in the service of the earth goddess.

ST12) TOWN SQUARE

Rockton's town square is located right at the junction of River Road, Main Street, and the King's Spur — every major road that runs through the community. This is a bustling place, paved with cobblestones throughout. The most ornate facades in the region surround the place, all stacked up close upon each other like stone teeth in the town's maw.

The square is centered around a huge rock that is roughly 10 feet around, with a dragon's skull mounted atop it. The only permanent stalls in the common market that fills up the square on most non-holy days are those that belong to the church of the earth goddess. These sell all sorts of religious symbols and other trinkets related to the church and to Rockton itself.

During most days, the vast majority of the market is filled with tents stocked high with goods of all sorts. One large section of the market, the

CHAPTER THREE: THE SMALL TOWN

one nearest the rock upon which Rockton was founded, is devoted to fresh fruits and vegetables, the revered products of the locals' close relationship with the earth — and thereby the earth goddess as well.

The rock in the center of the square is a *boulder of balminess*, a wondrous item that keeps the main square dry and relatively pleasant all year round.

NEW WONDROUS ITEM: BOULDER OF BALMINESS

This massive rock moderates all kinds of lousy weather in the main square. No precipitation ever falls here, even in the middle of the worst storms. Temperature changes normally, but the square remains dry.

This boulder was enchanted by Belkia Reynolds, the town's founder, right on the spot; it's almost impossible to move it.

Caster Level: 11; *Prerequisites:* Craft Wondrous Item, *control weather*; *Market Price:* 132,000 gp; *Weight:* 10 tons.

PLOTS

The small town is filled with all sorts of trouble.

- A scandal threatens to rock the chapel of the law god (ST3). Lady Gadrawyn recently killed an innocent man in her zealous pursuit of justice. She is working with Father Justin to atone for her misdeed, but both he and she have failed to notify Judge Kohldot for fear of the punishment that awaits the paladin outside of the church's graces. Sadly, the man's corpse becomes a zombie that wanders through town and must be put down. Curious heroes may then try to determine how the zombie came to his fate. But if they get too close to the truth, they may face a fallen paladin's wrath.
- The past of Captain Donnyson (ST4) finally catches up with him. A traveler wandering through recognizes the pirates and denounces them on the spot. The pirates are unwilling to kill the witness in front of so many people, but they deny everything. The heroes may investigate the truth for the witness, or they may be hired to protect him until the matter can come to trial.
- There's a phantom haunting the opera house (ST6) — or at least that's what Eolynn wants people to think. She's been setting up all sorts of strange incidents in the place to increase its name recognition. The problem is that eventually someone's going to get hurt. Perhaps the heroes can expose the fraud before this happens.

CHAPTER FIVE

THE LARGE TOWN

BLACKSTON

Population: 3,500 adults and 1,100 children

GP Limit: 3,000 gp

Ready Cash: 525,000 gp

Power Center Type (Alignment): Conventional (LG)

Authority Figure: Jadit Schtein VII (LG male human, Ari6)

The large town of Blackston is a community of 3,500 adults and 1,100 children, sitting mostly on the west bank of the Rock River. The town is named for the color of the waters here, where the river is wide and deep.

There are no bridges or fords here. The river is simply too wide and deep for such things. However, many boats make the crossing regularly, and there's a public ferry that hauls foot, wagon, and horse traffic across.

LAYOUT

Blackston has five distinct neighborhoods, each with its own unique style. Four of these are created by the intersection of the River Road and the King's Spur in the town square. The last is actually on the other side of the river, despite the fact that getting there from the main part of town requires a boat or some other means of traversing a deep and wide river.

The four sections on the west side of the river are called quarters, despite the fact that there are actually five parts of the town. There are those who don't consider Black Shore — which is on the east side of the river — to be a part of Blackston at all. The government of the town doesn't agree with this sentiment, however, no matter how tempting it may be.

THE ROYAL QUARTER

This is where the prince of Blackston lives, along with the royal family. The royal palace overlooks the town square, and the rest of the quarter rolls out behind it like a carpet of woven gold. The wealthiest people in Blackston call this part of town home, and the shops and restaurants in the area reflect this.

The Royal Quarter teems with people all day long. It's the only portion of the community that has lampposts, which are lit each night and extinguished each dawn.

In fact, each of these lampposts contains a small dish, upon which a *continual flame* spell was cast long ago. The lamplighters that come by every night don't actually light the lamps. They simply pull aside the shutter atop the lamppost, exposing the enchanted dish and its never-ending flames.

THE GLADIATORS QUARTER

This portion of town is centered around the Great Stadium of Blackston, a place which has hosted all sorts of outdoor entertainment over the centuries. It was originally used as an arena for gladiatorial combat. While it still serves that purpose from time to time — mostly for public executions of the condemned — it features many other events as well today.

Most of the shops in Blackston are located in this quarter, and for good reason. The stadium drives a great deal of traffic through the quarter, and the merchants jockey for prime locations near it.

Many of the local merchants — the area's burgeoning middle class — live in this part of town too. The residences tend to be further out

CHAPTER FIVE: THE LARGE TOWN

toward the edge of town, away from the more expensive shops closer in. Other merchants live above their storefronts instead.

THE PLEBES QUARTER

This is where the common people live. The closer in toward the town square you get, the more expensive the housing is. Out by the edges of town are people living in tents.

This is the roughest part of town, too. The town guard has all but given up on keeping order here. Instead, they have developed a containment strategy that merely keeps the crime focused in toward the residents of the quarter. It doesn't cut down on the number of incidents in the area much, but it keeps most of them far from the ears of those living in the Royal Quarter.

There have actually been riots in the Plebes Quarter in the past. The last one, almost a decade ago, started a fire that threatened to consume a large portion of the town. There are still fire-blackened hovels standing throughout the quarter, only lived in by rats and the occasional squatter.

THE HOLY QUARTER

Many people in Blackston consider the place to be a pious town. The prince's power, after all, is supposedly handed down to his bloodline by the god of valor himself. Religion is taken very seriously here. Weekly attendance at one form of service or another is required by law. Given the number of people in the town, however, enforcement of this rule is impossible.

The clerics of the holy quarter feel that it is their duty to save the people of Blackston from sliding any further into chaos than they already have. They are fighting an uphill battle, but it's pointless to tell them that.

The holy quarter also has its share of bookstores and spell component shops. It's almost as if the townspeople have quarantined off the spellcasters to prevent them from infecting the rest of the town.

BLACK SHORE

Most of the industry in town takes place on the other side of the river. Ferries crammed full of workers shuttle laborers back and forth between the Plebes Quarter and Black Shore on an almost constant basis during the day. There are even some that run at night when one factory or another adds a late shift.

There are some taverns and shops here, but they are uniformly of bad quality. The clientele generally can't afford anything better, though.

A small tent community has sprung up on the north side of the Plains Highway. It's occupied almost entirely by transients who work in the various craft shops in Black Shore on a seasonal basis. In the middle of summer, the place is packed, and the smell of the people huddled together, combined with the stench from the various manufacturing facilities, is almost unbelievable. In the winter, however, the place is a ghost town. Most people can't survive outside in such cold climes, at least not for months on end.

HISTORY

Blackston was founded around 300 years ago by the royal Schtein family. The Schtein patriarch had been exiled from a distant city by his oldest brother, the king. He gathered his wife and young children with him and fled along the coast and then up the Rock River until he reached a large bend in the river, right at the site of what is now Blackston.

The prince took a liking to this stretch of land and declared it to be his own. And so a new principality was formed, albeit a rather small one at the time. The original name of the place was Blackschtein, but over the years it was corrupted into Blackston. Today, this is what everyone calls the place, even the current prince.

The original prince was not without his own followers, those who despised the king and who saw the prince as their best hope of someday overthrowing the despot. When these stalwart men and women — many of them soldiers in the royal army in which the prince had served — got word of where the prince had settled, they went to him, bringing their entire households along with



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them. If they had left anyone behind, those souls would surely be lost, as the king would have executed them for the treasonous acts of their masters or friends.

Blackston grew steadily over the years, mostly upon the promise that the prince would one day return to the capitol to take the throne from his horrible brother. Sadly, that day never came, and the prince died long ago, still living in exile in Blackston.

The king's edict against the prince carried down to all of his descendants as well. Each new prince that took over in his father's stead was as unwelcome in the capitol as his forbears. This is true to this day, despite the fact that the current prince and king are removed from the central dispute by almost 15 generations.

The original prince set up the government of his settlement as a miniature version of a kingdom. He ruled by the right of his birth alone, granted to him by the god of valor, his favored deity. As the years wore on, many of his early friends left him, but others gathered around him not for the promises of power but for the chance to live under the protection of his benign rule.

The prince's heirs continued on in the tradition of their community's founder, ruling with a wise heads and even hands. To assuage the lust of the warriors in town for the song of battle, the second prince ordered the building of a stadium in which Blackston would host ostensibly nonlethal gladiatorial games, as chances for these students of war to exhibit their skills and win the accolades of their peers.

The games kept the soldiers in fine form, which came in handy throughout the years as they were called upon to repel threat after threat. The people of Blackston have fought off one army after another over the centuries, from bands of orcs to fire-blasting dragons and things much more strange. Every time, they did so with honor and with valor, earning glory for themselves and their town.

POWER CENTER

The power center of Blackston is the same as it has been since the town's founding: the prince and his family. The current prince is Jadit Schtein VII, the 15th prince of Blackston.

Blackston's power center is lawful good, as it has been for the past 300 years. The people of Blackston expect nothing less from a prince whose birthright was established by the god of valor himself.

The princes of Blackston take their duties seriously. Each has considered himself the custodian of those who have sworn him fealty. Leaders owe the people their best, not the other way around. It is precisely this attitude that has earned the princes such unwavering loyalty from their people.

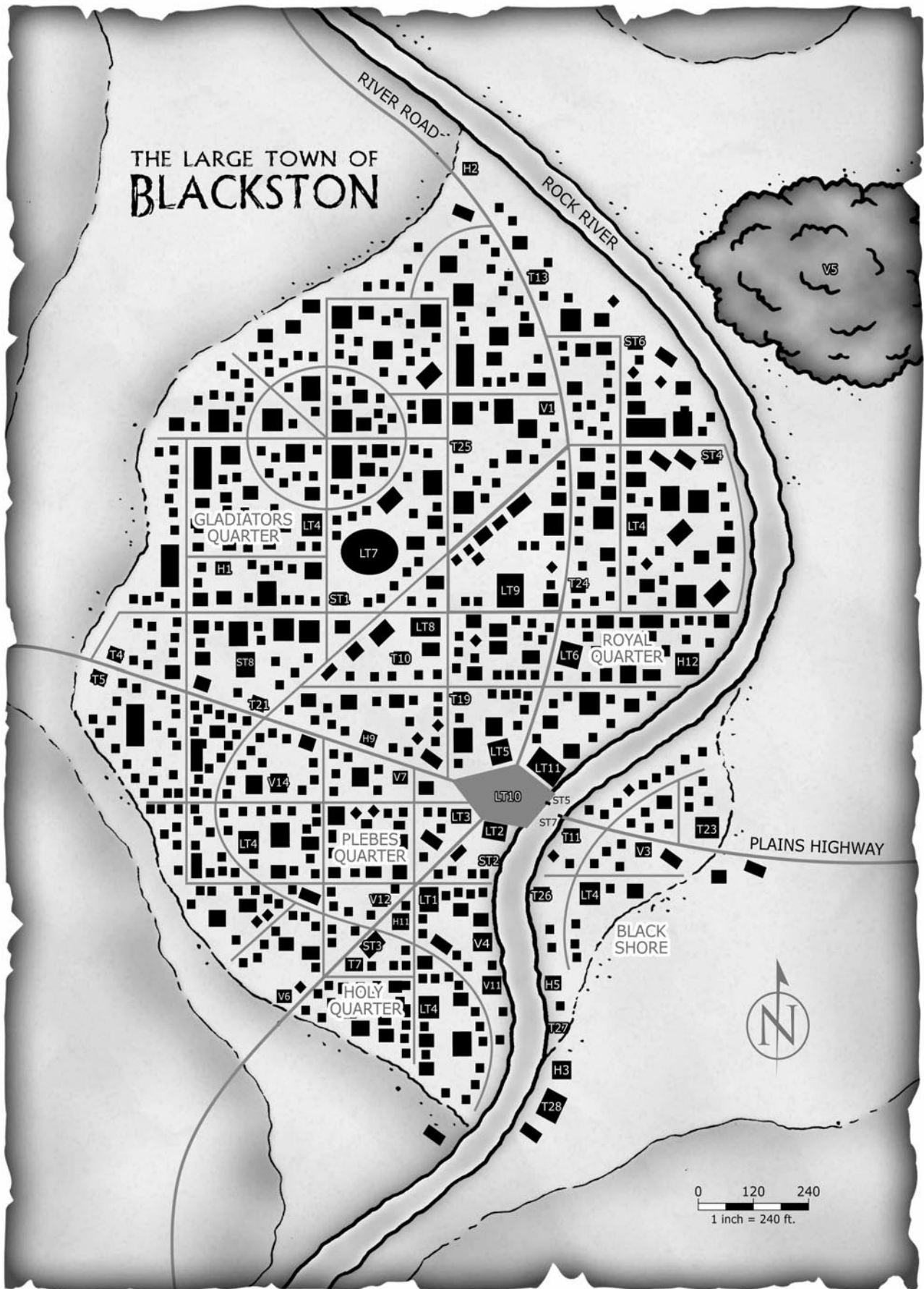
DEFENDING THE LARGE TOWN

The large town has little in the way of defenses other than the Rock River. The ferry (ST5) is the only means of easily crossing the river for miles around.

The river is 120feet wide. Every round a character is swimming, she is swept 20 feet down-river. Apply this at the end of her turn.

If the village is attacked from the east, the first thing the guards do is cut the pair of thick ropes used to pull the ferry across the water. These have a hardness of 5 and 10 hp. Sadly, the government of Blackston is prepared to sacrifice the residents of the east shore if need be. Still, these are good people. Given the chance, they do their best to evacuate Black Shore as quickly as possible before severing the ferry's ropes.

CHAPTER FIVE: THE LARGE TOWN



LOCATIONS

LT1) CHAPEL OF THE GOD OF DWARVES

Brother Chakrant (NG male dwarf, Adp7, hp 28) is the pastor of this chapel. He has a single assistant, Sister Bruntha (NG female dwarf, Adp3, hp 15).

Prince Jadit Schtein I had many allies when he was banished from his family's kingdom. The dwarves of the land were among these. When the dwarven king heard of the predicament of his princely friend, he sent a contingent of dwarven infantry to lend a hand. The unit was only supposed to remain with the prince until he was returned to power. Since that never happened, the dwarves never left town.

Brother Chakrant was born in Blackston, and he has never been to visit the mountainous land of his ancestors. He hopes to someday make the pilgrimage as he has counseled so many of his brethren to do, but so far the opportunity has eluded him in his 200-some years on the planet.

Despite this hole in his life, Brother Chakrant has become a fine religious leader for the dwarven community in Blackston. He is an honorable dwarf and a gifted orator, able to move his traditionally stoic people to tears with his words.

Sister Bruntha is not nearly so wonderful at proselytizing as her superior. However, she does a fantastic job of managing the chapel's various social programs. The chapel is the social as well as religious focus of the lives of most of Blackston's dwarves. Sister Bruntha's eager smile and friendly demeanor have a lot to do with the quality of life the dwarves enjoy in town.

Brother Chakrant and Sister Bruntha are happy to cast spells for any who may need them, in exchange for an appropriate offering

at the temple. They deduct half off of their prices for all dwarves, regardless of their alignment or religion.

The church is filled with religious icons worth a total of 1,000 gp. There is also a collection box that's untrapped but triple locked (each Open Lock DC 30). It has 5d10+200 gp in it at any given time.

Once a year, a 9th-level priest of the dwarves' god comes through and casts *hallow* on the chapel. The spell tied to this is *aid*, which affects all dwarves in its range.

Prices: 100% of standard.

Brother Chakrant's Bargaining Skills: Bluff +8, Sense Motive +8.

Brother Chakrant's Prepared Spells: (3/3/2) 0 Level — *cure minor wounds*, *guidance*, *light*. 1st Level — *bless*, *comprehend languages*, *cure light wounds*. 2nd Level — *cure moderate wounds*, *endurance*.

Sister Bruntha's Prepared Spells: (3/2) 0 Level — *cure minor wounds*, *guidance*, *light*. 1st Level — *bless*, *cure light wounds*.

LT2) CHURCH OF THE GOD OF VALOR

Father Hando Schtein (LG male human, Clr7, hp 30) spent his younger days as an adventurer, as did many of the other people involved in the operation of this church. He has a single clerical associate: Father Brennan (LG male human, Clr3, hp 15). He also has an honor guard of four paladins (each LG human, Pal1, hp 8).

As the current prince's younger brother, Hando knew that he had little chance of ever ascending to the prince's throne. However, he was determined to make a difference in the community in his own way. Fascinated with the god of valor since birth, Hando decided to dedicate himself to that deity's service. He has been an integral part of the church

CHAPTER FIVE: THE LARGE TOWN

ever since, and he was appointed to his pastorship three years ago, a development many saw as long in coming.

Under Hando's leadership, membership in the church has skyrocketed. Some attribute this to the fact that the prince has given his brother far greater support than he did to earlier pastors, but the truth is that Hando is actually an excellent priest. He brings to the position a wealth of real-world experience, having spent the better part of a decade wandering the world and squelching evil wherever it reared its horrific head.

While Father Brennan's credentials may not be as stellar as those of his superior, he still is a fine priest. He has personally led the honor guard into battle no less than five different times, and he has always emerged victorious. Father Hando considers Brennan and his paladins to be a sort of strike team for the forces of good, and they are given a wide remit to carry out their stated mission of eradicating evil. The fact that they enjoy the direct support of the town guard is just one more benefit from having the prince's brother as pastor.

It would be easy for a man in Father Hando's position to become arrogant or haughty, but he has always preached and practiced humility. He considers himself a mere servant of the god of valor and of his fellow citizens, and he expects the people who work with him to demonstrate the same attitudes.

The priests and paladins of this church are happy to cast spells for any who may need them, in exchange for an appropriate offering. They deduct half off of their prices for all non-evil adventurers.

The church is filled with religious icons worth a total of 1,000 gp. There is also a collection box that's untrapped but triple locked (each Open Lock DC 30). It has 5d10+300 gp in it at any given time.

Once a year, a 9th-level priest of the valor god comes through and casts *hallow* on the chapel. The spell tied to this is *detect evil*. The clerics and paladins here attack evil people as soon as they are detected.

Prices: 100% of standard.

Father Hando Schtein's Bargaining Skills: Bluff +5, Sense Motive +8.

Father Hando Schtein's Prepared Spells: (6/5+1/4+1/3+1/1+1) 0 Level — *detect magic, detect poison, guidance, light, resistance, virtue*; 1st Level — *bless, detect evil, divine favor, magic weapon, protection from chaos, shield of faith*; 2nd Level — *bull's strength, endurance, resist elements, spiritual weapon, zone of truth*; 3rd Level — *dispel magic, magic vestment, prayer, protection from elements*; 4th Level — *divine power, spell immunity*.

Father Brennan's Prepared Spells: (4/3+1/2+1) 0 Level — *guidance, mending, read magic, virtue*; 1st Level — *divine favor, doom, magic stone, magic weapon*; 2nd Level — *bull's strength, make whole, resist elements*.

LT3) GUARD BARRACKS

Brillianta (LG female elf, War8, hp 42) is the captain of the guard in Blackston. She has a pair of *slippers of spider climbing* and a *cloak of elvenkind*, as well as a +2 *holy longsword*. She has one lieutenant (LG male dwarf, War4, hp 23) and seven sergeants under her (all LG human; one veteran guard: War4, hp 20; four seasoned guards: War 2, hp 10; and two rookies: War1, hp 6). They command a total of 28 guards divided into seven different units with four guards in each.

The elven warrior Brillianta, as captain of the Blackston guard, has served the princes of Blackston for over 100 years. She is unparalleled in her knowledge of every layer of the town, from the zenith of the aristocracy to the nadir of its scum. It is largely due to her efforts that Blackston is mostly crime free.

It was Brillianta who established the use of guard stations throughout the town, enabling the guards to respond to crises anywhere in Blackston in mere minutes. This, combined with judicious use of

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Brillianta's magic items to help in gathering information regularly, has caused crime in the city to drop to the point where the local thieves' guild gave up and abandoned the place over 50 years ago.

Brillianta tends to undertake the dangerous surveillance missions on her own fairly regularly. When she's not available, she leaves Lieutenant Waord in command. Waord is a handsome dwarf, born and bred in Blackston. Despite that, he has an instinct for guard work that would rival that of any of his distant, underdwelling kin.

Waord manages the daily roster duty and keeps track of the complicated system that tells him who is on duty at all times, and where. He lives in the central barracks, in his private quarters, along with one squad and its sergeant. The other squads are dispersed throughout the city as described in LT4, below.

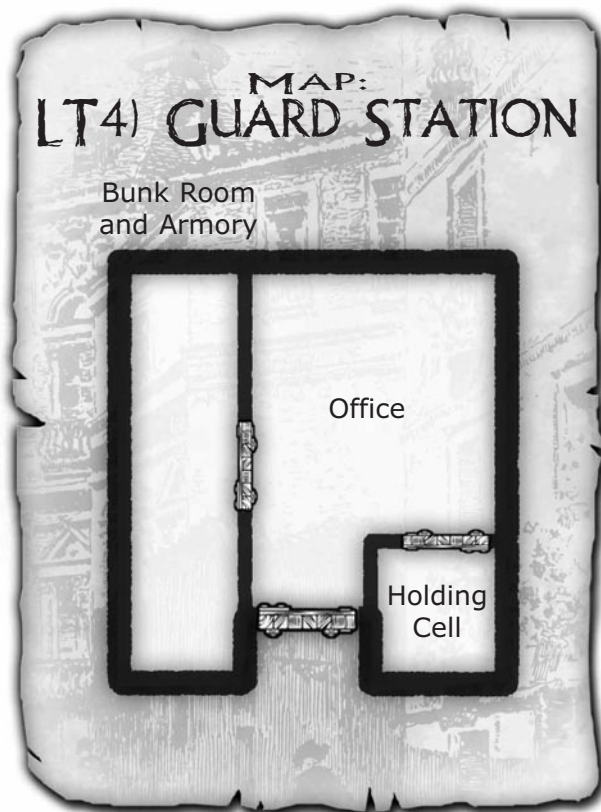
The guard barracks has an armory with enough weapons to arm 100 members of the local militia should it come to that. Under the guidance of Brillianta and Waord, such a force could defend the town from an attack by a small army. This has actually been successfully done no less than a dozen times in the past century.

