AX3

ADVENTURER CONQUEROR KING SYSTEM™

CAPITAL OF THE BORDERLANDS



WRITTEN BY NEWTON GRANT & ALEXANDER MACRIS

AUTARCH



ADVENTURER CONQUEROR KING SYSTEM™

CAPITAL OF THE BORDERLANDS

The Borderlands has been contested throughout recorded history and its landscape is littered with ancient fortresses, blood-soaked battlefields, and dread ruins, all crumbling relics of the empires that once ruled there. Now the dangers facing the Borderlands are greater than ever. Monsters are slipping across the porous border to terrorize and plunder. Travel has grown perilous, and the border forts are becoming increasingly isolated and outmatched. The ambitious, bold, and greedy have begun to gather in Cyfaraun, ancient capital of the borderlands, seeking glory and gold. There, criminal gangs battle for control of the streets and terrible evils lurk in the twisting tunnels, dusty catacombs, and black, volcanic caves that lie below…

AX3: Capital of the Borderlands™ is a two-in-one setting book designed to last an entire campaign. It features both a fully detailed urban campaign setting (the Capital) and a comprehensive wilderness sandbox (the Borderlands). Designed for use with the ***Adventurer Conqueror King System***™ ***(ACKS™)***, it is readily compatible with other fantasy role-playing games built on the same core rules.

In ***Capital of the Borderlands*** you will find:

» A detailed regional sandbox with **53 wilderness points of interest**. The points of interest can be used with our AX series of adventures in the borderlands or can be used in your home campaign. Reclaim the weapons of kings from the Burial Mounds of the Empyreans and confront the undying mummy lords in the Valley of the Sorcerer Kings.

» A set of **realms and domains** in the Borderlands designed for use with the domain rules of ACKS. Rule the Prefecture of the Borderlands or the dwarven vault of Azen Radokh.

» A comprehensive city sandbox with **82 urban points of interest** spread across **8 mapped city districts**. Fight in the gladiatorial games of the Festival District, party with the patricians in the Lake District, or seize power in the Palace District.

» A **dynamic city-building system** that lets you create new buildings and blocks in Cyfaraun on the fly. The tables are based on detailed historical research into the structure of ancient cities, giving you never-before-seen verisimilitude and depth.

» A **dozen mini-dungeons** running through the sewers, tombs, and catacombs below the city. Confront a coven of lycanthropic mages at the Shrine of the Horned Rat, delve the Catacombs of the Ancestors, and infiltrate the Death Cult Hideout.

» A set of **10 random encounter tables** for the city, including separate tables for each district of the city as well as the undercity below the streets.

» An NPC adventuring party, the **Imperial Vanguard**, so obnoxiously pleasant and tidy that every adventuring party will love to hate them.

» Over a dozen **stunning full-color art pieces** by Michael Syrigos and more than **20 detailed maps** by Simon Forster and Dyson Logos.

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INTRODUCTION

ABOUT THIS BOOK

AX3: Capital of the Borderlands (CotB) is a setting sourcebook for the Adventurer Conqueror King System. Like our other adventures (*AX1: The Sinister Stone of Sakkara*, *AX2: Secrets of the Nethercity*, *AX4: Ruined City of Cyfandir*, *AX5: Eyrie of the Dread Eye*, and *AX6: Sepulcher of the Sorceress-Queen*), ***CotB*** is set in the eponymous Borderlands of the Auran Empire, the default setting of ***ACKS***.

This sourcebook follows the same top-down zoom-in methodology we have described elsewhere (in e.g. *Arbiter of Worlds*). It opens with an overview of the continent of Aurëpos, then progresses into a primer on the Borderlands region, with a gazetteer of its many points of interest. It then zooms in on the capital of the Borderlands, Cyfaraun, a former elven metropolis now under the administration of the Auran Empire. Both the city and the undercity of Cyfaraun are reviewed in general. The overview is followed by an exploration of each of the city's eight districts that highlights its points of interest and residents. With each district, a number of special locations are detailed closely, including the Solar Citadel, the Tower of Knowledge, the Mink, the Shrine of the Rat-God, and more. Finally, appendices provide an overview of general information useful for Judges running campaigns set in the Borderlands.

As the product of the same crowdfunding campaign that yielded *AX2: Secrets of the Nethercity*, ***CotB*** is closely linked with, and intended to be used alongside, it. *AX2* is a ready-to-play adventure scenario that explores the subterranean secrets that lay below Cyfaraun. But Judges can, of course, place the Nethercity elsewhere if they'd like, or have the bowels of Cyfaraun lead elsewhere – perhaps to a Moria-like underdark or a mythic underworld.

More than 200 sessions of adventure have taken place in and around Cyfaraun and the Borderlands, and the city has been at times pillaged, protected, sacked, and restored in various campaigns. It is our hope that your players find as much trouble and delight as our own have.

DISCLAIMER

The Auran Empire campaign setting is inspired by Late Antiquity. It is a world where imperial grandeur and high civilization are juxtaposed with casual cruelty and capricious decadence. Many of the practices that were common in historical times, and are still common in the fictional Auran Empire, are alien to the compassionate and egalitarian worldview of the 21st century. Among these are cruel and unusual punishments inflicted on criminals; the normalization of prostitution, often in temples; enslavement in retribution for debt or crime; lethal arena blood sports; rights and duties that depend on birth and identity; and so on. As hard as it may be to believe, the practices of the Auran Empire are actually *much* kinder and gentler than those of the real world. One need only read Cassius Dio's *Roman History* or Tacitus's *Annals* to learn of horrors that would turn the stomach of even the most dedicated historical re-enactor. Nevertheless, if any parts of the setting as presented remains discomforting to you or your players, we encourage you to change them! Disregard and change whatever you find distasteful or which will diminish your enjoyment. Whatever makes the game more fun for you and your players is the right thing to do. At Autarch, we believe every campaign is a law unto itself and every book we publish merely a framework to inspire Judges.

PRESENTATION OF NON-PLAYER CHARACTERS

Named NPCs are presented with their full characteristics, including detailed equipment lists of all their worn items. However, unnamed NPCs are presented in an abbreviated format limited to exceptional ability scores, special abilities in combat, etc. Unlisted ability scores can be assumed to range from 9 to 12 (no modifier). Armor is noted in parentheses after AC and weapons are noted in parentheses after #AT. Under Equipment, we have listed money and useful gear, but not clothes, weapons, or armor unless they are unusual in some way. The exclusion of particular special abilities or equipment should not be taken to imply that the NPCs lack them; all the NPCs have their ordinary class and racial powers even if not mentioned in their entry, and all have the everyday equipment of a person of their station (tunics, sandals, etc.)

Here and there NPCs are identified by class and level without further characteristics provided. We included as much as we could in the book but with over 120,000 words we simply had to limit further detail. We trust that the Judge can develop any missing NPCs that are important to his campaign.

PRESENTATION OF LOCATIONS

Pursuant to the "top-down zoom-in" methodology, there are three layers of locations in this book. At the top are the points of interest found on the Regional Map of the Borderlands; these are presented in bold with a hashtag (**#number**). The next layer down are the points of interest found on the District Maps of Cyfaraun; these are presented in ordinary font with a hashtag (#number). Finally, there are rooms found on the Special Locations Maps. If these areas are mentioned outside of their sub-section, they are presented as Special Location – Room Name (**number**). If mentioned inside their sub-section, they are presented as Room Name (**number**) or sometimes just **number**. Thus:

» **#10** refers to Cyfaraun on the Regional Map

» #10 refers to the Mercenary Guildhouse on the Old District Map.

» Death Cult Hideout - Diabolist's Chamber (**10**) refers to room 10 on the Death Cult Hideout map.

References to other books in the ***ACKS*** canon are in italics, e.g. *AX5: Eyrie of the Dread Eye*.



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THE BORDERLANDS

ADVENTURER'S HISTORY OF THE BORDERLANDS

All adventurers in a campaign based on the Borderlands would be familiar with the information below.

The Pillars of Dawn separate Northern Argollë from the rolling hills of Southern Argollë. In ancient days, Southern Argollë was the forested heartland of the ancient Argollëan Empire, but the elves and the forests have both largely been eliminated. Nowadays, it is the easternmost province of the Auran Empire. Southern Argollë extends eastward to the Tëhonaurë ("Deep Ocean"), which expands endlessly outward to the rising sun.

Bordering Southern Argollë to the south-west is Krysea ("Arrow Land"), a stark, rugged country known for its stout archers and mercenaries. Now a loyal province of the Empire, Krysea resisted Auran dominance for over one hundred years. The remnants of the old border forts of the Krysean Wars still dot the landscape.

South-east of Krysea and Southern Argollë spread the black-faced Zaqāru Mountains ("Area Raised Above All Others" in Ancient Zaharan). Fiercely sloped in the west, the Zaqāru descend gently in the east, thereby forming the great plateau which was in ancient days the land of Zahar. Now, that once-fertile highland has been reduced to ruin and become part of the great Waste that spans the breadth of the continent. The Waste is a dry and wind-blasted barrens dotted by ancient ruins of Zahar, Thrassia, and even older places said to date from before the Day Without Night. It is populated by monstrous beasts, undead evils, and savage clans of barbarian beastmen who live for plunder and rapine.

Along the border between the Empire and the Waste, two rivers – the Krysivor ("Arrow River") and the Mirmen ("Black Rock") – run northeast from the Meniri Mountains down to the Tëhonaurë. The region between the mountains, the ocean, and the two rivers is known as the Borderlands. The Borderlands has been contested throughout recorded history and its landscape is littered with ancient fortresses, blood-soaked battlefields, and dread ruins, all crumbling relics of the empires that once ruled there.

The Borderlands is secured by a fortified line of forts, but even when these have been fully manned, they have never been able to entirely secure the region. Two years ago, most of the Borderlands' legions were sent west to confront the Skysos. Now the dangers facing the Borderlands are greater than ever. Monsters are slipping across the porous border to terrorize and plunder. Travel has grown perilous, and the border forts are becoming increasingly isolated and outmatched. The power structure of the region has begun decentralizing to local warlords and private armies.

RANDOM BORDERLANDS RUMORS

Before setting out to explore the Borderlands, the adventurers may gather rumors and legends from non-player characters (NPCs) in settlements and forts. On a Friendly reaction roll, an NPC will share one rumor from the Random Borderlands Rumor table. In addition, adventurers with Loremastery should begin play knowing one rumor themselves, which they may share with their party members if desired.

Roll on the Random Rumor table to determine what the adventurers learn. If the NPC is from the southern region of the Borderlands (including Azen Radokh, Siadanos, Türos Tellë, Türos Erin, Türos Luin, Türos Tem, or Türos Aster), roll 1d20+10. Otherwise roll 1d20. The entries describe whether the rumors are True, Mostly True, Mostly False, or False based on the information in the Gazetteer section (q. v.). False rumors will, of course, become True if the Judge places dynamic points of interests in particular regions.

Adventurers who ask about Cyfaraun itself from the locals will receive other information – see the Cyfaraun Random Rumors table on p. 44.



1d20+X	Rumor
1	The legate of Türos Aurë is seeking assistance in dealing with a threat to maritime trade. (True)
2	Orcs have been raiding supply caravans along the Krysivor River and probing the defenses of Türos Gundan. (True)
3	Bandits in the Naungollë Forest have been raiding caravans on the road between Türos Orn and Luseatum as well as the road between Türos Augil and Türos Zera. (Mostly True)
4	The ruins of tall-spired Cyfandir, capital of the elven kingdom, still survive within the Istrith Forest. (True)
5	In their desperate retreat, the elves hid some of the treasures of their old kingdom in grottos and caves. (True)
6	Flame-clad demons haunt the Lonely Island of Lake Laman. Only the evil or foolish seek it out. (Partly True)
7	There are hidden chambers in Türos Orn that no man has seen since the time of the Empyrean War. (True)
8	The dawn redwoods of the Istrith Forest are no mere trees. They listen and move and one day they will come for vengeance on us for chopping down their kin. (False)
9	Two hundred years ago, when the elven army was out fighting the Argollëan War, their capital city was conquered by a dragon of great age and fearsome aspect, which captured the elven kingdom's treasure. (True)
10	The legions aren't just away fighting. The Auran Empire is actually pulling out of Southern Argollë, just like it abandoned Dappakosea and Ivorea. Krysea's going to be the new border. (Mostly False)
11	The Dark Wall is a rocky, menacing region of canyons, ravines, and gullies that was the site of many battles during the Empyrean War and again in the Beastman Wars. (True)
12	There are burial mounds from the time of the Empyrean War scattered across the wind-swept grasslands east of the Krysivor. Heroes and great kings lay buried there. (True)
13	The great warrior-king Valerian Bellësareus ("Master of the Sword of Fire") died in the last battle of the Empyrean War and was buried with his sword in a sacred cairn. (True)
14	Secret sects of chthonic worshippers still make pilgrimages to the ancient temples in Zahar from time to time. (True)
15	A formidable Zaharan fortress once guarded the northern tip of the Dark Wall. Today it is an empty ruin, pillaged and forgotten. (Partly True)
16	Great flocks of wyvern live in the tall mesas and cliffs of the Dark Wall. (True)
17	For centuries, the Zaharans buried their greatest sorcerer-kings and royal families in a desolate valley somewhere near their capital. The valley has never been found. (True)
18	Atop a cliff in the Dark Wall, huge stone monoliths like the horns of a dragon mark an ancient Chthonic temple. (True)
19	Reptilian abominations known as Thrassians once ruled these lands. Their immortal king still slumbers, waiting for the time when his reptilian race shall rise again. (True)
20	Lying amidst the sands of the waste are the ruins of the capital of the Zaharan Empire, destroyed by Azendor and Valerian in the Empyrean War over one thousand years ago. Beastmen rule there now, in gross imitation of their ancient masters. (Partly True)
21	Hidden in a forested valley in the Lusaun Forest is an ancient Zaharan shrine. (True)
22	There is a place in the Viaspen Forest so evil that the gods sealed it beneath a mountain of rock. (True)
23	A red dragon of great age slumbers the centuries away in the steep rocky hill known as Dragon's Tor. (Mostly True)
24	Beastmen have been preying on caravans traveling along the Lusaun Forest between Siadanos, Türos Tem, and Türos Drav. (True)
25	A collapsed watchtower in the Madoan Hills, built during the Beastman War to watch the Dark Wall, has fallen under the control of beastmen. (True)
26	Valerian Bellësareus, lord of the sword of fire, warrior-king of the Empyreans, is buried in the Borderlands. They say no fire burns on his cairn – no fire at all. (True)
27	Upriver from Türos Tellë, the Mirmen is joined by a hidden river called the Earthway that flows underground from the mountains. The dwarves of Azen Kairn used the river in the old days to ship ore down from their mines. (True)
28	Amongst the peaks of the Meniri Mountains, there is a volcano whose fires burn hotter than the sphere of fire. It is where Orm, the great dragon was born, and only there can he be slain! (False)
29	The Viamir Marshes get bigger every year. Something wicked is at work, expanding its foul miasma. (False)
30	Deep under the Meniri Mountain lie the ruins of the dwarven citadel of Azen Kairn, destroyed by the dragon Orm during the Beastman Wars. (True)

ADVENTURER'S TIMELINE OF THE BORDERLANDS

Year	Events
4,000 BE – 1,650 BE	The Argollëan Empire rises to dominate Aurëpos from its heartland in Southern Argollë.
1,650 BE – 1,075 BE	Thrassians overthrow Argollëan Empire and conquer much of Aurëpos, subjugating the various human tribes in the region. The Chthonic-worshipping Zaharans function as an upper caste of humans that help manage the enslaved populace for the less numerous Thrassians.
1,075 BE – 660 BE	Zahar stages a coup against their rapidly degenerating Thrassian masters and establishes the Zaharan Empire. The Zaharans breed the beastmen and impose tyrannical rule on mankind.
660 BE – 650 BE	Crusaders under the prophet Azendor and the war-chief Valerian Bellësareus battle sorcerer-king Sebek and the Zaharan Empire in the Empyrean War. Ultimately, Zahar is sacked, its beastmen armies are routed, and its last sorcerer-king is driven into the Waste.
650 BE – 245 BE	Aura, founded by Azendor, rises to prominence as a powerful city-state.
244 BE – 215 BE	The Beastman Wars are fought. Warlord Thrax menaces the civilized lands of Aurëpos until his defeat by Exarch Cincanus of Aura. Auran League unites numerous city-states to fight the beastmen.
215 BE – 1 BE	Auran League governs Tirenea, Krysea, and Nicea. At the close of a series of wars against Celdorea, it also wins control of Dappakosea (present-day Jutland) and Ivorea (present-day Rorn).
0 BE – 3 IY	Audarius Valerian reigns as the first Tarkaun of the Auran Empire.
3 IY – 214 IY	Auran Empire consolidates power, suppresses separatists in Krysea, and wins control of Southern Argollë.
215 IY – 257 IY	Tarkaun Audarius Ulkyreus wins three major wars, bringing the Auran Empire to its greatest extent. The empire now encompasses Tirenea, Nicea, Krysea, Opelenea, Dappakosea, Ivorea, Kemesh, and Southern Argollë.
258 IY – 269 IY	Civil war shatters the Auran Empire. Control of Kemesh is lost to the Somirean Empire during the fighting.
270 IY - 280 IY	Gaius Tavus emerges the victor of the Civil War. He spends the entirety of his ten-year reign restoring an empire devastated by internal strife.
281 IY – 283 IY	A terrifying plague known as the Grey Death spreads throughout Aurëpos. The plague kills 10% of the overall population before Empyrean miracle-workers are able to end it. Among those saved by Empyrean magic is Xandrames, ruler of Somirea. After his salvation, Xandrames outlaws worship of Chthonic gods in Somirea and signs a treaty of eternal friendship with Aura.
284 IY – 377 IY	A century of chaos begins when northern barbarians invade and conquer Dappakosea, establishing the Kingdoms of Jutland. Ivorea becomes the independent Kingdom of Rorn. Kemesh regains its independence and reduces Sabatea and the Ivory Kingdoms to tributaries. Celdorea resumes hostilities with Aura and retakes control of the Syrnasos. A great kağan unites the Skysos, who commence a full-scale invasion of Somirea.
378 IY – 379 IY	The Somirean Emperor and the Auran Tarkaun ally for a major campaign against the Skysos. Aura's eastern garrisons are shipped westward to provide manpower for the war effort.
380 IY	Jutland raiders and Celdorean pirates begin striking directly against the Empire's coastal settlements. Border forts in Krysea and Southern Argollë begin to fall prey to invading beastmen.
381 IY	Rumors trickle eastward that the Auran and Somirean forces have been encircled and destroyed by the Skysos. Travel becomes perilous as the power structure of the Empire begins decentralizing to city-states, local warlords, and private armies. **The current year.**

Note: The centuries and years in this adventure are denoted either BE (Before Empire) or IY (Imperial Year), which respectively descend to and ascend from the founding of the Auran Empire. If you intend to convert this adventure to your own game world, you can assume these correlate to the Western calendar's BC and AD dating system. For instance, 2500 BE is approximately similar to the time in our own world when the great pyramid was completed and Assyria was founded.

Any adventurer in the Borderlands with at least one rank of Knowledge (history) or Loremastery will know the Adventurer's Timeline. The Judge can print it out before play and provide it to the player.

SECRET HISTORY OF THE BORDERLANDS

Long before agriculture, metal-working, and writing were crafts of man, the ancient elves ruled the lands of the Ammas Aurë. From their ancestral home in Northern Argollë, they expanded to rule both Pillars of Dawn and the lands that would become Southern Argollë, Krysea, and Zahar. In the fertile southlands of Zahar they met the tribes of men, and in the foothills of the Meniri they encountered the dwarves. The elves worshipped the seven immortals known as the Empyrean, and were blessed with wisdom and eternal youth, though not eternal life.

But soon enough shadow came to the elves, in the form of a monstrous being from the Day Before Night, bringing terrible secrets from the powers of darkness, and wielding technologies wondrous and horrific. Awed by this creature – for which the histories have preserved no name save "the Great Teacher" – the elves fell under its spell. The Chthonic faith began among them as a mystery cult, a decadent pastime for elven nobility that promised eternal life and bodily resurrection. Over the centuries its macabre influence led the elves to turn their backs on the Empyrean and embrace the Chthonic, entombing themselves in the earth rather than returning their souls to the Light. Only in the old capital of Northern Argollë did the elves remember the old ways. Southern Argollë soon became the capital of an elven empire based on war, slavery, and human sacrifice. Incessant fighting led to a call for more soldiers, as the elves bred slowly, and were loathe to lose their lives in battle. They turned to the dark alchemies of the Great Teacher, who showed them how living beings could be transformed to create abominations suited for battle. It was not long until monsters, wrongful creations of the ancient elves, stalked the lands of the Ammas Aurë.

Its wheel now set in motion, the Great Teacher disappeared from the memory of even elven historians. For a time after its exit, the elves ruled the Ammas Aurë with their armies of abominations, but the evil they had unleashed would soon be their undoing. When a terrible earthquake rocked the capital of Cyfaraun – some say an earthquake sent by the Empyreans – the monstrous servants of the elves rose up in bloody revolt. When the fighting ended, the elves were everywhere defeated, save in the forested heartland of Northern Argollë. Everywhere else, their finest creation - a reptilian race known as the Thrassians - ruled in their stead.

The center of Thrassian civilization became the fertile uplands of Zahar. There the reptilian race built a great city with enormous temple complexes devoted to the Chthonic gods. From their tall ziggurats they made bloody sacrifices on a horrific scale: Each day a shipment of slaves would come from some corner of their empire, and each day they would be slain and their skulls added to the great mounds atop the ziggurats. Ignoble man, enslaved to the reptilian yoke, worshipped these ancient abominations as gods. None were as devout as the Zaharans themselves, who learned the black arts of sorcery in centuries of foul service. But as evil breeds evil, in time, the Zaharans turned their sorcery against their inhuman masters, just as their masters had done to the elves.

Again the land was wracked with war. But the elves' reptilian creations had alchemical flaws that had, uncorrected, caused their race to slowly degenerate in the centuries since they had overthrown the elves. The might of Zahar waxed, and the Thrassian race waned. The reptilian Thrassian king, near death, entombed himself in an ancient underground temple, vowing unspeakable vengeance in the future. His people scattered into exile, slinking into the deserts and swamps, defeated but ever hateful, and certain that their sleeping king would return when the time of the Awakening came. Over the next millennium the Thrassians would lose their arcane civilization and slowly degenerate into the primitive race of beings that men call "lizard men".

Victorious over the reptile race, the Zaharans were acclaimed as liberators of mankind. But rather than free humanity, the Zaharans claimed the cities and lands of the Thrassian Empire as their own, beginning an imperial era of all-too-human cruelty and rapaciousness. Uragasi, the first sorcerer-king, conquered present-day Krysea, Tirenea, and Nicea. A century later, Memnikare had taken Opelenea, Kemesh, and portions of the Ivory Kingdoms. At their height, the Zaharans became the uncontested rulers of everything from the Pillars of Dawn to the deserts of Sabatea. Like the Argollëans and Thrassians before them, the Zaharans worshipped the Chthonic gods, and they followed their elven predecessors in creating sub-human creatures – beastmen – to serve as slaves and soldiers. Some believe that the Zaharans intended to exterminate all of mankind save their own race, ruling over a continent of bestial slaves.

During the reign of the sorcerer-king Sebek, about one thousand years ago, the shepherd Azendor, of the primitive Auran tribe, ascended the holy Mount Audarammas and brought back the Seven Radiant Scrolls: the holy writ of the Empyrean faith. Azendor's first convert was a half-Auran half-Zaharan swordsman named Valerian (later famous as the warrior-king Valerian Bellësareus). Together the young prophet and warrior lead a revolt of the other tribes of man against Zahar. Soon they were joined by the Northern Argollëan elves, perhaps eager to redeem themselves for the crimes of their ancient brethren.

Thus began the long struggle against chaos and darkness called the Empyrean War. Much that was beautiful was scarred, including the fertile southlands that had been the cradle of civilization. But finally, in a terrible battle that cost the life of the warrior-king Valerian, the holy warriors of the Empyrean annihilated the hosts of Zahar. The victory was total and the Zaharan Empire was shattered. Its lands were despoiled and salted; its great capital city was sacked and pillaged; the entrances to its sacred catacombs were destroyed and covered with rubble; and all but a fraction of the city's population were put to the sword or carried off into slavery. The vengeful verdict of centuries was carried out in days.

Victorious, but weary of war and grieving for the loss of their king, Azendor and his crusaders left Zahar for their homelands to the north and west, burying Valerian in a great mound and leaving the ruined lands of Zahar to the remnants of the beastmen armies. There, in the rubble of the capital and the caverns below it, the beastmen dwelled in grotesque imitation of their ancient masters.

Azendor's decision not to exterminate the beastmen would prove to be a mistake, for the creatures were hardy and fast-breeding. Since the lands of the Waste could not support the burgeoning numbers of beastmen, they began incursions into the civilized realms. Within a century beastmen were found throughout the



known world, though their greatest density remained in the Waste, from which periodically their issue would spill forth into the more fertile lands north. The most horrific of these was the invasion of Krysea, Nicea, and Southern Argollë by the beastman warlord Thrax during the three-decades-long Beastman Wars. Only the combined might of man, dwarf, and elf was able to reclaim the region and defeat Thrax.

But the beastmen were not the only legacy of evil to survive the fall of Zahar. The remote Zaharan colony of Kemesh survived to continue the culture, trafficking in foul magic and spreading its dark faith. The ancient tombs and temples of the Thrassians became holy places for the once powerful lizardmen whose degenerated offspring remember ancient legends of an immortal king entombed below. And Sebek, last of the sorcerer-kings, was not killed. Protected by his Ruinguards, Sebek escaped the sacking of his city. After his flight from Zahar, Sebek traveled to the hidden Valley of the Sorcerer-Kings. There, hidden from prying eyes, he completed the rites to attain immortality as a mummy lord. Unlike his predecessors, he refused to enter torpor to wait the Awakening. Sebek continued the work of the Zaharan people, delving further into the dark sciences of necromancy and alchemy. Occasionally he ventured forth to capture subjects for experiments or gain sacrifices for his dark gods. The beastmen knew little of him, though they learned to avoid the area of the Valley. In time, the great necromancer deciphered the secret of the cosmology of the spheres, and learned the means by which the Awakening could be brought about. With undying patience, Sebek settled on this goal. In time, he returned to his ancient capital. Calling himself the Lord of Secrets, he began to recruit agents to his cause from among the secret pilgrims who dared the Waste. Soon he controlled a network of minions and spies throughout the Ammas Aurë.

It is now a thousand years since the fall of Zahar, and five centuries since the Beastman Wars. The elves have been displaced from Southern Argollë by the more vigorous and belligerent Aurans, grown empire-minded in the autumn of their history. But Aura's focus is far to the west, where it battles the Skysos alongside its ally Somirea. The Borderlands has been left largely unguarded, save for a string of under-manned border forts. Lands that Auran heroes fought and died for have fallen to the hands of raiders and beastmen, and dragons, giants, and other monsters everywhere encroach on the realm.

Now Sebek's long plan is coming to fruition. He has begun to unleash a recently perfected new breed of beastmen, stronger, fiercer, and deadlier than any that have ever come before. These dire beastmen have begun to settle and breed in the Waste (around Zahar and regions southward) and enslave the weaker beastmen tribes that previously lived there. With these forces, Sebek intends to invade the Borderlands and enslave its peoples. Then, on the Conjunction of the Void, he will be able to bring about the Awakening in a sea of slaughter and sacrifice….

SECRET TIMELINE OF THE BORDERLANDS

Year	Notable Events
41st C. BE	Elven city-states arise throughout Northern and Southern Argollë. In the north, the leading cities are Aodhan, Llenorion, and Réamhrá; in the south, Cyfarawn (present-day Cyfaraun), Siadanos, and Cyfandir. An elven chronicler working on clay tablets in Aodhan memorializes the Fifth Turning since the Day Without Night, beginning recorded history.
39th C. BE	The Southern Argollëan elves discover primitive settlements of humans living in the fertile highlands east of the Meniri Mountains. The elves establish trade and friendship with the humans, who call themselves the Zaharans.
35th C. BE	Southern Argollëan elves encounter the highly developed dwarven civilization at Azen Khador in the Meniri Mountains. The initial contact leads to a brief outbreak of violence. Thereafter dwarves and elves in the region view each other with suspicion and coldness.
32nd C. BE	As Cyfarawn expands, the elves discover a network of lava caves beneath the rich, black soil. Exploration of the caves accidentally awakens a slumbering Khepri Hierarch. Calling himself the Great Teacher, the Hierarch begins to evangelize the Chthonic gods to the elves in Cyfarawn.
31st C. BE	Excavation of catacombs below Cyfarawn begins in secret at the instruction of the Great Teacher. The Chthonic gods are worshipped as mystery cults by small sects of Southern Argollëan elves.
30th C. BE	The elven general Eolande, the first elven noble to be tutored by the Great Teacher, begins to conquer and subjugate the nearby human populations around Cyfarawn.
28th C. BE	Increasing wealth flows to the Chthonic sects. Fresco paintings begin to appear in tombs in the Nethercity. The first attempts to crossbreed monsters are begun by elven transmogrifiers working under the Great Teacher.
Early 27th C. BE	Empyrean priests, appalled at Chthonic crossbreeding experiments, begin to preach against the cults.
Mid 27th C. BE	Harsh suppression by Empyrean priests of the Chthonic cults leads to several cultists being martyred. The resolute faith of the Chthonic cultists begins to capture more worshippers.
Late 27th C. BE	A violent uprising by the subjugated human population convinces a majority of the elven nobility of Cyfarawn to pursue a Chthonic crossbreeding program to create slave-soldiers. The Thrassians are created.
Early 26th C. BE	Open worship of Chthonic gods is now common. Construction begins on the Great Temple of the Awakening. The utility of servitor races and the decadent pleasures of Chthonic practice lead many more of the nobility to convert to Chthonic practice.
Mid 26th C. BE	Cyfarawn warlords leading Thrassian troops conquer the entirety of Southern Argollë, reducing the Zaharans and the other city-states of Southern Argollë to client status. The Argollëan Empire is declared. The city-states of Northern Argollë do not embrace the Chthonic gods nor adopt Thrassian slavery and remain independent from the empire. Meanwhile, construction of the Great Temple is completed, and construction of the Grand Chthonic Temple begins in the Nethercity.
Late 26th C. BE	The Bitter War breaks out between the Southern Argollëan elves and Meniri dwarves. Construction of the Grand Chthonic Temple is completed. Frescos give way to mosaics and high relief sculpture as the dominant art forms for Argollëan builders.
25th C. BE	Argollëan court life is now dominated by Chthonic worship, although Empyrean worship is not forbidden. A small number of elves keep to the old religion.
Mid 24th C. BE	Empyrean worshippers attempt to make peace with the Meniri dwarves and end the Bitter War. In response, Chthonic disciples of Bel, god of war, burn the Empyrean temples and slaughter the remaining Empyrean worshippers.
Late 24th C. BE	Setbacks in the Bitter War lead to high elven casualties. Worship of Dirgion, the god of death and undeath, rises in response. Construction of the Doom Temple of Dirgion begins.
Early 23rd C. BE	Increasing numbers of Thrassian slave-soldiers begin to turn the tide of the Bitter War.
Late 23rd C. BE	Argollëan economy has become dependent on servitors and slaves. Nobility enjoys unparalleled opulence. The Zaharan peoples convert to Chthonic worship as they are culturally assimilated by their conquerors.
Late 21st C. BE	Under the leadership of the warlord Marcan, the Argollëans destroy the great dwarven vault of Azen Khador, winning the Bitter War. The Meniri dwarves migrate deeper into the mountains and enter a period of isolationism. The elves expand their imperial holdings into present-day Krysea and Nicea. Construction of the Hallowed Hall of Heroes. Satisfied that it has placed events on course for the Awakening, the Great Teacher enters cryostasis in the Secret Alien Sepulcher in the Nethercity.
Late 20th C. BE	The elven warlord Marcan is interred in the Great King Tomb in the Nethercity.

Year	Notable Events
Late 18th C. BE	The elven hierophant Orthanach becomes the first Argollëan to be transformed into a mummy lord. He is interred in the Secret Tomb in the Nethercity. He is joined by his spouse, Sorya, and personal guard, Cassair, who voluntary transform into mummies.
Early 17th C. BE	The Nethercity is now largely filled, so plans begin to excavate additional catacombs east of the river and north of the northern caves. However, elven population is in decline as the culture becomes increasingly decadent.
Mid 17th C. BE	A great earthquake rocks Cyfarawn, leveling its buildings. The Nethercity is sealed off by a layer of detritus 6' thick. The Thrassians exploit the ensuing chaos to rise in rebellion against the elves and seize control of Southern Argollë and Zahar. A handful of Southern Argollëan nobility escapes to the north, where they are admitted as refugees. Cyfarawn is abandoned
1400 BE	The Thrassians conquer much of the southern coast of the Ammas Aurë and parts of northern Ulruk, subjugating the various human tribes in the region. The Chthonic-worshipping Zaharans function as an upper caste of humans that helps manage the enslaved populace. Cold weather and elven resistance dissuades the Thrassians from conquering the north.
1075 BE	The city-state of Zahar overthrows the Thrassians and establishes a sorcerous empire that, over the next five centuries, expands to encompass Tirenea, Krysea, Opelenea, and Kemesh.
684 – 652 BE	The Empyrean War; Azendor, Prophet of Ammonar, receives the Laws of Light, and begins to preach the Empyrean faith. The Zaharan Sorcerer-king Sebek's attempts to suppress the fast-growing Empyrean religion lead to an uprising against Zahar. When the Northern Argollëan elves ally with the rebels, the uprising expands into a massive conflict.
651BE	The beastmen armies of Zahar are routed and Zahar is sacked. The last sorcerer-king, Sebek, escapes into the desert. With the Zaharan capital destroyed, the rest of its Empire dissolves into anarchy. The victorious crusaders depart the ruined Waste of the south and spend the next four decades liberating the Eastern Danean regions (Krysea, Nicea, and Tirenea) from beastmen.
650 BE	Northern Argollëan elves re-settle Southern Argollë, building a new city (Cyfarawn II) on the ruins of the first Cyfarawn. In the rebuilding process the elves clear away the top-level rubble and use it for building material but are unaware of the 2,000-year-old catacombs of the Nethercity.
645 BE	After the discovery of several ancient catacombs below Cyfarawn II, the city elders forbid further exploration and build a Temple of Demara above the main entrance.
245 BE	Cyfarawn II is buried in ash during a cataclysmic volcanic eruption from Lake Laman. Only the city's walls and most towering buildings remain visible underneath a covering of ash and rock.
244 – 219 BE	Beastman Wars; Beastmen conquer the borderlands and much of Tirenea and Nicea before being defeated by the Auran League. The details of the destruction of Cyfarawn II are lost in the war.
209 BE	Argollëans build Cyfarawn III (present-day "Old Cyfaraun") on the ruins of Cyfarawn II (present-day "Ancient Cyfaraun"). The city walls are rebuilt on the foundation of the older walls. No longer the capital, Cyfarawn instead serves as a trading hub between the Meniri dwarves, the Argollëan elves, and the Auran humans.
108 IY	The Great Drought grips Aurëpos. Over the next decade (108 – 117 IY), under the grip of hot weather, large portions of Tirenea, Krysea, Opelenea, and Nicea become dust bowls. Loss of fertile farmland in the Empire encourages expansion into the adjoining regions, including western Southern Argollë.
134 - 166 IY	Argollëan War; Disputes over the border lead to war between Aura and the elves.
166 IY	The great dragon Aisoth conquers the elven capital of Cyfandir while elven forces are on campaign. Faced with both the loss of their capital and seemingly endless Imperial numbers, the elves agree to an armistice, ending the war. Southern Argollë is annexed and colonized by the Aurans, while the elves retreat to Northern Argollë.
165 IY	Cyfarawn III falls into Imperial hands. Its name is quickly Auranized to "Cyfaraun". The existing elven construction is labeled "Old Cyfaraun," and the ruins below the layer of volcanic rock (Cyfarawn II) become known as "Ancient Cyfaraun." The Aurans construct a sewer system using the plan of Ancient Cyfaraun's streets as the basis for the drainage system.
329 IY	A portion of the floor of an Auran cesspit built over the Nethercity collapses, spilling a river of sewer sludge into the forgotten underground level. The reduction in sewer flows are too small to attract any notice from city engineers.
378 IY – 379 IY	The Somirean Emperor and the Auran Tarkaun ally for a major campaign against the Skysos. Aura's eastern garrisons are shipped westward to provide manpower for the war effort.
380 IY	Jutland raiders and Celdorean pirates begin striking directly against the Empire's coastal settlements. Border forts in Krysea and Southern Argollë begin to fall prey to invading beastmen.
381 IY	Rumors trickle eastward that the Auran and Somirean forces have been encircled and destroyed by the Skysos. Travel becomes perilous as the power structure of the Empire begins decentralizing to city-states, local warlords, and private armies. The current year.

No adventurer in a Borderlands campaign should begin play with this entire timeline. One notable event can be provided in advance of play to an adventurer for each rank of the following proficiencies: Black Lore of Zahar, Bright Lore of Aura, Knowledge (history), Loremastery. The Judge should pick notable events that seem appropriate given the adventurer's proficiencies and background. The history of the Great Teacher, the Nethercity, and the corruption of the elves are obscure or unknown even to sages and should *never* be revealed to players except if discovered in the course of play.

GEOGRAPHY OF THE BORDERLANDS

BLOOD RIVER

The headwaters of the Blood River rise from mountain springs high in the Meniri Mountains. The nearby slopes were long ago denuded of their forests by the dwarves of Azen Khador, and in the rainy months the Blood River is stained a deep red-orange by eroded sediment. The Blood River is about 100 yards wide for most of its length and has an average depth of 10 feet. The confluence of the Blood River and Krysivor, known as the Bleeding Point, was the site of Aedon Lann's most famous victory in the Beastman Wars. Sediment accumulation has left the confluence fairly shallow, and the Bleeding Point becomes fordable during droughts.

DARK WALL

The rolling hills here give way to a range of steep, rocky cliffs which mark the western edge of the high plateau from where the sorcerer-kings of Zahar ruled their empire. The northern arm of the Zaqāru Mountain chain, the Dark Wall is formed of black basalt, into which erosion has carved jagged defiles and stone ridges, giving its cliffs the forbidding appearance of an enormous parapeted wall. In the summer, stonecrop blossoms dark red across the cliff faces, such that the Dark Wall appears to be splattered with blood in some titanic siege. The Dark Wall's sinister visage is furthered by the hundreds of rock-cut fortresses, temples, and tombs that the Thrassians and Zaharans excavated across the cliff faces. Some of these are shallow, extending only dozens of feet into the cliffs, but others stretch for miles, where they connect to other structures on the Dark Wall, to ruins on the plateau above, and to abyssal vaults far below. While many of the rock-cut structures have been pillaged and abandoned, others have found monstrous new occupants, and some have never been fully explored. What ancient secrets lie unplumbed within?

ISTRITH FOREST ("SECRET EARTH")

Great forests of dawn redwoods once dominated the entire coast of Southern Argollë. The Istrith Forest is the last rump of this primordial wood, where dawn redwoods grow amidst stands of beech, oak, elm, and pine. It runs north along the east bank of the Krysivor River to stretch over to the coast of the Tehonaurë. To the south it gives way to a heathland of brambles, shrubs, and wildflowers. In low lands, it becomes marshy, with narrow-tailed cattails and giant reeds amidst old willows. The Istrith Forest, beloved by the elves of old, is unsettled and untamed by man.

KRYSIVOR RIVER ("ARROW RIVER")

A shallow, fast-running river, the Krysivor runs from the southern highlands northeast to empty into the Tehonaurë. The Krysivor ranges from 100 to 400 yards wide but usually no more than 25 feet deep. The banks are marshy with reed thickets and poplar trees.

LAKE LAMAN ("WATERGREEN")

Named for its green, cloudy waters, Lake Laman is the largest lake in Southern Argollë, a 36-mile long and 24-mile wide inland water body that feeds into the Mirmen River. It adjoins the Viamir Marshes to the south. Fishermen from Cyfaraun sail the lake daily for carp and eel, though they avoid the Lonely Island, a rocky volcanic island where demons are said to haunt a desolate tower.

LUSAUN FOREST ("WOOD-BRIGHT")

The Lusaun Forest lies in the valley between the Mirmen and Krysivor rivers. It takes its name from the stands of silver birch that grow throughout the valley, though the forest is also rich with cedar, oak, and yew. While the roads around the Lusaun are patrolled regularly, the forest itself is overgrown and dangerous, with many undead.

MADOAN HILLS ("YELLOW")

This range of limestone foothills runs northeast from the Meniri towards the forests. A dense heath of sage, juniper, and myrtle densely covers the arid, rocky hills. In spring, wild rockrose and thorny broom turn the hillsides white, pink, and yellow. The Madoan Hills were frequently acclaimed in the hymns of Argollë and Zahar for their beauty, but the looming dangers of the Dark Wall leave them nowadays unsettled and little traveled.

MENIRI MOUNTAINS ("MOUNTAINS OF ROCK")

A range of fierce rugged volcanic peaks, the Meniri run east from Southern Argollë to Kemesh, over 1,000 miles. They separate, and protect, the fertile lands of the Ammas Aurë from the Great Waste to the south. The lower slopes of the Meniri are thickly forested with tall cedar trees, while ash, evergreen oak, and pine dominate on the thin rocky soils of the upper slopes. The high peaks are snowcapped year round.

MIRMEN RIVER ("BLACK ROCK")
Taking its name from its dark waters and black soil, the Mirmen River begins in the peaks of the Meniri to the south and travels some 300 miles before emptying into the Ammas Aurë. The river, which ranges from 100 yards to 1 mile wide, runs quite deep (50 to 150 feet) and has a slow, steady current. The banks are marshy, with narrow-tailed cattails and reed thickets.

NAUNGOLLË FOREST ("NORTH-EASTERN")
A dark forest with wet, mossy soil, the Naungollë Forest is densely vegetated with valonian oaks with low-hanging branches amidst copses of alder, birch, and elm. To the south and west the forest becomes marshy, with giant reeds, willows, and poplars dominating.

VIAMIR MARSHES ("LILY-DARK")
A freshwater marsh of poplar trees and white willows, swamp lilies, narrow-leaved cattails, and giant reed thickets. The Viamir Marshes, which takes its name from the rare black lilies that grow on its dark waters, run from the eastern bank of the Mirmen River to the southern banks of Lake Laman.

VIASPEN FOREST ("LILY FOREST")
The Viaspen is a primeval forest of cedar, yew, and oak trees situated between the Viamir Marshes and Krysivor River. Near the Krysivor elm and poplar trees grow, while the trees to the west give way to willows, sages, and rushes as the forest transitions into wetland. The Viaspen was safe when the elves ruled the land but is wild and dangerous now.

THE WASTE
The upland home of the ancient Zaharans has been reduced to barren scrub. Unlike the Great Waste that it joins to the south, the Zaharan Waste is a barrens, not a desert. Rain falls all year long here, and the plateau was once a lush forest much like the Istrith. The forests were cut down to create vast plantations where slaves toiled for the benefit of their Thrassian and Zaharan masters. During the Empyrean War the plantations were burned and despoiled by the vengeful Aurans. Now wind and rain have swept the soil east to the sea, transforming the uplands into a wind-swept barrens of exposed and eroded bedrock, gnarled and lonely trees, and thorny shrubs. Shattered statues, crumbled ruins, ancient irrigation works, and broken walls dot the landscape, reminders that this was once the cradle of civilization in the east.

MILITARY FORCES OF THE BORDERLANDS
In recent decades, the Auran Empire has defensively stationed the majority of its legions along its borders, where they occupy a series of fortified positions known as the *Magerum Menotürum*, the Unbroken Line. The soldiers of the Line are responsible for deterring and resisting raids and incursions, controlling traffic into and out of the empire, and conducting patrols and expeditions beyond the border. The Borderlands is the southeastern border of the Empire, and the various forts here have traditionally been an important part of the Unbroken Line. Over 30,000 troops were once stationed in the Borderlands. However, the majority of these troops have been sent west in the past few years to fight against the Skysos. This strategic decision has jeopardized the safety of the entire region.

THE FORTS
In order to create defense-in-depth, the forts of the Unbroken Line are organized in three ranks, usually with a second rank 24 to 36 miles behind the first rank, and a third rank the same distance further to the rear. The interior forts are typically larger than the frontline forts, but less numerous. A ratio of 3:2:1 is common, with three front-rank forts, two second-rank forts, and one third-rank fort.

With characteristic Auran orderliness and regularity, the front-rank forts of the *Magerum Menotürum* follow a standardized template. The typical front-rank fort is a square or rectangular compound about 5 acres in size, constructed on a high hill or mound, with 15' embattled curtain walls, 30' tall mural towers at each corner, and 20' tall gatehouses in at least two of the curtain walls. The walls enclose a series of interior structures, always including a headquarters building, commander's palace, two granaries, two stable-barracks, and four barracks, and sometimes a hospital, chapterhouse, and/or bathhouse as well. The curtain walls are built with local stone but are usually rendered and white-washed to gleam in the sun. The interior structures are usually rendered and white-washed stone, but smaller or more out-of-the-way forts may have interior buildings of plastered wattlework or wood. Stronghold values typically range from 150,000gp to 200,000gp. *AX1: The Sinister Stone of Sakkara* includes a fully detailed border fort.