It turns out that the lack of crime in the town makes Blackston incredibly prosperous. This prosperity makes Blackston the largest and juiciest target for conquest in the entire region. It's not unusual for one group of marauders or another to be plotting to ransack the town at any given time.

LT4) GUARD STATION

There are five of these stations scattered across the town, one in each neighborhood, even including the Black Shore. Each station has at least two guards in it at most times, with two others on patrol in the neighborhood.

This system allows the guards to actually get to know the people in their neighborhood. They learn who the troublemakers are and who are the people the guards can rely on. When something goes wrong, they know who to turn to for help, and they have a crystalline idea of who might be behind the troubles.



The people of Blackston generally look on the guards as heroes. The most difficulties the guards ever have are with visitors from out of town who don't understand how things work in this community. Here, everyone watches out for each other, and that means they watch outsiders ten times as closely.

Each guard station has enough weapons in it to equip up to five members of the town militia. It also has an alarm bell that can be rung in times of serious trouble to request backup.

LT5) THE HEROES' INN

A party of adventurers bought this inn from the previous owners three years back. They pooled together the treasures they had won for themselves in their travels, and they purchased the place, lock, stock, and barrel.

Five adventurers run the inn. Gabardi (NG male gnome, Sor3, hp 8) keeps an eye on the bar. Milestra (CG female half-elf, Brd3, hp 16) provides the entertainment. Skuggin Dak (CG

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male half-orc, Bar3, hp 30) and Gunthart (NG male dwarf, Ftr4, hp 32) work the place as bouncers. Gandertuck Hoof (CG male halfling, Rog4, hp 16) keeps the kitchen busy. They have three serving girls (NG female humans, Com1, hp 3) and two stable boys (NG male humans, Com 1, hp 3) to lend a hand as well.

The five adventurers run the inn as a break between their adventures. Never ones to go looking for trouble, it seems that trouble inevitably ends up finding them anyhow. Whenever they decide to take up some noble cause outside of town, which happens at least once a year, they lay off the help, lock the place up, and head on out.

This hearty band of adventurers was once nomadic, roaming from town to town, going wherever the urge or the scent of glory took it. Upon discovering Blackston, however, the heroes returned over and over again until they finally decided to

stay. Each one of the heroes now considers this place home, and the party itself really an extended family.

Other than the name of the place, the heroes don't do much to advertise who they are. It makes it that much harder for any old enemies to track them down that way. More than one visitor at the inn has been surprised by the potency the group is able to show when necessary, though. Just last year, a band of robbers stormed the place, hoping to make a quick grab of the place's cash. When they woke up in the town dungeon the next day, they were all sorely disappointed.

Each of the adventurers has some magic items on hand at all times. Gabardi has a +2 *dagger* and a *staff of charming*. Milestra carries a +2 *longsword* and a *lyre of building*. Skuggin Dak wears +3 *bracers of armor* and has a +2 *greatsword*. Gunthart has a +2 *returning*

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dwarven waraxe. Gandertuck Hoof carries a +2 *keen dagger* and a *Heward's handy haversack* filled with all sorts of necessities.

Both Gabardi and Milestra are willing to cast spells for the right price. Gabardi always does all the bargaining for either one of them — or for anyone else in the inn.

Prices: 100% of standard. Adventurers get a 10% discount.

Gabardi's Bargaining Skills: Bluff +4, Sense Motive +4.

Gabardi's Known Spells: (6/5) 0 Level — *ray of frost**, *flare**, *light***, *mending**, *read magic**; 1st Level — *charm person***, *shield***, *spider climb**.

Milestra's Known Spells: (3/2) 0 Level — *dancing lights**, *daze**, *detect magic*, *light*, *prestidigitation**, *resistance*; 1st Level — *detect secret doors*, *sleep**, *unseen servant**.

LT6) MARLO'S PRIVATE GUARD SERVICE

Marlo runs a private guard service out of this building. He has 25 warriors (various alignments, genders, and races; all War1, hp 5) who work for him here. His secretary Ronica (CG female human, Exp5, hp 19) helps him keep track of it all.

A ruggedly handsome half-elf, Marlo moved to town nearly 50 years ago, looking for work. He hired on with the town guard, but he and Brilliantia had a falling out when the relationship between them went sour. On the outs with the guard, Marlo decided to go into business for himself.

In those days, the town wasn't nearly as crime-free as it is today. Marlo realized that there was a market for private guards among the wealthy members of the Royal Quarter and the Gladiators Quarter. He started out by rounding up a handful of likely

MARLO

4th-Level Human Fighter/4th-Level Rogue

CR 8; SZ M (humanoid); HD 4d10+4 + 4d6+4; hp 42; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+2 Dex, +2 leather armor); Atk melee +14/+9 (1d8+4/crit 19–20, +2 *longsword*), or ranged +9/+4 (1d8+4/x3, mighty composite longbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Sneak Attack; SQ Evasion, Traps, Uncanny Dodge; AL CG; SV Fort +6, Ref +7, Will +6; Str 19, Dex 14, Con 13, Int 12, Wis 18, Cha 13

Skills: Balance +9, Craft +8, Disable Device +8, Disguise +12, Escape Artist +9, Hide +5, Listen +6, Move Silently +2, Open Lock +11, Pick Pocket +8, Read Lips +4, Ride +9, Spot +12, Use Rope +5

Feats: Alertness, Blind-Fight, Combat Reflexes, Endurance, Improved Initiative, Power Attack, Weapon Focus (*longsword*)

Languages: Common, Dwarven

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Marlo takes no damage with a successful saving throw. Evasion can only be used if the rogue is wearing light armor or no armor.

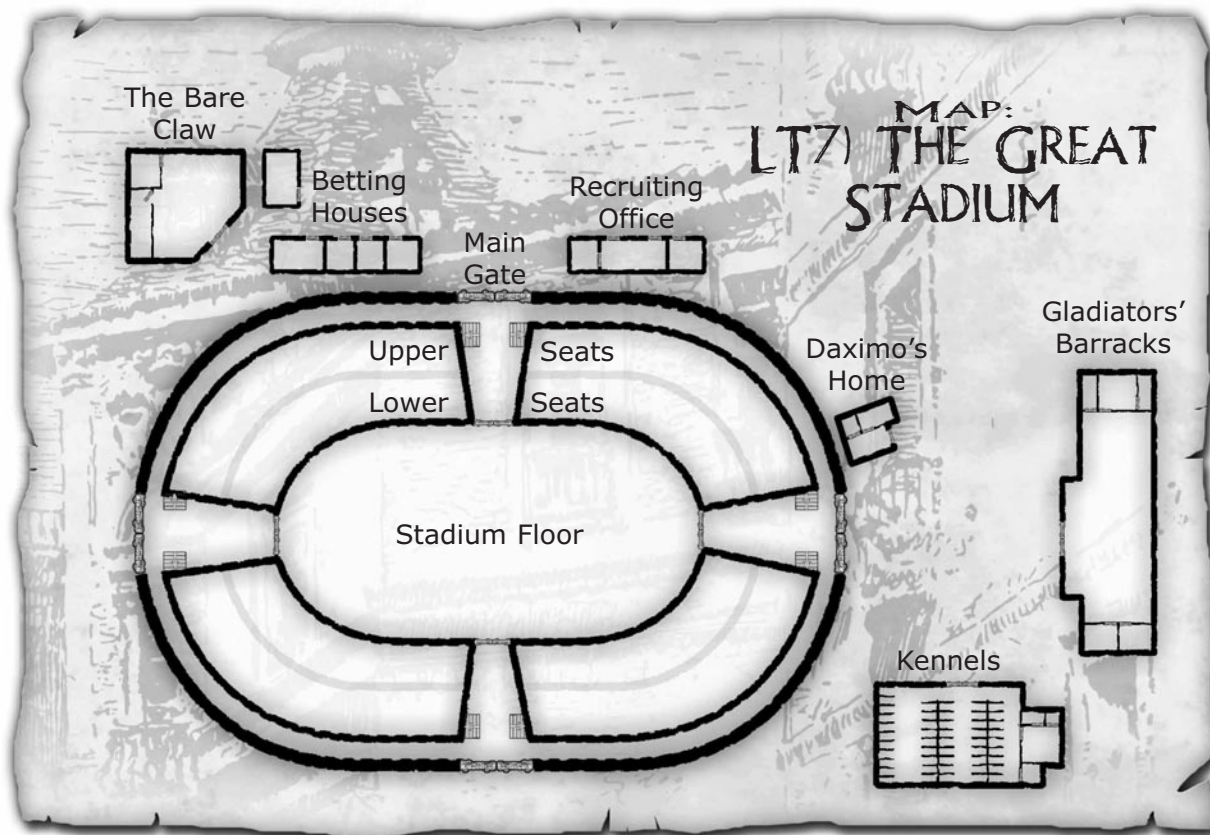
Sneak Attack: Any time Marlo's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when he flanks the target, his attack deals +2d6 extra damage. Should Marlo score a critical hit with a Sneak Attack, this extra damage is not multiplied.

Traps: Rogues (and only rogues) can use the Search skill to locate traps when the task has a DC higher than 20. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps.

Uncanny Dodge: Marlo retains his Dexterity bonus to AC if caught flat-footed or struck by an invisible attacker.

Possessions: *Hat of disguise*, thieves' tools.

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prospects and whipping them into shape over the course of a grueling two weeks.

At first, business was slow, but then Marlo got his big break. The prince's sword, a magical heirloom, was stolen from the royal palace itself. The crime had stumped Brillianta and her guards, so Marlo offered his services to the prince on contingency. The entrepreneur would only be paid if he managed to locate the sword and bring it back intact.

Within three days, Marlo did just that. He was paid handsomely for his efforts, despite the fact that he absolutely refused to reveal the name or nature of the thief. The prince was ecstatic that his sword was returned to him, so he didn't press the issue. Brillianta, on the other hand, was certain that Marlo had stolen the sword himself so that he could turn it in later and play the hero.

In truth, the sword had been "borrowed" by the then-prince's younger brother, who wished to take the weapon out into the world with him as he went to prove his valor. Fortunately, the brother never actually made it out of town, and Marlo was able to

trick him into giving up the sword. Even so, he refused to name the culprit for fear that the scandal would rip the royal family and the town itself apart.

Prices: Negotiable, depending on the situation.

Each of Marlo's guards costs 2 sp per day to hire, plus expenses. Marlo himself charges no less than 10 gp per day, plus expenses, for his personal attention.

LT7) THE GREAT STADIUM

Daximo, the famous ex-gladiator, is the manager of the Great Stadium. He has dozens of people who help him pull off the events here. The most important are Crestan (CN male human, Exp2, hp 9), the stadium's promoter, and Galathriel (CN female elf, Exp2, hp 8), who actually books the events.

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Built like a sawed-off ogre, Daximo was once the terror of the gladiatorial circuit. That was over 200 years ago, back in the days before the laws against lethal gladiatorial combat had been passed. The balding, clean-shaven dwarf with the blazing blue eyes amassed the greatest number of kills ever seen in the sport, and he earned himself a king's ransom for his efforts. He retired over 80 years ago, and he has been working as the stadium's manager ever since.

The thrill of the stadium is in Daximo's blood. There's nothing he likes better than the roar of the crowd as he delivers the final blow to his foe. In fact, he still takes part in the annual summer solstice games every year, just to keep his hand in and to give the fans a thrill.

At only 20 years old, Crestan is one of the youngest promoters the stadium has ever had. He tells everyone that his youth is an advantage, and it certainly seems to be as he relentlessly spreads the gospel of the weekly games throughout the town and into the region beyond. It's a hard job to have to talk to everyone you can about the events you love, Crestan says with a grin, but someone has to do it.

Galathriel has been with the stadium since it was built over 250 years ago. This prim and restrained elf has seen a lot of changes to the place over the years, but she continues to book acts and events that keep the bleachers packed. If the heroes have any noticeable standouts among them — perhaps all of them, in fact — Galathriel may offer them the chance to make themselves famous in the arena.

TICKET PRICES

Ticket prices for shows at the arena differ depending on the entertainers and when the show is performed. The prices are listed below for cheap seats in the upper half of the arena, good seats in the lower half, and seats in one of the private boxes lining the place. Late shows are half price.

SHOW	UPPER	LOWER	BOX
Against Monsters	5 sp	10 sp	50 sp
Bare Steel	3 sp	6 sp	30 sp
Padded Weapons	2 sp	4 sp	20 sp
Boxing and Wrestling	1 sp	2 sp	10 sp

DAXIMO

8th-Level Dwarf Fighter/ 5th-Level Expert

CR 12; SZ M (humanoid); HD 8d10+24 + 5d6+15; hp 103; Init +8 (+4 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (+4 Dex, +4 +2 *leather armor*); Atk melee +19/+14/+9 (1d12+9/x3, +3 *dwarven greataxe*), or ranged +16/+11/+6 (1d8+4/x3, mighty composite longbow; Face 5 ft. x 5 ft.; Reach 5 ft.; SQ Dwarf Traits; AL CN; SV Fort +10, Ref +7, Will +7; Str 19, Dex 19, Con 16, Int 12, Wis 12, Cha 10

Skills: Appraise +3, Climb +12, Disable Device +2, Escape Artist +12, Heal +4, Hide +4, Intimidate +10, Jump +7, Knowledge (arcana) +2, Listen +8, Move Silently +4, Open Lock +8, Perform +2, Sense Motive +12, Spot +1, Swim +5, Use Rope +5, Wilderness Lore +6

Feats: Blind-Fight, Combat Reflexes, Improved Initiative, Quick Draw, Skill Focus (Heal), Skill Focus (Sense Motive), Weapon Focus (greataxe), Weapon Focus (mighty composite longbow), Weapon Specialization (greataxe)

Languages: Common, Dwarven, Undercommon

Dwarf Traits (Ex): Dwarves have Darkvision that lets them see up to 60 feet in the dark. They also have +2 racial bonus to noticing unusual stonework and automatically make a check when within 10 feet of such. They have a +2 racial bonus to saves versus poison, spells, and spell-like effects. They have a +1 racial bonus to attack rolls against orcs and goblinoids, and a +4 dodge bonus versus giants. They have a +2 racial bonus on Appraise checks with rare items, and a +2 racial bonus on Craft checks related to metal or stone.

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Those who perform in the stadium are paid 5 gp per level per show. Galathriel is always looking for combatants for the sparring matches, using either padded weapons or bare fists. She also is happy to find talented bards or — better yet — spellcasters who are willing to use their spells to put on a flashy show filled with special effects.

Prices: 100% of standard, non-negotiable.

LT8) THE BARE CLAW TAVERN

Cardax (CN male half-orc, Bar3/Com6, hp 40) the ex-gladiator runs this tavern. He has eight serving girls (all NG female human, Com1, hp 4), four bouncers (all NG male human, War1, hp 6), and two bartenders (both NG male human, Com1, hp 4) working for him.

A half-orc with a face that could stop a charging bull in its tracks — and actually has — Cardax spent two years fighting in the nonlethal battles in the stadium before he got his break. He used to drink here in the Bare Claw — then called the Bare Fist — after his bouts, and the previous owner, another ex-gladiator by the name of Kintral, finally got tired of Cardax's excessive bragging. Kintral challenged Cardax to a fight, right there in the center of the tavern. The winner got the bar, while the loser had to leave town.

Kintral thought he had an edge on Cardax, despite the barbarian's speed and youth. His bartender had supposedly been drugging the half-orc's drinks all night.

Unfortunately for Kintral, the bartender — another half-orc named Rakk — had gotten tired of taking his boss's constant abuse. He tipped off Cardax as to what was being planned. Cardax shammed being drugged up, accepted Kintral's public challenge, and then proceeded to thrash him to within an inch of his life.

The turning point in the battle came soon after the fight started. Kintral smashed the supposedly sluggish Cardax in the face with a bottle, then leaned over his victim to laugh. Spotting the opportunity he'd been waiting for, Cardax reached out and snagged Kintral squarely around the throat with one jagged-clawed mitt and then began beating the man's head on every hard surface within reach.

The next morning, Cardax announced his retirement from the arena combat gig, changed the name of the tavern, and reopened it under his new management. Surprisingly, the barbarian proved to have a head for running a tavern — he'd spent enough time in them, it seemed — and the place was even more of a success under him than it had been previously.

The Bare Claw makes most of its money on days there are events in the nearby stadium. It concentrates on selling stiff drinks for good prices, and it rakes in cash hand over claw.

Prices: 100% of normal; 80% during a show and an hour before and after.

Cardax's Bargaining Skills: Bluff +6, Sense Motive +10.

Cardax's Possessions: *Horn of Valhalla*, +3 bracers of armor.

LT9) TOWN COURTHOUSE

Rispro Shtein (LG male human, Exp10/Pal1, hp 40) is the town judge. He has seven employees: Gretta (LG female human, Exp1, hp 3), the court clerk; Fileena (LG female gnome, Exp2, hp 6), the court recorder; and five bailiffs (each LG human, War1, hp 5).

SEVEN CITIES

Judge Rispro Schtein is the uncle of the current prince. Despite his pride in the younger man and his accomplishments as prince, Rispro has never gotten over his jealousy of his own older brother, the previous prince. He has always felt strongly that he would have made a better ruler for the city, although he has rarely given voice to this conviction. To do so openly might be considered treasonous and damage his sterling reputation as a wise and fair-minded man in the community.

Rispro takes out his frustrations with his life on the accused that are brought before him. He considers himself an astute judge of character, and he uses his paladin's ability to *detect evil* to help discern who is deserving of mercy and who shouldn't enjoy its blessings.

Judge Schtein is less concerned with justice than he is with making sure that evil people are punished. He doesn't really care if the people brought before him are guilty or innocent. If they are of good alignment, they deserve another chance, as long as they are penitent for any wrongs they may have committed. If they are evil, then they are to be punished, no matter if they actually are guilty of that of which they are accused. In Rispro's mind, an evil person is going to be guilty of something sooner or later, so it's best to punish them preemptively whenever given the chance.

Mousy Gretta usually doesn't permit herself to watch the court's proceedings. She is faint-hearted, and she has swooned too often already from just reading the details of crimes revealed in the court's papers.

The gnome Fileena, on the other hand, seems to take great delight in the prurient details of even the worst crimes. She often prods the judge to ask probing questions of the culprits, and the worse the answers, the greater the thrills sent through her little frame.

The bailiffs, all washouts from the town guard, often feel like they have something to prove too, it seems. They manhandle the accused as much as they like, often smacking them down for the least

imagined slights. They know they have the tacit approval of Judge Schtein to do just about anything to a guilty prisoner short of actually killing him.

The town jail is located beneath the courthouse, and the bailiffs pull double duty as jailers. They usually ignore the pleas for help from the prisoners, and they while away the long hours playing cards or betting on which person in the jail is going to crack next.

The lock on the jail's door is sturdy (Open Lock DC 25), while those on the manacles that line its walls are less so (Open Lock DC 20). The door is normally barred from the outside too. This is a strong wooden door (hardness 5, hp 20, Break DC 25). The bars on the tiny windows set in each wall are even harder to bypass (hardness 10, 30 hp, Break DC 28).

All the windows and doors are fitted with a *sonic blast glyph*. The pass phrase is "well kept." Even so, only those of lawful alignment can pass the glyphs unharmed.

Once a year, a 9th-level priest comes through and casts *hallow* on the jail. The spell tied to this is *dimensional anchor*, which prevents prisoners from escaping via many magical means.

Fines: 100% of standard. These are negotiable as part of the trial and sentencing.

LT10) TOWN SQUARE

The Blackston town square is the spot upon which the community was first founded. The original prince always had grand schemes for his new home. Even though he didn't expect to be in it for long, he thought that it might one day prove to be a royal vacation home once he assumed the throne. As such, he marked out a large area for the town square.

The most prominent feature in the town square is the statue of the original prince. It stands atop a tall base that's 40 feet tall, towering over the rest of the

CHAPTER FIVE: THE LARGE TOWN

buildings, and it depicts the prince looking southward, back toward the kingdom from which he was banished, holding up the family's legendary sword.

The statue has been enchanted, along with a set of goggles that are keyed to it. Anyone wearing the goggles can see as if he was perched atop the statue in the center of the town square. Unlike the statue, the viewer can turn around and see in any direction from that vantage point. The goggles also act as an improved *goggles of night*, allowing the user to see in the dark from that same vantage point, but up to normal limits of his vision.

The town square has many permanent stalls in it, although most of these are relegated to the sides of the square. This keeps the center of the square open for the temporary vendors — those who strike their tents every night — and for other important functions from time to time. To emphasize this, no one is allowed to set up a booth within 30 feet of the prince's statue.

You can find just about anything you like for sale here in the town square, including some of the finest fresh meats and produce in Blackston. However the gp limit of any item for sale in the market is one fifth of the standard: 600 gp.

Prices: 80% of standard.

LT11) THE ROYAL PALACE

Prince Jadit Schtein VII lives here in this large mansion, along with his wife Joria (LG female human, Ari3, hp 12) and their five children (all LG human, Ari1, hp 3). They have a staff of 15 who keep the house in tip-top order (all LG human, Com1, hp 3), plus the royal guard (all LG human, War1, hp 5), a special unit of five soldiers under the command of the prince. They are all outfitted with +1 *chainmail* and +1 *longswords*.