The interior forts are far less uniform than those at the front, as many of them were constructed decades or even centuries prior, under different conditions and for different purposes. Some forts, such as the mighty Türos Orn, even pre-date the founding of Aura itself.

Each of the border forts is intended to garrison a cohort of troops, consisting of two companies of cavalry (120 horse) and four companies of infantry (480 troops), with the capacity to temporarily hold more troops if needed. However, two years ago most of the soldiers of the southeastern border were re-deployed to fight against the Skysos, far to the west. This has left

many of the southeastern border forts with only around 100 troops each – barely enough to man the watchtowers, let alone serve as a standing army.

THE WATCHTOWERS

As the front-rank forts of the *Magerum Menotürum* are too thinly spaced to maintain a watch along the entire border, the Aurans have constructed a string of watchtowers at intervals of approximately one mile between them. Where a naturally defensible perimeter exists, such as a riverbank, the front-rank forts and watchtowers have been constructed to take advantage of this terrain. Where no such natural border exists, an artificial perimeter has been constructed, typically a wooden palisade or earthen rampart with a ditch. These long stretches of palisade, tower, and fort, extending for countless miles, give the Unbroken Line its name.

A typical Auran watchtower is 20' square and 30' tall, with 2.5' thick stone walls plastered white. Entrance is by means of a ladder up to a doorway into the second story, which serves as a lounge for the crew. Interior ladders lead to the first (ground) story, which is a storage room, and the third story, which is the duty station. The third story is topped with a pyramidal low-pitched roof of oak shingles with a wide overhang that covers an external walkway that encircles the third story of the tower. Approximately 25% of the watchtowers have an attached 20' wide and 15' long wooden stable with facilities for four cavalry mounts. Each watchtower has an 8,000gp stronghold value (8,250gp with stables).

At present, watchtowers in the Borderlands are manned by 1d3 composite bowmen, 1d3 veteran heavy infantry, and 2d3 heavy infantry each. Cavalry watchtowers will have an additional 1d3 cataphracts and 2d3 horse archers. Garrisons tend to be cautious if approached, for bandits and brigands often pose as adventurers, but if trust is established, they will happily provide information and supplies to adventurers fighting chaos on the Empire's behalf.

A typical watchtower will be provisioned for one month for twelve men. A typical daily ration for Auran soldiers is 2lbs grain (1.7cp), 8oz smoked pork (2.1cp), 1.5oz lentils (0.1cp), 1.5oz olive oil (2cp), 1.5oz salt (0.8cp), and 1oz cheese (0.4cp), costing 7.1cp and weighing 2lbs 13.5 total. A typical watchtower will therefore hold 3d6+2 bushels of grain (5sp, 4 st each), 1d2 barrels of smoked pork (5gp, 8 st each), 1d2-1 bags of lentils (5sp, 4 st each), 1d3 pints of olive oil (22cp, 1 st per 15 bottles), 1d8 salt bricks (7sp, 3/6 st each), and 1d8 cheese wheels (3sp, 2/6st each). Cavalry watchtowers will also be provisioned with 4d6+2 x 10 bales of hay (115sp, 3 st each). A typical cavalry horse eats 20lbs of hay per day.

The watchtowers are positioned such that each tower along the Line can see the next tower. If the vagaries of terrain make this impossible, then the Aurans will construct additional towers in between, or heighten the towers with flag poles, or rely on signal fires. As a result of this configuration, reinforcements from the nearby towers can arrive quickly – cavalry in 1d4+4 minutes and infantry in 1d6+6 minutes.

THE LEGIONS

When the Auran Army was reinforcing the Borderlands, they were defended by 25,000 infantry and 6,000 cavalry from the Auran legions, including 1,500 veteran cataphracts; 1,500 cataphracts; 3,000 horse archers; 6,250 composite bowmen; 6,250 veteran heavy infantry; and 12,500 heavy infantry. Each of the 20 legates could constantly maintain a force of 30 veteran cataphracts, 30 cataphracts, 60 horse archers, 120 composite bowmen, 120 veteran heavy infantry, and 240 heavy infantry in his fort plus 15 troops in every watchtower, and still have half his legature's troops stationed in reserve with his various vassals.

Those days are gone. With the majority of the Auran Army deployed fighting the Skysos in the west, the Borderlands has been left with far fewer troops. The prefect's garrison consists of 60 veteran cataphracts, 60 cataphracts, 120 horse archers, 140 composite bowmen, 275 veteran heavy infantry, and 280 heavy

	Veteran Cataphracts	Cataphracts	Horse Archers	Composite Bowmen	Vet. Heavy Infantry	Heavy Infantry	Garrison Expense
Prefect (entire realm)	720	720	1560	2680	2815	5360	366,960gp
Prefect (personal domain)	60	60	120	140	275	280	27,600gp
Palatine (entire realm)	165	165	360	635	635	1270	84,840gp
Palatine (personal domain)	15	15	30	35	35	70	6,090gp
Legate (entire realm)	30	30	66	120	120	240	15,750gp
Legate (personal domain)	6	6	18	20	20	40	3,102gp
Legate (typical fort garrison)	6	6	18	15	15	30	n/a
Legate (watchtower)	-	-	-	2	2	4	n/a
Legate (cavalry watchtower)	1	1	2	2	2	4	n/a
Tribune (entire realm)	6	6	12	25	25	50	3,162gp
Tribune (personal domain)	2	2	4	9	9	18	1,098gp
Castellan (personal domain)	1	1	2	4	4	8	516gp

infantry. If he calls to arms all of the palatines, he can muster a force of 14,055: 720 veteran cataphracts, 720 cataphracts; 1,560 horse archers; 2,680 composite bowmen; 2,815 veteran heavy infantry; and 5,360 heavy infantry.

Each palatine's garrison consists of 15 veteran cataphracts, 15 cataphracts, 30 horse archers, 35 composite bowmen, 35 veteran heavy infantry, and 70 heavy infantry. If a palatine calls to arms all of his legates, he can muster a force of 165 veteran cataphracts, 165 cataphracts, 360 horse archers, 635 composite bowmen, 635 veteran heavy infantry, and 1,270 heavy infantry.

Each legate only has around 90 troops in his fort: 6 veteran cataphracts, 6 cataphracts, 18 horse archers, 15 composite bowmen, 15 veteran heavy infantry, and 30 heavy infantry. The rest of the legate's troops are stationed in the various fortlets, watchtowers, and vassal estates of his legature. Each legate has 18 watchtowers on the Unbroken Line, 75% with 8 infantry each and 25% with 8 infantry and 4 cavalry. These are mostly staffed with vassal troops from the legate's subordinate tribunes and their castellans.

Given one week to muster more of his vassal troops, each legate can field a total of 15 veteran cataphracts, 15 cataphracts, 30 horse archers, 30 composite bowmen, 30 veteran heavy infantry, and 60 heavy infantry while still maintaining 8 troops per watchtower. Given three weeks, each legate can field twice that number while maintaining 12 troops per watchtower. If a legate empties all of the troops from the watchtowers as well, he can muster a full cohort - 30 veteran cataphracts, 30 cataphracts, 66* horse archers, 120 composite bowmen, 120 veteran heavy infantry, and 240 heavy infantry. (*Technically that's 6 horse archers more than a cohort, but such is the arithmetic of the Auran order of battle.)

Of course, no order of battle survives contact with reality. A ruler's particular domain size, casualties from battle, and other factors may create local variance that is not reflected above. For example, some of the garrison expenses noted in the various domain records later in this chapter varies slightly from the standardized garrison expense; in our own campaigns we assume these trivial differences are spent on auxiliaries or paid for by each ruler from his other income and hence ignore them. That said, the Judge should modify the order of battle of any particular domain as desired for his campaign. There is ample evidence from history to justify even very odd battle formations. The available budgets are listed above!



GAZETTEER OF THE BORDERLANDS

The Borderlands are dotted with the detritus of empires. In the remnants of the elder forests, elven keeps lost during the Argollëan War, two hundred years ago, lurk hidden under vine and leaf. West of the Mirmen River, doughty forts constructed to quell dissent after the Krysean Rebellions of the First Century IY still face westward. Along the western bank of the Krysivor, a line of border forts built by Audarius XI Ulkyreus guard against the latest threat from the Waste. East of the Krysivor River are centuries-old keeps and watchtowers built to watch the Dark Wall during the Beastman Wars. The Dark Wall itself is littered with temples, tombs, and fortresses, and the Zaharan Waste is scarred with ruins of tragic grandeur.

For parties who seek adventure in the borderlands the following points of interest, marked on the Regional Map, may serve as seeds for exploration and adventure.

1. SAROTEM ("FORT SPEAR")

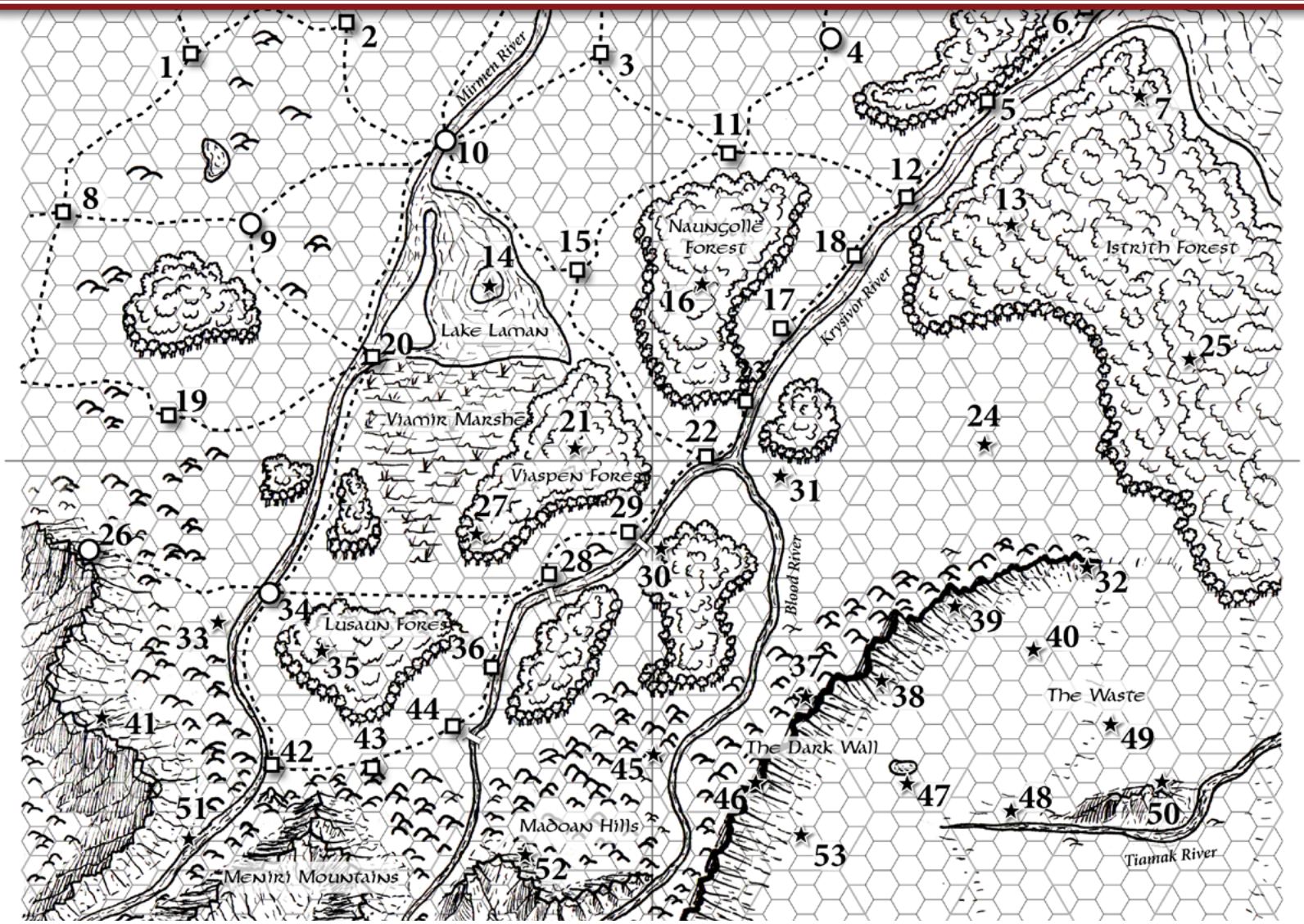
A 300-year old fort constructed after the Second Krysean Rebellion (79 – 82 IY), Sarotem guards the road to Pyrgos. Its legate, Cadom Stodius, is a Tirenean aristocrat with nothing but derision for Kryseans; despite Krysea's three centuries of peaceful service to the Empire, Stodius fully believes the "rabble" may rebel again at any time. His derision now extends to his former friend, Legate Achon Staios of Kruantem (**#2**). Despite Stodius's xenophobia, Sarotem is the safest post in the Borderlands, and legionaries lucky enough to be garrisoned here jokingly call it Soartem ("Fort Sunshine").

2. KRUANTEM ("FORT BLOOD")

Another border fort constructed in the aftermath of the Second Krysean Rebellion, Kruantem guards the road from Cyfaraun to Larisa. Like its siblings, Kruantem was re-purposed as a third-line fort for Ulkyreus's Unbroken Line, and is now only loosely garrisoned due to the war in the west. Kruantem's commander, Legate Achon Staios, was formerly close friends with Legate Cadom Stodius of Sarotem (**#1**), but Staios has recently married into a prominent Krysean family and Stodius has turned his back on him. Should war ever come to the Borderlands, the two would be likely to refuse to assist each other.

3. MITYETHTEM ("FORT OF THE DUTIFUL OATH")

Constructed during the Argollëan War, 215-year old Mityethtem was unusual for being garrisoned exclusively by bladedancers of Ianna and priestesses of Mityara. When Audarius XI Ulkyreus built the Unbroken Line at the Borderlands, he repurposed Mityethtem as a third-line fort and replaced its clerical garrison with a cavalry reserve. However, the fort still has a large hospital staffed by disciples of the Noble Lady and by tradition its commander and officers are always bladedancers. The



current commander, Legate Zeodarë Cellëppes, is a bright and earnest young woman who is proud of her post but disappointed to have missed the action against the Skysos. Characters can recruit bladedancer and priestess henchmen at Mityethtem as if it were Market Class IV.

4. MENICOS ("LITTLE ROCK PLACE")

Menicos is a small town built on lumberjacking. The dawn redwood of the Istrith Forest is highly valued for its massive size and strong timber. Redwood cut from the northwestern rump of the Istrith Forest is transported here for shipment to Arganos in the northeast. When it was founded, Menicos was actually in the forest, but years of clear-cutting have pushed the forest's borders back between 15 and 20 miles in all directions. Palatine Attenus Korbus (an Auranization of his given Krysean name, Attenes Korbis, designed to conceal his low-born status) would dearly love to exploit the timber in the huge forest south of the Krysivor. He has ordered his subordinate, Legate Vandelus Pylon of Türos Veren (**#5**), to protect lumberjacks working on the far side of the Krysivor.

5. TÜROS VEREN ("SHARP-CASTLE")

Part of the line of forts built by Tarkaun Audarius XI Ulkyreus, Türos Veren serves as a redoubt between Türos Aurë and Türos Gundan. The Krysivor is not fordable here, so Türos Veren rarely encounters beastman marauders. The settlement around the fort has developed into a small lumber camp that cuts woods just across the river and ships them by raft to Türos Aurë. At the orders of his palatine, a reluctant Legate Vandelus Pylon has instructed his legionaries to guard the lumberjacks on the far side of the river – but he considers it a foolish provocation that will end badly. Türos Veren serves as a good base for adventurers who wish to explore the Istrith because of the daily ferries to and fro across the Krysivor.

6. TÜROS AURË ("SEA-CASTLE")

Türos Aurë is the easternmost fort in the line constructed by Tarkaun Audarius XI Ulkyreus. It guards the mouth of the Krysivor River and the coastline. Legate Retunus Natherian is a greedy and grasping man, and he exploits his control of the small port here to the fullest extent. He has even been known to permit corsairs from the Free Cities of Ulrukan to anchor

here if their gold is shiny enough. In the past season, his profits have been low. Several expected ships simply never made it to port. The most recent merchant ship arrived empty of any crew - though the deck was splattered with blood and the topsails were torn and pierced as if by great weapons (the manticores from **#7** are to blame). Adventurers of a flexible disposition who visit Türos Aurë may be recruited to investigate.

7. LAIR OF THE MANTICORES

This is a limestone cavern on a forested hill. Dank and dark, the bones of dozens of beasts and men litter the main cave. At the close of the Argollëan War, elves from the Istrith Forest used this cavern as a storehouse for treasures evacuated from Cyfandir, intending to return later to reclaim it. They never did, and the treasure remains – 5,000gp and 2 ceremonial swords with gold-leaf blades (500gp value each) inside a locked steel chest. The chest is engraved with leaf motif and the coins are stamped with the image of the Argollëan High Queen and dated to the time of the Argollëan War. The cave is now the lair of a vicious pride of **4 manticores** that has taken to preying on sailors and fishermen on the coast. It is their depredations that have earned the ire of Legate Natherian at Türos Aurë.

8. ANDRASTEM ("FORT VICTORY")

Like Sarotem and Zelictum, Andrastem is a 300-year old fort constructed after the Second Krysean Rebellion (79 – 82 IY) and intended to project imperial power into the Krysean hinterlands. Tarkaun Audarius XI Ulkyreus repurposed it as a third-line fort for the Borderlands. Before the Auran Army was dispatched west, a cavalry reserve was stationed here. The fort's commander and most of its forces are off facing the Skysos. The new legate, Daros Elpides, is an inexperienced political appointee more interested in carousing at Cyfaraun than maintaining order and discipline. His mediocrity has not yet been noticed but will become apparent in any crisis.

9. SAMOS

A Krysean trading settlement, the small town of Samos was at one time a major eastern conduit for elven goods from Cyfaraun. When the Great Drought struck (108 IY), Samos became a waystation for settlers seeking fertile farmlands in Southern Argollë, then a supply base for the legions in the Argollëan War. Since the Empire's assimilation of the Borderlands into its territory, Samos has gradually declined in importance, a process that has accelerated with so many of the local troops sent west. Many neighborhoods are deserted and fallen into ruin, and a thriving criminal syndicate enjoys almost unchecked control of the markets and merchants. The town's governor, Palatine Vason Krateros, is a venal and corrupt man, and most of the town's residents believe he's on the take. Krateros is careful, however, to maintain his garrison, respond to summons, and pay his tributes to the Prefect, and as such has not suffered any Imperial interference that might impact his indulgences.

10. CYFARAUN

Cyfaraun, the capital of the Borderlands, is the largest city in the region and the center of Auran administration of Prefect Justirius Tavicus Basilio. Cyfaraun is described in detail in Chapters 3 – 11.

11. LUSEATUM ("FORT WOODLANDS")

Constructed during the Argollëan War, 215-year old Luseatum guards a major crossroads near the Naungollë Forest. Legate Tavic Uctum, a cautious man, keeps his garrison concentrated in the fort, so that he can quickly respond to a major penetration of the border forts. He has refused to change his strategic posture despite the recent attacks from the Naungollë Forest by bandits (actually a tribe of wererats in the Collapsed Elven Keep at **#16**).

12. TÜROS GUNDAN ("CASTLE OF WOLVES")

Türos Gundan is part of the line of forts built 150 years ago by Tarkaun Audarius XI Ulkyreus to provide a forward defense against beastman invaders from beyond the Dark Wall. The fort perches on a large hill from where it commands both the road junction to the northwest and a narrow ford across the Krysivor to the southeast. Lately, well-organized warbands of orcs (from the Lair of the Warlock at **#13**) have been ferrying across the river to burn Türos Gundan's watchtowers and raid its supply caravans. Legate Marcan Hilerno would eagerly accept the assistance of adventurers willing to cross the river and deal with the orcs.

13. LAIR OF THE WARLOCK

The ruins of a centuries-old Argollëan keep in the Istrith Forest has been occupied by the sinister **warlock** Narsürius and his apprentices and servants. The warlock's **orc minions** frequently raid supply caravans along the Krysivor River, and have been probing the defenses of Türos Gundan, but Narsürius's true objectives lie to the south: Zahar, where an ancient power stirs.

14. RUINED WIZARD'S TOWER

The Lonely Island is a volcanic island formed in the aftermath of the eruption that buried Cyfaraun in ash. Rocky and desolate, it is largely empty save for the crumbling remains of an ancient wizard's tower on the island's peak. The once-proud spire now stands only two stories tall and seems to have been blown apart from the inside. The mage who dwelled here was destroyed while attempting to bind an **efreeti** into a bottle. He succeeded only in binding it to the tower, where it has remained ever since. The bored efreeti remains *invisible* much of the time, and delights in using its *pyrotechnics* and *permanent image* power to torment any who land on the island, with visions of flame-clad demons soaring over the tower. If the efreeti is close to death, it will offer to serve for 101 days, which will free it from its imprisonment. It has used its powers to create a luxurious dwelling for itself, with silken tapestries (250gp), plush pillows (100gp), and a rich fur

carpet (300gp). Most of the wizard's library and workshop were destroyed but some of the wizard's treasure still survives in an underground vault. There can be found a polished brass lamp with gold inlay (1450gp), a scroll of *summon efreeti*, and one of the only 18 known copies of *The Obsidian Shards* (Format: Codex; Language: Ancient Zaharan; Topics: Alchemy 2, Elementalism (fire); Complexity 5; Length: 600 pages, Reading Time: 4 days, Value: 1900gp, Weight: 2 3/6 st) spread out on a lectern. A locked chest contains 5000sp and 2000gp. The tower lies directly over the magma reservoir of the Lonely Island, which is a *flaming furnace of elemental fire*.

15. TÜROS ORN ("STORM-CASTLE")

The great fortress of Türos Orn was built a millennium ago, during the Empyrean War, on the shores of Lake Laman by the great warrior-king Valerian Bellësareus. It has been sacked and rebuilt dozens of times over the centuries, and local legend has it that there are hidden chambers in Türos Orn that no one has seen in a thousand years. Türos Orn nowadays guards the strategic crossroads by Lake Laman and serves as the seat for one of the Borderlands' four palatines. Türos Orn serves as a supply depot for the adjoining forts, and a small but thriving market town has grown up around the sprawling fortress. The charismatic Palatine Valanna Telpirion, a former adventurer who earned her position by the prowess of her blade, considers herself the steward of a glorious tradition and holds frequent parades and memorials to mark Auran victories. She would look unkindly on adventurers plundering the hidden treasures of her fortress (if there actually are any), but might permit exploration if adventurers help deal with her bandit problem (see the Collapsed Elven Keep at **#16**).