All of the princes of Blackston and their families have lived in this palace since it was built nearly 300 years ago. The original prince had grand plans for the building, and it has never been a modest place. Today, although it is surrounded by the town on all four sides, it is still far and away the largest home in town. If you include the attached gardens, stables, carriage house, and guest houses, it occupies four city blocks.

The prince often entertains here, hosting dinners for visiting dignitaries. These are usually just the governors of the nearby communities, but sometimes far more important personages and their entourages dine here as well.

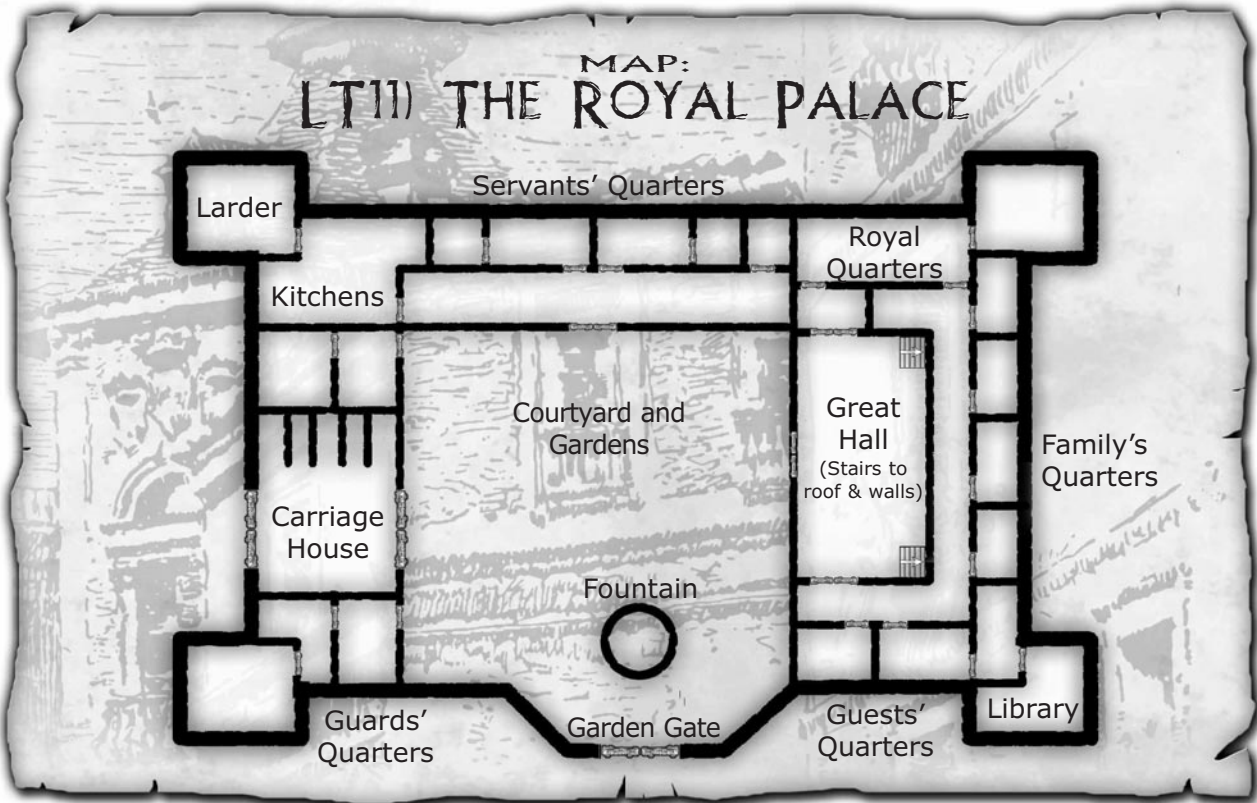
The prince is extremely popular among the townspeople. He is generally humble and merciful — possibly too much so for most people's tastes. In fact, the prince doesn't often feel like he's up to fulfilling the role into which he's been thrust. He knows that his uncle Rispro (LT9) has qualms about his abilities, and his self-doubt has nibbled at the prince's soul since he inherited the slim, platinum crown that he wears only on state occasions.

Princess Joria, on the other hand, is not nearly so restrained as her husband. The daughter of a duke in a neighboring land, the princess was raised to be royalty, and she is somewhat doubtful that her husband actually qualifies. She is constantly pushing him to better himself and this “drab, little town in which we live.”

For his part, the prince is proud of the town his forebearers built. He sees himself as a custodian of all the good that's been done thus far, not some radical reformer. He knows that what his wife really covets is the king's throne, although Jadit is loathe to pursue it. The town has no real army to speak of — none beyond the town guard and militia — and a direct attack against the king would be quickly crushed. Besides which, it's been 300 years since the first prince was denied his crack at the throne. To the prince, this is water long under the bridge. It's a pipe dream, and one he feels would quickly transform into a nightmare.

Joria is stately and beautiful, but her affection is as cold and removed as a snow-capped mountain's peak. It's amazing that the couple has had so many children, and there are those in the palace staff who sometimes remark that the two youngest (twin girls) bear a strik-

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ing resemblance to the half-elf Marlo (LT6). No one dares to breathe such rumors in front of the royal couple, however much truth might be behind them.

In fact, Marlo and Joria did have an affair a few years back, but Marlo broke it off before long — although not, apparently, quickly enough. He didn't want to be the one to bring such shame upon the royal household, although the princess apparently had no such compunction.

The household's keeping is the responsibility of Larond, an elven advisor who has served the royal family for the past 50 years, just as his own father did before him. Tall, thin, and pale, Larond has the ability to seemingly become part of the background, only stepping into focus when he has something important to impart. He was instrumental in making sure that the prince did not learn of the princess's affair, but only because he learned about it once it was too late to stop it. He encouraged the princess to put an end to it, and when that didn't work, he appealed to — and threatened — Marlo.

While the royal couple may have an impoverished marriage, they are wealthy in many other ways. They never have less than 1,000 gp in spending

money on hand, and they can draw more out of the town treasury too, held in a vault in the palace's basement.

The palace doubles as the royal home and the seat of the local government. The prince holds court here for several hours each day, listening to the problems his people bring before him and then issuing orders to correct the difficulties as he best sees fit. The most valuable item in the entire town hangs over the prince's throne: the Sword of Schtein, both the prince's badge of office and a powerful magic item.

The Sword of Schtein is a +5 *holy greatsword*. It is intelligent: Int 13, Wis 15, Cha 10; Empathic; AL LG; Ego 10. Abilities: Sense Motive (10 ranks), and *charm person* (DC 11) on contact 3/day.

Getting to the sword is difficult, as it hangs 10 feet above the floor, suspended by wires. The sword is trapped, of course. The trap can be disabled by pressing a small button beneath the prince's throne (Search DC 30). If this is not done and the sword is removed from its wires, iron portcullises (harness 10, hp 60, Break DC 28) inset into the

walls drop down to cover windows and doors, instantly locking into place. (The locking mechanisms aren't accessible from inside the room.)

Additionally, once a year a 9th-level cleric is paid to cast *hallow* upon the throne. This is tied to a *dimensional anchor* spell, preventing most forms of magical movement in or out of the area.

PRINCE JADIT SCHTEIN VII

6th-Level Human Aristocrat

CR 5; SZ M (humanoid); HD 6d8+6; hp 39; Init +1 (+1 Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 *leather*); Atk melee +6 (1d8/crit 19–20, masterwork longsword), or ranged +5 (1d8+1/x3, mighty composite longbow); Face 5 ft. x 5 ft.; Reach 5 ft.; AL LG; SV Fort +3, Ref +3, Will +7; Str 13, Dex 12, Con 13, Int 11, Wis 14, Cha 14

Skills: Diplomacy +11, Disguise +13, Forgery +8, Handle Animal +7, Hide +1, Innuendo +9, Listen +2, Move Silently +1, Sense Motive +11, Spot +2

Feats: Leadership, Point Blank Shot, Skill Focus (Disguise), Skill Focus (Diplomacy)

Languages: Common.

PLOTS

A large town just means larger troubles.

- Father Hando (LT2) from the church of the god of valor is just spoiling for a calling into which he can sink the collective teeth of his flock. He's willing to believe just about anything to find the proper challenge. Sadly, this makes him an easy mark for shysters of all types. But after several embarrassments, he is now willing to hire on a small party to verify any questionable claims brought to him. The heroes don't have to actually win any battles here — just make sure that the foes exist.
- A mysterious woman has hired Marlo to find an artifact in the shape of a black bird for her. Unfortunately, the woman is actually the Night Lady (LC4). The heroes may be hired by the Sun Lord (LC7) to recover the artifact themselves, preventing the Night Lady from getting it. Or they could be hired by the Night Lady herself, posing as an innocent buyer, if she doesn't fully trust Marlo to help her.
- Princess Joria (LT11) is dead, and it seems that Prince Jadit is the prime suspect. The theory is that he discovered his wife's infidelities and slew her in a jealous rage. The fact is that he still knows nothing about these and is innocent. Joria was killed by one of her dalliances, a young man who wasn't impressed with the way she always put him down. Now he's running scared, and it's up to the heroes to find him and clear the prince's good name.

CHAPTER SIX

THE SMALL CITY

BATTLE CITY

Population: 8,500 adults and 2,550 children

GP Limit: 15,000 gp

Ready Cash: 6,375,000 gp

Power Center Types (Alignments):

Conventional (LN): the Heroes' King; magical (CN): the Arcane College

Authority Figures: The Heroes' King: Fuego Vallante (LN male human, Ftr11), Tallista (NG female elf, Ari2/Exp3/Wiz9), Father Endolo Kahera (NG male gnome, Sor2/Clr10), Bandolin Diggart (N male halfling, Rog11), Master Denkimi Ishuri (LN female human, Mnk9), and Emeritan (NG male human, Ari9/Brd10); The Arcane College: Tallista (NG female elf, Ari2/Exp3/Wiz9), Kalibax (NG male dwarf, Wiz9), Doministrus Gluck (NG male gnome, Sor9), and Aleander Bones (CG male human, Sor9).

The small city of Battle City is a community of 8,500 adults and 2,550 children, split down the middle by the Rock River. The city is named for the fact that it sits on the site of a now-legendary battle.

Normally, the river is far too wide and deep this far downstream for the people to be able to build a bridge across it. However, Battle City is centered around two large islands in the middle of the river. These split the river enough to permit the building of a set of bridges that connect the river's western and eastern shores by means of the two islands. Many boats make the crossing here regularly too.

LAYOUT

Battle City has eight distinct neighborhoods, each with its own unique style. Four of these are on the west side of the river: the Heroes District, the Merchants District, the Common District, and the Holy District. Three are on the east side: the Arcane District, the Labor District, and Rat Town. The last — Old Town — is on an island right in the center of the river.

The city is both divided and connected by its main roads. The roads lead directly to the set of three bridges that link the city together, while delineating the boundaries of the districts. The West Bridge goes from the west shore to Plaza Island. The East Bridge does the same, although from the east shore instead. The North Bridge runs from Plaza Island up to Old Town, linking the oldest part of the city to the rest.

Each of the neighborhoods is described in some detail below.

The major streets in each neighborhood are lit with magical lampposts like those in the large town (see "The Royal Quarter," page 84). These are small globes upon which a *continual flame* spell was cast. At dusk every day, the lamplighters dash about the city and expose the enchanted globes. In the morning, they cover them up once again.

OLD TOWN

This is where the city was originally founded. Old Town occupies an island surrounded by the running waters of the Rock River on all sides. This made it a naturally defensible area — a perfect place to establish a settlement.

CHAPTER SIX: THE SMALL CITY

Today Old Town is the center of the city, both geographically and politically. Heroes Hall — Battle City's version of a city hall — occupies the northern tip of the island, and all of the city's other administrative offices are here too.

Most of Old Town's buildings are made of ancient stone. They had to be built this way or risk being burned to the ground during the constant attacks the founders endured so many centuries ago. The streets are all cobblestone as well. Every street here is lit by magical lampposts, which are densely packed around the government buildings.

THE HEROES DISTRICT

This is the first area into which the people of Battle City moved once they began to branch off of the Old Town island. The best riverfront property in the area is here, and it's occupied by the wealthiest people in the city, many of whom can trace their roots back to the earliest heroes who founded the city, and after whom this part of the city is named.

The shops and restaurants here are of the highest quality. Magical lampposts illuminate every street. Only the back alleys are ever left dark.

THE MERCHANTS DISTRICT

This is where the commerce of the city takes place. It's no coincidence that the district is bordered by the King's Spur, since it's the most well traveled of the roads leading into town.

This neighborhood is filled with handsome homes and respectable shops and offices. Some of the commoners nearby can actually afford an occasional meal here, though, even if most of them couldn't quite swing the rent.

Most of the streets here feature magic-lamppost illumination. The rare exceptions are nearest to the Common District.

THE COMMON DISTRICT

As the name suggests, this place is home to most of the commoners in town. The restaurants here serve solid, filling food, but that's likely the best that can

be said for it. The shops have most of the goods you might want for a commoner's life, but there is little exotic to be found here.

Most of the people who live in the Common District work someplace else. They usually end up walking to either the Merchants District or the Labor District, although there are certainly commoners employed in every neighborhood in the city.

Few of the streets here have any illumination at night other than what the residents carry with them. Compared to the continuous lights of Old Town, this part of the city is nearly pitch black.

THE HOLY DISTRICT

The great number of people who live in Battle City worship a great number of gods. Otherwise known as the Temple District, this is where most of the churches and chapels in town are located. Whether this is to make it easier for the faithful to find their favorite houses of worship, or so that the various pastors can poach sheep from the other priests' flocks is impossible to tell.

Besides temples, there are a number of homes here, mostly occupied by those with a religious career or bent. Almost all of the shops and restaurants have a religious theme to them. Some are polytheistic, while others are dedicated to single deity in a special effort to carry that god's favor for both the owner and her customers.

The streets of the Holy District are always brightly lit. The magic lampposts here are never put out. The flames burn all day long, symbolic of the spiritual powers that can be granted by the gods.

THE ARCANE DISTRICT

One of the biggest reasons that Battle City is actually a city is that it features the College of Arcane Training and Knowledge, an educational institute dedicated to the idea that anyone who wishes to learn can be taught to bend the forces of magic to his will. The college is the largest single employer in town, outweighing even the city government.



The rest of the Arcane District — the part outside of the college's white stone walls — is filled with all sorts of stores catering to the wizards, sorcerers, and other arcane spellcasters of the college's faculty and student body; a few of the restaurants even have a magical theme.

The magic lampposts burn all day long here as well. The arcane spellcasters apparently want to make a point that, while the powers they manipulate are not divine, they are still not to be trifled with.

THE LABOR DISTRICT

This is where most of the manufacturing in the city is done. These businesses need easy access to the river for transporting supplies in and goods out. Also, many places need lots of water for their procedures, as well as a place to dump industrial waste.

There are some people who live in this district, but they are mostly crammed tightly into tenements or living in boarding houses. Most of the places here that aren't factories are warehouses instead.

The magic lampposts burn throughout the district. This is especially true around the warehouses, as the owners like to think that lights scare away thieves.

RAT TOWN

Rat Town is where the lowest of the city's low live. The scum of Battle City feed on each other's misery in the cramped streets and alleys of this filthy part of town. The people who live here often are just scraping by performing the occasional day labor in the Labor District.

Rat Town got its name after the wizards of the Arcane District used their magic to run all of the rats and other vermin out of the Arcane College. The creatures found shelter in the ramshackle buildings on the outside of town, and they've been there ever since.

There are no magic lampposts in this part of town, except those lining the Eastern Highway as it passes through the city. Every time the city tries to put the lampposts in this neighborhood, the devices are all stolen within a week.

HISTORY

Battle City was originally little more than a war camp — a popular place for armies to stop on their way either to or from a battle. The island in the middle of the Rock River, the place now known as Old Town, was easy to defend, and the night watchers loved it because they could hear intruders splashing around in the water as they made their way onto the island.

Over the years, it became clear that Battle City was not only a great rest stop, it was a fine strategic position to hold as well. One army after another made it first a supply depot and then a settlement. When the next army came marching through, though, the place was inevitably overrun by superior numbers and taken over by the people who now controlled the surrounding territory.

This went on for centuries, until a legendary general by the name of Wallas decided that the location was simply too important to keep losing. The next time his forces took the island, he immediately set to fortifying it.

Not being satisfied with the flimsy wooden barricades his soldiers had thrown up, Wallas immediately set about surrounding the island with tall stone walls. The project took years, but when it was finished it was made nearly impregnable to normal forces; there wasn't an army in the region that could overcome both the force of the river and the island's fortifications. And so Battle City was born.

Calling himself the King of Heroes, Wallas ruled over Battle City by decree, although he created a Council of Heroes to advise him in most matters. However, they could only overrule him by a unanimous vote, something which almost never happened.

Unlike in a traditional monarchy, the line of succession in Battle City has always been based on merit rather than birth. Shortly before his death, Wallas nominated a successor who was immediately confirmed by the council. Since he knew that the next ruler of the city would always have to be someone who had the full backing of the council, Wallas declared that any successor to the Hero's Throne would have to be unanimously approved by the existing council. Until this happened, there would be no one who would rule.

CHAPTER SIX: THE SMALL CITY



SEVEN CITIES

Over the years, the councilors have always been able to select a ruler, although rarely without some contention. In one case over 200 years ago, the city went without a ruler for five years until a suitable candidate was put forth.

As the centuries passed, Battle City grew from a simple stronghold and headquarters for a regional military power into a thriving community in its own right. Settlements popped up on either bank, and it wasn't long before the current ruler was annexing these burgeoning places into Battle City proper.

Today, Battle City is still a growing community. Although the military glory of the Heroes' Council has long since faded into the dim mists of the past, the city retains its importance as a strategic location. This forces the local powers to deal with Battle City with the respect that the Heroes' King is confident it deserves.

POWER CENTERS

Battle City has two power centers. The first is the Council of Heroes, the governing power in the city. The second is the board of directors of the Arcane College.

For the most part, the two factions get along just fine. They are generally content to leave each other alone, each to pursue their separate agendas. The council isn't interested in messing around with the college — or spellcasters of any kind, really — and the board isn't concerned with governing the city. As long as the city's problems don't overflow into the college's campus, or vice versa, everyone is happy enough with the current situation.

The alignment of the Council of Heroes is lawful neutral. The council is more concerned with making sure that people follow the law than to assure that they're happy. This is rooted in the military traditions from which Battle City sprang. The end result of what you're doing isn't as important as making sure you do it well.



The board of directors of Arcane College, though, is chaotic neutral. The individuals on the board actually have a broad range of alignments, but as a group, they act in a chaotic neutral manner. The college isn't necessarily there to do harm or good, and when it does affect the world outside its walls, it often does so in an incredibly unpredictable fashion.

DEFENDING THE SMALL CITY

Battle City has always been prepared for war. These days, it has grown beyond its ability to safely protect all of its inhabitants, but those living in Old Town at least have a chance.

The river is 300 feet wide. Every round a character is swimming, she is swept 50 feet downriver. Apply this at the end of her turn.

Depending on which direction the city is attacked from, the guards immediately raise the closest drawbridge (V2). The inhabitants on the other side then rally to the aid of the their leaders. If attacks come from both sides, the east and west bridges are raised. In truly dire circumstances, the north bridge is raised too, cutting Old Town off entirely.

The walls around Old Town are made of hewn stone: 3 feet thick, hardness 8, 540 hp, Break DC 50, Climb DC 22. The city guard patrols these walls at all times. In battle, these guards fire arrows or bolts from the crenellations at any intruders nearing the wall and beyond. They often pour oil or pitch down the sides of the walls, making them harder to scale (Climb DC 30). In desperate times, they may even light this material, which then burns for 5d6 minutes.

LOCATIONS

SC1) THE ARCANE COLLEGE

Tallista is the dean of the Arcane College. She carries a *staff of power* with her at all times. There are three other members on the board of directors: Kalibax (NG male dwarf, Wiz9, hp 28), Doministrus Gluck (NG male halfling, Sor9, hp 27), and Aleander Bones (CG male human, Sor9, hp26). They have dozens of employees and even more students working for them inside the college's walls.

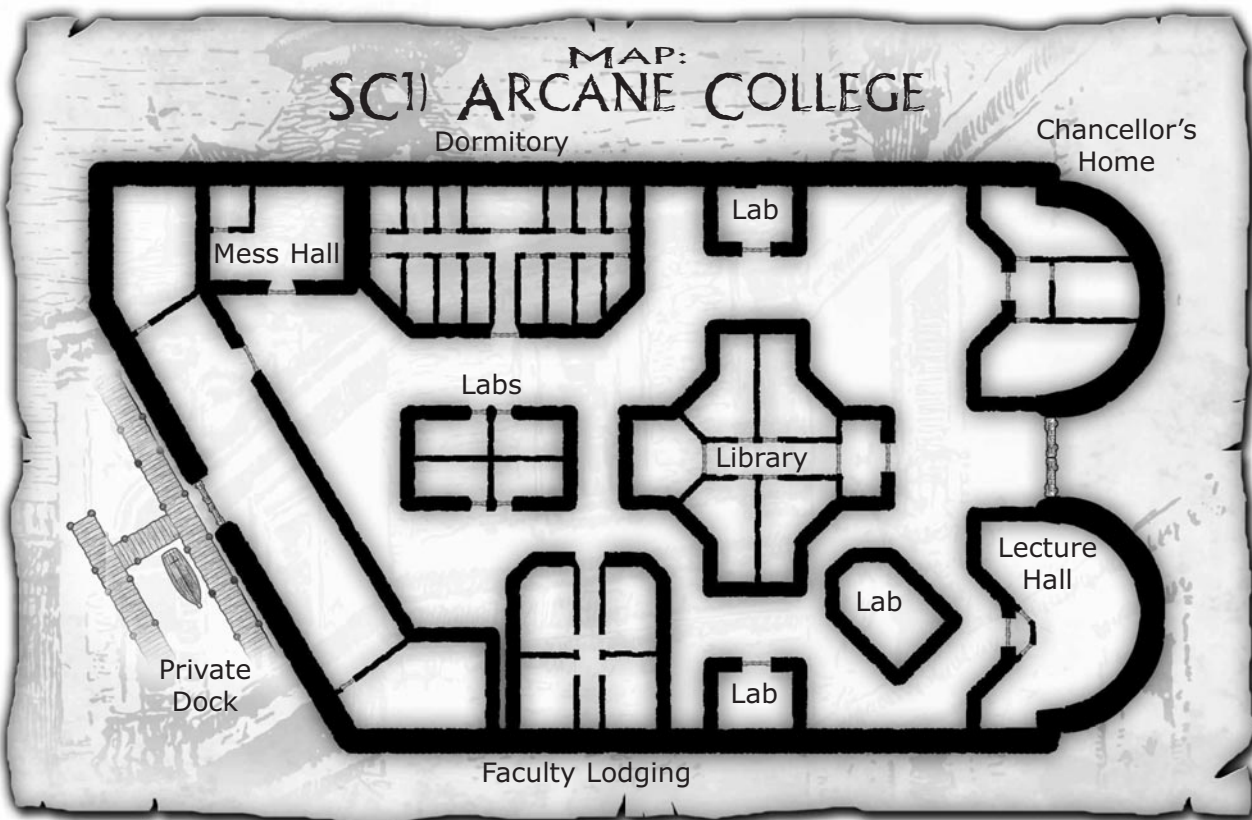
The Arcane College was founded over 300 years ago by a group of wizards and sorcerers who wished to further the study of magic. They were able to purchase a large tract of land on the then-unsettled east shore of the Rock River, across the left branch from Old Town. After negotiating an agreement with the Heroes' King, the college's founders broke ground on the new buildings. Only a year later, the school was open and already educating its first students.

As a part of the agreement the original board of directors made with the Council of Heroes, the college and the city formed a mutual defense pact. This meant that if either group was attacked, it could call on the other to lend aid. This pact has been invoked several times over the years. At this moment in time, though, it's been at least 15 years since the last serious attack on the city, and the spellcasters in the college are growing complacent about such threats.

The Arcane College trains wizards in all schools of magic, even necromancy. The Arcane College Library has a full set of records on every spell in the standard SRD fantasy roleplaying rules. Even some more obscure spells can be found in the stacks at your discretion.

Heroes that wish to copy spells from the library can only do so if they are either students or major contributors to the college. If

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the hero is past 1st level in any arcane spell-casting class, the teachers assume that she is not actually a student. She already knows most of what they could teach her, after all.

The books cannot be checked out of the library, although they can be copied on the spot. For an experienced wizard to gain unlimited access to the library for a period of a year, she must donate 1,000 gp per character level to the college's general fund. In any case, the college reserves the right to refuse access to anyone for any reason at all.

Tuition at the school is 100 gp per term. At the end of two terms of four months each, the student is considered to be a 1st-level arcane spell-caster (normally a wizard or sorcerer). Those who already have a level in an arcane spell-casting class are not eligible for the training. They already know this material.

Stone walls 20 feet high surround the college campus, enclosing classrooms, laboratories, administration

offices, and dormitories. The west side of the campus abuts directly upon the east branch of the Rock River, and the school actually has its own private dock here, through which it can take deliveries of foodstuffs and other essential items. The only other way in or out of the college campus — other than by magical means, of course — is through the front gate.

Prices: Non-negotiable. Tallista may accept barter or services in place of gold, but the value must be approximately the same.

All of the spellcasters in the Arcane College are happy to cast spells for non-evil characters, but they must get permission from Tallista to do so. Each of the spellcasters here has access to nearly any kind of spell they could want to learn. They are willing to sell access to these spells for copying into a spellbook. Access costs 100 gp per spell level to non-students. Students pay half that.

TALLISTA AND HER FAMILIAR

TALLISTA

**9th-Level Elf Wizard/3rd-Level Expert/
2nd-Level Aristocrat**

CR 12; SZ M (humanoid); HD 9d4+9 + 3d6+3 + 2d8+2; hp 48; Init +5 (+5 Dex); Spd 30 ft.; AC 15 (+5 Dex); Atk melee +9/+4 (1d4/crit 19–20, masterwork dagger), or ranged +12/+7 (1d8/crit 19–20, light crossbow); SA Spells; SQ Elf Traits, Summon Familiar; AL CN; SV Fort +5, Ref +9, Will +13; Str 13, Dex 20, Con 13, Int 18, Wis 12, Cha 18

Skills: Balance +10, Bluff +6, Concentration +7, Craft +15, Diplomacy +6, Hide +5, Knowledge (arcana) +12, Knowledge (nature) +14, Knowledge (religion) +9, Listen +10, Move Silently +7, Perform +10, Profession (teacher) +11, Ride +10, Scry +14, Search +6, Spellcraft +16, Spot +5, Wilderness Lore +7.

Feats: Alertness, Combat Casting, Craft Wondrous Items, Dodge, Leadership, Scribe Scroll, Silent Spell, Spell Mastery (*shocking grasp, feather fall, sleep*).

Languages: Common, Draconic, Elven, Dwarf, Gnome.

Elf Traits (Ex): Elves have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They also have +2 racial bonus to saving throws against Enchantment spells or effects. They are immune to magic *sleep* spells and effects. Elves who pass within 5 feet of a secret door make an automatic Search check.

Summon Familiar: Tallista has a cat named Cleokatra as her familiar.

Spells Prepared: (4/5/5/4/3/1):

0 Level — *arcane mark, daze, detect magic, read magic*

1st Level — *comprehend languages, mage armor, silent image, sleep, summon monster I*

2nd Level — *blur, endurance, invisibility, mirror image, summon monster II*

3rd Level *flame arrow, fly, haste, lightning bolt*

4th Level — *lesser geas, polymorph other, polymorph self*

5th Level — *cloudkill*

Possessions: *Robe of scintillating colors, wand of fireball.*

CLEOKATRA, CAT FAMILIAR

CR 1/4; SZ T (magical beast); HD 14d8; hp 24; Init +2 (Dex); Spd 30 ft.; AC 19 (+2 size, +2 Dex, +5 natural); Atk melee +11/+6 (1d2–4, 2 claws) or +7/+2 (1d3–4, bite); Face 2 1/2 ft. x 2 1/2 ft.; Reach 0 ft.; SQ Alertness, Cat Familiar, Empathic Link, Improved Evasion, Share Spells, Speak with Felines, Speak with Master, Touch; AL N; SV Fort +4, Ref +6, Will +13; Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7

Skills: Balance +10, Climb +5, Hide +17 (+25 in tall grass or undergrowth), Listen +8, Move Silently +9, Spot +4

Feats: Weapon Finesse (claws and bite)

Alertness: While in the presence of her familiar, the familiar's master gains the Alertness feat. This has already been added to Tallista's stats.

Cat Familiar: A cat familiar grants its master a +2 bonus to Move Silently checks. This has been worked into Tallista's stats already.

Empathic Link (Su): The master and familiar can communicate telepathically to a distance of up to one mile.

Improved Evasion (Ex): If subjected to an attack that allows a Reflex save for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: The familiar's master may have any spells she casts on herself also affect the familiar as long as it is within five feet of its master.

Speak with Felines: The familiar can communicate with animals of the same type of itself, including dire variants.

Speak with Master: A familiar and master can communicate verbally as if they were using a common language, though others cannot understand the communication without magical help.

Touch: The familiar can deliver touch spells for its master.

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Kalibax's Prepared Spells: (4/5/5/4/3/1) 0 Level — *arcane mark*, *mage hand*, *mending*, *read magic*; 1st Level — *alarm*, *hold portal*, *identify*, *message*, *unseen servant*; 2nd Level — *darkness*, *daylight*, *blur*, *misdirection*, *rope trick*; 3rd Level — *dispel magic*, *hold person*, *tongues*, *fly*; 4th Level — *emotion*, *polymorph other*, *polymorph self*; 5th Level — *teleport*

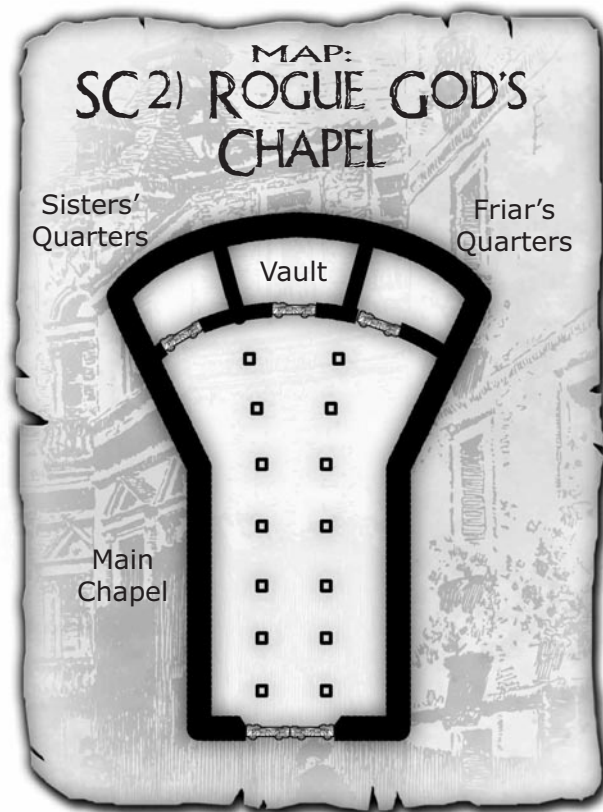
Doministrus Gluck's Known Spells: (6/7/7/7/5) 0 Level — *daze**, *detect magic**, *flare*, *light**, *mage hand*, *mending**, *read magic**, *resistance**; 1st Level — *change self**, *color spray***, *silent image**, *true strike***, *unseen servant**; 2nd Level — *continual flame**, *invisibility***, *pyrotechnics***, *whispering wind***; 3rd Level — *dispel magic****, *displacement***, *major image***; 4th Level — *improved invisibility****, *phantasmal killer***

Aleander Bones's Known Spells: (6/7/7/7/5) 0 Level — *arcane mark**, *daze**, *detect magic**, *disrupt undead**, *ghost sound*, *open/close**, *prestidigitation*, *read magic**; 1st Level — *cause fear***, *chill touch***, *enlarge**, *ray of enfeeblement**, *reduce**; 2nd Level — *darkvision**, *ghoul touch***, *scare***, *spectral hand***; 3rd Level — *gentle repose**, *halt undead****, *vampiric touch****; 4th Level — *ernervation***, *fear****

SC2) THE CHAPEL OF THE GOD OF ROGUES

Friar Poway (CN male human, Rog2/Adp10, hp 50) is the pastor of this chapel. He has two assistants: Sister Callway (CN female human, Rog1/Adp2, hp 10) and Sister Horanda (CN female halfling, Rog2/Adp1, hp 10).

Friar Poway knows that thievery is outlawed in Battle City. The captain of the guard comes by to remind him about it all the time. That's why Poway is the head adept for the local chapel of the god of *rogues*, as he constantly finds himself



explaining. Sure, the head of the local, so-called “Thieves’ Guild” attends services here, as do many of the less-savory folks in the city, mostly from Rat Town, but the god of rogues extends his welcome to all souls, irrespective of what may be stirring within their depths.

Of course, this is all just a sham. The chapel of the god of rogues is actually dedicated to a real religion, but it's also part of the largest money laundering and fencing scheme in the region. The Thieves’ Guild brings questionable coins, gems, and other valuables and “donates” them to the chapel’s coffers. The friar then exchanges the ill-gotten gains with legitimate funds — less a 10% fee, of course — and hands the remainder over to the Thieves’ Guild.

For larger or more conspicuous items, the friar actually has an exchange program set up with the network of chapels and churches of the god of rogues across the region. He can trade goods with them to allow them to be sold elsewhere, someplace where they're less likely to be instantly recognized as stolen.

CHAPTER SIX: THE SMALL CITY

The two beautiful sisters help Friar Poway in his endeavors. It's amazing how many people lower their guard around gorgeous young women. The two are actually fairly accomplished cat burglars. Working as a team, they find that there are few places in the city that they cannot get into.

The three adepts all live in rooms behind the chapel proper. They have several volunteer members of their flock that lend a hand around the place too. Many of these are thieves doing penance for some slight against the Thieves' Guild, while others are simply adventurers who wish to curry the favor of an influential god.

The adepts here are happy to cast spells for any who may need them, in exchange for an appropriate offering. They deduct half off their prices for all rogues, regardless of their alignment or religion.

Once a year, a 9th-level priest of the rogues' god comes through and casts *hallow* on the chapel. The spell tied to this is *dimensional anchor*, which helps to keep out unwanted visitors.

There is a secret door in the confessional in the rear of the chapel (Search DC 25). This reveals a stairwell into a hidden basement beneath the chapel. The main room here is a meeting room for the adepts and the leadership of the Thieves' Guild. Off to one side, though, is a vault, the iron door (hardness 10, hp 60, Break DC 28) of which is triple trapped.

First, there's a *sonic blast glyph of warding* on it (T17). If that is bypassed with the pass phrase — "Honor among thieves" — and the door is opened without pulling up on the door as it's opened, a hail of poisoned needles fires out at anyone in the doorway. After that, if false floor isn't slid out over the real floor, the intruder steps into the next trap: a permanent *teleportation circle*.

A vast amount of treasure is stored in drawers in the walls of the vault. There's a total of 10,000 gp here in coins and gems.

Prices: 100% of standard.

Friar Poway's Bargaining Skills: Bluff +8, Sense Motive +8.

Friar Poway's Prepared Spells: (3/4/3/1) 0 Level — *detect magic, guidance, read magic*; 1st Level — *cure light wounds, endure elements, obscuring elements, sleep*; 2nd Level — *cat's grace, cure moderate wounds, invisibility*; 3rd Level — *neutralize poison*.

Sister Callway's Prepared Spells: (3/2) 0 Level — *ghost sound, purify food and drink, read magic*; 1st Level — *cause fear, command*.

Sister Horanda's Prepared Spells: (3/2) 0 Level — *create water, guidance, light*; 1st Level — *comprehend languages, cure light wounds*.

POISONED HAIL OF NEEDLES TRAP (CR 4)

If a character fails to lift up the door as she opens it, this trap is triggered as soon as the door is fully opened. The giant wasp poison on the needles has a Fortitude save DC 18; Initial Damage 1d6 Dex; Secondary Damage 1d6 Dex.

Attack +20 ranged (2d4, plus giant wasp poison); Search DC 2; Disable Device DC 22.

TELEPORTATION CIRCLE TRAP (CR 2)

This trap is always ready. However, a character can get around it by pulling out the false floor panels nested into the walls to either side of the vault. The floor is solid enough to support up to 400 pounds before collapsing and setting off the trap. The *teleportation circle* in the room's floor instantly teleports anyone who steps into it. They reappear in the city jail (SC5).

No attack roll necessary; no save (*teleportation circle*); Search DC 34; Disable Device DC 34.

SC3) THE CHURCH OF THE GOD OF MAGIC

Father Endolo Kahera (NG male gnome, Sor2/Clr10, hp 65) is in charge of one of the most popular churches dedicated to the god of magic. He has a single associate to help him with ecclesiastical matters: Mother Aldatice (NG female elf, Wiz2/Clr5, hp 31).

Both Father Kahera and Mother Aldatice were once students at the Arcane College, although at different times. While they were there, they realized that their calling to magic was actually to that of the divine kind, and they soon after became clerics instead. After working their way up the ranks of the church hierarchy in other regions, they were both transferred back to Battle City to take over the administration of the church.

Father Kahera is an elderly gnome whose small stature hasn't held him back in his career at all. For such a short person, he seems to fill a room the moment he strides into it. When giving his sermons, his voice thunders to the back pews, stirring the souls of all who hear his words.

Mother Aldatice is Father Kahera's opposite. Tall, thin, and quiet, this pretty elf tends to fumble over her words when speaking in public. In small groups, however, she can be extremely articulate and persuasive. Most of the members of the church, though, only know her as the polite woman with the meek smile, who helps Father Kahera out during the services.

The vast majority of the people who attend services at this church are somehow connected with the Arcane College. During exams, just about every student can be found down here, praying for the blessing of the god of magic. In an effort to get into the god's good graces, many of the students volunteer to help out around the church in what little spare time they have. Father Kahera always tries to tell the students that they'd be better off simply studying, but there are always those looking for a shortcut to academic success.

Both clerics here are happy to cast spells for anyone who may need them, in exchange for an appropriate offering. They deduct half off of their prices for all faculty, staff, and students of the Arcane College (SC1).

The religious icons here are worth 2,500 gp. They are each fitted with a *sonic blast glyph of warding*, as is the collection box out front. The box is locked (Open Lock DC 30) and contains 5d20+500 gp. The pass phrase is "magic saves."

Once a year, Father Endolo casts *hallow* on the chapel. The spell tied to this is *detect magic*, which applies to anyone in its range. This is a kind of celebration of the magic that anyone brings into the chapel.

Prices: 100% of standard.

Father Endolo Kahera's Bargaining Skills: Bluff +6, Sense Motive +10.

Father Endolo Kahera's Known Sorcerer Spells: (6/4) 0 Level — *daze**, *detect magic**, *flare**, *light***, *read magic**; 1st Level — *true strike***, *shocking grasp***.

Father Endolo Kahera's Prepared Cleric Spells: (6/5+1/5+1/4+1/4+1/2+1) 0 Level — *create water*, *detect poison*, *mending*, *purify food and drink*, *read magic*, *virtue*; 1st Level — *bless*, *bless water*, *command*, *magic stone*, *magic weapon*, *Nystul's undetectable aura*; 2nd Level — *consecrate*, *enthrall*, *find traps*, *hold person*, *identify*, *make whole*; 3rd Level — *continual flame*, *dispel magic*, *glyph of warding*, *magic circle against evil*, *magic vestment*; 4th Level — *death ward*, *dimensional anchor*, *divination*, *imbue with spell ability*, *restoration*; 5th Level — *atonement*, *commune*, *spell resistance*.

Mother Aldatice's Prepared Wizard Spells: (4/3) 0 Level — *detect magic*, *mage hand*, *mending*, *read magic*; 1st Level — *alarm*, *magic weapon*, *message*.

Mother Aldatice's Prepared Cleric Spells: (5/4+1/3+1/2+1) 0 Level — *detect poison*, *purify food and drink (x2)*, *resistance*, *virtue*; 1st Level — *command*, *entropic shield*, *Nystul's undetectable aura*, *sanctuary*, *shield of faith*;

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2nd Level — *calm emotions, hold person, identify, lesser restoration*; 3rd Level — *dispel magic, helping hand, water walk*.

SC4) CITY COURTHOUSE

Algiddo Konelhart (LN male human, Exp14, hp 49) is the city's top magistrate. There are two other judges who share the less important cases: Kilinda (LN female halfling, Exp7, hp 34) and Klarax (LN male half-orc, Exp7, hp 36).

While Judge Konelhart may not have any magical powers, nor be able to fight his way through the weekend crowds on Plaza Island, he is still one of the most powerful people in the city. He is the court of last resort for the entire region, and his interpretations of the laws affect a great deal of people.

Judge Konelhart is an even-tempered man with a fringe of graying hair surrounding a growing bald spot atop his head. His piercing blue eyes seem to cut right through to the heart of the matter. He usually relies on his own judgment to decide issues in court, but he's not too proud to call on the Arcane College for help in particularly difficult cases. He's always careful to use spellcasters who have established a lack of a conflict of interest in the case, however, since he's all too aware that it's not him actually casting the spells.

The two judges that work under Konelhart are a study in contradiction. Judge Kilinda is an elderly halfling lady who has aged gracefully. She is quiet and well-mannered, always prepared to give each side of a case a ready ear and the full benefit of the wisdom she has gathered in her long years. Her one touchy spot is domestic violence. If she discovers that a man has been harming his spouse or children, she invariably tosses him in chains until he's too old to be much of a threat to anyone.

Judge Klarax, on the other hand, is a terror in the courtroom. The well-groomed, impeccably dressed half-orc often doesn't permit witnesses to finish their sentences, ordering them instead to answer his

questions with either yes or no answers. The one thing that Klarax can't stand in his courtroom is impudence. If anyone interrupts him or questions his authority, he immediately has them tossed back into jail for a day or more, "until you're ready to be civil. This is a *civilization* after all."

Each judge has a court reporter and a pair of bailiffs in the courtroom with him or her. A team of three court clerks handle all of the paperwork dealing with these cases generates. Fines can be paid on the second floor of the courthouse. Time sentences are served in the city jail (SC5). Executions are carried out on Plaza Island or — in the case of people who have committed horribly violent crimes — in the city stadium.

Each judge's bench is fitted with a trapped *light of truth* (ST9).

SC5) THE CITY JAIL

Maguck (LN male dwarf, Exp7, hp 23) is the warden here. He supervises many different people here, including a team of cooks, janitors, and laundry workers (all LN of various races and genders; Com1, hp 3). He also has a number of different guards (all LN of various races and genders; War1, hp 5) who watch over the prisoners with great care — for their own safety, if not that of the inmates.

Maguck was reputedly a grouchy dwarf when he first took on the job of running the Battle City Jail over a century ago. The years have not been kind to him, and he blames his premature aging — the worry wrinkles, the gray hair, the way his beard sometimes starts to fall out — on the stress of his job.

It's not easy to keep powerful people in jail, and it's even harder when they have powerful friends on the outside. Maguck is in an almost constant conflict with the Thieves' Guild in town. After

SEVEN CITIES



all, it's his job to keep criminals locked up, and their mission is to keep their guildmembers on the streets.

The dwarf's life has been threatened more than once, but after four jail wardens in a row were assassinated before Maguck took the job, the Heroes' King of the day issued a warning. If the warden was ever killed by anyone, he would take this as a personal attack on the city by the Thieves' Guild and the organization could expect to be eradicated within the week, with each and every member of its leadership killed on sight. Every king since then has maintained the same policy, expanding it to apply to all members of the city's upper management.