16. COLLAPSED ELVEN KEEP

The elves waged campaigns of conquest and re-conquest across Southern Argollë for almost two thousand years. One remnant of these ancient campaigns is this collapsed keep in the center of the Naungollë Forest. The stone fortification's northeastern corner has collapsed, the walls sunken into the black bog that is slowly engulfing the structure. The northwestern tower and western wall have collapsed in three places, where great trees have grown up, and the main gate is a smashed ruin. Within the ruins of the central tower foundation, dark stairs lead downward into a dungeon, where a **tribe of wererats** have made their lair. Disguised as ordinary bandits, the wererats have been raiding merchant caravans on the roads between Türos Orn and Luseatum and Türos Augil and Türos Zera. Survivors are carried back to the ruined keep, where they are transformed into wererats to strengthen the clan.

17. TÜROS ZERA ("BRONZE-CASTLE")

Türos Zera is part of the line of forts built 150 years ago by Tarkaun Audarius XI Ulkyreus to guard against beastman invaders from the Waste. The fort is situated on a hill overlooking the floodplain of the Krysivor. The river is not fordable here, so Türos Zera largely serves as a strongpoint to house troops that can be deployed to the watchtowers along the river. With many of those troops absent, bandits in the Naungollë Forest have recently been raiding caravans on the road between Türos Augil and Türos Zera. The commander of Türos Zera, Legate Bellos Ionnicato, attempted to organize a punitive expedition into the Naungollë, but the scouts did not return and since then his men have refused to patrol the woods. A company of adventurers willing to root out the bandits (actually the wererats at **#16**) would earn his favor.

18. TÜROS AUGIL ("SWIFT-CASTLE")

Another of Ulkyreus's fortifications on the Krysivor, Türos Augil is situated on a low ridge that overlooks the river and road. Like the other forts, many of its troops have been sent west. Despite its thin garrison, the fort is a relatively safe settlement, as the wild Naungollë Forest is more than 10 miles distant and the Krysivor is not fordable here. In recent weeks, however, supplies from Türos Zera have been hit by bandits (actually wererats from **#16**) while the watchtowers on the road to Türos Gundan have been probed by orcs (from **#13**). Legate Peristo Pelagios is a young political appointee who replaced a very experienced commander (now fighting the Skysos) and is uncertain how to deal with the situation. For now he has decided to double the garrison at his watchtowers, even though this has left his fort nearly empty.

19. ZELICTUM ("FORT VENGEANCE")

Zelictum is a 300-year old fort constructed after the Second Krysean Rebellion around the same time as Andrastem and Sarotem. Tarkaun Audarius XI Ulkyreus repurposed it as a third-line fort for the Borderlands and stationed a cavalry reserve here. The fort's garrison has largely been sent west, but the fort's elderly commander, Legate Manthus Mirasca, remained behind. Mirasca is lame in both legs and deaf in one ear, but his mind is still sharp and his tactical acumen among the best in the Borderlands.

20. TÜROS QUELL ("JOURNEY-CASTLE")

The flow of the Mirmen River slows here, where it widens to over a mile wide, and sediment deposits have over time formed an eyot (river island). Türos Quell is situated on the eyot and connected by fortified bridges to roads that run north, northwest, southwest, and south. Originally a Krysean fort, Türos Quell was renamed and repurposed by Audarius XI Ulkyreus to serve as part of his Unbroken Line. The fort is equipped with twelve naval skiffs, small flat-bottomed open boats with pointed bows, designed to operate in the Mirmen and Viamir Marshes.

With most of his troops dispatched west, the cautious and reserved Legate Caros Lubbo no longer sends active patrols into the Viamir but would rent or loan them to adventurers seeking to explore the Viamir.

21. SHRINE OF THE WHITE LADY

Hidden in a secluded forest clearing is an ivy-covered shrine of white marble, sacred to Demara, the White Lady, built by the elves when they ruled Southern Argollë. The shrine is guarded by a **unicorn** (20 hp) who protects it from the monsters of the Viaspen Forest. Within the shrine is a pool of crystal-clear water. The waters of the pool carry a fey magic. Any Lawful character who drinks from it is relieved of one side effect from *tampering with mortality*; in exchange for this boon, the character receives a geas to destroy Chaotic creatures in Southern Argollë. The pool's waters work but once in a character's lifetime. The ceiling of the shrine carries a map of the Borderlands as it stood before the Argollëan War and shows the locations of Cyfaraun (**#10**), the Collapsed Elven Keep (**#16**), the Ruined City of Cyfandir (**#25**), and the Watchtower at Eammon Mór (**#45**).

22. TÜROS SPEN ("FOREST-CASTLE")

Built 150 years ago as part of Audarius XI Ulkyreus's plan of forward defense, Türos Spen guards the road that runs between the Naungollë and Viaspen Forests. The fort is situated atop a rocky hill with steep talus slopes. From the hill, the watchmen can spy the so-called Bleeding Point, where the Blood River joins the Krysivor. Sediment accumulation has left the confluence fairly shallow, and the Bleeding Point becomes fordable during droughts. During such times, Legate Süromus Drakon doubles the watch and offers interminable speeches about Aedon Lann's great battle. Hence the saying in the Borderlands legions, "if you're sent to Spen, pray for rain." Türos Spen is less than 60 miles from the Dark Wall, and expeditions into the Waste often depart from here. More than one expedition has spotted a Zaharan ruin nestled among the rocky hills to the southeast (#31 Ruined Monastery), but it remains unplumbed.

23. TÜROS MORN ("NIGHT-CASTLE")

Built by Tarkaun Audarius XI Ulkyreus 150 years ago to serve as a strongpoint between the forest and river, Türos Morn is considered a place of ill omen in the Auran Army – and not just because of its name. The fort's garrison was massacred in an expedition into the Naungollë just weeks after it was constructed, and more than a few other misfortunes have followed, including a particularly deadly outbreak of the Grey Death (281 IY). Officers and legionaries all strive not to be posted there. The current commander, Legate Darbellus Opiternian, is a gloomy and morbid man who expects to die in the Borderlands. His disposition does little to raise the morale of his superstitious troops.

24. BURIAL MOUND OF THE EMPYREANS

Here, rising from the wind-swept grasslands, are burial mounds from the time of the Empyrean War, weathered standing stones marking each grave site. One barrow, the largest, is actually accessible through wind-hammered stone doors on the side of the mound. It is the barrow of Valerian, war-chief of the Empyreans. Azendor protected his friend's barrow with an ancient ward meant to shield the remains within from the vengeance of Chaos. Tragically, a traitorous priest in league with Zahar laid a curse upon the mound just before it was sealed. Since then, the souls within have lingered in eternal torment, trapped by the very ward meant to protect them.

25. RUINED CITY OF CYFANDIR

A forest clearing reveals the ruins of the tall-spired elven city of Cyfandir, which was conquered over two hundred years ago (166 IY) by an **ancient green dragon** named Aisoth while the elves were distracted by the Argollëan War. Most of the city walls have collapsed, and those that remain are covered with ivy and moss. The alabaster towers, which once soared as high as the treetops, have all fallen in on themselves. Only the majestic great hall still bears some of its former greatness. Aisoth makes her lair there, atop the treasure trove of the ancient elven kingdom. A **tribe of lizardmen** lives in the surrounding ruins and worships the great dragon like a god. (This point of interest is detailed in *AX4: Ruined City of Cyfandir*.)

26. AZEN RADOKH

A fortified dwarven vault built high in the Mountains of Meniri, Azen Radokh was originally a mining outpost of Azen Kairn. When Azen Kairn fell to the dragon Orm in 225 BE, its refugees settled here and excavated a great vault. Azen Radokh sits upon a rich strata of precious metals, which fuels trade with Siadanos to the east. Sadly, much of the wealth of Azen Radokh passes south in tribute to Orm, lest the great dragon come with fire upon the last of the dwarven vaults in the east. (See Ruins of Azen Kairn at **#41**.)

27. BURIED TEMPLE

When the borderlands were in the dark grip of the Zaharan Empire, the empire's sorcerer-priests erected a profane temple to house the terrible artifact known as the Stone of Sakkara. Using the Stone, the sorcerer-priests could birth monsters and abominations with frightening ease and magically command the loyalty of chaotic creatures. The Stone brought its evil masters great power throughout the fell empire. In the centuries since the fall of Zahar, the Stone has lain dormant and forgotten. Now it has awakened, and warbands of beastmen have begun to gather sacrifices to power the Stone's birthing pools again. Entire families have been kidnapped from local villages. (This point of interest is detailed in *AX1: The Sinister Stone of Sakkara*.)

28. TÜROS TEM ("FORT-CASTLE, KEEP")

Türos Tem is part of the line of forts built 150 years ago by Tarkaun Audarius XI Ulkyreus to provide a forward defense against beastman invaders from beyond the Dark Wall. It sits atop a sheer-walled 150' tall tor between the Krysivor River and Viaspen Forest. In recent weeks, beastmen raiders somehow gained a foothold in the Viaspen Forest to the fort's north, from which they have begun striking at the nearby settlements. Local farms and hamlets have been sacked and pillaged, and entire families have gone missing. Even the regular merchant caravans from the nearby town of Siadanos have come under attack. The number and frequency of these occurrences point to a threat beyond a simple nomadic group of beastmen. Legate Ulrand Valerian, commander of Türos Tem, has too few men to patrol the border; he has none at all to hunt down beastmen hidden in the dense forest. He has offered a reward of 2,000gp to anyone who can uncover the nature of the threat and end it. (Türos Tem is detailed in *AX1: The Sinister Stone of Sakkara*. See also the Buried Temple at **#27**.)

29. TÜROS ASTER ("WISE-CASTLE")

Another fort in the Unbroken Line erected by Ulkyreus 150 years ago, Türos Aster sits on the northwest bank of the Krysivor, atop a low hill overlooking a broad and shallow ford. A ruined imperial fortress (**#30**) located across the ford is visible from the watchtowers of Türos Aster. The ruined fort often served as a temporary camp for legionary expeditions across the river, but it has recently been occupied by a bugbear tribe who have begun harassing local settlements. Legate Nicus Balens would very much like the bugbear invaders to be repelled, but with most of his forces sent west he has no manpower to spare. Adventurers who clear the ruins will be offered an Imperial rank of patrician (baron) with a claim to the stronghold.

30. RUINED IMPERIAL FORTRESS

This keep was constructed by the Imperial legions during the Argollëan War centuries ago to guard the east bank of the Krysivor River. The domain that the fortress protected has long since slipped from Imperial rule, and the fortress itself has largely fallen into ruin. It has lately been re-occupied by a **bugbear tribe** led by a crusty **war-chief**.

31. RUINED MONASTERY

Nestled among the rocky hills here are the ruins of a Zaharan monastery. Most of the buildings have collapsed into rubble, but the underground complex below the ruins is intact and inhabited by beastmen and chthonic cultists. (In the original Auran Empire campaign, this hex contained *The Ancient Academy*, a one-page dungeon by Robertson Games from the 2009 One-Page Dungeon Compendium, now available on *DriveThruRPG*.)

32. FORTRESS OF GORGBAD

Towering, gloomy, and impressive, this ancient Zaharan fortress stands on top of a bare rocky platform at the northern tip of the Dark Wall. It is home to a powerful **dire orc tribe** led by the war-chief Gorgan, a vassal of the Lord of Secrets who lurks in the ruins of Zahar (**#48**). Gorgon guards the tombs of sorcerer-kings who slumber in the crypts below the fortress. Gorgan rules a clanhold that includes another **six tribes of ordinary beastmen** populating six adjoining hexes. He is served by two sub-vassals, each with a clanhold of seven beastman tribes. These clanholds are located deep in the Waste. See Stocking the Chaotic Domain, p. 25.

33. DRAGON'S TOR

A steep rocky hill, some 350 feet high, littered with weathered rocks of black granite, looms over the west bank of Mirmen River. A **hobgoblin tribe** makes its home in the warrens inside Dragon's Tor, where it worships a **young red dragon**, descended from the monster that long-ago gave the tor its name. (In the original Auran Empire campaign, this hex contained *The Grey Goblin Warrens*, a one-page dungeon by Christopher Brackett from the 2009 One-Page Dungeon Compendium, now available on *DriveThruRPG*.)

34. SIADANOS

Like Cyfaraun, Siadanos is an old elven town captured during the Argollëan War. Situated on the east bank of the Mirmen River, Siadanos controls the trade route between the dwarven stronghold of Azen Radokh and the northern cities of Cyfaraun, Pyrgos, and Larisa. It is also the supply base for the southwest stretch of the Unbroken Line, from Türos Tem to Türos Tellë. Since the legions were called west two years ago, supplying the garrisons has become much less lucrative and Siadanos has fallen on hard times. The local crime syndicate has begun to exploit the situation to seize control of the military trade. In recent weeks, the merchant caravans to Türos Tem have come under attack from beastmen marauders striking from the Viaspen Forest (see the Buried Temple at **#27**) while hobgoblins from the Meniri Mountains have recently occupied nearby Dragon's Tor (**#33**) and undead wandering north from the sinkhole in the Lusaun Forest (**#35**) are an ongoing threat. The Palatine of Siadanos, Theremus Augilian, would welcome the assistance of adventurers.

35. SINKHOLE OF EVIL

Concealed within a shadowy dale of wild ash and twisted oak trees lie the ruins of a Zaharan shrine. Of the once-proud marble structure, all that remains is a black colossus of an ancient warrior-king standing on a stone tile floor. A gaping hole punctures the stone tiles just in front of the colossus, from which an evil miasma emanates. (In the original Auran Empire campaign, this hex contained *The Foetid Pit beneath the Abandoned Shrine*, a one-page dungeon by Sean Morris from the 2009 One-Page

Dungeon Compendium, now available on *DriveThruRPG*. An alternative adventure by Darren Wheeler called *The Fetid Crypt of Anatu the Defiler* is available via Autarch's Patreon.)

36. TÜROS LUIN ("SISTER-CASTLE")

Türos Luin is another of the forts built 150 years ago by Tarkaun Audarius XI Ulkyreus. The Krysivor is too wide and deep to be crossed here, so Türos Luin's primary role is to serve as a redoubt and reserve for its sister forts, Türos Drav and Türos Tem. Türos Luin's commander, Legate Victir Syrenictor, is an able leader and cunning tactician who would have done well fighting the Skysos. An unfortunate incident with a prefect's wife in Aura ruined his promising career and got him exiled to this post. Syrenictor is a bitter and unhappy man who considers himself better than his fellow legates. He spends most of his time supervising lumberjacking of the remaining elven forests.

37. WYVERN CLIFFS

In the skies above the Dark Wall wyverns soar, from time to time diving to earth to prey on the wild sheep that graze in the hills and grasslands to the northwest. The creatures congregate here in cliffside nests to lay their eggs. Crafted of interwoven sticks, grass, vegetation, animal bones, antlers, and rubble, wyvern nests are inhabited year after year and can grow to huge extent. The largest nest serves a **flight of six wyverns** and their **five eggs**. The apex predators of the region, the wyvern flight will attack anyone approaching within a half-mile of their nest. The wyverns are unaware that their nest was once the site of a Zaharan shrine. Characters who clear away the sticks and grass will discover a tarnished bronze chest amidst some rubble. The chest contains 3000gp, 2200pp, 12 alabaster and jet *Kyrpeges* pieces with jeweled eyes (7200 gp, 2/6 st), and 3 amethyst seals depicting Zaharan sacrifices (1,200gp each).

38. NURGAROG

Nurgarog is a ruined Zaharan fortress that now serves as the stronghold for a beastman clanhold. A **tribe of dire orcs** lives in this hex, with another **six tribes of ordinary beastmen** dwelling in mudbrick hamlets spread across six adjoining hexes. The dire orc chieftain, Otoug, is a vassal of Sebek, Lord of Secrets, ruler of Zahar (**#48**). Otoug himself has two sub-vassals, each with a clanhold of seven beastman tribes. These clanholds are located deep in the Waste. See Stocking the Chaotic Domains, p. 25.

39. TEMPLE OF THE STONE HORNS

A pair of huge stone monoliths rise from the top of this cliff in the Dark Wall like the horns of a dragon. This was once a Thrassian temple to Iskara, Dragon Queen of Chaos, which stood guard over the burial vaults of tyrants. Now lizardmen, led by a powerful Thrassian shaman, have reclaimed the site for their vile sacrifices and rituals.

40. THE FIST OF TELITH

A massive natural monolith, about 1200 feet long and 600 feet wide, rises 700 feet high out of the flat and barren ground. The rock is smooth from years of erosion, save for the three great cracks that run along its southeastern face. These cracks cause the monolith to resemble a closed fist, and give the rock formation its name: The Fist of Telith. The remains of an ancient temple of Telith are visible atop the Fist, and accessible via a staircase cut into the rock of the southwest face. Adventurers who ascend to the top of the Fist find the temple has collapsed into rubble. Those who take the time to excavate the rubble (50gp construction project) gain access to the dungeon below the temple, where treasures of the old cult still lie. The Fist of Telith is a very large *enduring edifice of elemental earth* whose powers are available to anyone atop or inside the monolith (720,000 square feet).

41. RUINS OF AZEN KAIRN

Deep within the Mountains of Meniri lie the fire-blackened ruins of Azen Kairn. Founded by dwarves from Azen Khador during the Bitter War (2500 - 2000 BE), it became the largest dwarven vault in the eastern Meniri Mountains after Khador was destroyed by the Argollëan elves. In 225 BE, at the height of the Beastman Wars, Azen Kairn was conquered by the great red dragon Orm and an army of beastmen. Orm has ruled there ever since, spawning a brood of lesser dragons. For five centuries, the dwarves of Azen Radokh have paid tribute to Orm, lest he unleash dragon-fire upon them, and his hoard is said to be the largest in Aurëpos.

42. TÜROS TELLË ("WEST-CASTLE")

Türos Tellë is the westernmost fort in the line constructed by Tarkaun Audarius XI Ulkyreus. Situated on an island in the Mirmen River, it watches the pass down from the Meniri Mountains as well as the junction of the north- and east-bound military roads. Since the fall of Azen Kairn, the southern reaches of the Meniri Mountains have been beastman territory, and goblins, orcs, ogres, and giants are a constant threat. Fortunately, the fort's commander, Legate Aurius Mennictor, is a cunning tactician and seasoned campaigner beloved by his troops. He would have been sent to fight the Skysos, but a mace-blow from an ogre three years ago damaged his heart and lungs, and he was deemed no longer capable of extended campaigning. Mennictor's greatest fear is an attack by the great dragon Orm (in the Ruins of Azen Kairn at **#41**), an assault against which he knows his forces could not prevail. He is thus circumspect in aiding adventurers who might provoke Orm.

43. TÜROS ERÍN ("CASTLE OF GLORY")

Situated on a high hill at the foot of the Meniri Mountains, Türos Erín is the only one of Audarius XI Ulkyreus's border forts that was not built on a river. The fort's name enjoys ironic appreciation from the Auran legions, who deem Türos Erín the worst posting in the Borderlands. Whether they are confronting undead from the Lusaun Forest, beastmen from the hills, or just the icy wind that comes down the mountains, the troops here maintain a proud misery about their circumstance. They are especially "proud" of their commander, Legate Lammirio Nuvicerres, a second-rate officer who took the assignment to avoid going to the war. Nuvicerres replaced a beloved and experienced officer, proving once and for all that things will always get worse at Türos Erín.

44. TÜROS DRAV ("DEFENSE-CASTLE")

Another of the border forts built by Ulkyreus, Türos Drav guards a major ford on the Krysivor River that leads into the Madoan Hills and the wilderness beyond. On clear days, the cliffs of the Dark Wall are visible from the fort's watchtowers. The fort's commander, Legate Jonus Tacillus, is obsessed with war, martial drill, and military history – much to the chagrin of all the soldiers posted to Drav. He is immensely frustrated at being posted here, instead of on the front lines of the war against the Skysos and will practically welcome bad news of invasion from the Waste. Türos Drav makes an excellent home base from which adventurers can explore the Madoan Hills and the Dark Wall. (Türos Drav's NPCs are detailed in *AX5: Eyrie of the Dread Eye*.)

45. WATCHTOWER AT EAMMON MÓR

A ruined elven watchtower of white granite rises from Eammon Mór, a mighty tor that dwarfs the surrounding woody hills. Built after the elven victory in the Beastmen Wars (219 BE) to watch for invaders from the Dark Wall, the watchtower was abandoned when the elves lost control of Southern Argollë to the Aurans (166 IY). Today the watchtower and the bunkers beneath it have fallen under control of Turtak, an **ogre warlord** who commands a warband of some **170 ogres and gnolls**. Turtak is a vassal of Orm, the great dragon who rules Azen Kairn (**#41**).

46. EYRIE OF THE DREAD EYE

A gorge in the Dark Wall is marked by a towering 80' tall serpent-man statue carved into the cliff face. The statue has been shorn asunder by a recent earthquake, and a deep crack in the stone separates one leg from the rest of the statue. The sundering of the statue dispelled an enchantment that hid the gorge for over a thousand years. At the end of the gorge lies the Eyrie of the Dread Eye, a dread citadel of chaotic power excavated into the Dark Wall by the Khepri long before the Day Without Night. (This point of interest is detailed in *AX5: Eyrie of the Dread Eye*.)

47. ARWIA OASIS

A broad lake spreads across the plateau here, and an oasis of acacia trees, date palms, and tall shrubs gives a glimpse of what the uplands must have looked like in the days of Zahar. The oasis is now the center of a fortified beastman clanhold. The clanhold includes one **tribe of dire orcs** and **six tribes of ordinary beastmen**. The dire orcs live in a mudbrick fort in the center of the oasis. An ancient stone Zaharan watchtower with a ballista stands 100 yards southwest on a rocky bluff and watches the approaches. The other beastmen dwell in mudbrick hovels scattered through six adjoining hexes around the lake. The dire orc chieftain, Usur, is a vassal of Sebek, Lord of Secrets, ruler of Zahar (**#48**). Usur himself has two sub-vassals, each with a clanhold of seven beastman tribes. These clanholds are located deep in the Waste. See Stocking the Chaotic Domain, p. 25.

48. RUINS OF ZAHAR

Lying amid the sands of the Zaharan Waste are the ruins of the capital of the Zaharan Empire, destroyed in the Empyrean War over one thousand years ago. Shifting sands have destroyed most of the buildings, but a few of the ancient stone structures survive, as does the extensive network of temples, catacombs, and caverns below populated by slumbering undead. **Sebek**, the Lord of Secrets, last sorcerer-king of Zahar, rules over a chaotic realm populated with dire beastmen he has bred for the wars ahead. Sebek's domain includes one **dire orc tribe** in the ruined city, another **dire orc tribe** in the hex around the city, and another **six dire orc tribes** in the adjacent hexes. Sebek's vassals are found at Gorgbad (**#32**), Nurgarog (**#38**), Arwia Oasis (**#47**), Morgot (**#49**), and Nabu-Kudur (**#53**).