This cut the number of attacks down to zero. The threats might keep coming, but they are almost entirely empty. The leaders of the Thieves' Guild quietly take down anyone who seems serious about carrying out such an assault. They don't know that the king would be able to make good on his promise, but they also don't see why they would want to find out.

The jail itself is dark, dank, and dismal. There are several cells in the place, but few of them have a window that looks out onto the city instead of the exercise yard inside the complex. With a total lack of artificial light available to the inmates, most of the prison is kept in dimness all day long.

High-risk prisoners are kept in shackles as well as in a locked cell. Spellcasters normally have their hands bound in front of them by a tightly positioned set of manacles. If such casters are able to cast spells by verbal means only, they then spend much of their time gagged or even have their tongues removed. In any case, spell components are among the most stringently controlled contraband in the jail. The last thing the warden needs is someone leaving the place magically, and with the Arcane College situated just across the east branch of the river, this is inevitably attempted on a regular basis.

The guards here are always sharp and alert. Their lives depend on it. They are not protected by the royal edict that shelters the warden, and the jail loses at least two guards a year to the prisoners, mostly due to incautious behavior.

Criminals captured by the city guard are immediately brought here and tossed into a holding cell to await trial. They are usually brought before a judge within two or three days. After that, they are tried by the presiding judge (SC4) and sentenced on the spot. There are no juries in Battle City.

If a character receives a jail term, he is then taken from the courthouse directly to the long-term cell block. There are few private cells, and these are used only for the worst criminals or for punishing prisoners who act up. The others stack up to a dozen people into a cramped space at once. Those who prove to be dangerous spend most of their time shackled to a wall as well.

Manacles: Open Lock DC 20, hardness 10, hp 20, Break DC 28.

Doors: Open Lock DC 30, hardness 5, hp 20, Break DC 25.

Barred Windows: Hardness 10, hp 30, Break DC 28.

CHAPTER SIX: THE SMALL CITY

Gags: Open Lock DC 25.

The entire place is under the effect of several *hallow* spells, each of which is tied to a *dimensional anchor* spell to keep people from simply bypassing the standard defenses. The doors and windows are all protected by *sonic blast glyphs of warding* (T17). The pass phrases for these are changed monthly.

of various genders and races; Ftr1, hp 8) which he personally trains and supervises. The other groups are stationed in their own precinct houses (SC7) scattered through the city. D'Cracken's group is responsible for handling any disturbances in Old Town and for ensuring the safety of the royal family and any government employees living or working on the island.

SC6) GUARD HEADQUARTERS

Connor D'Cracken (LN male human, War11, hp 54) is the captain of the guard in Battle City. He has a +3 *longsword* and wears +3 *chainmail* when on duty. He has three lieutenants (all LN and of various genders and races; War5, hp 24) and 17 sergeants under him (all LN and of various genders and races; one veteran guard: War5, hp 22; eight seasoned guards: War 2, hp 10; and eight rookies: War1, hp 6). They command a total of 68 guards divided into 17 different units with four guards in each.

This building is where Captain D'Cracken works and even lives. He is dedicated to his job enough that he doesn't miss the comforts of home much, and he prefers to keep his wife Joly and their three young children here on the premises where he knows they are the safest they can be. The king's edict against assassinations of city management aside, he doesn't trust the enemies he's made to not try to strike out at him through his loved ones.

D'Cracken is tall, long-faced, and serious, with a long moustache that seems to pull his face even further into a frown. He never jokes about his job or matters related to it. He expects his people to treat their duties with the same sense of gravity that he displays. This is a dangerous city, and there's nothing funny to him about that.

The city guard is broken up into four different groups. D'Cracken heads up one himself, consisting of two units of elite guards (all LN and

SC7) GUARD PRECINCT HOUSE

Most of the city guards are based out of three different precinct houses. These are each managed by a lieutenant in the guard (SC6). Each oversees five units of guards, each of which is led by a sergeant.

Each unit of guards has its own guard station (LT4) somewhere in its precinct. In this way, the guards can respond quickly to threats throughout the city.

Lieutenant Pakata is in charge of the guards based in the Heroes District, covering the western portion of the city, north of the King's Spur. This includes the Merchants District and the Heroes District. When called upon, they even respond to troubles in the druids' grove to the northwest (V5).

Lieutenant Hollyroad oversees a group of similar size, watching over the western region south of the King's Spur. This includes the Common District and the Holy District. Although the Common District does have its share of rough characters, the people of the Holy District are generally well-behaved, and the divine spellcasters there are almost always ready to step in to take care of any problems. This is generally considered to be the easiest post in the city, so much so that getting assigned to it is often called "taking a sabbatical."

Lieutenant Blackman has the toughest job of them all. With only five units, he must cover every portion of the city east of the river. This includes the Arcane District, the Labor District, and — worst of all — Rat Town. The pressure on Blackman's guards is relieved a bit by the fact that the spellcasters in the Arcane College can mostly take care of themselves. Most criminals would rather pick on someone who doesn't have a clue about how to turn an attacker into a toad.

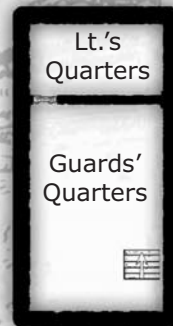
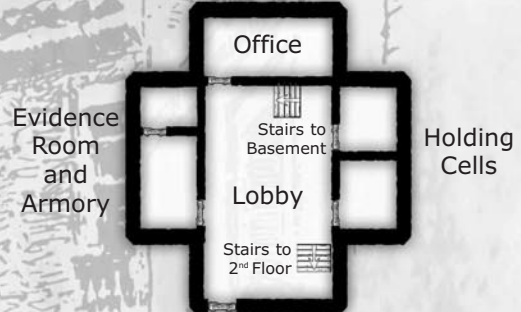
FACILITIES OF THE BATTLE CITY GUARDS



NOTE: All three of the Battle City precinct houses were constructed at the same time and share the same floor plan. Originally the basement cells were intended to hold prisoners but now they are most often used for storage.

SC7) PRECINCT HOUSE

GROUND FLOOR



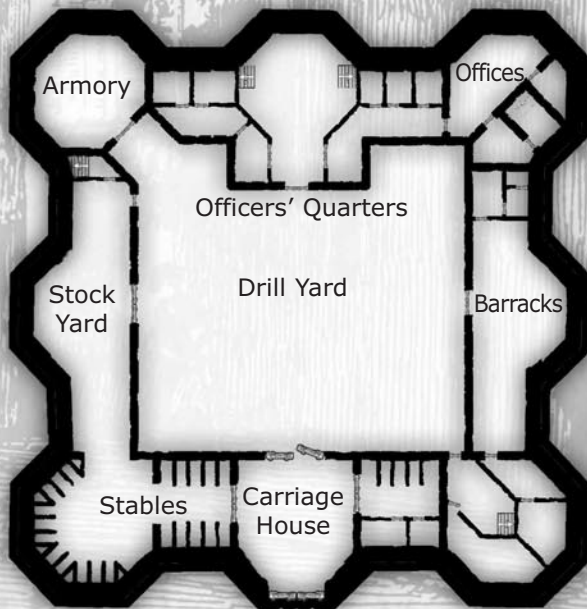
SECOND FLOOR



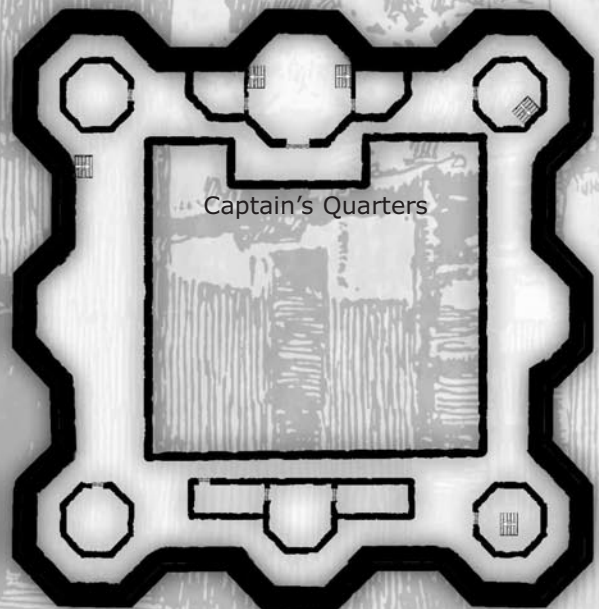
BASEMENT

SC6) GUARD HEADQUARTERS

GROUND LEVEL

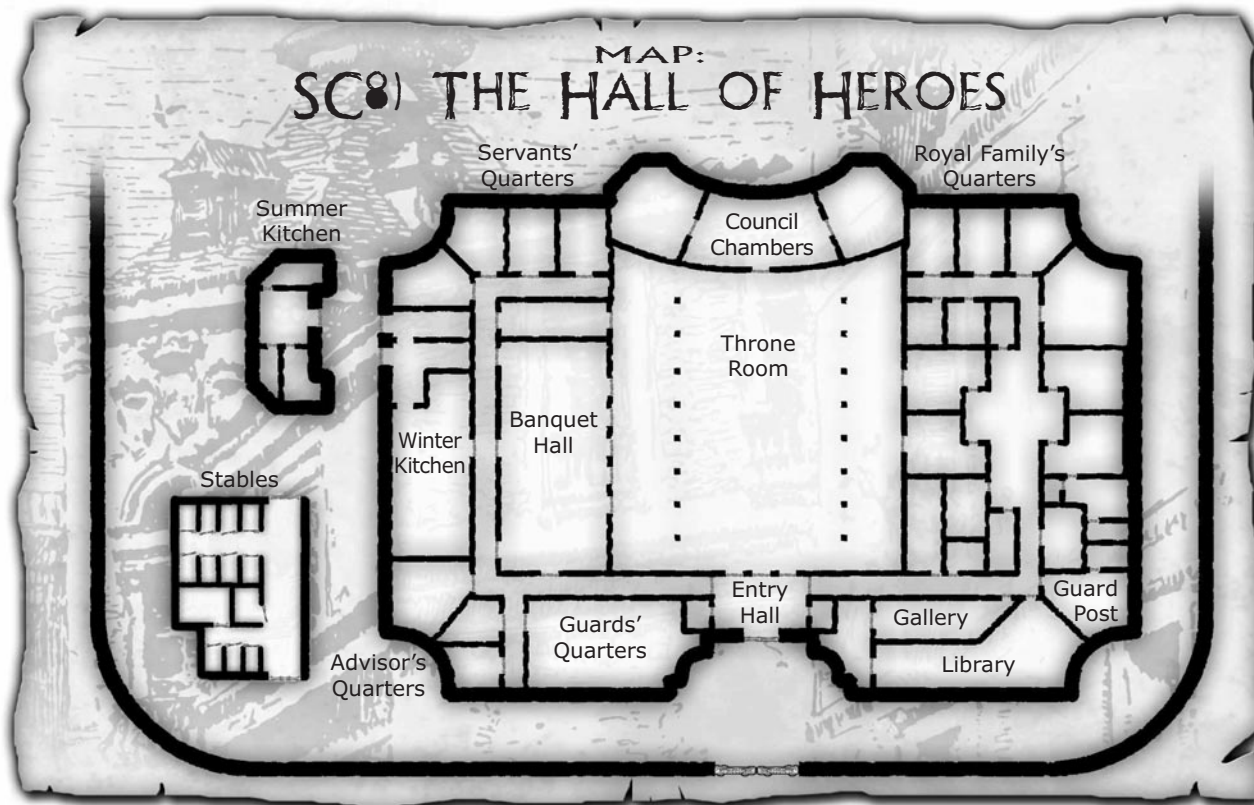


SECOND LEVEL



Kitchen and Mess

CHAPTER SIX: THE SMALL CITY



Rat Town, however, is another story entirely. With D'Cracken's tacit approval, Blackman has adopted a policy of "containment" with regards to this, the worst part of town. In other words, the guard doesn't go into Rat Town unless it's in hot pursuit of a criminal or investigating a major crime. It does not run patrols through the district.

In essence, the Thieves' Guild is left to take care of the people of Rat Town, leaving them in not the best of hands. For more details, see SC11.

SC8) THE HALL OF HEROES

The current King of Heroes is a near-legendary warrior by the name of Fuego Vallante. He rules over Battle City with the help of the Heroes' Council: Tallista (SC1), Father Endolo Kahera (SC3), Bandolin Diggart (SC11), Master Denkimi Ishuri (LN female human, Mnk9, hp 65), and Emeritan (NG male human, Ari9/Brd10, hp 120). Only Vallante and his wife Pilar (LN female human, Rgr8, hp 64) live in the palace, along with

their two young children (both LN male humans, Com1, hp 3). They have a staff of dozens to take care of the place and help Vallante run the city. The most notable of these is Paltran (LN male human, Exp14, hp 57), the royal advisor.

The Hall of Heroes serves as both the royal residence for the King of Heroes as well as the seat of government of Battle City. In most matters, the king rules alone, but he is still advised by the Heroes' Council on more important issues.

The king himself was a long-time hero of the region before he was designated king by the acclamation of the Heroes' Council just seven years ago. He was respected and admired throughout the land and was generally acknowledged to be the perfect candidate for the job, which is held for life.

Of course, when Vallante was made king, one of the best side-effects was that his wife Pilar became queen. She was no less legendary than her husband, having shared in many of his most famous exploits. Together, the two of them made a nearly unbeatable combination as rulers of the city.

SEVEN CITIES

The rest of the councilors all hold prominent positions in the city. Tallista is the dean of the Arcane College (SC1). Father Endolo Kahera is the pastor of the church of the god of magic (SC3). Bandolin Diggart runs the Thieves' Guild (SC11). Master Denkimi Ishuri is one of the most famous monks in the land. She lives in semi-retirement with her husband Emeritan, the eldest son of the previous King of Heroes and one of the finest performers in the entire region.

The Hall of Kings occupies the northernmost part of Old Town, and it still features the ancient stone walls the city's founders threw up to protect the occupants from harm. These days, the place is regularly patrolled by Captain D'Cracken (SC7) and his team of elite guards.

Most people don't ever see much more of the Hall of Kings than the entrance hall and the throne room. Both have impressively high-vaulted ceilings and are lit by the same magic lampposts found throughout many parts of the city. They are floored with polished marble, cut into intricate, multicolored patterns.

The entrance to the Hall of Kings features paintings and busts of every one of the previous kings. The paintings depict the most famous scenes in each of the Hero Kings' lives, the events that caused them to be the best choice to play the role of a monarch. By comparison, the throne room is austere, symbolic of the no-nonsense attitude with which Vallante approaches his royal duties. Only the throne itself is ostentatious, plated with gold and set with a tasteful number of large rubies. The king's crown is similarly simple: a single band of gold, upon which is mounted a trio of blood-red rubies, the official symbol of Battle City.

The entire place is under the effect of several *hallow* spells, each of which is tied to a *dimensional anchor* spell to keep people from simply bypassing the standard defenses. The doors and windows are all protected by *sonic blast glyphs of warding* (T17). The pass phrases for these are changed monthly.

None of the people who live here are interested in selling their services, magical or otherwise. This includes Fuego, Emeritan, and Pilar.

Emeritan's Known Spells: (6/4/4/3) 0 Level — *dancing lights**, *detect magic**, *flare**, *ghost sound**, *mage hand**, *prestidigitation**; 1st Level — *charm person**, *hypnotism**, *unseen servant**, *ventriloquism**; 2nd Level — *hypnotic pattern**, *levitate**, *pyrotechnics**, *tongues**; 3rd Level — *emotion**, *invisibility sphere**, *major image**, *sculpt sound*.

Pilar's Known Spells: (2/1) 1st Level — *entangle*, *pass without trace*; 2nd Level — *summon nature's ally II*.

FUEGO VALLANTE

11th-Level Human Fighter

CR 11; SZ M (humanoid); HD 11d10+44; hp 116; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21 (+1 Dex, +10 +2 *full plate*); Atk melee +19/+14/+9 (1d8+9/crit 17–20, +3 *keen longsword*) or ranged +12/+7/+2 (1d8+4/x3, mighty composite longbow); Face 5 ft. x 5 ft.; Reach 5 ft.; AL LN; SV Fort +11, Ref +4, Will +4; Str 19, Dex 12, Con 19, Int 12, Wis 12, Cha 17.

Skills: Climb +10, Bluff +6, Handle Animal +14, Hide –4, Innuendo +3, Jump +13, Listen +1, Move Silently –4, Ride +9, Sense Motive +6, Spot +1.

Feats: Blind-Fight, Combat Reflexes, Improved Initiative, Mounted Archery, Mounted Combat, Quick Draw, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Common, Elven.



SC9) THE MINOR SQUARES

There are minor squares scattered throughout the city. However, the two most important ones are those at the crossings of the major roads running through the city.

The Western Square — at the intersection of River Road and the King's Spur — is comparatively upscale, featuring goods and services that cater to the residents of the west side of town. Most of the market stalls here are permanent, although there is one section of the square set aside specifically for the use of seasonal merchants.

Prices: 120% of standard.

Typical Bargaining Skills: Bluff: +5, Sense Motive +5

The Eastern Square — at the point in the Eastern Highway where the Eastern Spur shoots off toward Plaza Island (SC 11) — caters to a poorer crowd. Most of the stalls here are merely tents that are struck and hauled away at the end

of the day. This close to Rat Town, no one with an ounce of sense would leave his goods in a public square overnight. Those that do almost invariably come back the next morning to discover their entire stall missing.

Prices: 120% of standard.

Typical Bargaining Skills: Bluff: +3, Sense Motive +3

SC10) PLAZA ISLAND

This island in the heart of the city is the main point of access to all portions of the city. Any traffic passing from the east side to the west side — or even into Old Town — must go through here. The merchant stalls here are almost all permanent, with the largest ones on the corners — all three excellent restaurants — actually buildings made of brick.

SEVEN CITIES

Plaza Island is where the various masses of Battle City all mingle together. You can find the richest aristocrat, the poorest beggar, and everyone in between on the island at some point during the day. It's said that King Wallas had the city designed this way on purpose, just so that it would be impossible for the people of Battle City to ever entirely ignore each other. By most accounts, he surpassed his wildest expectations.

SC11) THE THIEVES' GUILD

Bandolin Diggart is the head of the Thieves' Guild in Battle City. He carries a *+3 keen dagger*, a *ring of invisibility*, and *boots of speed*. He has several rogues that

work in the guild with him from time to time, but the only one of any import is his main rival Darcy Devport (CN female human, Rog11, hp 59). She carries a *+3 longsword*, a *cloak of elvenkind*, and *+3 bracers of armor*.

The Thieves' Guild is much more than the simple building in which it's housed, a low-slung tavern known as Ye Olde Salutation Inn. (The "salutation" in question, of course, is the secret sign of the Thieves' Guild.) The rough-hewn building is one of the most dangerous places in town, although you wouldn't know it from wandering into it. In fact, although it's a bit dimly lit and run down, there are almost never any fights in here. It's in the cavernous complex under-

BANDOLIN DIGGART

11th-Level Halfling Rogue

CR 11; SZ S (humanoid); HD 11d6+11; hp 62; Init +5 (+5 Dex); Spd 20 ft.; AC 16 (+5 Dex, +1 Size); melee Atk +12/+7 (1d4+3/crit 15–20, *+3 keen dagger*) or ranged +14/+9 (1d8/crit 19–20, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Crippling Strike, Sneak Attack; SQ Evasion, Halfling Traits, Traps, Uncanny Dodge; AL N; SV Fort +5, Ref +13, Will +8; Str 10, Dex 21, Con 13, Int 18, Wis 14, Cha 12

Skills: Balance +16, Climb +11, Craft (traps) +15, Diplomacy +13, Disable Device +17, Disguise +14, Forgery +15, Hide +9, Innuendo +16, Intimidate +5, Jump +2, Listen +6, Move Silently +7, Open Lock +17, Profession +12, Read Lips +15, Spellcraft +7, Spot +4, Tumble +14, Use Magic Device +10, Use Rope +19

Feats: Alertness, Combat Reflexes, Improved Critical (dagger), Iron Will

Languages: Common, Dwarven, Gnome, Goblin, Halfling, Orc

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Bandolin takes no damage with a successful saving throw. Evasion can only be used if the rogue is wearing light armor or no armor.

Crippling Strike: When Bandolin hits with a Sneak Attack, the victim takes 1 point of Strength damage too.

Sneak Attack: Any time Bandolin's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when he flanks the target, his attack deals +6d6 extra damage. Should Bandolin score a critical hit with a Sneak Attack, this extra damage is not multiplied.

Traps: Rogues (and only rogues) can use the Search skill to locate traps when the task has a DC higher than 20. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps.

Uncanny Dodge: Bandolin retains his Dexterity bonus to AC if caught flat-footed or struck by an invisible attacker. He also cannot be flanked, and he receives a +1 bonus to Reflex saves against traps and a +1 dodge bonus to AC against attacks by traps.

Halfling Traits (Ex): Halflings have a +2 morale bonus on saving throws against fear. They also get a +1 racial bonus with thrown weapons.

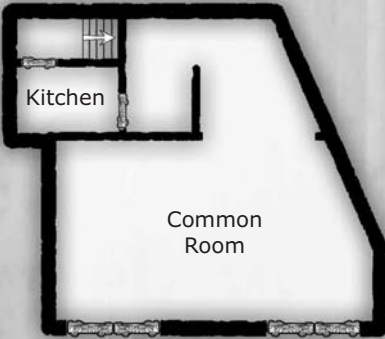
Possessions: *Ring of invisibility*, *boots of speed*, *+3 keen dagger*

CHAPTER SIX: THE SMALL CITY



MAP:
SC11 THIEVES'
GUILD

Stairs to
Underground Complex

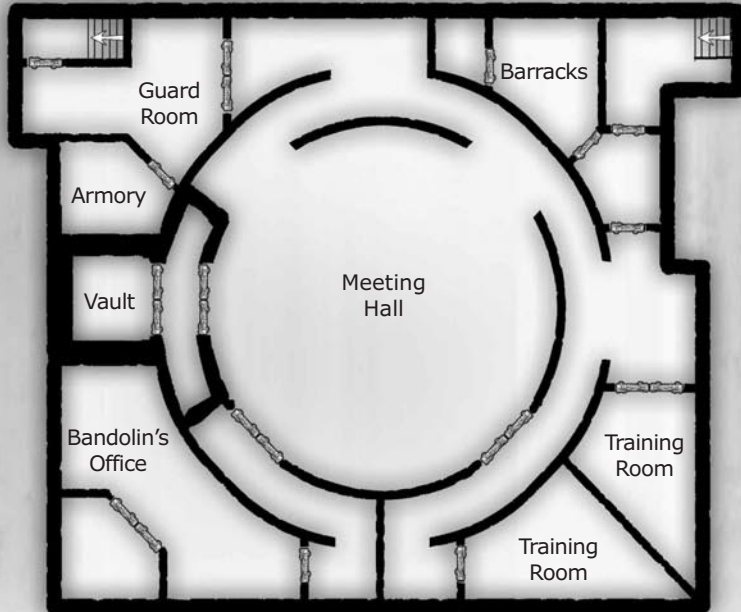


YE OLDE
SALUTATION INN

Stairs to
Ye Olde Salutation Inn

UNDERGROUND COMPLEX

Stairs to
Secret Entrance



SEVEN CITIES

in here. It's in the cavernous complex underneath the building that the real danger is, for this is where the offices of the Thieves' Guild lie.

Bandolin runs the Thieves' Guild like a well-oiled machine. The guild has its fingers in just about everything in town, from racketeering to building contracts to prostitution. At least 10% of the entire city's revenues flow into the Thieves' Guild's coffers on a yearly basis.

Bandolin does a good job of making sure his people are happy, and that they stay in line at the same time. If he has one failing, it's that he's dipping into the organization's till for himself a bit too deeply. No one outside of himself knows this, of course, although nearly everyone suspects — even expects — it.

However, Bandolin's second-in-command, Darcy Devport, is convinced that the guild should be taking up to 20% of the city's wealth. Bandolin is certain that upping the take that high would upset the delicate balance between the city and the guild that he's worked so hard to establish over the years, but Darcy strongly disagrees.

Darcy is actually starting to line up support for a takeover of the guild. Bandolin's spies have informed him of this, of course, and he is considering using his position on the Heroes' Council to cause her grief. He knows that his life is also in danger because of the coming troubles, but he spent many years as an adventurer before settling down in Battle City. He's confident he can handle whatever comes his way.

Prices: 100% of standard; 50% of standard for members of the local Thieves' Guild; non-negotiable.

There is a secret door (Search DC 25) in the kitchen's pantry. This reveals a stairway leading down to a secret basement. There are several rooms down here in which people can hide indefinitely while trying to avoid the law. The fees for such a service are 5 gp per person per day, all meals inclusive.

Bandolin has an office down here, and there's a secret door (Search DC 30) that leads to a vault identical to the one beneath the chapel of

the god of rogues (SC2). The only differences are the treasure and where the *teleportation circle* takes you. Intruders here are teleported into a quicksand pit in the middle of a nearby bog. Bandolin usually sends his lackeys to fish out the intruders' remains and his gold a few days after the trap is triggered.

The treasure kept in the drawers of the vault totals up to 50,000 gp in gold and gems. The following magic items are also stored here: two *bags of holding* 3, five pairs of *gloves of storing*, a *gem of brightness*, three pinches of *dust of tracelessness*, three sets of *goggles of night*, two *ropes of climbing*, and two *robes of useful things*.

PLOTS

The small city is filled with intrigues of all sorts.

- An imposter has killed Aleander Bones (SC1) and is posing as him so that he can quietly loot the Arcane College's library. Sadly, a student discovered the imposter in a compromising condition and was killed for it. The heroes are called in to help investigate the murder. The only problem is that the person who hires them is the imposter himself.
- One of the heroes is tossed into jail (SC5) on a trumped-up charge after annoying the city guard. It's up to the heroes to either navigate the city's legal system — and risk a long prison sentence or worse for their friend — or break her out and become outlaws forever hunted by the city guard.
- In disguise, Darcy Devport (SC11) hires the heroes to rob the Thieves' Guild's vault. If they succeed, she hopes to discredit Bandolin Diggart, forcing him to abdicate his leadership so that she can take over. Of course, if the heroes really do succeed, she also plans to rob them blind.

CHAPTER SEVEN

THE LARGE CITY

SOLAMBER

Population: 18,500 adults and 5,550 children

GP Limit: 40,000 gp

Ready Cash: 37,000,000 gp

Power Center Types (Alignments):

Conventional (LG): the Sun Lord; magical (NG): the Church of the Sun God; magical (CE): the Night Lady.

Authority Figures: The Sun Lord: the Sun Lord (LG male elf, Pal8/Wiz12); the Church of the Sun God: Father Lucente (NG male human, Clr13); the Night Lady: the Night Lady (CE female elf, Clr13/Wiz12).

The large city of Solamber — elvish for “city of the sun” — is a community of 18,500 adults and 5,550 children. It sits on an island where the Rock River splits and spills into Lake Aveneg.

Normally, the river is far too wide and deep this far downstream for the people to be able to build a bridge across it. However, Solamber is centered on a huge island in the middle of the river’s delta. This splits the river’s flow enough to permit the building of a set of three bridges that connect the various parts of the city. A ferry connects the Coastal Byway across the Rock River.

LAYOUT

Solamber has eight distinct neighborhoods, each with its own unique style. Four of these are on the west side of the river: Nightville, Spells Kitchen, Godshore, and the Gold Quarter. Three are on the east side: Hightown, Lowtown, and Endville. The last — Suntown — is on a massive island in the center of the Rock River delta.

The city is both divided and connected by its main roads. These delineate the boundaries of the various districts while also linking them together.

There are three bridges that connect the city together as well. The West Bridge is where the King’s Highway, the River Road, and the Coastal Highway all merge and officially terminate in Suntown after crossing the river. The East Bridge simply connects Lowtown with Suntown. The South Bridge is where the Eastern Highway terminates on the edge of Suntown too.

Each of the neighborhoods is described in some detail below.

The major streets in each neighborhood are lit with magical lampposts like those in the large town (see “The Royal Quarter”). These are small globes upon which a *continual flame* spell was cast. At dusk every day, the lamplighters dash about the city and expose the enchanted globes. In the morning, they cover them up once again.

The magic lampposts light up most of the city’s less-traveled streets too. The only real exception is Nightville. The magical lampposts erected there are almost always stolen overnight.

NIGHTVILLE

Nightville is the worst part of town. Sometimes it seems like the sun never shines on this place, the sense of foreboding and hopelessness is so thick. The Night Lady — a drow sorceress intent on taking the city — exerts her strongest influence here, so this part of the city is riddled with evil of all sorts.

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SPELLS KITCHEN

This small section of town is home to a lively population of arcane spellcasters. The name of the place comes from a speech the Sun Lord made a few centuries back, calling the locale “that place in which those who dabble in such things cook up spells of all kinds.” Along with Godshore, Spells Kitchen acts as a sort of buffer zone between Nightville and the rest of the city.

GODSHORE

Worship of the sun god may be the official religion in Solamber, but that doesn't mean it's the only faith observed here. This part of the city is where the other churches and chapels are located.

THE GOLD QUARTER

Most of the merchants call this part of the city home. It's named for the color of the coins they pursue, as well as that of the sun god they owe their living to. After all, without the Sun Lord's work, there would be no Solamber.

HIGHTOWN

The wealthiest people in town live in this tiny and extremely exclusive walled and gated community. The only way into the district on foot is through the single gate in the wall running along the Coastal Highway. This is located within spitting distance of the eastern post of a ferry service. Boats can also tie up at one of the many private docks here, but these are all monitored closely by the city guard to prevent trespassers from wandering in.

LOWTOWN

The bulk of Solamber's citizens live in Lowtown. The homes and businesses here range from extremely respectable on the west end to downright shabby on the east. The Night Lady has many secret pockets of support in this portion of the city, although the true nature of these people isn't even known by their closest neighbors.

ENDVILLE

This region at the absolute east end of the city is where the majority of industrial businesses are run. The waste these places pump out ends up in the river before being quickly washed out into the lake. Fortunately, the currents generally move from west to east, carrying the filth quickly away from the rest of the city.

SUNTOWN

This island was the original site of the city when it was founded. The church of the sun god is here, as is the Sun Lord's Spire, his towering palace. To walk through the streets, you'd almost think they were paved with gold. The contrast between Suntown and Nightville, which is just across the western branch of the Rock River, is staggering.

HISTORY

Solamber was founded over 500 years ago by the Sun Lord, an elven paladin who worships the sun god. The Sun Lord's original name has been lost in the mists of time. He has only been known as the Sun Lord for the past five centuries, and any other name he might have once had has long since been forgotten.

The Sun Lord wanted to build a community on a sunny island in warm climes, giving the people there a chance to worship the sun god not only by going to services and paying their tithes, but by playing on sandy beaches the whole long summer.

The Sun Lord's efforts proved more successful than he could ever have hoped. The faithful flocked to his new community and fell in love with its incredible natural beauty. Few that came were ever able to bring themselves to leave such a paradise.

As Solamber grew, it managed to fill up the entire island on which it sat, then spilled over the branches of the Rock River and onto the surrounding lands. All sorts of people flocked to the city, some followers of the sun, but at least as many who were not.



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For the first few centuries, life in the community was mostly undisturbed. Solamber was confronted with many threats, but they were nothing that the Sun Lord and his citizens could not overcome.

Sometime in the third century, though, a shadow fell over Solamber — or, rather, burgeoned up beneath it. A powerful drow sorcerer had discovered Solamber and decided that she would make it her own. The Night Lady, as she came to be known, worshiped the goddess of night, and she knew that conquering the vaunted Solamber would be the best offering she could make to her dark-hearted deity.

The struggle between the Sun Lord and the Night Lady has been going on for over 240 years, and it shows no sign of abating soon. The Sun Lord is hampered in his efforts to find his sworn nemesis by her wily refusal to meet him in honorable battle. Instead, he is forced to try to root out her unholy influence upon his city by bringing the fight to her.

Despite the fact that the Night Lady controls vast portions of Nightville, the Sun Lord is loathe to simply sweep through the area and burn it to the ground. Many innocent lives would surely be lost in such an attack. So he is instead forced to fight her on many fronts at once, but none is so vital as the ones in the hearts, minds, and souls of his beloved citizens.

Today, Solamber is at war with itself. It is this conflict which has prevented the further growth of the city into the metropolis it could easily become.

POWER CENTERS

Solamber has three power centers. The first is the Sun Lord, the governing power in the city. The second is the church of the sun god, which oversees all ecclesiastical matters in the city. The third is the Night Lady, a shadowy power that hopes to overthrow the Sun Lord and plunge Solamber into darkness.

The Sun Lord and the church of the sun god get along famously. They are both creatures of the light, and they see each other as close allies if not actually the finest of friends. The Sun Lord believes that the priests of the sun god take their

religious convictions a bit too seriously, while they feel he does not take his own convictions to heart. Still, they both sing the same song most of the time — “Follow the Sun” — even if they’re not always in tune.

The Night Lady, on the other hand, is at war with both of the other power centers — that is, she certainly would be in open conflict with the Sun Lord and the church of the sun god if they could ever track her down and deal with her. Like most despicable creatures, the Night Lady prefers to keep her true motives and actions away from the cold light of truth, so the others have a hard time pinning her and her followers down.

The alignment of the Sun Lord is lawful good. He wishes to continually improve the lot of both his city and his people. To that end, he is prepared to use any lawful means.

The church of the sun god is neutral good. While its people are a force for good in the world, they advance their cause by acting as examples and reaching out to those in need, not by setting down laws for people to follow. As the city’s official religion, however, they are inextricably linked to the Sun Lord’s agenda, no matter how much they may protest that his agenda is not theirs.

The Night Lady is chaotic evil. She wants to bring down the Sun Lord and the church of the sun god for the sheer spite of it. She wants everyone in the city to suffer the frigid grasp of darkness for the rest of time. And she’s prepared to do literally anything to get what she wants.

DEFENDING THE LARGE CITY

Solamber is a city consumed by constant conflict. For this reason, the guards at the ferry and west bridge are ever vigilant against attacks coming from the Night Lady’s forces in the west.

CHAPTER SEVEN: THE LARGE CITY



The river is 500 feet wide when it meets the city, but slow-moving. Every round a character is swimming, she is swept 10 feet downriver. Apply this at the end of her turn.

Depending on which direction the city is attacked from, the guards immediately raise the closest drawbridge (V2). In truly dire circumstances, the west, south, and east bridges are raised, cutting off Suntown from the rest of the city. The Sun Lord and his people could eventually take refuge in the Sun Lord's Spire (LC7), but if the attackers have made it that far, it's probably a lost cause.

LOCATIONS

LC1) CHAPEL OF THE GODDESS OF NIGHT

Sister Delecta (CE female human, Adp13, hp 59) is the pastor of this chapel. She has two assistants: Sister Kruul (CE female human, Adp6, hp 43) and Sister Orror (CE female human, Adp6, hp 44).

The exact location of this chapel is one of the best-kept secrets in Solamber. It is actually in the labyrinthine tunnels that riddle the earth under Nightville. The Night Lady and her minions built these twisting passageways themselves over the years. They're designed to allow the followers of the goddess of the night to move through Nightville undetected. See LC4 for more information about these.

The chapel has been in its current location for nearly a dozen years. However, it has been abandoned and reestablished scores of times in the past 200-plus years. Every time the city guard or anyone else affiliated with the Sun Lord discovers the chapel, the Night Lady simply gives up on the old site and arranges for her minions to meet again someplace else.

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The reason that this particular site for the chapel has lasted so long is that the Sun Lord actually knows where it is but has decided not to strike against it. Instead, he has inserted a high-level spy into the organization to feed him details of the Night Lady's plans. This agent is none other than Sister Kruul herself.

Sister Delecta is a beautiful, raven-tressed adept, one of the most faithful of the Night Lady's servants. In effect, she works as the Night Lady's morale officer, exhorting her fellow subversives to keep up their long, covert campaign against the Sun Lord. Eventually, she tells them, the light will be put out, and the goddess of the night will rule for all eternity.

Sister Kruul and Sister Orror assist Sister Delecta in her duties, even to the extent of holding services themselves when Sister Delecta is indisposed. Sister Orror suspects that there is a mole in their midst, but she has no idea who it really is. Worse yet for her, the city guard picked her up a few weeks ago, questioned her, and then let her go. This unusual move has caused a lot of suspicion within the Night Lady's organization that Sister Orror might have turned traitor against her friends in exchange for her freedom.

The chapel itself is nothing to be proud of. It's literally a hole in the ground. There are no pews, and it has only a single blood-stained altar upon which living sacrifices are sometimes made. There are several tunnels leading in and out of the place. It makes the location more vulnerable to attack, but it also provides plenty of ways for the followers of the night goddess to scatter like cockroaches before the coming of the light.

The sisters can be persuaded to cast spells for any of their followers who may need them, in exchange for an appropriate offering. They charge other evil or neutral characters double the standard prices. They refuse to help any good characters.

Once a year, the Night Lady casts *unhallow* on the chapel. The spell tied to this is *cause fear*, which affects all non-evil creatures.

The religious icons here are worth 2,500 gp to the right buyer. The sisters have no other treasure here, since they give everything they get to the Night Lady.

Prices: 200% of standard.

Sister Delecta's Bargaining Skills: Bluff +14, Sense Motive +14.

Sister Delecta's Prepared Spells: (3/3/3/2/1) 0 Level — *detect magic, ghost sound, guidance*; 1st Level — *command, protection from good, sleep*; 2nd Level — *darkness, invisibility, web*; 3rd Level — *bestow curse, deeper darkness*; 4th Level — *polymorph self*.

Sister Kruul's Prepared Spells: (3/2/1) 0 Level — *create water, mending, read magic*; 1st-Level — *cause fear, obscuring mist*; 2nd-Level — *darkness*.

Sister Orror's Prepared Spells: (3/2/1) 0 Level — *ghost sound, mending, purify food and drink*; 1st-Level — *command, cure light wounds*; 2nd-Level — *darkness*.

LC2) CHURCH OF THE GOD OF WATER

Captain Kalanski (N male human, Clr6, hp 39) is the pastor of this church devoted to the worship of the god of water. He has a single associate to help him with ecclesiastical matters: First Mate Wandaxtra (NG female human, Clr3, hp 14).

Worship of the god of water has always been popular in Solamber. Sitting on the shore of Lake Aveneg and pierced by the Rock River, the city has more than its share of water running through it.

The water god is worshiped not just for providing the life-giving stuff but also for the travel and trade it allows. The chapel is decked out in a decided nautical theme, right down to the uni-

CHAPTER SEVEN: THE LARGE CITY

forms worn by its clergy, which resemble those of a ship's crew, albeit entirely in the deep blue of the sea.

A massive, portly man, entirely bald but with a huge mustache, Captain Kalanski runs his church like a tight ship. He and his followers have steadfastly refused to take sides in the ongoing Sun-Night War. The god of water has a close relationship with both of the involved deities, and he does not wish to upset the delicate balance between them.

First Mate Wandaxtra, born and bred in the city, isn't quite as circumspect about the situation as her pastor. She surreptitiously feeds information that she comes across to the city guard on a regular basis. She has no desire to see innocent people hurt, and that fact alone was sufficient to spur her on to take the Sun Lord's side.

Both clerics here are happy to cast spells for anyone who may need them, in exchange for an appropriate offering. They deduct 25% of their prices for all worshipers of the god of water, all sailors, and all fishers.

Once a year, a 9th-level water god priest from another church casts *hallow* on the church. The spell tied to this is *freedom of movement*, which applies to anyone in its range. This allows people to move easily through the church even though it has two feet of water running through it at all times.

The religious icons here are worth 5,000 gp. They are each trapped with a *sonic blast glyph*. The pass phrase is "ahoy!" Captain Kalanski keeps the church funds in a treasure chest hidden in the bell tower/crow's nest. This is hard to get to (Climb DC 20), and the chest is locked (Open Lock DC 30) and trapped with another *sonic blast glyph*. The pass phrase here is "hard about."

Prices: 100% of standard.

Captain Kalanski's Bargaining Skills:
Bluff +4, Sense Motive +7

Captain Kalanski's Prepared Spells:
(5/4+1/4+1/2+1) 0 Level — *create water, detect poison, light, mending, purify food and drink*; 1st Level — *bless water, curse water, endure ele-*

ments, obscuring mist, sanctuary; 2nd Level — *augury, fog cloud (x2), resist elements, undetectable alignment*; 3rd Level — *create food and water, water breathing, water walk*.

First Mate Wandaxtra's Prepared Spells:
(4/3+1/2+1) 0 Level — *create water, detect magic, guidance, purify food and drink*; 1st Level — *bless water, obscuring mist, remove fear, summon monster I*; 2nd Level — *fog cloud, hold person, resist elements*.

LC3) GUARD HEADQUARTERS

Captain Amato (LG male human, War14, hp 102) is the captain of the guard in Solamber. He has a *+4 longsword* and wears *+4 chainmail* when on duty. He has one assistant (LG female elf, War14, hp 98), seven lieutenants (all LG and of various genders and races; one War 4, hp 96; six War7, hp 39) and 37 sergeants under him (all LG and of various genders and races; 12 seasoned guards: War3, hp 19; 25 rookies: War1, hp 7). They command a total of 148 guards (all LG and of various genders and races; War1, hp 5) divided into 37 different units with four guards in each.

This fortified building is where Captain Amato works and lives. His closest companion is his dead-serious elven assistant Charlondien. The two are inseparable, and although rumors have often flown of a romance between the two, there is little truth to them. These people consider themselves at war with the Night Lady and her followers. In such a situation, love is not something they permit themselves to consider much.

Amato is a man upon whom the burden of command obviously weighs heavily. He is occasionally able to bring himself to crack a joke, but the humor is normally so dark and bitter that few beyond his lieutenants can bring themselves to laugh.

SEVEN CITIES

The city guard is broken up into seven different groups, one for each major portion of the city. Each is composed of five guard units, except for the group in Suntown, which has seven units at its command, two of which are to never leave the Sun Lord's Spire (LC7). The other groups are stationed in their own precinct houses scattered through the city (SC7).

A lieutenant is in charge of each precinct house. He oversees the deployment of five units of guards, including their sergeants, in his district. The precinct house itself is under the protection of at least one unit of guards at all times. The others wander the streets of Solamber on irregular patrols, randomly staggered to make it more difficult for them to be targeted by ambushes by the Night Lady's forces.

LC4) NIGHT LADY'S PIT

The Night Lady herself created this tremendous pit with one of her more spectacular attacks upon the city. Nearly 100 years ago, the Night Lady unleashed a *sphere of annihilation* upon Solamber. It was her plan to run it through Nightville all the way up to the Sun Lord's Spire and destroy it.

The Sun Lord was alerted to the destruction almost immediately and rushed to the scene. He discovered the Night Lady herself moving the *sphere* around at random, wantonly destroying buildings and killing innocents. The Sun Lord immediately began a struggle with the Night Lady for control of the artifact.

Unknown to the Night Lady, the Sun Lord had been informed beforehand that a *sphere of annihilation* had recently been stolen from the secret vault in the basement of the Arcane College (SC1) in Battle City. Suspecting that his old enemy might be behind the theft, the Sun Lord borrowed a *talisman of the sphere* from the college. Thus, when he began the struggle with the Night Lady for the control of the *sphere*, he already had an edge.