49. MORGOT

The Fields of Morgot were the site of the last great battle of the Empyrean War. Here, the Empyrean forces annihilated the beastman armies of Zahar. Here, Valerian Bellësareus slew and was slain by his half-brother, Suhgurim, lord of the Zaharan Ruinguards and wielder of the Scourge of Law. Morgot is now the center of a fortified beastman clanhold. The clanhold includes one **tribe of dire orcs** and **six tribes of ordinary beastmen**. The dire orcs live in a set of crumbling stone ruins that were once Zaharan redoubts, and watch over their territory from a pair of wooden watchtowers equipped with light ballistas. The other beastmen dwell in mudbrick hovels scattered through six adjoining hexes. The clanhold's borders are marked by a ring of skulls mounted on wooden poles and are aggressively defended. The dire orc chieftain, Bel-Zaidu, is a vassal of Sebek, Lord of Secrets, ruler of Zahar (**#48**). Bel-Zaidu himself has two sub-vassals, each with a clanhold of seven beastman tribes. These clanholds are located deep in the Waste. See Stocking the Chaotic Domains, p. 25.

The most fell all of the warriors of Sebek was Suhgurim, the Ruingard, who wielded the terrible Scourge of Law, forged by the hand of Bel himself… Suhgurim was the half-brother of Valerian, high king of the Empyreans, and no man could say who was the greater in valor. It came to pass that on the Fields of Morgot, the tide of battle carried Suhgurim to the line where Valerian fought, and the two came face to face. The battlefield became around them calm as the center of the storm. And Valerian said, "Brother, the time has come for us to fight, to either slay or be slain. But let us pledge to one another by our gods, that if Ammonar vouchsafes me and I take your life, I shall not treat your body in an unseemly fashion, but give up your body to the Zaharans to honor. And you do likewise should you slay me." But Suhgurim said, "Brother, there can be no covenants between us, for there is only hate through and through. Put forth your strength, and let us see who is the greater man of war." At this, Valerian unsheathed his fiery blade, and sprang on Suhgurim like the soaring eagle which swoops down from the clouds. The fire of Bellësar melted his brother's helm and blackened his flesh. But life had not yet fled the Ruinguard, and Suhgurim swung the Scourge and it found Valerian's throat at the soft point between his cuirass and his helmet. The king's neck rained blood and the marrow of his spine leaked onto the earth. So both brothers fell, and a stillness came on the battlefield and even the beastmen ceased their mad howls. And men came, and took away the bodies of their champions, and those who were there said that the face of Valerian was of proud countenance even in death, but the face of Suhgurim was a ruin terrible to behold.

50. VALLEY OF THE SORCERER KINGS

The Zaharan sorcerer-king Memnhisir chose to await the Awakening in a majestic tomb excavated in this hidden valley. His successor followed, and thereafter the valley became the burial ground for all of Zahar's rulers, high priests, and viziers. Over the next two centuries six successive sorcerer-kings were interred in the valley: Djarghul, Negirau, Ankhare, Balathos, Sahura, and Mentu. And when Zahar fell to the bronze-armored legions of Aura the last sorcerer-king, Sebek, came here to transition to unlife. The Valley of the Sorcerer-Kings is exceptionally isolated and difficult to find; adventurers have a -6 penalty to discover it when searching unless they have a map.

51. REDOUBT ON THE EARTHWAY

The Cesta Ithan, or Earthway, is a subterranean river that travels from its source near Azen Kairn southeast to eventually connect with the Mirmen southwest of Türos Tellë. When dwarves dwelled in Azen Kairn, the Earthway was an underground thoroughfare for shipping to and from the great vault and provided the hydraulic power for its intricate machineries. With beastmen marauders an ever-present threat, the dwarves constructed a number of redoubts to protect the shipping lane. This redoubt was one of the largest, a formidable bastion that guarded the confluence of the Earthway and the Mirmen. When Azen Kairn fell to the fires of the red dragon Orm during the Beastman Wars, the redoubt on the Earthway was lost to Orm's forces. Now it is ruled by Orm's daughter **Nindukugga**, and a **tribe of ogres** that serves her.

52. SEPULCHER OF THE SORCERESS-QUEEN

Semiramis, the beautiful and wicked sorceress-queen of Zahar, lies buried here next to her hundred suitors. The sepulcher is an enormous rock-cut structure excavated directly into the south face of a craggy cliff that juts into the Madoan Hills from the Meniri Mountain range to the south. Its exterior has been grandiosely carved to replicate the façade of a freestanding Zaharan temple, although the view is partially obscured by massive rocks that fell during an ancient earthquake. After her death, Semiramis was stricken from the annals of history by her spiteful successor, Memnhisir. Thus her tomb has lain unsought and unplumbed for over a millennium. (This point of interest is detailed in *AX6: Sepulcher of the Sorceress-Queen*.)

53. NABU-KUDUR

Nabu-Kudur is a fortified beastman clanhold situated on the eastern slopes of the Dark Wall. The clanhold includes **one dire orc tribe** and **six ordinary beastman tribes**. The dire orcs live inside a crumbling stone fort of ancient Zaharan construction in this hex, while the remaining beastmen live in mudbrick dwellings spread along a trail running from the ruins up towards the Dark Wall. A watchtower, equipped with a ballista, guards the trail through to the cliffs to the north-east. The dire orc chieftain, Barashaku, is a vassal of Sebek, Lord of Secrets, ruler of Zahar (**#48**). Barashaku himself has two sub-vassals, each with a clanhold of seven beastman tribes. These clanholds are located deep in the Waste. See Stocking the Chaotic Domains, p. 25.

STOCKING THE CHAOTIC DOMAINS

The Waste is the chaotic realm of Sebek, Lord of Secrets. Beastman clanholds loyal to him and his vassals are scattered across the hexes in the area, each clanhold extracting a meager existence from the barren soil and waiting for the promised days when they will take the civilized lands by fire and axe. 12 of these clanholds are ruled by tribes of dire orcs, bred for the war ahead, while the remainder are populated by the ordinary beastmen found throughout the region.

Rather than litter the Borderlands Regional Map with dozens of beastman villages, we have only placed the 12 dire orc tribes – with 8 dire orc tribes ruled by Sebek at Zahar (**#48**) and 1 dire orc tribe ruled by his vassals at Nurgarog (**#38**), Arwia Oasis (**#47**), Morgot (**#49**), and Nabu-Kudur (**#53**). Each of the 4 vassal's clanholds also includes 6 ordinary beastman tribes, and each vassal has two sub-vassals with 7 ordinary beastman tribes, for a total of 20 ordinary beastmen tribes each, 100 ordinary beastman tribes total.

The Beastman Tribe table (below) can be used by the Judge to quickly build Sebek's chaotic realm. For each beastman tribe, roll 1d100 to choose the type of beastman, then consult the remaining columns on that row to see the territory, number of families, and the family composition of that tribe. Each tribe can be rolled up as a wilderness lair or simply treated as an average tribe from the table. No more than 125 beastmen families can occupy each 6-mile hex. Note that ogres and troll families, being constituted of large-sized creatures, count as four families for purposes of population limits and accordingly take up four times the land area. See *Axioms #2: Domains of Chaos* for more information.

If the campaign results in military action at the scale of *Domains at War*, the Lord of Secrets will likely be able to muster 1152 dire orc warriors, 680 bugbear warriors, 680 gnoll warriors, 1920 goblin warriors, 1740 hobgoblin warriors, 760 ogre warriors, 3840 orc warriors, and 250 troll warriors, for a total fighting force of 11,022 troops. At company scale, Sebek could field 10 dire orc companies, 6 bugbear companies, 6 gnoll companies, 16 goblin companies, 15 hobgoblin companies, 13 ogre companies, 32 orc companies, and 4 troll companies. At battalion scale, Sebek could field 3 dire orc battalions, 2 bugbear battalions, 2 gnoll battalions, 4 goblin battalions, 4 hobgoblin battalions, 4 ogre battalions, 8 orc battalions, and 1 troll battalion. At brigade scale, he could field 1 dire orc and troll brigade, 1 bugbear and gnoll brigade, 1 goblin brigade, 1 hobgoblin brigade, 1 ogre brigade, and 2 orc brigades. We recommend running *D@W: Battles* at battalion scale.

Beastman Race	Roll (1d100)	Territory of Clanhold (sq. miles /6-m hexes)	No. of Families Per Tribe	Typical Beastman Family Composition
Bugbear	1-10	16 / 0.5	68	1 warrior, 1 noncombatant
Gnoll	11-20	16 / 0.5	68	1 warrior, 2-3 noncombatants, 0-1 slaves
Goblin	21-30	48 / 1.5	192	1 warrior, 1-2 noncombatants
Hobgoblin	31-50	21 / 0.7	87	1 warrior, 4-5 noncombatants
Ogre	51-70	40 / 1.3	38	1 warrior, 1-2 noncombatants, 0-1 slaves
Orc	71-90	48 / 1.5	192	1 warrior, 3 noncombatants
Troll	91-100	24 / 0.8	25	1 warrior, 2 noncombatants



DOMAIN RECORDS

CYFARAUN

Domain Alignment:	Lawful	**Peasant Families:**	7,500
Domain Ruler:	Prefect Justirius Tavicus Basilio	**Urban Families:**	2,550
Domain Type:	Civilized	**Market Class:**	III

Stronghold Construction					
Component	No.	AC	Unit Cap.	SHP	Cost
Walls, stone, outer (100' long, 10' tall, 5' thick)	50	6	1.5 (75)	375	62,500gp
Walls, stone, inner (100' long, 10' tall, 5' thick)	19	6	1.5 (28)	375	23,750gp
Gatehouse, huge (3750 square feet, 20' tall, 5' thick walls)	4	6	3 (12)	2,000	28,000gp
Gatehouses, large (2500 square feet, 20' tall, 5' thick walls)	6	6	2 (12)	1,500	30,000gp
Gatehouses, small (1500 square feet, 20' tall, 5' thick walls)	12	6	1 (12)	1,250	48,000gp
Towers, huge, round/square (50' base, 40' tall, 5' thick walls)	3	7/6	3 (9)	3,000	150,000gp
Towers, large, round/square/tear-shaped (40' base, 30' tall, 5' thick walls)	8	7/6	1.5 (12)	1,875	240,000gp
Towers, small, round/square (25' base, 20' tall, 5' thick walls)	7	7/6	0.5 (3.5)	850	87,500gp
Fortified buildings, stone (3000 square feet, 20' tall, 5' thick walls)	3	6	3 (9)	2,000	30,000gp
Fortified building, stone (6000 square feet, 20' tall, 5' thick walls)	1	6	5	3,000	15,000gp
				Total Stronghold Value:	714,750gp
				Total Settlement Investment Value:	490,000gp

Monthly Domain Revenue			
Source	Peasant Families	Urban Families	Total
Land:	7,500 x 6gp	-	45,000gp
Service:	7,500 x 4gp	2,550 x 4gp	40,200gp
Tax:	7,500 x 2gp	2,550 x 2gp	20,100gp
Trade:	-	2,550 x 1.5gp	3,825gp
Tribute:	-	-	28,575gp
Other:	-	-	-
	Total Monthly Revenue:		137,700gp

Monthly Domain Expenses			
Expense	Peasant Families	Urban Families	Total
Garrison:	7,500 x 3gp	2,550 x 2gp	27,600gp
Liturgies:	7,500 x 1gp	2,550 x 1gp	10,050gp
Upkeep.	7,500 x1gp	2,550 x 1gp	10,050gp
Tithes:	7,500 x 1gp	2,550 x 1gp	10,050gp
Tribute:	-	-	17,550gp
Other:	-	-	-
	Total Monthly Expenses:		75,300gp

Monthly Domain Income:	TMR -	TME =	TMI
Total Monthly Income:	137,700gp	75,300gp	62,400gp

Base Morale Score:	+1
Effects:	
Current Moral Score:	

Vassals						
Ruler	Domain Families	Realm Families	Tribute	Domain Hexes	Realm Hexes	Realm Garrison
Korbus (Menicos)	1,247/568	21,495	7,150gp	7 (Border)	80 (Mixed)	83,734gp
Krateros (Samos)	1,244/532	21,456	7,150gp	5 (Civilized)	70 (Border/ Civ)	83,650gp
Augilian (Siadanos)	1,253/551	21,484	7,150gp	7 (Border)	129 (Wild)	83,724gp
Telpirion (Türos Orn)	1,256/549	21,485	7,150gp	5 (Civilized)	104 (Mixed)	83,732gp

Notes: The Prefect has been given a duty to maintain a garrison worth 3gp per peasant family throughout his domain and 4gp per peasant family throughout his realm.

MENICOS

Domain Alignment:	Lawful	**Peasant Families:**	1,247
Domain Ruler:	Palatine Attenus Korbus	**Urban Families:**	568
Domain Type:	Borderlands	**Market Class:**	IV

Stronghold Construction

Component	No.	AC	Unit Cap.	SHP	Cost
Wall, stone (100' long, 10' tall, 5' thick)	23	6	1.5 (35)	375	28,750gp
Gatehouses, large (2500 square feet, 20' tall, 5' thick walls)	4	6	2 (8)	1,500	20,000gp
Gatehouses, small (1500 square feet, 20' tall, 5' thick walls)	4	6	1 (4)	1,250	16,000gp
Tower, large, square (40' base, 30' tall, 5' thick walls)	4	7/6	1.5 (6)	1,875	120,000gp
Fortified buildings, stone (3000 square feet, 20' tall, 5' thick walls)	2	5	1 (2)	1,875	20,000gp
			Total Stronghold Value:		204,750gp
			Total Settlement Investment Value:		22,750gp

Monthly Domain Revenue

Source	Peasant Families	Urban Families	Total
Land:	1,247 x 7gp	-	8,729gp
Service:	1,247 x 4gp	568 x 4gp	7,260gp
Tax:	1,247 x 2gp	568 x 2gp	3,630gp
Trade:	-	568 x 1.5gp	852gp
Tribute:	-	-	22,875gp
Other:	-	-	-
		Total Monthly Revenue:	33,346gp

Monthly Domain Expenses

Expense	Peasant Families	Urban Families	Total
Garrison:	1,247 x 4gp	568 x 2gp	6,124gp
Liturgies:	1,247 x 1gp	568 x 1gp	1,815gp
Upkeep:	1,247 x 1gp	568 x 1gp	1,815gp
Tithes:	1,247 x 1gp	568 x 1gp	1,815gp
Tribute:	-	-	7,150gp
Other:	-	-	-
		Total Monthly Expenses:	18,719gp

Monthly Domain Income:	TMR -	TME =	TMI
Total Monthly Income:	33,346gp	18,719gp	14,627gp

Base Morale Score:	+1
Effects:	
Current Moral Score:	

Vassals

Ruler	Domain Families	Realm Families	Tribute	Domain Hexes	Realm Hexes	Realm Garrison
Natherian (Türos Aurë)	735/120	3,935	2,575gp	4 (Border)	20 (Border)	15,580gp
Pelagios (Türos Augil)	722/105	3,927	2,575gp	4 (Border)	16 (Civilized)	15,498gp
Hilerno (Türos Gundan)	720/110	3,930	2,575gp	6 (Wild)	22 (Border)	15,500gp
Uctum (Luseatum)	725/109	3,934	2,575gp	4 (Border)	16 (Civilized)	15,518gp
Pylon (Türos Veren)	723/111	3,934	2,575gp	4 (Border)	20 (Border)	15,514gp

Notes: The Palatine has been given a duty to maintain a garrison worth 4gp per peasant family throughout his realm.

SAMOS

Domain Alignment:	Lawful	**Peasant Families:**	1,244
Domain Ruler:	Palatine Vason Krateros	**Urban Families:**	532
Domain Type:	Civilized	**Market Class:**	IV

Stronghold Construction

Component	No.	AC	Unit Cap.	SHP	Cost
Wall, outer (100' long, 10' tall, 5' thick)	22	6	1.5 (33)	375	27,500gp
Gatehouses, small (1500 square feet, 20' tall, 5' thick walls)	8	6	1 (8)	1,250	32,000gp
Tower, small, square (25' base, 20' tall, 5' thick walls)	8	7/6	0.5 (4)	850	100,000gp
Fortified buildings, stone (3000 square feet, 20' tall, 5' thick walls)	4	5	1 (4)	1,875	40,000
				Total Stronghold Value:	199,500gp
				Total Settlement Investment Value:	21,300gp

Monthly Domain Revenue

Source	Peasant Families	Urban Families	Total
Land:	1,244 x 6gp	-	7,464gp
Service:	1,244 x 4gp	532 x 4gp	7,104gp
Tax:	1,244 x 2gp	532 x 2gp	3,552gp
Trade:	-	532 x 1.5gp	798gp
Tribute:	-	-	12,875gp
Other:	14928-	3990-	-
		Total Monthly Revenue:	31,793gp

Monthly Domain Expenses

Expense	Peasant Families	Urban Families	Total
Garrison:	1,244 x 4gp	532 x 2gp	6,040gp
Liturgies:	1,244 x 1gp	532 x 1gp	1,776gp
Upkeep:	1,244 x 1gp	532 x 1gp	1,776gp
Tithes:	1,244 x 1gp	532 x 1gp	1,776gp
Tribute:	-	-	7,150gp
Other:	8708-	2660-	-
		Total Monthly Expenses:	18,518gp

Monthly Domain Income:	TMR -	TME =	TMI
Total Monthly Income:	31,793gp	18,518gp	13,275gp

Base Morale Score:	+1
Effects:	
Current Moral Score:	

Vassals

Ruler	Domain Families	Realm Families	Tribute	Domain Hexes	Realm Hexes	Realm Garrison
Elpides (Andrastem)	718/109	3,927	2,575gp	4 (Border)	18 (Border/Civ)	15,490gp
Staios (Kruantem)	731/112	3,943	2,575gp	3 (Civilized)	15 (Civilized)	15,548gp
Lubbo (Türos Quell)	730/115	3,945	2,575gp	3 (Civilized)	15 (Civilized)	15,550gp
Stodius (Sarotem)	726/114	3,940	2,575gp	4 (Border)	16 (Civilized)	15,532gp
Mirasca (Zelictum)	725/111	3,925	2,575gp	4 (Border)	22 (Border/Civ)	15,490gp

Notes: The Palatine has been given a duty to maintain a garrison worth 4gp per peasant family throughout his realm.

SIADANOS

Domain Alignment:	Lawful	**Peasant Families:**	1,253
Domain Ruler:	Palatine Theremus Augilian	**Urban Families:**	551
Domain Type:	Borderlands	**Market Class:**	IV

Stronghold Construction

Component	No.	AC	Unit Cap.	SHP	Cost
Wall, stone (100' long, 10' tall, 5' thick)	20	6	1.5 (30)	375	25,000gp
Gatehouses, large (2500 square feet, 20' tall, 5' thick walls)	2	6	2 (4)	1,500	10,000gp
Gatehouses, small (1500 square feet, 20' tall, 5' thick walls)	6	6	1 (6)	1,250	24,000gp
Tower, huge, round (50' base, 40' tall, 5' thick walls)	1	7	3 (3)	3,000	50,000gp
Tower, small, round (25' base, 20' tall, 5' thick walls)	6	7	0.5 (3)	850	75,500gp
Fortified buildings, stone (3000 square feet, 20' tall, 5' thick walls)	2	5	1 (2)	1,875	20,000gp
				Total Stronghold Value:	204,500gp
				Total Settlement Investment Value:	22,075gp

Monthly Domain Revenue

Source	Peasant Families	Urban Families	Total
Land:	1,253 x 6gp	-	7,518gp
Service:	1,253 x 4gp	551 x 4gp	7,216gp
Tax:	1,253 x 2gp	551 x 2gp	3,608gp
Trade:	-	551 x 1.5gp	826gp
Tribute:	-	-	12,875gp
Other:	-	-	-
		Total Monthly Revenue:	32,043gp

Monthly Domain Expenses

Expense	Peasant Families	Urban Families	Total
Garrison:	1,253 x 4gp	551 x 2gp	6,114gp
Liturgies:	1,253 x 1gp	551 x 1gp	1,804gp
Upkeep:	1,253 x 1gp	551 x 1gp	1,804gp
Tithes:	1,253 x 1gp	551 x 1gp	1,804gp
Tribute:	-	-	7,150gp
Other:	-	-	-
		Total Monthly Expenses:	18,676gp

Monthly Domain Income:	TMR -	TME =	TMI
Total Monthly Income:	32,043gp	18,676gp	13,367gp

Base Morale Score:	+1
Effects:	
Current Moral Score:	

Vassals

Ruler	Domain Families	Realm Families	Tribute	Domain Hexes	Realm Hexes	Realm Garrison
Tacillus (Türos Drav)	720/112	3,932	2,575gp	6 (Wild)	31 (Wild)	15,504gp
Nuvicerres (Türos Erin)	726/115	3,939	2,575gp	6 (Wild)	31 (Wild)	15,534gp
Syrenictor (Türos Luin)	729/109	3,936	2,575gp	6 (Wild)	31 (Wild)	15,534gp
Mennictor (Türos Tellë)	725/108	3,933	2,575gp	6 (Wild)	31 (Wild)	15,516gp
Valerian (Türos Tem)	725/111	3,936	2,575gp	6 (Wild)	31 (Wild)	15,522gp

Notes: The Palatine has been given a duty to maintain a garrison worth 4gp per peasant family throughout his realm.