The Sun Lord mentally wrested control of the *sphere* from the Night Lady. Seeing his chance to emphatically end this conflict, he pushed the destructive artifact directly at his foe. Unflustered, the Night Lady immediately drew out a scroll and cast a *gate* spell on the *sphere*. It ruptured instantly, tearing a hole in the fabric of space. Everything within 180 feet was thrown into another plane, including the Sun Lord and the Night Lady themselves.

The two foes managed to return home eventually, but the effects of the destruction remained. When he resumed his duties, the Sun Lord decided to let the crater in the middle of Nightville stand forever as a reminder of the extent of the evils the Night Lady is willing to perpetrate to achieve her unholy ends.

Years later, the Night Lady managed to cast a series of permanent *darkness* spells throughout the lower part of the crater, plunging the area into everlasting night. From there, under the cover of the blackness, she and her minions extended the labyrinthine series of tunnels they'd carved into the city beneath Nightville. The pit became the central hub through which many of these passages now wander.

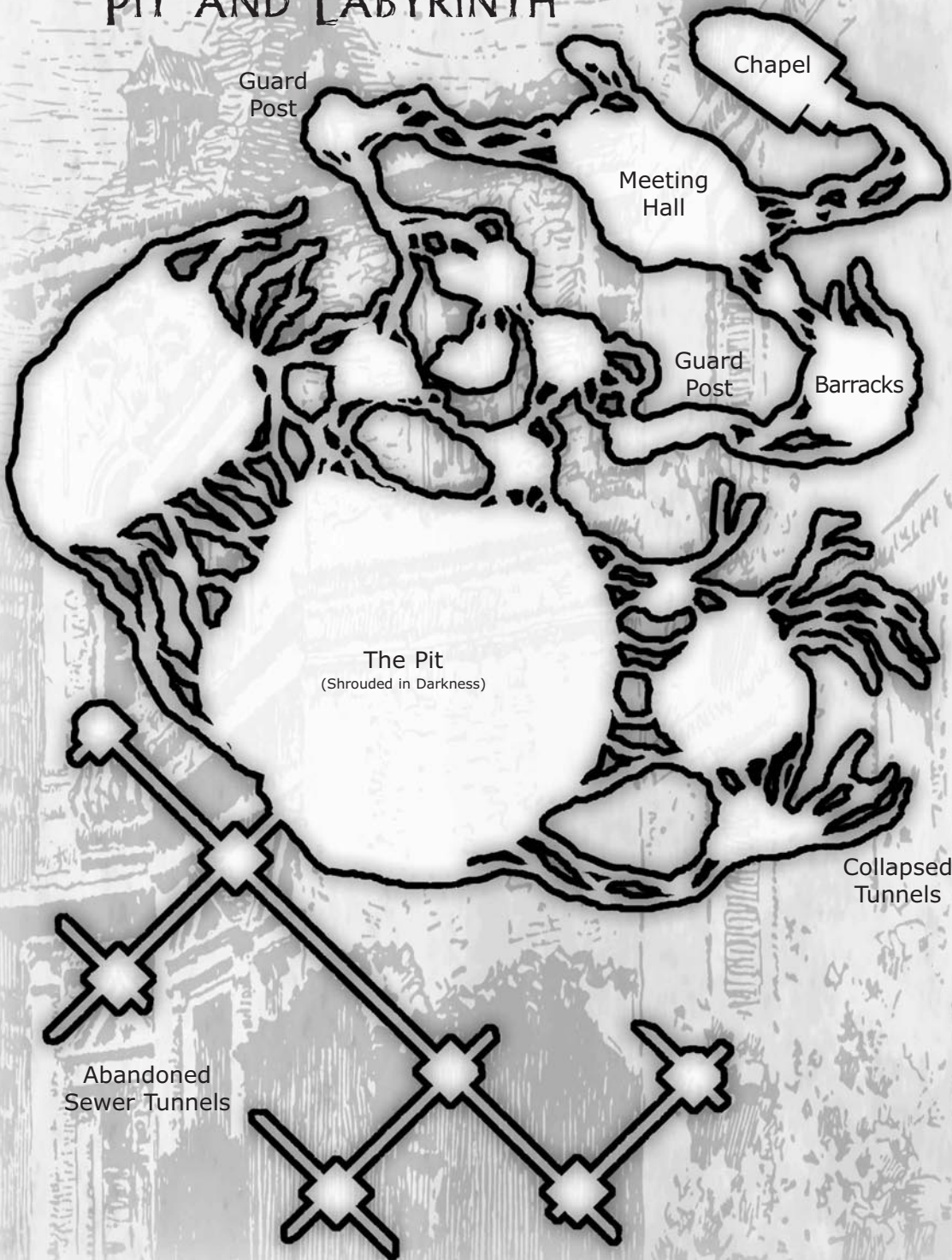
From time to time, the Sun Lord sends spellcasters in to destroy the magical darkness, but within a month or so, it always returns. For the moment, he's given up on this pointless struggle, preferring to focus his resources on more fruitful efforts.

The Night Lady is still a breathtakingly beautiful drow. Those who see her are struck by her presence and her icy cruelty; they are both drawn to her and frightened to the core.

The Night Lady started out as a powerful wizard, but while dabbling in divine magic she received a personal visit from the night goddess herself. Ever since, she has devoted herself almost exclusively to the advancement of her deity's agenda.

The Night Lady's biggest failing is her fear of success. If she just wanted to kill the Sun Lord, it should be simple enough. All she has to do is wait for the right moment and strike. She is convinced, however, that were she to succeed, the elf she hates

MAP:
SC4) THE NIGHT LADY'S
PIT AND LABYRINTH



THE NIGHT LADY AND HER FAMILIAR

THE NIGHT LADY

**13th-Level Drow Cleric/
7th-Level Wizard**

CR 21; SZ M (humanoid); HD 13d8 + 7d4; hp 77; Init +2 (+2 Dex); Spd 30 ft.; AC 15 (+2 Dex, +3 *ring of protection* +3); Atk melee +16/+11/+6 (1d6+4/1d6+4, quarter-staff), or ranged +14/+9/+4 (1d8/crit 19–20, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Rebuke Undead, Spells; SQ Drow Traits, Spontaneous Casting, Summon Familiar; AL CE; SV Fort +12, Ref +8, Will +20; Str 18, Dex 15, Con 10, Int 19, Wis 21, Cha 14

Skills: Alchemy +14, Balance +9, Bluff +4, Concentration +16, Craft +12, Diplomacy +9, Escape Artist +3, Heal +21, Hide +2, Knowledge (arcana) +20, Knowledge (religion) +20, Listen +9, Move Silently +2, Open Lock +4, Ride +6, Scry +15, Search +6, Spellcraft +14, Spot +9.

Feats: Alertness (x2), Combat Casting, Craft Magic Arms and Armor, Empower Spell, Endurance, Heighten Spell, Iron Will, Point Blank Shot, Scribe Scroll, Silent Spell.

Languages: Common, Draconic, Elven, Gnome, Goblin, Orc, Undercommon.

Spontaneous Casting: Evil clerics can “lose” a prepared spell (other than domain spells) in order to cast any inflict spell of the same level or lower.

Summon Familiar: The Night Lady has a rat named Dorentia as her familiar.

Rebuke Undead: The Night Lady may attempt to Rebuke Undead five times per day.

Drow Traits: Drow have Darkvision up to 120 feet. They also have a +2 racial bonus to saving throws against Enchantment spells

or effects. They are immune to magic *sleep* spells and effects. Drow that pass within 5 feet of a secret door make an automatic Search check. They have spell resistance equal to 11 + their level, which is SR 36 for the Night Lady. They have the following spell-like abilities as if cast by a sorcerer of their level (25 in the case of the Night Lady): 1/day — *dancing lights*, *darkness*, and *faerie fire*. They also are blinded by abrupt exposure to bright light and suffer a –1 circumstance penalty to all attack rolls, saves, and checks when in bright light.

Domains: Destruction and Evil. Once per day, the Night Lady can make a single melee attack with a +4 attack bonus and a +13 damage bonus. She must declare her intentions before attacking. The Night Lady casts evil spells at +1 caster level. These are marked with a bullet (•) below.

Cleric Spells Prepared: (6/7+1/6+1/5+1/5+1/4+1/ 2+1/1+1)

0 Level — *detect magic*, *detect poison*, *guidance*, *purify food and drink*, *read magic*, *resistance*

1st Level — *bane*, *cause fear*, *command*, *curse water*, *detect good*, *doom*, *protection from good*•, *summon monster I*

2nd Level — *darkness*, *death knell*, *deshcrate*•, *hold person*, *shatter*, *silence*, *undetactable alignment*

3rd Level — *bestow curse*, *blindness/deafness*, *deeper darkness*, *dispel magic*, *magic circle against good*•, *meld into stone*

4th Level — *death ward* (x2), *dismissal*, *poison*, *spell immunity*, *unholy blight*•

5th Level — *circle of doom*, *dispel good*•, *mark of justice*, *scrying*, *unhallow*

THE NIGHT LADY AND HER FAMILIAR

6th Level — *create undead*•, *harm*, *word of recall*

7th Level — *blasphemy*•, *word of chaos*

Wizard Spells Known: (4/5/4/3/2)

0 Level — *arcane mark**, *dancing lights*, *daze**, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound**, *light*, *mage hand**, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

1st Level — *charm person*, *chill touch**, *identify*, *mage armor**, *magic missile**, *Nystul's magic aura*, *silent image*, *sleep**, *spider climb**

2nd Level — *alter self**, *blur*, *ghoul touch**, *hypnotic pattern**, *resist elements*, *summon monster II**

3rd Level — *fly**, *invisibility sphere**, *polymorph self**

4th Level — *bestow curse**, *charm monster*, *fear**

Possessions: *Staff of power*

DORENTIA, RAT FAMILIAR

CR 1/8; SZ T (magical beast); HD 20d8; hp 38; Init +2 (Dex); Spd 15 ft., climb 15 ft.; AC 18 (+2 size, +2 Dex, +4 natural); Atk melee +12/+7/+2 (1d3–4, bite); Face 2 1/2 ft. x 2 1/2 ft.; Reach 0 ft.; SQ Alertness, Empathic Link, Improved Evasion, Rat Familiar, Scent, Share Spells, Speak with Master, Speak with Rodents, Touch; AL N; SV Fort +10, Ref +2, Will +16; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2

Skills: Balance +10, Climb +12, Hide +18, Move Silently +10

Feats: Weapon Finesse (bite)

Alertness: While in the presence of her familiar, the familiar's master gains the Alertness feat. This has been worked into the Night Lady's stats already.

Empathic Link (Su): The master and familiar can communicate telepathically to a distance of up to one mile.

Improved Evasion (Ex): If subjected to an attack that allows a Reflex save for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Rat Familiar: A rat familiar grants its master a +2 bonus to Fortitude saves. This is already worked into the Night Lady's stats.

Scent: Rats can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. A rat can follow tracks by smell, making a Wisdom check DC 10 +2 per hour that the trail is cold.

Share Spells: The familiar's master may have any spells she casts on herself also affect the familiar as long as it is within five feet of its master.

Speak with Master: A familiar and master can communicate verbally as if they were using a common language, though others cannot understand the communication without magical help.

Speak with Rodents: The familiar can communicate with animals of the same type of itself, including dire variants.

Touch: The familiar can deliver touch spells for its master.

SEVEN CITIES

so much would simply be replaced a moment later by someone just as infuriating. So she needs to not only kill the Sun Lord but destroy the entire city as well. Despite her many credible attempts over the years, she hasn't yet pulled this off, mostly because she second-guesses herself so much, spending too much time covering possible problems that never actually crop up.

The Night Lady keeps her treasure out in the open around here. She has 10,000 gp in gold and jewels stuffed into five different chests scattered about the place. Each is trapped with a *sonic blast glyph*. The pass phrase is "night falls," and only those of evil alignment can bypass them safely. There are no locks.

LC5) THE PLAZA OF THE SUN

Both the West Bridge and the East Bridge empty into the Plaza of the Sun, making it easy for people to get here from just about anywhere in the city. The open, cobblestone area features a huge market with mostly permanent stalls in which you can purchase just about anything you might want. The stalls are permitted to be open for business from dawn to dusk every day but Sunday, the city's official holy day.

Astute observers should note that the Plaza of the Sun is built for defense as much as for sales. Each of the buildings facing onto the plaza has a stone façade. Also, there are only two streets leading out of the plaza and into Suntown proper. In time of emergency, these are blocked with tall, spike-topped iron gates, preventing anyone from getting in — or out.

Prices: 110% of standard.

Gates: Open Lock DC 30, hardness 10, hp 60, Break DC 28.

LC6) SUN GOD'S CATHEDRAL

Father Lucente (NG male human, Clr13, hp 91) manages this church. He has a trio of associates — Brother Cincuedo (NG male human, Clr6, hp 40), Sister Allian (NG female human, Clr6, hp 40), and Sister Sirustus (NG female human, Clr6, hp 40) — who help him in his endeavors.

Father Lucente is an elderly man with thinning gray hair and a well-used smile. He is deeply tanned from his many years out in the sun, and his easy-going manner doesn't seem to fit with the fact that he is one of the most powerful people in the city, behind only the Night Lady and the Sun Lord himself. He attributes his longevity to his unflappable nature.

The cathedral's exterior is painted a shimmering gold that reflects brightly in the relentless sunlight of the region. Inside, the dome has been magically enchanted to be transparent to those within. It allows the sun to shine down upon the services and into the hearts and minds of the worshipers. On a beautiful day, the effect of the sunlight on all of the golden icons and items in the cathedral is nothing less than dazzling.

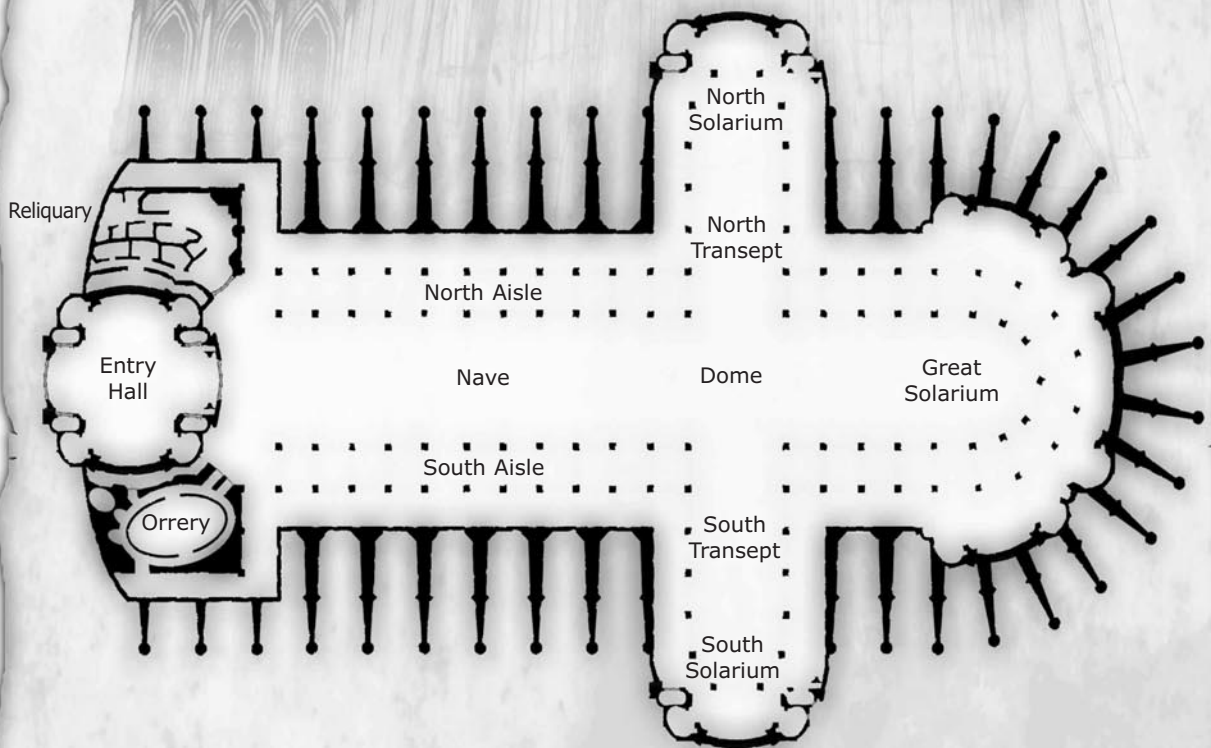
Father Lucente and his associates do their best to stay out of the politics of the city. They are interested not in laws but in helping people. They're good at this too. Their charity is unparalleled in the region.

However, the sun priests have taken a definite stand with the Sun Lord against the Night Lady's frequent attacks. They feel that even the apolitical must stand against evil.

All the clerics here are happy to cast spells for any non-evil supplicants who may need them, in exchange for an appropriate offering. They deduct 25% off their prices for all worshipers of the sun god.

Once a year, Father Lucente casts *hallow* on the cathedral. The spell tied to this is *daylight*, which ensures that the cathedral always burns with the light of the sun.

MAP:
LC61 SUN
GOD'S
CATHEDRAL



THE SUN LORD AND HIS ANIMAL COMPANIONS

THE SUN LORD

12th-Level Elf Wizard/8th-Level Paladin

CR 20; SZ M (humanoid); HD 12d4 + 8d10; hp 74; Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft.; AC 22 (+5 Dex, +7 +5 *leather*); Atk melee +16/+11 (1d10+2/crit 19–20, *sun blade*), or ranged +14/+9 (1d8/crit 19–20, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Smite Evil, Spells, Turn Undead; SQ Detect Evil, Divine Grace, Divine Health, Elven Traits, Lay on Hands, Remove Disease, Special Mount, Spontaneous Casting, Summon Familiar; AL LG; SV Fort +17, Ref +16, Will +17; AL LG; Str 12, Dex 20, Con 10, Int 16, Wis 15, Cha 20

Skills: Alchemy +18, Balance +8, Concentration +12, Craft +18, Diplomacy +8, Heal +4, Hide +5, Jump +4, Knowledge (arcana) +8, Knowledge (religion) +14, Listen +8, Move Silently +5, Ride +15, Search +5, Sense Motive +10, Spellcraft +10, Spot +8.

Feats: Alertness, Brew Potion, Craft Magic Arms and Armor, Craft Wand, Extend Spell, Heighten Spell, Improved Initiative, Leadership, Scribe Scroll, Weapon Finesse (short sword).

Languages: Common, Elven, Orc.

Summon Familiar: The Sun Lord has a hawk-named Lucien as his familiar.

Aura of Courage (Su): The Sun Lord is immune to fear, and allies within 10 feet of him gain a +4 morale bonus to saves against fear effects.

Detect Evil (Sp): At will, the Sun Lord can *detect evil*, as the spell.

Divine Grace: The Sun Lord applies a bonus of +5 to all saving throws. This is already figured in above.

Divine Health: The Sun Lord is immune to all diseases, including magical diseases.

Elven Traits (Ex): Elves are immune to magic *sleep* spells and effects, have a +2 racial bonus to Will saves against enchantment spells or effects, have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, or torchlight, and an elf who merely passes within five feet

of a secret or concealed door is entitled to a Search check as though actively looking for it.

Lay on Hands (Sp): The Sun Lord can heal 55 points of damage by touch as a standard action. He can cure himself or may choose to divide his curing among multiple recipients, and he doesn't have to use it all at once. Alternatively, the paladin can use any or all of these points to deal damage to undead creatures like a touch spell. The paladin decides how many cure points to use as damage after successfully touching the undead creature.

Remove Disease (Sp): The Sun Lord can *remove disease* as the spell, three times per week.

Smite Evil (Su): Once per day, the Sun Lord can Smite Evil with a +5 bonus to his attack roll, and deals 11 extra points of damage. If he accidentally Smites a creature that is not evil, the Smite has no effect but it is still used up for that day.

Special Mount: The Sun Lord keeps a heavy warhorse named Apollo.

Turn Undead: The Sun Lord can Turn Undead eight times per day. He Turns Undead as a cleric of 9th level would.

Sun Blade: This acts as a +2 *bastard sword* that feels like a short sword (this bonus is figured in above). Against evil creatures, the bonus rises to +4. Against Negative Energy Plane or undead creatures, the weapon does double damage, or triple on a critical. Once per day, the blade can be made to shed a growing globe of light, starting at a 10-foot radius and growing 5 feet per round to 60 feet. This lasts as long as the wielder keeps swinging the sword, after which the sword glows dimly for one minute. Any evil creature wielding the sword gains one negative level while holding it.

Prepared Paladin Spells: (2/1)

1st Level — *cure light wounds* x2

2nd Level — *shield other*

Wizard Spells Known: (4/5/5/5/3/3/2)

0 Level — *arcane mark, dancing lights, daze, detect magic**, *detect poison, disrupt undead, flare, ghost sound, light**, *mage hand**, *mend-*

THE SUN LORD AND HIS ANIMAL COMPANIONS

ing, open/close, prestidigitation, ray of frost, read magic, resistance*

1st Level — *burning hands**, *chill touch*, *expeditious retreat*, *identify**, *magic missile**, *protection from evil**, *silent image*, *sleep**, *summon monster I*

2nd Level — *blur**, *knock**, *Melf's acid arrow*, *mirror image**, *obscure object**, *spectral hand**;

3rd Level — *fly**, *halt undead**, *haste**, *lightning bolt**, *stinking cloud**

4th Level — *charm monster**, *improved invisibility**, *polymorph other*, *polymorph self*, *shadow conjuration*, *stoneskin**, *wall of fire*

5th Level — *chain lightning**, *cloudkill*, *Leomund's secret chest*, *mind fog*, *permanency*, *summon monster V**, *teleport**, *wall of iron*

6th Level — *acid fog*, *analyze dweomer**, *antimagic field**, *summon monster VI*.