TÜROS ORN

Domain Alignment:	Lawful	**Peasant Families:**	1,256
Domain Ruler:	Palatine Valanna Telpirion	**Urban Families:**	549
Domain Type:	Civilized	**Market Class:**	IV

Stronghold Construction

Component	No.	AC	Unit Cap.	SHP	Cost
Stone wall (100' long x 10' wide x 20' high)	30	6	1.5 (45)	750	150,000gp
Stone barracks (140' long x 30' wide x 10' high)	8	5	1 (8)	275	40,000gp
Stone chapterhouse (85' long x 45' wide x 10' high)	1	5	1	215	3,750gp
Stone gatehouse (20' long x 20' wide x 30' high)	4	6	1 (4)	825	12,000gp
Stone granary (180' long x 30' wide x 10' high)	4	5	1 (4)	350	24,000gp
Stone headquarters (125' long x 85' wide x 15-25' high)	1	6	2	3,350	17,500gp
Stone hospital (75' long x 75' wide x 10' high)	1	5	1	250	4,000gp
Stone stable-barracks (200' long x 50' wide x 15' high)	6	5	1 (6)	625	60,000gp
Stone towers (20' long x 20' wide x 30' high)	8	6	1 (8)	1,000	120,000gp
Stone villa (75' long x 75' wide x 10' high)	4	5	1 (4)	250	16,000gp
				Total Stronghold Value:	297,250gp
				Total Settlement Investment Value:	21,995gp

Monthly Domain Revenue

Source	Peasant Families	Urban Families	Total
Land:	1,256 x 6gp	-	7,536gp
Service:	1,256 x 4gp	549 x 4gp	7,220gp
Tax:	1,256 x 2gp	549 x 2gp	3,610gp
Trade:	-	549 x 1.5gp	823gp
Tribute:	-	-	12,875gp
Other:	-	-	-
		Total Monthly Revenue:	32,064gp

Monthly Domain Expenses

Expense	Peasant Families	Urban Families	Total
Garrison:	1,256 x 2gp	549 x 2gp	6,122gp
Liturgies:	1,256 x 1gp	549 x 1gp	1,805gp
Upkeep:	1,256 x 1gp	549 x 1gp	1,805gp
Tithes:	1,256 x 1gp	549 x 1gp	1,805gp
Tribute:	-	-	7,150gp
Other:	-	-	-
		Total Monthly Expenses:	18,687gp

Monthly Domain Income:	TMR -	TME =	TMI
Total Monthly Income:	32,064gp	18,687gp	13,377gp

Base Morale Score:	+1
Effects:	
Current Moral Score:	

Vassals

Ruler	Domain Families	Realm Families	Tribute	Domain Hexes	Realm Hexes	Realm Garrison
Cellëppes (Mityethtem)	725/111	3,945	2,575gp	3 (Civilized)	15 (Civilized)	15,5502gp
Balens (Türos Aster)	725/111	3,934	2,575gp	6 (Wild)	31 (Wild)	15,518gp
Opiternian(Türos Morn)	725/111	3,936	2,575gp	6 (Wild)	31 (Wild)	15,512gp
Drakon (Türos Spen)	725/111	3,940	2,575gp	6 (Wild)	22 (Border)	15,534gp
Ionnicato (Türos Zera)	725/111	3,928	2,575gp	6 (Wild)	18 (Civilized)	15,496g

Notes: The Palatine has been given a duty to maintain a garrison worth 4gp per peasant family throughout his realm.

TÜROS TEM (LEGATE BORDER FORT TEMPLATE)

Domain Alignment:	Lawful	**Peasant Families:**	700
Domain Ruler:	Legate Ulrand Valerian	**Urban Families:**	111
Domain Type:	Wilderness	**Market Class:**	V

Stronghold Construction

Component	No.	AC	Unit Cap.	SHP	Cost
Stone wall (100' long x 10' wide x 10' high)	20	6	1.5 (30)	750	50,000gp
Stone barracks (140' long x 30' wide x 10' high)	4	5	1 (4)	275	20,000gp
Stone chapterhouse (85' long x 45' wide x 10' high)	1	5	1	215	3,750gp
Stone gatehouse (20' long x 20' wide x 30' high)	3	6	1 (3)	825	9,000gp
Stone granary (180' long x 30' wide x 10' high)	2	5	1 (2)	350	12,000gp
Stone headquarters (125' long x 85' wide x 15-25' high)	1	6	2	3,350	17,500gp
Stone hospital (75' long x 75' wide x 10' high)	1	5	1	250	4,000gp
Stone stable-barracks (200' long x 50' wide x 15' high)	2	5	1 (2)	625	20,000gp
Stone towers (20' long x 20' wide x 30' high)	4	6	1 (4)	1,000	60,000gp
Stone villa (75' long x 75' wide x 10' high)	1	5	1	250	4,000gp
				Total Stronghold Value:	200,250gp
				Total Settlement Investment Value:	10,000gp

Monthly Domain Revenue

Source	Peasant Families	Urban Families	Total
Land:	725 x 6gp	-	4,350gp
Service:	725 x 4gp	111 x 4gp	3,344gp
Tax:	725 x 2gp	111 x 2gp	1,672gp
Trade:	-	111 x 1gp	111gp
Tribute:	-	-	3,900gp
Other:	-	-	-
		Total Monthly Revenue:	13,337gp

Monthly Domain Income:	TMR -	TME =	TMI
Total Monthly Income:	13,337gp	8,205gp	5,172gp

Monthly Domain Expenses

Expense	Peasant Families	Urban Families	Total
Garrison:	725 x 4gp	111 x 2gp	3,022gp
Liturgies:	725 x 1gp	111 x 1gp	811gp
Upkeep:	725 x 1gp	111 x 1gp	811gp
Tithes:	725 x 1gp	111 x 1gp	811gp
Tribute:	-	-	2,575gp
Other:	-	-	-
		Total Monthly Expenses:	8,205gp

Base Morale Score:	+2
Effects:	An extra 1d10 families per thousand are being lost to illness, casualties, and immigration each month.
Current Moral Score:	

Vassals

Ruler	Domain Families	Realm Families	Tribute	Domain Hexes	Realm Hexes	Realm Garrison
Tribune Valar	272	772	975gp	2 (Wild)	6 (Wild)	3,088gp
Tribune Quellan	271	764	975gp	2 (Wild)	6 (Wild)	3,084gp
Tribune Leonnatos	279	779	975gp	2 (Wild)	6 (Wild)	3,116gp
Tribune Tyrimmas	278	778	975gp	2 (Wild)	6 (Wild)	3,112gp

AZEN RADOKH

Domain Alignment:	Lawful	**Peasant Families:**	780
Domain Ruler:	Norden Radokh	**Urban Families:**	905
Domain Type:	Civilized (Dwarven)	**Market Class:**	IV

Stronghold Construction

Component	No.	AC	Unit Cap.	SHP	Cost
Vault (768,000 cubic feet, hewn stone walls, flagstone floors, with accessories)	1	10	32		480,000gp
				Total Stronghold Value:	480,000gp
				Total Settlement Investment Value:	

Monthly Domain Revenue

Source	Peasant Families	Urban Families	Total
Land:	780 x 8gp	-	6,240gp
Service:	780 x 4gp	905 x 4gp	6,740gp
Tax:	780 x 2gp	905 x 2gp	3,370gp
Trade:	-	905 x 1.5gp	1,375gp
Tribute:	-	-	-
Other:	-	-	-
		Total Monthly Revenue:	17,725gp

Monthly Domain Income:	TMR -	TME =	TMI
Total Monthly Income:	17,725gp	11,710gp	6,015gp

Monthly Domain Expenses

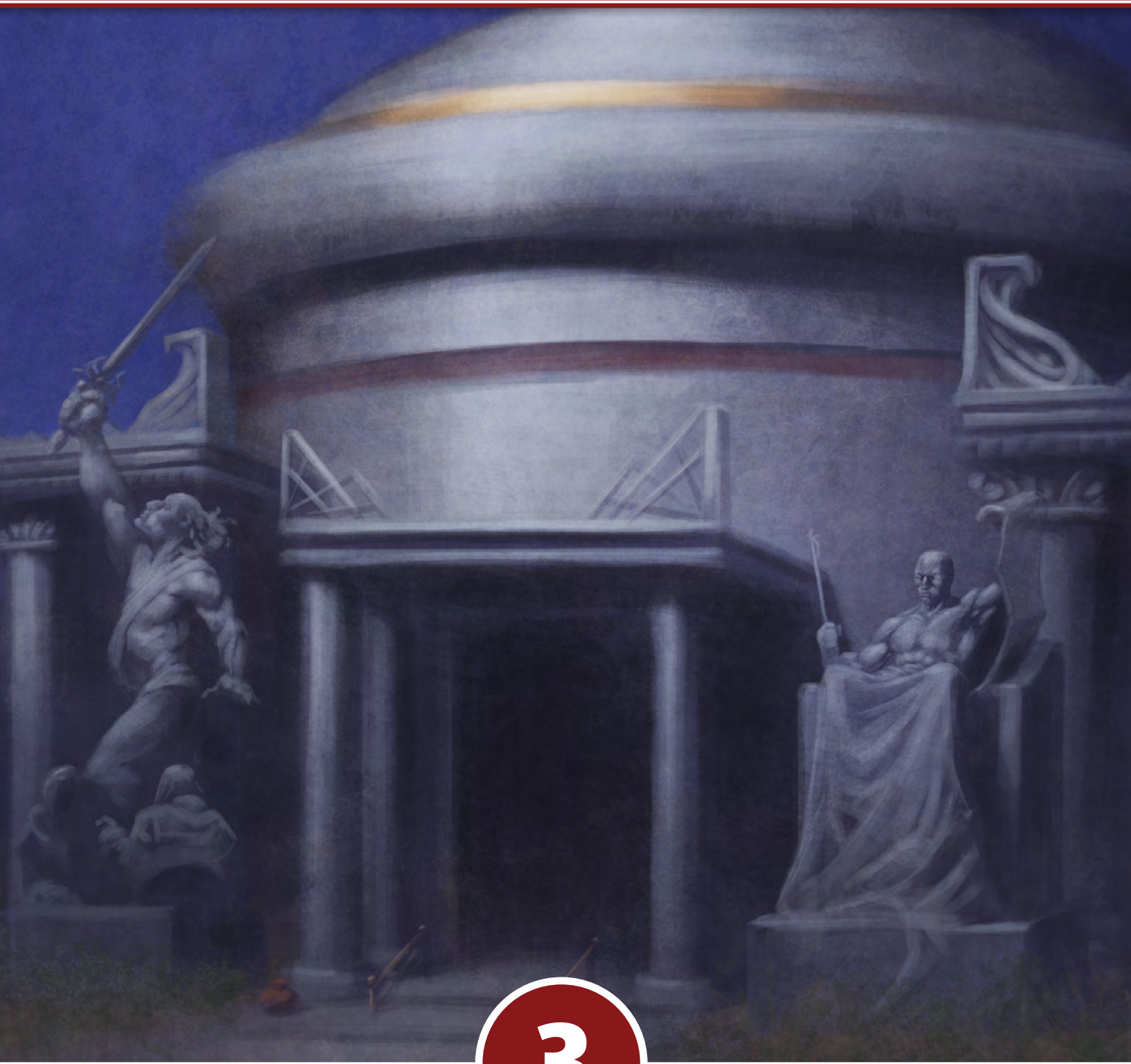
Expense	Peasant Families	Urban Families	Total
Garrison:	780 x 2gp	905 x 2gp	3,370gp
Liturgies:	780 x 1gp	905 x 1gp	1,685gp
Upkeep:	780 x 1gp	905 x 1gp	1,685gp
Tithes:	780 x 1gp	905 x 1gp	1,685gp
Tribute:	-	-	1,600gp
Other:	780 x 1gp	905 x 1gp	1,685gp
		Total Monthly Expenses:	11,710gp

Base Morale Score:	0
Effects:	
Current Moral Score:	

Vassals

Ruler	Domain Families	Realm Families	Tribute	Domain Hexes	Realm Hexes	Realm Garrison
None						

Notes: Azen Radokh pays its tribute and special tax to the dragon Orm at Azen Kairn. The domain's base morale score is reduced by 2 because it is part of Orm's chaotic realm.



3

THE CITY

Cyfaraun, capital of the Borderlands, is a city of ancient lineage. The name itself is an Auran corruption of its original elven name, Cyfarawn. Evidence of elven construction is still visible in the city's central districts, collectively called Old Cyfaraun. Many city residents know that Old Cyfaraun was founded atop an earlier settlement – Ancient Cyfaraun, buried by cataclysmic ashes over 500 years ago. Only the most illustrious sages are aware that the Ancient City was itself built over an even deeper ruin, a Forgotten Cyfaraun, a city brought low by an earthquake almost 2,000 years ago. Forgotten Cyfaraun was reduced to rubble but its lasting legacy is a hidden Nethercity, a treacherous place of twisting tunnels, dusty catacombs, and black, volcanic caves that waits, forgotten and unplumbed.

ADVENTURER'S HISTORY OF CYFARAUN

All adventurers in a campaign set in the Borderlands would be familiar with the information below.

Cyfaraun is the capital of the prefecture of the Borderlands in Southern Argollë. It used to be an elven city until the Auran Empire conquered it a few hundred years ago. A lot of elven architecture is still visible in the city's old districts. Like most Auran cities, Cyfaraun has a large sewer system, but the Cyfaraun sewers are unusual because they're built in and through the ruins and rubble of an even older elven city. The local storytellers claim the city's underground architecture encompasses everything from ancient catacombs to chthonic temples to criminal hideouts. The city's residents tend to say that the storytellers, like the sewers, are just full of shit.

SECRET HISTORY OF CYFARAUN

Elven migrants from Northern Argollë first founded the city of Cyfarawn (Cyfarawn I) at the junction of the Mirmen River and Lake Laman in the late 41st century BE. As Cyfarawn expanded, the elves discovered a network of lava caves beneath its rich, black soil. The early explorers who delved into these caves accidentally awakened a slumbering creature from an elder age - a Khepri Hierarch. Possessed of incredible psychic powers and forgotten lore, the Hierarch became the Great Teacher of the elves.

Even as he taught the elves sorcerous science, the Great Teacher evangelized his dark Chthonic religion. The Chthonic cults revered gods who slumbered in the underworld, and their worship happened deep under the earth. In the lava tunnels below Cyfarawn, the Great Teacher taught that there would be an end of days called the Awakening, when the slumbering deities of the earth would rise and walk again. On the Awakening, those who had sworn to the Chthonic gods would receive bodily resurrection and everlasting life, while those who revered the Empyrean gods would be cast into eternal torment.

The old Empyrean faith of the elves had called for the cremation of the dead, so that the burning of the body might free the soul to reincarnate. The new Chthonic faith believed in a bodily resurrection, which led the elven converts to embalm and mummify their dead in underground tombs alongside grave goods for the life that would come. As the worship of Chthonic cults spread among the elves of Cyfarawn, they excavated deeper into the earth, constructing temples, crypts, and vast catacombs in, through, and around the caves – creating the Nethercity.

Under the guidance of their Chthonic teacher, the elves in time began to create new creatures in the bowels of the earth, the Thrassians (lizardmen). The hapless elves, deluded by their dark tutor, had little idea they were being led to create their own successors. When the elves had fulfilled their purpose, the gods of earth and darkness leveled Cyfarawn with a great earthquake so that a more fearsome race could take their place. The earthquake killed most of the elves of Cyfarawn, while the remainder were slain by their revolting Thrassian slaves. The Nethercity itself was entombed by the quake, its mummified denizens left in torpor for the Awakening to come.

A thousand years later, the Thrassians were a distant memory, and the elves of Northern Argollë began to re-settle Southern Argollë. The returning elves built a new city (Cyfarawn II) on the ruins of forgotten Cyfarawn I. The new builders knew of the former city – indeed, its rubble was exploited as building material – but they were initially oblivious to the 2,000-year-old catacombs of the Nethercity below. After the accidental re-discovery of the ancient catacombs below Cyfarawn II, the elven elders quietly forbade further exploration and built a Temple of Demara above the entrance to seal away whatever evils lay below.

Five hundred years later, Cyfarawn II was buried by a cataclysmic volcanic eruption from Lake Laman. Only the city's tallest walls and most towering buildings remained visible underneath the covering of ash and rock. Shortly thereafter, beastmen invaded from the Waste, and it was not until several hundred years later that the elves liberated the region and built a new city. Cyfarawn III was constructed atop the ash-covered ruins of Cyfarawn II, with the new city's walls rebuilt on the foundation of the older walls. No longer a capital city, Cyfarawn III instead served as a trading hub between the Meniri dwarves, the Argollëan elves, and the Auran humans of the region.

After three centuries, Cyfarawn III was brought under the control of the burgeoning Auran Empire, where it became the regional capital of the prefecture of the Borderlands. Its name was quickly Auranized to "Cyfaraun," and an extensive new building program began. The existing elven construction (Cyfarawn III) became known to the Aurans as "Old Cyfaraun," while the ruins below the layer of volcanic rock (Cyfarawn II) become known as "Ancient Cyfaraun." As was their wont in cities everywhere throughout the Empire, the Aurans engineered a sewer system below their newly claimed city. The natural path of these sewers was along the lines of Ancient Cyfaraun's streets, as this allowed

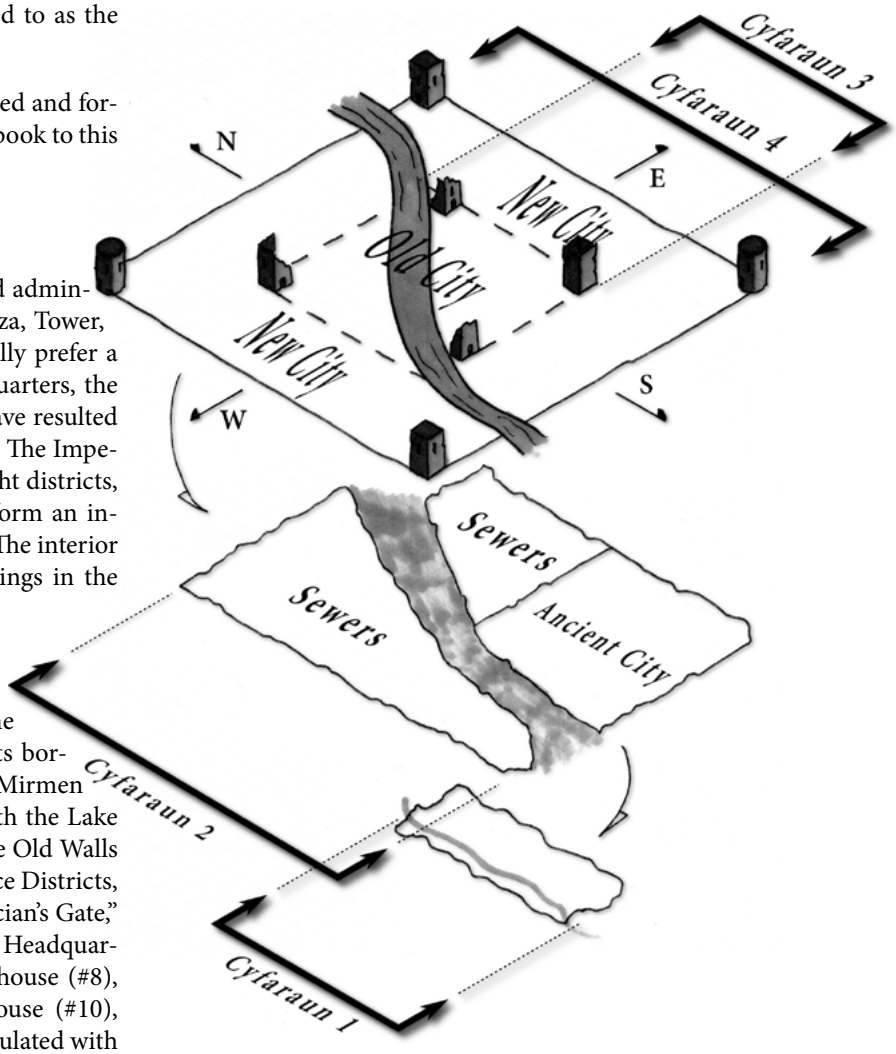
excavation through soft tuff rather than masonry buildings. Thus, the primary sewer tunnels below Old Cyfaraun now run along the avenues of Ancient Cyfaraun.

As the Aurans expanded Cyfaraun beyond the old elven city's prior limits, new sewer tunnels were excavated through the soft volcanic tuff. The Aurans also excavated dungeons, crypts, basements, and sub-cellars in and around the Ancient City. The Prefectural Palace, Solar Citadel, Imperial Amphitheater, Tower of Knowledge, and Hall of Mourning have extensive underground areas that connect to both Ancient Cyfaraun's ruins and the Auran sewer system. The Merchant's Guild has built underground vaults, and the Imperial Bathhouse has large cisterns below. These subterranean delvings are collectively referred to as the Undercity.

But the great Nethercity lies even deeper below, sealed and forgotten. The Nethercity is detailed in the companion book to this volume, *AX2: Secrets of the Nethercity*.

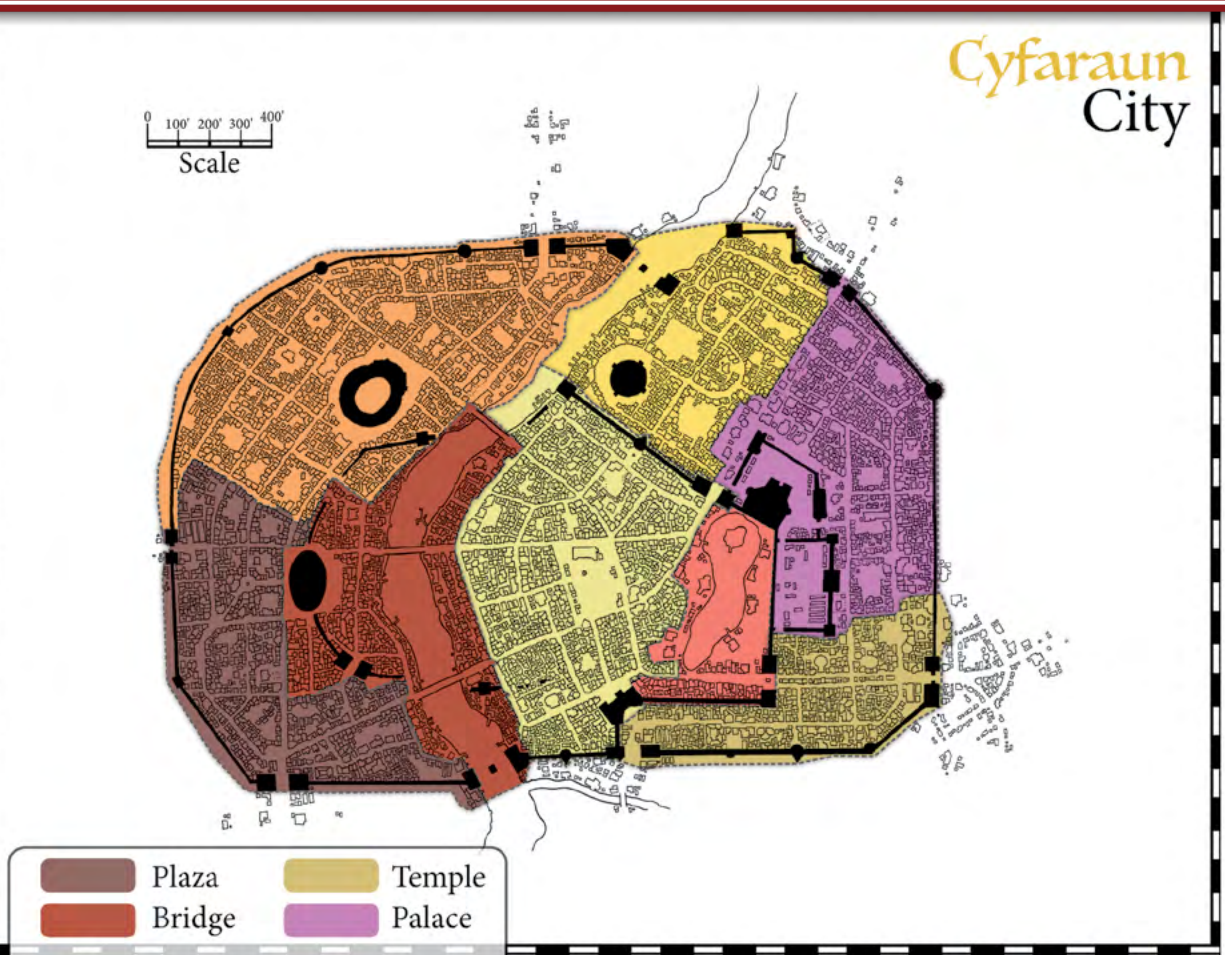
DISTRICTS OF CYFARAUN

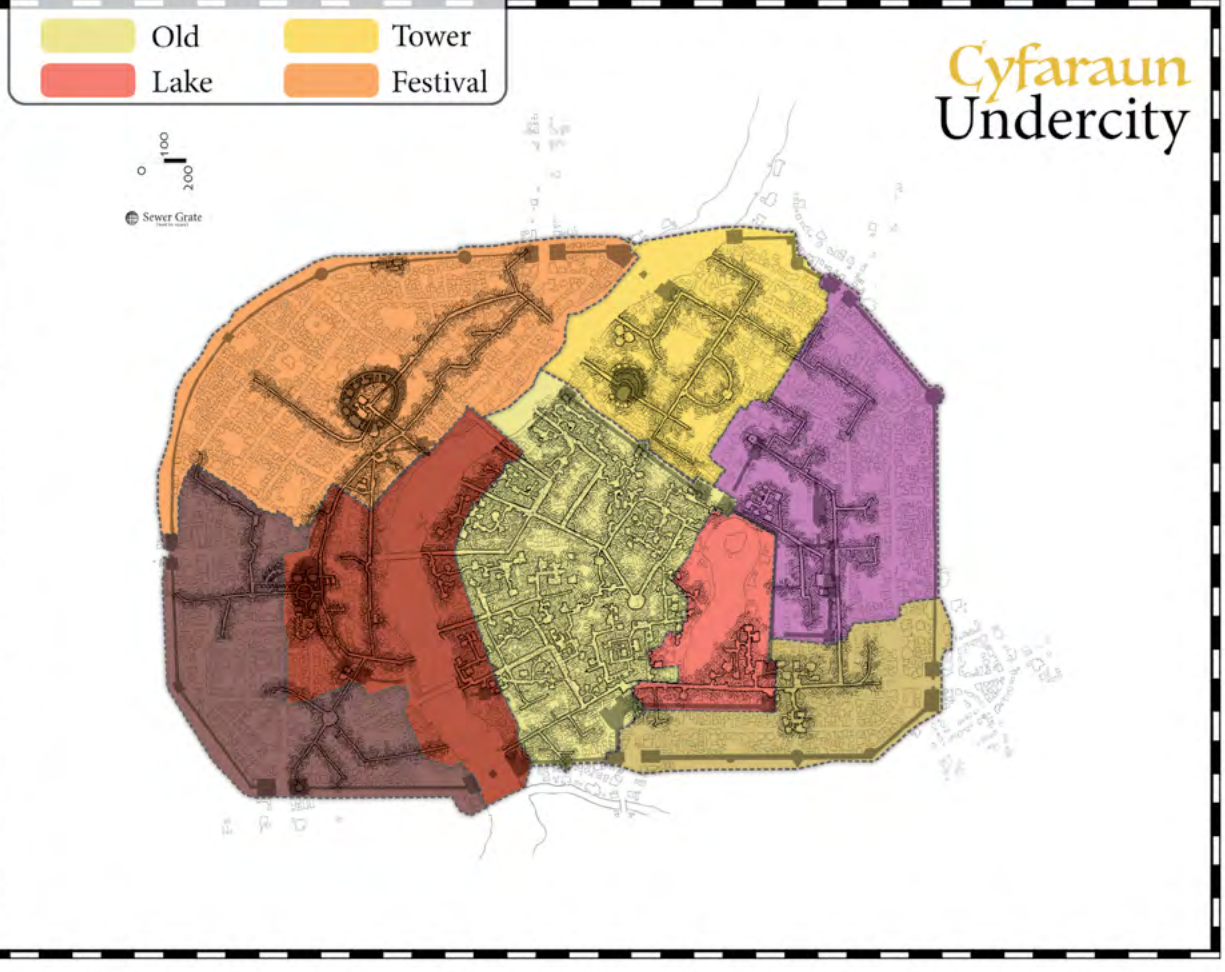
The city of Cyfaraun is divided into eight numbered administrative districts (*nomos*): Old, Festival, Bridge, Plaza, Tower, Temple, Lake, and Palace. While the Aurans typically prefer a straightforward grid with carefully regulated city quarters, the long history and peculiar geography of Cyfaraun have resulted in haphazard borders for the oddly shaped districts. The Imperial Walls (built by the Aurans) circumvallate all eight districts, while the so-called Old Walls (built by the elves) form an inner belt that encircles the Bridge and Old Districts. The interior walls constructed to protect the government buildings in the Palace District are known as the Prefectural Walls.



NOMOS I – OLD DISTRICT

The most densely populated district of the city, the Old District encompasses most of Old Cyfaraun. Its border with the Bridge District is marked by the Cesta Mirmen Gollë ("East Blackrock Street"), while its border with the Lake District is the Cesta Tirenium ("Capital Street"). The Old Walls to the northeast separate it from the Tower and Palace Districts, with passage afforded by the Pylos Aurigëus ("Patrician's Gate," #1). Prominent landmarks include the City Watch Headquarters (#5), the Emporium (#7), the Merchant Guildhouse (#8), the Thieves' Quarter (#9), the Mercenary Guildhouse (#10), and The Mink (#11). The Old District is densely populated with craftsmen, laborers, shopkeepers, taverners, and traders, not to mention harlots, thugs, and vagabonds. The criminal Argollëan Family operates its protection racket and smuggling ring from here. The entrance to the Nethercity is also found here (#12u).


Cyfaraun
City
0 100' 200' 300' 400'
Scale
Plaza
Bridge
Old
Lake
Temple
Palace
Tower
Festival


Cyfaraun
Undercity
0 100 200
Sewer Grate

NOMOS II – FESTIVAL DISTRICT

The Festival District is named for the frequent celebrations and games held at the Imperial Amphitheater (#20). The district extends westward from the west bank of the Mirmen River, with the Imperial Wall marking the border to the northwest, where the Pylos Vandelus ("Traveler's Gate", #15) grants access to the northern highways. The intersecting lines of the Cesta Gundan ("Street of Wolves") and Cesta Nuviën ("Street of Roses") delineates the border with the Plaza District to the southwest. The southeastern border of the Festival District was traditionally the Old Walls, but it was re-drawn in the latest census to incorporate a block from the Bridge District which had become largely inhabited by actors, amphitheater workers, and other festival denizens. Prominent landmarks include Gambler's Row (#24), the Silk Pony Inn (#25), and the gladiatorial schools of Omnus Pluris (#21), Celictor Nuvicus (#22), and Maximus Arjentüran (#23). Numerous plazas dot the district, where street fairs, mummers, and musicians are a daily occurrence. The Sand & Bones syndicate (see p. 102) controls the bawdyhouses, cantinas, and taverns in the district, and runs illegal underground pit fights below the Silk Pony.

NOMOS III – BRIDGE DISTRICT

The three great bridges that span the Mirmen River lend this district its name. The Pontos Orëan ("Northern Bridge," #29) and Pontos Vothëan ("Southern Bridge," #31) were constructed by the Aurans in the aftermath of the Argollëan War but the Pontos Myrdin ("Myrdin's Bridge," #32) in between is a legacy of Argollë, named for the heroic spellsword who died defending it. East of the bridges, the district abuts the Old District along the Cesta Mirmen Gollë (East Blackwater Street). To the south, it terminates in the Pyros Ivor Vothë ("River Gate South," #34). Other than the Pontos Myrdin, its most striking landmark is the massive Ammontürium ("Solar Citadel," #36), a great domed structure erected to praise Ammonar for granting victory in the war. The Bridge District once ended at the Old Walls that stretch from the Solar Citadel, but many of the ecclesiastic and lay staff of the Solar Citadel have taken up residence in the neighborhood blocks directly to the south, so the borders were re-drawn in the latest census. The Pylos Ammon ("Solar Gate," #35) controls traffic through the walls.

NOMOS IV – PLAZA DISTRICT

The Plaza District takes its name from its blocks' many arcades and piazzas. These are largely commercial in character and serve as specialized marketplaces that reduce crowding at the Emporium. The Plaza District is bordered on the west and south by the Imperial Walls, running from the Pylos Tellë ("West Gate," #37) to the Pylos Pumilos ("Plaza Gate," #43) and then on to the Pylos Ivor Vothë ("River Gate South", #34). The intersecting lines of the Cesta Gundan ("Street of Wolves") and Cesta Nuviën ("Street of Roses") delineate the border with the Festival District to the northeast. The district's border with the Bridge District was once marked by the Old Walls, but in the last census two blocks of residences were re-assigned.

NOMOS V – TOWER DISTRICT

The Tower District is oriented along a southwest-northeast axis. Its northwestern border is the western bank of the Mirmen, while its southwestern border is marked by the Old Walls. In the northeast it ends at the Imperial Walls, near the mighty Pylos Ivor Orë ("River Gate North", #45) and in the southeast at the Cesta Tirenium ("Capital Street"). The Saromen Sür ("Tower of Knowledge," #49) dominates the skyline of the district and city, overshadowing the otherwise impressive Public Baths (#50). The Tower District is home to many alchemists, mages, sages, and other scholars.

NOMOS VI – TEMPLE DISTRICT

The Temple District encompasses the southeastern portion of the city. Its borders are marked by the Cesta Vothë ("South Street") to the north, the Imperial Walls between the Pylos Gollë ("East Gate", #52) and Pylos Stodia ("Watchful Gate", #56) to the south and east, and the Old Walls to the west, where the Pylos Nymfë ("Lake Gate", #68) connects it to the Lake District. The densely built Temple District contains the Temple of the Hearth Fire (#5), the Hospital of the Keepers (#58), the Almshouse of the Keepers (#59), the Orphanage of the Keepers (#60), the House of Mourning (#61), the Temple of Justice (#62), the Hall of Travelers (#63), the Temple of the Blade and Veil (#64), and the Shrine of the Ancestors (#67). Most of the city's ecclesiastic and clerical workers reside here.

NOMOS VII – LAKE DISTRICT

The Lake District includes the whole of Nymfë Zeo ("Star Lake," #69). It is narrowly separated from the Old District by the Cesta Tirenium ("Capital Street") to the west. To the east, the Old Walls separate it from the Palace and Temple Districts, with passage to the latter afforded by the Pylos Nymfë ("Lake Gate", #68). Many of the wealthiest families in Cyfaraun live on the shores of Star Lake, including both Ambador and Drakomir. The patricians' servants and retainers live in the row of tenements at the southern tip of the district. In recent years, a colony of vagrants (#73u) has begun to dwell in the Undercity below the tenements.

NOMOS VIII – PALACE DISTRICT

The Palace District is bordered by the Old Walls to the west, the Imperial Walls to the east, the Cesta Tirenium ("Capital Street") to the northeast, and the Cesta Vothë ("South Street") to the south. The Pylos Tirenium ("Capital Gate, #67) affords exit through the Imperial Walls while the Pylos Aurigëus (Patrician's Gate, #1) connects to the Old District through the Old Walls. The Palace District contains the Tirendoros ("Prefectural Palace," #78) and the Prefectural Guard Barracks (#81) and is home to many wealthy patricians, bureaucrats, and officers.

ORGANIZATIONS OF CYFARAUN

IMPERIAL ORGANIZATIONS

The **Office of the Prefect** rules the Borderlands. For the last four years, the office has been filled by Justirius Tavicus Basilio, an able and honest administrator who has capably exercised his civil and military authority. Unfortunately Basilio has become increasingly erratic in recent months, often walking the Palace (#78) at night whispering to unseen voices. In his illness, he has left his wife, Lady Syrena Austiria Basilio, and the Court Magist, Nicodos Essir, with almost regent-like powers.

The **Municipal Council** is made up of eight members, each ostensibly representing one of the city's districts. By law, council members are drawn exclusively from the 60 wealthiest patricians of the city and the Council largely looks after their oligarchic interests. Historically the Municipal Council has supported Prefect Basilio with near unanimity, but in recent months the Council has become less agreeable. Councilor Arjenus Ionicus Drakomir has built a faction of council members who clamor for Prefect Basilio to be replaced. Drakomir uses the Prefect's quixotic conduct as the pretext, but his goal is to bring the Borderlands under Drakomir control. His uncle, the Exarch of Southern Argollë, is planning to have himself acclaimed Tarkaun as soon as the suspicions of Tarkaun Valros Valuin's death in Somirea are confirmed. Drakomir is opposed by Councilor Valens Icus Ambador, who leads a loyalist faction that supports the Prefect. Ambador suspects House Drakomir's ambitions but has no proof.

The **Prefectural Guard** consists of 60 veteran cataphracts, 60 cataphracts, 120 horse archers, 120 composite bowmen, and 240 veteran heavy infantry. The primary purpose of the Prefectural Guard is to maintain the security and sovereignty of the Prefect. In time of war, it serves as the vanguard of his legions. In peacetime, it patrols the roads around Cyfaraun and mans the 18 watchtowers that run along the nearby roads. The Prefectural Guard is commanded by Legate Gundus Jannion, a veteran comrade of Prefect Basilio. He is troubled by his old friend's seeming madness and suspects Essir of having laid some sort of spell upon the Prefect. Legate Jannion has recently been approached by Councilor Drakomir to ask if he thinks the Prefect needs to step down for the good of the city. The Prefectural Guard is based in its own barracks (#81) in the Palace District.

The **City Watch** is responsible for patrolling the city's streets and walls, dealing with petty crimes, apprehending thieves, guarding public buildings (other than the Palace) and fighting fires. The City Watch has 240 officers of the watch (armed as heavy infantry) distributed across the gates and towers of the 8 districts. An additional 20 composite bowmen, 35 veteran heavy infantry, and 40 heavy infantry are housed in the Watch's headquarters (#5) in the Old District, and deployed to disperse crowds, suppress riots, and hunt violent fugitives. The City Watch is commanded by Tribune Narmirio Drakomir, the elder son of Councilor Drakomir, and he would support his father in a coup.

CRIMINAL ORGANIZATIONS

The Argollëan Family, based out of The Mink (#11) in the Old District, is the largest crime syndicate in Cyfaraun. It is secretly under the control of Liber Faunus, a merchant venturer, who slowly consolidated the disparate criminal gangs that emerged in the city following the Auran conquest. The Argollëan Family is a genteel organization, as far as thieves' guilds go. It originally rose to notoriety and wealth by monopolizing illegal trade in unearthed elven relics. Unfortunately, much of Ancient Cyfaraun and many of the ruins of the Borderlands have been picked clean; new finds are increasingly rare, reducing the Family's revenue and influence. To make up for the decline in elven contraband, the Family now runs a protection racket on the merchants of the Old District and traffics in blackmailed information and stolen goods.

The Argollëan Family is quickly losing its edge to an upstart rival, the **Sand & Bones Guild**, based out of the Festival District's Silk Pony Inn (#25) and led by the beautiful and ruthless Selene Nictorian. While the Family indulges in gambling and prostitution rings, the Sand & Bones Guild has made games of chance and trafficking human flesh its core businesses. It also has seized control of most of the businesses around the Amphitheater (#20). There is increasing friction between the Family and the Sand & Bones as they compete for territory, respect, and muscle. There have been a few cases of blood being shed between the two, most recently in the sewers near the catacombs of the Temple District, but it has not yet broken out into open warfare.

The only other criminal organization of note in Cyfaraun is the **Brotherhood of Knives**, a mysterious band of assassins that formed a small syndicate five years ago. Unbeknownst to anyone, a trio of doppelgängers infiltrated and took over the Brotherhood's hideout (#14u) last year, and the shapeshifting infiltrators now pose a horrific danger to the city.

GLADIATORIAL ORGANIZATIONS

Cyfaraun's population is sufficient to support three gladiatorial schools. The schools of third-generation lanistae **Celictor Nuvicus** (#22) and **Omnus Pluris** (#21) have long histories, and the rivalry between them played an outsized role in the gossip and chatter of the city. Recently, the two lanistae's schools have been overshadowed by a new entrant, the school of **Maximus Arjentüran** (#23).

A former champion himself, Maximus specializes in capturing and training a variety of beastmen to kill and die on the arena sands. His fans believe Maximus's success owes to his prowess as a champion, but the truth is more horrific: Maximus is actually a demon boar, who *charms* his beastmen into serving him. Maximus is also the lover of Selene, head of Sand & Bones, and together they run illicit blood sports below the Silk Pony. After the games, Maximus feeds his craving for human flesh by feasting on the slain.





Not willing to be overshadowed by Maximus any longer, Celictor Nuvicus partnered with Liber Faunus to secretly import two lizardman warriors, a lizardman champion, and a wild giant crocodile from the markets of the great coastal city of Arganos. By mischance these creatures escaped and now terrorize the city from their subterranean dens (#28u and #45u).

MERCANTILE ORGANIZATIONS

The **Merchant Guild** controls mercantile trade within Cyfaraun. From the Merchant Guildhouse (#8), it licenses merchants and professionals to do business within Cyfaraun, administers the Emporium, runs auctions, brokers transactions, and provides moneylending. Guildmaster Apollonis Meteros is a corrupt and venal man who is amply compensated for the blind eye he turns to the Argollëan Family.

A number of other craft guilds also exist within Cyfaraun, but they are largely docile, their leaders well-bribed by the merchants with whom they do business. The only independent organization is the **Mercenary Guild**, a consortium of sellswords licensed by the Empire to provide private military service in the Borderlands. The guild's headquarters lies in the Old District (#10). Guildmaster Balcaldur Brogitarius is actively soliciting for more mercenaries, as he thinks business is going to be good in the years ahead.

RELIGIOUS ORGANIZATIONS

With the power of the divine evident every time a cleric or priestess heals the sick, religion plays a central role in the lives of Auran citizens. **The Temple of the Winged Sun** is the largest religious organization in Cyfaraun. Its clergy are dedicated to Ammonar, the Lightbringer and Lawgiver, patron deity of the Auran Empire. They are responsible for venerating holy days, performing sacred rites of governance, exalting dead Tarkauns, and other glorifications of the Empire. The Temple's clerics run the Solar Citadel (#36). The Patriarch Arëtar suffers nightly dreams of the Awakening and fears for the future. Meanwhile, his second-in-command, Prelate Romus, is drifting into chthonic apostasy under the influence of Mentenus Cavië of the Tower of Knowledge.

The **Knights of the Winged Sun** consist of faithful warriors and paladins sworn to the service of Ammonar. The majority of its members have been tasked with duties across the Borderlands, but two platoons are kept in the city to protect the Citadel and the Temple District. The Knights are based out of the Temple Barracks (#65). Their commander, Centurion Cellë, is a loyal henchman of Patriarch Arëtar.

The Keepers of the Hearth Fire are slightly less numerous than the clerics of Ammonar, but more visible. As priestesses of Mityara, the Noble Lady, the Keepers maintain the sacred fires and pure waters of the city, regulate the public morals, oversee marriages and births, and supervise the city's Hospital (#59), Almshouse (#60), and Orphanage (#61), as well as their own Temple of the Hearth Fire (#58). The Keepers in Cyfaraun are led by Matriarch Aundëmë, a woman of renowned holiness. Due to her rank, Aundëmë is no longer required to remain chaste and celibate, but she has so far refused to take a husband. The Keepers have the legal power to grant mercy to convicted criminals, which makes a marriageable priestess a valuable asset to the city's great houses – especially those that are planning coups…

The Tower of Knowledge is a scholastic order devoted to philosophy and magic. All members of the order are considered initiates to Istreus, the Master of Secrets, and eligible to perform holy rites to the god. The local Chapterhouse of the Tower of Knowledge (#50) (colloquially just called "the Tower of Knowledge" since it's the only one in the city) was founded in the aftermath of the Argollëan War to study the captured artifacts and arcane libraries of the defeated elves. The current Regent, Aurëus Ambador, believes his primary responsibility is to collect information about potential threats to the Empire that may come from the beastmen tribes of The Waste, and frequently hires adventurers to explore beyond the frontier. (His older brother is head of the Municipal Council and would surely call on him should an uprising occur.)

The Regent is unaware that his second-in-command, Provost Mentenus Cavië, has been corrupted by reading ancient elven lore and forbidden necromantic texts. The Provost and his apprentices are seeking an entrance to forgotten ruins they (rightly) believe lie below the sewers. Pursuant to this search, they have transformed themselves into wererats at the Shrine of the Horned Rat (#13u) in order to be able to more easily travel in the sewers and become resistant to the many necromantic diseases they expect to encounter in their journey. Cavië and his minions call themselves the **Cult of the Horned Rat**.

The Temple of Justice is the religious order of Türas, the Marshal of Justice. Its clerics, known as Templars, administer the Tribunal of Judgment (#63). While the civil courts have jurisdiction over disputes between individuals (including contract disputes and delicts or felonies against person and property), the Tribunal has jurisdiction over apostasy, bribery, conspiracy, corruption, diabolism, heresy, necromancy, regicide, subversion, treason, and other crimes against the Empire and its gods.