Possessions: *Ring of spell turning.*

LUCIEN, HAWK FAMILIAR

CR 1/3; SZ T (magical beast); HD 20d8; hp 37; Init +3 (Dex); Spd 10 ft., fly 60 ft. (average); AC 22 (+2 size, +3 Dex, +7 natural); Atk melee +14/+9 (1d4-2, claws); Face 2½ ft. x 2½ ft.; Reach 0 ft.; SQ Alertness, Empathic Link, Hawk Familiar, Improved Evasion, Share Spells, Speak with Birds, Speak with Master, Touch; AL N; SV Fort +15, Ref +14, Will +17; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +6, Spot +6 (+14 in daylight)

Feats: Weapon Finesse (claws)

Alertness: While in the presence of his familiar, the familiar's master gains the Alertness feat.

Empathic Link (Su): The master and familiar can communicate telepathically to a distance of up to one mile.

Hawk Familiar: A hawk familiar grants its master a +2 to Fortitudes saves. This has been worked in to the Sun Lord's stats already.

Improved Evasion (Ex): If subjected to an attack that allows a Reflex save for half damage, the familiar takes no damage if it makes a successful

saving throw and half damage even if the saving throw fails.

Share Spells: The familiar's master may have any spells he casts on himself also affect the familiar as long as it is within five feet of its master.

Speak with Birds: The familiar can communicate with animals of the same type of itself, including dire variants.

Speak with Master: A familiar and master can communicate verbally as if they were using a common language, though others cannot understand the communication without magical help.

Touch: The familiar can deliver touch spells for its master.

APOLLO, HEAVY WARHORSE MOUNT

CR 2; SZ L (magical beast); HD 8d8+24; hp 60; Init +1 (Dex); Spd 50 ft.; AC 20 (-1 size, +1 Dex, +10natural); Atk melee +6 (1d6+4, 2 hooves) or +1 (1d4+2, bite); Face 5 ft. x 10 ft.; Reach 5 ft.; SQ Empathic Link, Improved Evasion, Scent, Share Spells; AL N; SV Fort +18, Ref +12, Will +16; Str 19, Dex 13, Con 17, Int 7, Wis 13, Cha 6

Skills: Listen +7, Spot +7

Empathic Link (Su): The Sun Lord and his warhorse can communicate telepathically to a distance of up to one mile.

Improved Evasion (Ex): If subjected to an attack that allows a Reflex save for half damage, the mount takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Scent: Warhorses can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. A warhorse can follow tracks by smell, making a Wisdom check DC 10 +2 per hour that the trail is cold.

Share Spells: The paladin may have any spells he casts on himself also affect his mount as long as it is within five feet.

SEVEN CITIES

The religious icons here are worth 10,000 gp. The cathedral funds are kept in a secret room (Search DC 30) that's kept off limits to all but the cathedral's clergy. They total 10,000 gp in jewels and gold. The door to the treasure vault is locked (Open Lock DC 30) and triple trapped with *fire blast glyphs*. Only worshipers of the sun god can bypass these, and they must have the pass phrase, "I'm beginning to see the light."

Additionally, the entire place has had several *hallow* spells cast upon it. The spell tied to each of these is *dimensional anchor*

Prices: 100% of standard.

Father Lucente's Bargaining Skills: Bluff +7, Sense Motive +14.

Father Lucente's Prepared Spells: (6/6+1/6+1/5+1/5+1/3+1/2+1/1+1) 0 Level — *detect magic, detect poison, guidance, light, purify food and drink, read magic*; 1st Level — *bless, endure elements, detect evil, entropic shield, magic weapon, sanctuary, summon monster I*; 2nd Level — *aid, consecrate, endurance, heat metal, hold person, make whole, silence*; 3rd Level — *continual flame, daylight, dispel magic, helping hand, magic circle against evil, searing light*; 4th Level — *dismissal, fire shield, greater magic weapon, neutralize poison, restoration, tongues*; 5th Level — *flame strike, hallow, mark of justice, true seeing*; 6th Level — *fire seeds, greater dispelling, word of recall*; 7th Level — *resurrection, sunbeam*.

Brother Cincuedo's Prepared Spells: (5/4+1/4+1/3+1) 0 Level — *create water, detect magic, light, purify food and drink, read magic*; 1st Level — *bless, endure elements, comprehend languages, detect undead, remove fear*; 2nd Level — *augury, enthrall, heat metal, silence, remove paralysis*; 3rd Level — *continual flame, daylight, locate object, searing light*.

Sister Allian's Prepared Spells: (5/4+1/4+1/3+1) 0 Level — *detect magic, guidance, light, read magic, virtue*; 1st Level — *bless water, endure elements, magic stone, random action, shield of faith*; 2nd Level — *bull's*

strength, delay poison, find traps, heat metal, silence; 3rd Level — *continual flame, daylight, remove curse, searing light*.

Sister Sirustus's Prepared Spells: (5/4+1/4+1/3+1) 0 Level — *detect magic, guidance, light, read magic, resistance*; 1st Level — *bless, endure elements, entropic shield, invisibility to undead, protection from evil*; 2nd Level — *calm emotions, heat metal, hold person, silence, zone of truth*; 3rd Level — *continual flame, daylight, dispel magic, searing light*.

LC7) SUN LORD'S SPIRE

The Sun Lord works and lives here, along with his wife Azzarella and their two youngest children (both LG female elves, Ari3, hp 15). They also have three grown children who live in the city. The Sun Lord is advised by a council of lawful good warriors who have sworn fealty to him and the city. There are seven people on this council: three fighters (each LG, Ftr14, hp 121), two paladins (each LG, Pal11, hp 96), and two rangers (each NG, Rgr11, hp 97). Additionally, the Sun Lord relies on a trio of managers (each LG, Exp17, hp 83) to help handle his civil duties.

The Sun Lord's Spire is a tremendous, circular building that is 50 feet wide at its base and over 200 feet tall. The first several floors are occupied by the offices of the civil servants that handle many of the details involved in keeping a community the size of Solamber running smoothly. The next floors comprise the Sun Lord's throne room, the private offices for himself, his wife, and his advisors, state dining rooms, kitchens, and other facilities found in any wealthy home. The Sun Lord lives on the top three floors with his wife and their two youngest children.

CHAPTER SEVEN: THE LARGE CITY

The exterior walls and ceiling of the spire are made of transparent *walls of force*. These give the place an amazing amount of strength while letting in as much sunlight as possible. The floors are made of wood, and the ceilings are mostly plastered over. The only exception is the roof, which is also made of *walls of force*. Many rooms feature privacy screens to keep the occupants and their secrets protected from prying eyes.

When the Sun Lord founded Solamber, he was a young paladin — at least for an elf. Over the years, he has picked up a great deal of arcane knowledge, and he counts himself as an excellent wizard now, too. At nearly 700 years old, the Sun Lord knows that the end of his natural life is coming soon. He is hoping that he might be able to destroy the Night Lady before the god of death arrives to tap him on the shoulder. To that end, he is looking for every edge he can find against his old foe, and that includes hiring on adventurers to take the battle to her at every chance.

The Sun Lord is proud of what he has wrought here on behalf of the god of the sun. Despite this fact, he is humble in the face of his chosen god, and he attends services daily when possible.

The Sun Lord is sadly unaware of the worst problem he faces. One of his most trusted advisors, the woman who helped raise his children, has turned against him. The red-haired elf Jezbel — now one of the Sun Lord's managers — lost her beloved husband in the incident that created the Night Lady's pit. When the Sun Lord returned but Jezbel's husband didn't, her heart turned cold and distant. Ever since then, she's been secretly plotting the Sun Lord's downfall.

For Jezbel, it's not enough to kill the Sun Lord. She has to humiliate him first. If he dies defending the city, he's a hero, and she wants to make sure the rest of the world sees him for the coward she knows he is. A real hero would have brought her husband back to her.

The Sun Lord and his team are unwilling to sell their services as spellcasters. They may cast spells for free — less any out-of-pocket costs — for those they deem worthy of such boons however.

The Sun Lord has amassed a tremendous amount of treasure — 50,000 gp — that's kept in a vault in the building. The door to the treasure vault is triple locked (each Open Lock DC 30) and triple trapped with *fire blast glyphs*. Only worshipers of the sun god can bypass these, and they must have the pass phrase, "the sun is my lord."

Additionally, the entire place has had several *hallow* spells cast upon it. The spell tied to each of these is *dimensional anchor*.

The Paladins' Prepared Spells: (2/2/1)
1st Level — *bless weapon, diving favor*;
2nd Level — *resist elements, shield other*;
3rd Level — *prayer*.

The Rangers' Prepared Spells: (2/2/1)
1st Level — *alarm, speak with animals*;
2nd Level — *protection from elements, snare*;
3rd Level — *summon nature's ally III*.

LC8) THE MAGES' GUILD

Gerichololly (NG male gnome, Wiz12, hp 39) is the undisputed leader of the Mages' Guild, the largest organization of powerful wizards and sorcerers in Solamber or its environs. He is the leader of a council of three; the others are Kalandra (CG female human, Sor12, hp 41) and Xerxes (CG male half-elf, Sor12, hp 42).

The Mages' Guild is more of an excuse for the arcane spellcasters in the area to regularly get together for a drink than anything else. They meet in a local tavern by the name of the Boiling Cauldron at the beginning of the second week of each month. While there, they feast heartily, drink strong ale, and commiserate about the state of the city.

SEVEN CITIES

MAP:
LC7) THE SUN LORD'S SPIRE



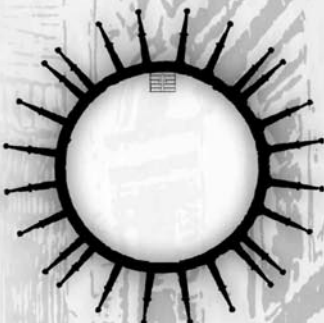
GROUND FLOOR
(Offices)



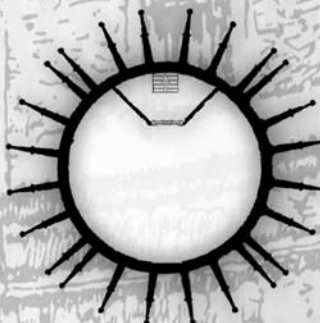
2ND - 5TH FLOORS
(Offices)



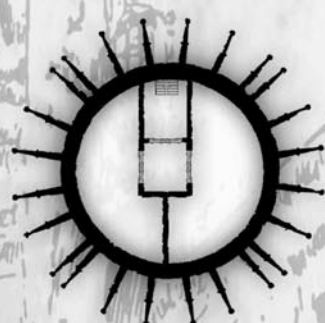
6TH FLOOR
(Kitchens)



7TH FLOOR
(Banquet Hall)



8TH FLOOR
(Throne Room)



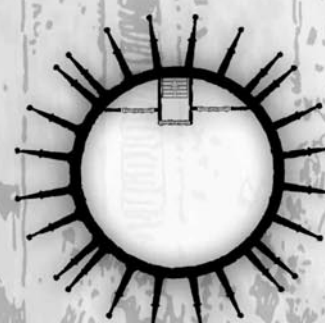
9TH FLOOR
(Royal Offices)



10TH FLOOR
(Guest Quarters)



11TH FLOOR
(Royal Family's Quarters)



12TH FLOOR
(Sun Lord's Quarters)

AZZARELLA

13th-Level Elf Bard

CR 13; SZ M (humanoid); HD 13d6; hp 47; Init +5 (+5 Dex); Spd 30 ft.; AC 18 (+5 Dex, +3 *ring of protection* +3); Atk melee +14/+9 (1d6/crit 18–20, rapier), or ranged +14/+9 (1d8/crit 19–20, light crossbow); Face 5 ft. x 5 ft.; Reach 5 ft.; SA Spells; SQ Bardic Knowledge, Bardic Music, Elf Traits; AL NG; SV Fort +4, Ref +13, Will +9; Str 12, Dex 20, Con 10, Int 17, Wis 12, Cha 21

Skills: Bluff +15, Gather Information +19, Hide +5, Jump +17, Knowledge (arcana) +6, Listen +5, Move Silently +20, Perform +21, Search +5, Sense Motive +16, Spellcraft +10, Spot +7, Tumble +10;

Feats: Alertness, Brew Potion, Combat Casting, Skill Focus (Sense Motive), Weapon Finesse (rapier).

Languages: Common, Draconic, Dwarven, Elven, Gnome.

Bardic Knowledge: Azzerella may make a special Bardic Knowledge check with a bonus of +16 to see whether she knows some relevant information about local notable people, legendary items, or noteworthy places. The DC is 10 for common knowledge, 20 for uncommon, 25 for obscure, and 30 for extremely obscure knowledge.

Bardic Music: Thirteen times per day, Azzarella can use Bardic Music. She has access to inspire courage, countersong, fasci-

nate, suggestion, and inspire greatness. A deaf bard suffers a 20% chance to fail with Bardic Music. If the bard fails, the attempt still counts against the daily limit.

Elf Traits (Ex): Elves have Low-light Vision that lets them see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They also have +2 racial bonus to saving throws against Enchantment spells or effects. They are immune to magic *sleep* spells and effects. Elves that pass within 5 feet of a secret door make an automatic Search check.

Known Spells: (3/5/4/4/3/1)

0 Level — *daze*, *detect magic**, *mage hand**, *mending*, *open/close*, *prestidigitation**

1st Level — *charm person**, *cure light wounds****, *grease**, *sleep**

2nd Level — *hold person**, *levitate**, *mirror image**, *silence**

3rd Level — *charm monster**, *dispel magic**, *fear**, *phantom steed**

4th Level — *cure critical wounds**, *dimension door**, *improved invisibility**, *locate creature*

5th Level — *control water*, *persistent image**

Possessions: *Harp of charming*, *staff of charming*.

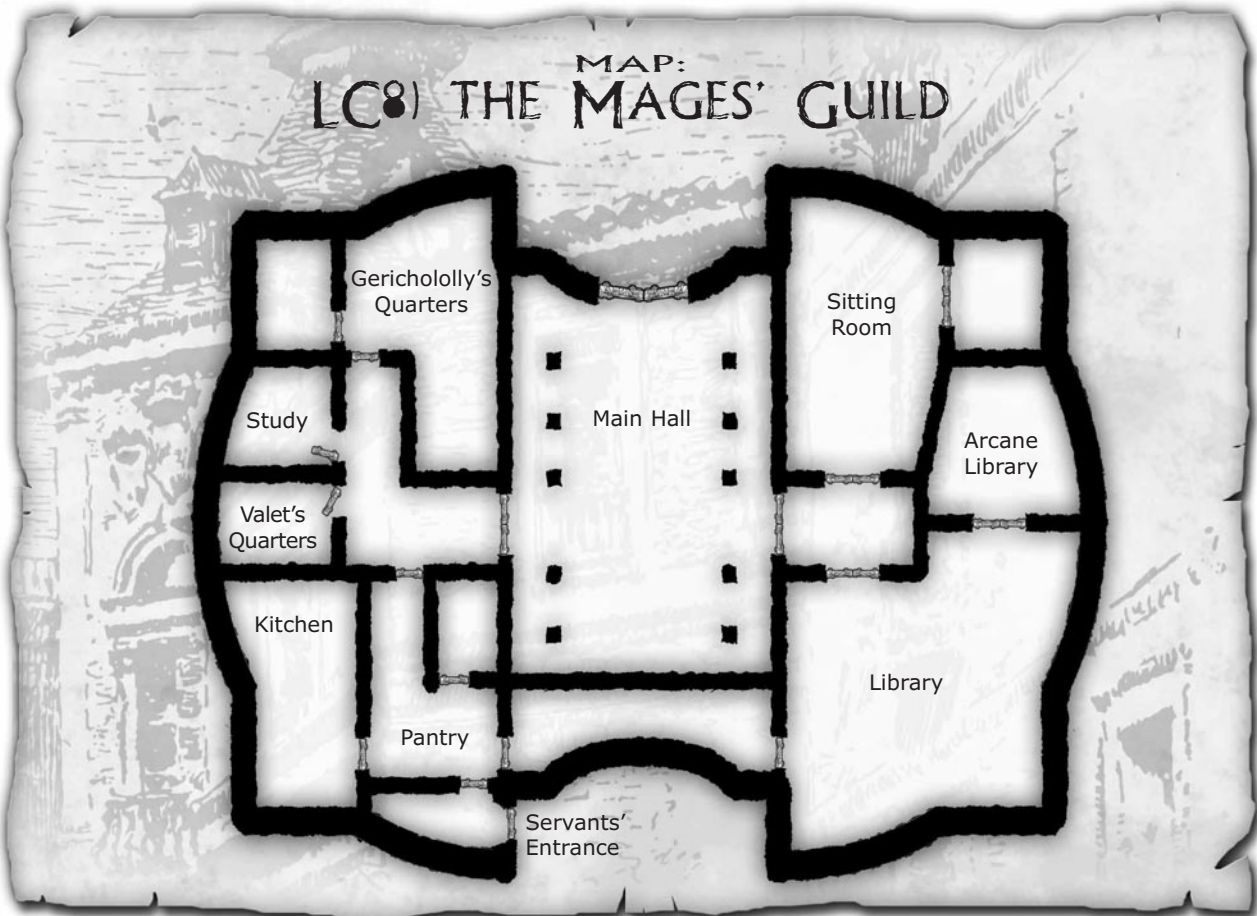
Every now and then, some actual arcane matters are discussed at the monthly meetings. This usually involves one of the members presenting a new spell or magic item that he's been working on and asking the other members for some off-the-cuff advice about the project.

Getting such feedback can actually do the character some good. It grants the character a +2 circumstance bonus to any Craft check to

create a magic item. Only one such bonus can be gathered at a single meeting.

The advice sometimes gets into the nuts and bolts of the nature of magic and the role of arcane spellcasters in manipulating its raw forces. Other times, some members may deem a project either useless or simply dangerous, and

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then the night invariably devolves into an argument about the risk-reward ratio involved with continuing the project.

The Mages' Guild actually does have a home of its own, but it's really just Gerichololly's personal residence. The bright-eyed, wizened gnome always leaves his door open for dispensing advice to younger, less-experienced spellcasters who may need it. "They never listen," he complains with a wry grin, "but then again, I never did either when I was in their place."

The members of the Mages' Guild are definitely not neutral on the subject of the Sun-Night War. As a group, they wholeheartedly support the Sun Lord, although there are a few who grumble about the manner in which the city's ruler has handled the manner. They would have simply destroyed Nightville centuries ago, and the Night Lady along with it.

Still, when the Sun Lord calls on the Mages' Guild, they answer. He is a charter member of the

guild himself, having been in the tavern with Gerichololly's father when he proposed the idea in the first place. However, his duties are such that he normally only shows up to one or two meetings a year.

The members of the Mages' Guild are willing to cast spells for others for the right price. They refuse to do anything that seems like it might support the Night Lady though.

Prices: 100% of standard.

Typical Bargaining Skills: Bluff +5, Sense Motive +10.

Gerichololly's Known Spells: (4/6/5/5/4/4/2)
0 Level — *arcane mark*, *dancing lights**, *daze**, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation**, *ray of frost*, *read magic**, *resistance*; 1st Level — *chill touch*, *enlarge**, *expeditious retreat**, *feather fall**,

grease, identify, magic missile*, shield, shocking grasp, sleep**; 2nd Level — *darkness*, Leomund's trap*, levitate*, Melf's acid arrow*, web**; 3rd Level — *dispel magic*, fireball*, flame arrow, fly*, hold person*, invisibility sphere, summon monster III**; 4th Level — *arcane eye*, dimension door*, Evard's black tentacles, minor globe of invulnerability*, wall of fire*, wall of ice**; 5th Level — *cloudkill*, dominate person*, summon monster V, teleport*, transmute mud to rock, wall of force**; 6th Level — *disintegrate*, flesh to stone, globe of invulnerability*, summon monster VI, true seeing.*

Kalandra's Known Spells: (6/7/7/7/7/5/3)
 0 Level — *dancing lights*, detect magic*, ghost sound, light, mage hand*, open/close*, ray of frost*, read magic*, resistance*; 1st Level — *enlarge*, feather fall*, magic missile***, summon monster I*, ventriloquism**; 2nd Level — *invisibility**, Melf's acid arrow*, mirror image*, protection from arrows*, see invisibility***; 3rd — *dispel magic**, fly**, haste*, slow***; 4th Level — *bestow curse**, improved invisibility**, wall of fire****; 5th Level — *hold monster***, wall of stone***; 6th Level — *eyebite***.*

Xerxes's Known Spells: (6/7/7/7/6/5/3) 0 Level — *dancing lights*, daze*, detect magic*, ghost sound, light, mage hand*, prestidigitation*, ray of frost, read magic**; 1st Level — *feather fall*, mage armor*, magic missile**, shield*, sleep***; 2nd Level — *blindness/deafness*, knock**, mirror image*, protection from arrows*, web***; 3rd Level — *fly**, haste**, slow*, suggestion***; 4th Level — *bestow curse**, confusion**, remove curse***; 5th Level — *major creation***, wall of force***; 6th Level — *summon monster VI***.*

PLOTS

The large city is a hotbed of intrigue.

- Sister Delecta (LC1) of the chapel of the goddess of night poses as a damsel in distress, being pursued by the Night Lady herself. She asks the heroes to defend her by attacking the Night Lady when she next comes to meet with her. In fact, she's hoping to take over for the Night Lady once she falls, but the heroes don't know that — or what they're getting themselves into if they believe the adept's tale.
- The Night Lady has decided that it's time for Captain Kalanski (LC2) of the church of the god of water to choose sides — her side, to be exact. To that end, she manufactures evidence that the cleric has been working alongside her all along, and she allows it to be discovered by the city guard. Kalanski is innocent, but the Night Lady is hoping that the city guard will hound him right into her arms. First Mate Wandaxtra approaches the heroes, hoping to get their help to clear her superior's good name.
- Jezbel (LC7) finally makes her move against the Sun Lord. She has "evidence" that he's actually been having an affair with the Night Lady. What's worse, they've been using their long-running "conflict" to keep the populace fearful and them both in power. With such accusations, the Sun Lord cannot rely on his own people to help, as any evidence they find to clear his name would be suspect. Only a third party of newcomers to the city can be trusted with such a task.

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