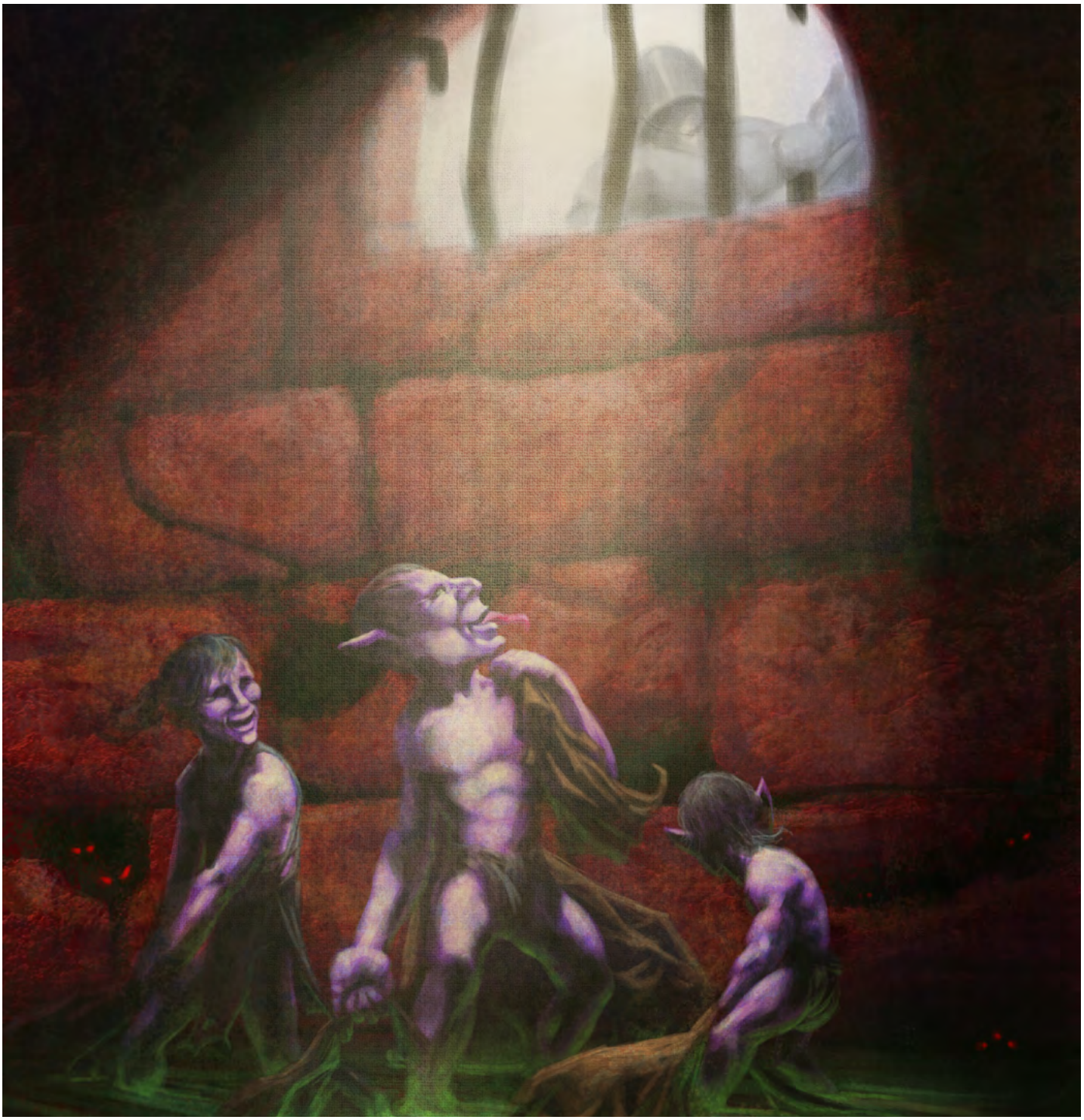
The Sisterhood of Mourning is sacred to Calefa, goddess of fortune, wealth, and funerary rights. Its priestesses are commonly called the Grey Sisters due to their ash-hued robes. From the House of Mourning (#62), the Grey Sisters manage funerals, oversee wills and estates, and offer prayers for the dead. They also oversee the Shrine of the Ancestors (#68).

A covert sect of Calefa known as the **Order of the Eclipse** operates from a hideout in the Undercity (#69u). The Order's mandate is to usher souls to the afterlife under the terms of ritualized religious contracts of retribution. The Order cooperates with both the Temple of Justice and the Sisterhood of Mourning but is accountable to neither. The branch's leader, Destrio, seeks to find and destroy the chaotic **Brotherhood of Knives**, which was started by his former protégé, the apostate Zene.

The Order has not yet learned of the **Death Cult of Dirgion** which has established itself in the vagrant colony in the sewers (#75u). There Malthusia the Diabolist and a dozen cultists have created a shrine to Dirgion, the Doombringer, chthonic god of death and undeath. The cult has recently worked to make contacts with both the Argollëan Family and the Sand & Bones Guild to solicit murder contracts. Their hope is to begin accepting requests for contract killings, then abduct the intended victims to be used as sacrifices to the Doombringer.

RUMORS OF CYFARAUN

Adventurers who spend time in Cyfaraun may gather rumors from non-player characters (NPCs) in the City. On a Friendly reaction roll, an NPC in Cyfaraun will share one rumor from the Cyfaraun Random Rumor table. In addition, adventurers with Loremastery should begin play knowing one rumor themselves, which they may share with their party members if desired. These rumors can also be discovered through hijinks by perpetrators in Cyfaraun.



CYFARAUN RANDOM RUMOR TABLE

Roll	Rumor
1	Decapitated bodies of filthy lepers and vagrants were found floating in the river near the southern wall in the early morning after the last new moon. The City Watch isn't even looking for the killers since the murdered outcasts have no family, no property, and no honor. No one cares about those with nothing. (True)
2	Adventurers who want to prove themselves in gladiatorial combat, but cannot wait until the next sanctioned gladiatorial festival in the amphitheater, should try their luck at the Silk Pony. A great way to earn coin if you don't mind getting your hands bloody. (True)
3	Prefect Basilio has gone mad! He has hired assassins to murder merchants that he suspects of smuggling goods to evade taxes. There'll be no trials, just dead bodies dumped in the river as a warning to others. (Mostly False)
4	Selene Nictorian, owner of the Silk Pony, has a soul as hard as steel. Any who fail to repay the debts owed her are never heard from again. The bodies are never even found. Don't cross her. (True)
5	Pirates that prey on bargemen are responsible for all the bodies being found in the river. Their base is upstream near the mountains. (False)
6	Celictor Nuvicus, lanista of one of the city's gladiatorial schools, bought a monstrous crocodile and other vile beasts to fight in the arena during the next seasonal festival. He's denying it, though. Maybe he wants it to be a surprise to upstage Maximus at the next games? (True)
7	The Argollëan Family has escalated its shadow war against the Sand & Bones Guild. They're murdering merchants who threaten to use Selene's services instead of theirs. Why else would mutilated corpses start appearing on the river banks? (False)
8	Everyone in Cyfaraun loves Maximus, the Strong Silver Sword, because he mainly fields beastmen as gladiators. Everyone except Celictor Nuvicus and Omnus Pluris, of course. There is no denying that Maximus's beastmen have made the seasonal gladiatorial festivals much more exciting for the spectators and lucrative for gamblers. (True)
9	Which is better, the Mink or the Silk Pony? Depends on what you want. If you are interested in business, then go to the Mink. If you are interested in gambling and whoring without end, go to the Silk Pony. However, if you have blue blood and the coin to back it up, the Noble Charter Inn is the place where I would go. They have the best of everything, including visits from the sacred courtesans of Ianna. (True)
10	A small group of young wizards have recently shown a lot of interest in the rats of the city. What an odd thing for wizards to care about! Either they are working on magically exterminating the vermin or they are part of some mad rat cult. Why else would they care so much about rats? (True)
11	The Patriarch does not let anyone pay respects at the tomb of the Night Captain because the tomb has been desecrated. He failed to properly protect it from greedy tomb raiders. If the people were allowed to see the truth with their own eyes, the Patriarch would be shamed and forced to leave the city in disgrace. (False)
12	The regent of the wizards' chapterhouse is keenly interested in meeting with adventurers who plan on trekking out beyond the border fortresses and into The Waste. He's willing to pay for credible information of threats that the Empire may face from that direction. (True)
13	The Order of the Eclipse is responsible for the decapitated bodies in the river. Beware all those who claim to be servants of the Lady of Fortune, for she is a dark, evil goddess that cares for nothing but the riches beneath the earth. (False)
14	Vasan Tikala, a Nicean wine merchant, is suffering a downturn in business. Old customers complain that he refuses to sell his best wine at the Emporium. Instead he'll only sell imported Nicean wine at night near the river in order to protect the vintages from thieves and tax collectors (aren't they the same thing?). However, with all the dead bodies turning up by the river at night in recent weeks, no one wants to take him up on his offer. He's definitely in a bind. (True)
15	No one may have seen them in public for years, but I know for a fact that the Brotherhood of Knives is still in business. Killers-for-hire. No, I can't say more. (Mostly True)
16	Bargemen unloading a secret shipment at night on the northwestern river pier were attacked and killed by…something. A chirugeon who examined the body parts that were left swears it was a dragon based on the bite marks. But he is known to overindulge in wine and may have had a bit too much before examining the bodies. Either way, whatever cargo that barge was carrying is now missing. (Mostly True)
17	Liber Faunus is no ordinary merchant. He's one of the most dangerous men in the city. Working with him is expensive, but he'll keep his word if you keep yours. At least he is less expensive than the tax collector. Just don't try to smuggle any goods into the Old District without his blessing. You will regret it if you try. (True)
18	The city is desperate for fresh new gladiators to go up against Maximus' beastmen. Vanquishing one of his ogres in single combat on the arena sands is one of the best ways to earn the adoration of Cyfaraun. The few gladiators who have done so and lived to tell the tale are now rich men and free. (True)
19	Don't trust the regent who leads the wizards' chapterhouse. He purposefully recruits naïve adventurers to go out into The Wastes, condemning them to certain death. Those that don't play along with his sadistic games find themselves hexed. (False)
20	It's so sad about Tavus Ionicus. The last scion of a broken and landless patrician family, he went mad and lost all that remained of his meager wealth. No one knows where he is now. Perhaps he's living with lepers and vagrants in the undercity. No one above ground could tolerate his mad ravings. (True)

NOTES ON CITY RUMORS

Roll	Rumor
1	Refers to the victims of the death cult who ritualistically kill their victims on the night of the new moon, then dump the decapitated body (they keep the skull to adorn the evil altar) into the sewer trench, which then floats out into the river. See the Vagrant Colony and Death Cult Hideout (#75u).
2	Adventurers that earn the trust of the staff at the Silk Pony will be allowed to either compete in the unsanctioned blood sports or gamble on them. See The Silk Pony Inn (#25).
3	Prefect Basilio has gone mad from the side effects of being brought back from the dead. He has not, however, hired any assassins.
4	Those that fail to repay their debts to Selene are often forced to fight in the illicit gladiatorial matches held in the Silk Pony basement. The bodies of those that die are placed in a room where Maximus secretly eats them. Selene and the members of the Sand & Bones Guild do not know what Maximus does with the bodies, but he is such a powerfully charismatic figure that no one questions him about it. See The Silk Pony Inn (#25).
6,7,16	Celictor Nuvicus staked a large portion of his wealth to buy lizardman gladiators and a giant crocodile from a lanista in Arganos. He was having them secretly brought into the city in order to surprise the crowds at the next festival, allowing him to recapture some glory for his school from Maximus. However, the lizardmen were able to overpower their tired and careless captors when they were pulling into Cyfaraun late at night and escaped into the sewers. In order to avoid scandal and potential punishment, Celictor is denying he had any plans to bring lizardmen or crocodiles into the city. See the Lizardman and Crocodile Dens (#45u).
8,18	Maximus has a Charisma score of 18 and his use of beastmen in the gladiatorial games have made them much more exciting for the residents of Cyfaraun. See The Silk Pony Inn (#25).
10	The provost of the wizards' chapterhouse and a small retinue of mages have secretly worshipped at an altar dedicated to the Rat God and have become wererats. They did so to become strong enough to survive further exploration in the Undercity in the hopes of finding the lost Nethercity that is cryptically referenced in ancient, captured tomes held in the chapterhouse vaults. See the Shrine of the Horned Rat (#13u).
12,19	The regent is a master of the College of War who sees his primary responsibility to collect information about potential threats to the Empire that may come from the beastmen tribes of The Waste. He hires adventurers and gives them unique iron spikes to hammer into trails that beastmen could use to invade the Borderlands. See the Tower of Knowledge (#50).
13	The Order of the Eclipse is real, but it is not aligned with chaos. It only assassinates criminals who have gone unpunished by the law. See the Eclipse Hideout (#69u).
14	Doppelgängers have killed Vasan and his two assistants and stolen their identities. They are seeking to kill additional victims to steal their identities as well. They wish to meet at night near a sewer outlet into the river to make it easier to hide the bodies in the sewer and transport any valuables into their sewer den. See the Doppelgänger Den (#14u).
15	The members of the Brotherhood of Knives have been slain and their identities assumed by the doppelgängers (#14u).
20	Tavus Ionicus was gifted/cursed with the gift of prophesy and was afflicted with vivid dreams about the Nethercity that drove him mad. He retreated into the Undercity colony of vagrants and lepers, where he would draw cryptic pictures onto the sewer walls, including a recurring motif of a scarab and worms. If adventurers explore deep enough in the Vagrant Colony (#75u), they will find Tavus' decapitated, decomposing body (he was the very first victim of the death cult), his strange drawings, and a note pleading with anyone who finds his remains to show mercy and ensure he is given proper funerary rites by the Grey Sisters.

BUILDINGS OF CYFARAUN

It would be impractical to generate every one of Cyfaraun's 4000 buildings in advance. Moreover, it would be dull! Cities are dynamic and everchanging and no one knows what lies down every alley. When the adventurers decide to explore Cyfaraun, the Judge can follow the steps below to procedurally generate buildings to populate the city blocks.

1. Assign the building to a size category (small, medium, large, or huge).
2. Roll on the Building Type by Size table to determine the type of building.
3. Roll on the appropriate Occupant tables to determine who lives in the structure.
4. Roll 1d100 on the Building Styles tables to determine how it was built.
5. Determine treasure in the building (if necessary).

BUILDING SIZE

Small buildings range from 100 sf to 450 sf, averaging 250 sf (16' x 16'). Small buildings might be cots (one-room dwellings), small shops or shophouses, storage shacks, cantinas, outhouses, small shrines, or hutches for small animals.

Medium buildings range from 500 sf to 1,700 sf, averaging 1,000 sf (33' x 33'). Medium buildings are usually townhouses, medium shops or shophouses, or storage depots. A few are brothels, cantinas, or private baths. Medium buildings have a 25% chance to be sub-divided into 4 (2d3) small buildings, in which case the Judge should roll once for Building Type by Size on the Small column. (All buildings will be of that type.)

Large buildings range from 1,750 sf to 3,450 sf, averaging 2,500 sf (50' x 50'). Large buildings can be any building type except cot. Most are townhouses, villas, large shops or shophouses, manufactories, warehouses, inns, private baths, stables, or taverns. Large buildings have a 25% chance to be sub-divided into 10 (4d4) small buildings, in which case the Judge should roll once for Building Type by Size on the Small column.

Huge buildings are 3,500 sf or more. Huge buildings are usually villas, manufactories, or warehouses, with a few private baths, public latrines, and temples. Huge buildings have a 25% chance to be sub-divided into 7 (2d6) medium buildings, in which case the Judge should roll once for Building Type by Size on the Medium column.

To determine the type of building, roll 1d100 and cross-reference the result of the die with the appropriate column by size.

To avoid taking out your ruler to measure sizes, use this rule of thumb: buildings you have to squint to even see are small; buildings you can see in clusters are medium; buildings you can easily see are large; and buildings that you instantly spot because they are noticeably larger than the rest of the block are huge. About 50% of buildings should be medium, 25% small, 20% large, and 5% huge.

Building Type by Size

Building Type	Building Size: Small (~ 250 sf)	Medium (~ 1000 sf)	Large (~ 2500 sf)	Huge (~ 7250 sf)
Cot	01-55	01-35	-	-
Townhouse	-	36-70	01-10	01-10
Villa	-	-	11-20	11-65
Shop	56-60	71-82	21-35	-
Shophouse	61-84	83-92	36-40	-
Manufactory	-	-	-	66-85
Depot	85-89	93-97	41-45	86-90
Bawdyhouse	90	98	46	-
Cantina	91-97	99	47-53	-
Inn	-	-	54-63	-
Tavern	-	-	64-88	-
Bathhouse	-	100	89-93	91-93
Public Latrine	98	-	94	94-96
Shrine	99	-	-	97-100
Stables/Hutch	100	-	95-100	-

BUILDING TYPE AND OCCUPANTS

COTS AND TOWNHOUSES

Cots are simple one-room dwelling places. They might be apartments in a huge building, single-story rowhouses crammed wall-to-wall, or freestanding shacks or hovels.

Townhouses are two-story multi-room dwelling places. Townhouses typically share their walls with adjacent buildings, but some are freestanding. A huge building might consist of a number of townhouses sharing a single roof, sometimes organized around a central courtyard.

Small cots have 1d4 occupants, medium cots have 2d3, medium townhouses have 2d4, and large townhouses have 2d6 occupants. The first two occupants are the owner/tenant(s); the next three are their dependents (children or elderly). Any additional residents are household servants (cooks, scullions, or maidservants) of the owner/tenants.

Roll 1d100 on the appropriate column of the Owner/Tenant by Building Type table (below) to determine the occupations of the owner/tenants. Roll on the Character Class and Character Level tables (below) for any classed occupants.

One of the owner/tenants has a 90% chance to be elsewhere by day. The other has a 50% chance. If both owner/tenants are absent, then any dependents will also be absent, unless servants are present.

VILLAS

Villas are luxurious two-story multi-room dwelling places with an interior courtyard. Villas can share one or more walls with other buildings, but many are freestanding. When freestanding, they often have paved walkways or gardens around their exteriors.

All villas have 2d4 patrician occupants. The first two patricians are the owners; the next four are their dependents (children or elderly). Any additional patrician occupants are siblings and cousins of owners. There is a 1 in 6 chance that one of the patricians is a fighter or similar classed character.

Villas also have occupants who serve and protect the patricians. Large villas have a cook, a maidservant, a scullion, and 1d3+1 household guards. Huge villas have a cook, 1d2 maidservants, 1d2 scullions, 1d3+1 household guards, and a guard captain (fighter or similar classed character). Roll on the NPC Class (Fighter) and NPC Level tables for any classed occupants.

The owners of the villa have a 75% chance each to be absent by day. The other occupants have a 25% chance to be absent.

SHOPS AND MANUFACTORIES

Shops are single-story places of business open to the public. Some are workshops where artisans manufacture goods, while others are merchant's stores which sell goods manufactured elsewhere or offer services. Roll 1d6. On 1-2, the shop is a merchant's store. On 3-6, the shop is an artisan's workshop.

Small stores are occupied by a single merchant (either a guild apprentice running a subsidiary or an unlicensed peddler or huckster). Medium stores are run by a guild-licensed merchant with two apprentices. Large stores are occupied by a master merchant supervising two licensed merchants and four apprentices. Roll 1d100 on the Merchant Occupation table to determine the type of merchants. Note that 1 in 4 master merchants belong to the venturer class; roll on the NPC Level table if so.

Small workshops are occupied by a single artisan (often a journeyman). Medium workshops are occupied by a master artisan supervising two journeymen and four apprentices. Large workshops are occupied by two master artisans with a staff of four journeymen and eight apprentices. Roll 1d100 on the Artisan Occupation table to determine the type of artisans.

Manufactories are huge one-story buildings where goods are manufactured by teams of artisans. Unlike shops, they are not open to the public; they sell at wholesale prices to the various dealers, merchants, and retailers in the city, and to traders for long-distance commerce. Manufactories employ 2d6 teams of master artisans with a full complement of staff supported by an additional 4d6 manual laborers. Roll 1d100 on the Artisan Occupation table to determine the type of artisans.

Shops and manufactories are always occupied by day. At night, the shop or manufactory will be locked and barred and the workers at home.

Doing Business in Shops: If appropriate to their occupation, merchants and artisans will sell armor, weapons, clothing, equipment, mounts, vehicles, etc. Small shops have equipment available equal to 10% the equipment availability of Cyfaraun (see Equipment Availability by Market Class in ***ACKS***). Medium shops have equipment availability at 25% overall equipment availability, and large shops have equipment availability at 50% overall. In addition, merchants and artisans might buy or sell loads of merchandise. The Merchant Occupation and Artisan Occupation tables show what type of merchandise (if any) the merchant or artisan is interested in. Each master artisan can buy or sell one load of merchandise per month. Each master merchant can buy or sell 3d4 loads of merchandise per month. An independent guild-licensed merchant can buy or sell 1d4+1 loads of merchandise per month. Artisans or merchants with whom the adventurers buy or sell count against the number of merchants interested in transactions with the adventurers. See Doing Business in Cyfaraun (p. 56).

EXAMPLE: The adventurers enter a medium shop. The Judge rolls a 2 on 1d6, so the shop is a merchant's store. It is occupied by a guild-licensed merchant with two apprentices. He rolls 1d100 on the Merchant Occupation table and gets a 45, so the merchant is a furrier. In addition to selling various fur capes, cloaks, and garments, the furrier may buy or sell up to 1d4+1 loads of hides and furs, rare furs, or monster parts each month.

SHOPHOUSES

Shophouses are one- or two-story establishments with a place of business on the first floor and a dwelling on the second floor. Small shophouses have a small shop with a cramped backroom or loft above the workspace. Medium shophouses have a medium shop with a second-story apartment accessed by stairs from a back room. Large shophouses have a large shop on the first floor and a townhouse on the second. Shop staff is as for shops.

Roll 1d6. On 1-2, the shop is a merchant's store. On 3-6, the shop is an artisan's workshop. Shophouse staff will be as Shop, above. In addition to the workers, a small shophouse has 1d3 additional occupants, a medium shophouse has 2d4-1 additional occu-

pants, and a large shophouse has 2d6-1 additional occupants. The first four additional occupants are spouses or dependents of the workers. Any additional occupants are household servants.

Shophouses are always occupied by day. At night, the shop will be locked and barred but the owner and any family will still be present.

DEPOTS

Depots are buildings used to store goods. A small depot is a storage shack, usually owned by a resident. A medium depot is a large storage unit owned by a nearby business. Large and huge depots are warehouses for the goods that the city's residents eat, wear, and work with. Depots that contain grain or other goods spoiled by moisture are typically two stories tall, with lofts to keep the merchandise high and dry. Depots that contain wine or other merchandise ruined by heat have sunken floors where amphorae can be kept cool. Huge warehouses might have both.

	Depot Merchandise		
Depot Size	# of Merch Types	Loads per Type (Common/Precious)	Depot Workers
Small	1	1d10 / 1d4	1 (5%)
Medium	1	2d10 / 2d4	1d6 (5%)
Large	1d4	4d10 / 1d10	1d6 (10%)
Huge	1d8	4d10 / 1d10	2d6 (10%)

Depots will contain a number of loads of merchandise based on size, as shown on the Depot Merchandise table. The merchandise may be all of one type, or of up to eight different types. Roll on the Common Merchandise table (***ACKS*** p. 145) for each type. Re-roll any results of "Animals" or "Mounts" (these are in Stables/Hutches). During the day, depot workers may be present, loading or unloading cargo, as indicated on the table. At night, depots with precious merchandise will be protected by one guard per 3 loads of precious merch (rounded up) with one 3rd level sergeant per 10 guards (rounded down).

EXAMPLE: The adventurers want to break into a large warehouse at night. What's inside and who's guarding it (if anyone)? The Judge rolls 1d4 for number of merchandise types and gets a 3. He therefore rolls three times on the Common Merchandise table in ***ACKS***, getting a 14 ("animals"), 74 ("dye & pigments"), and 80 ("glassware"). He re-rolls the "animals" result, this time getting a 92, indicating Precious Merchandise. Rolling on the Precious Merchandise sub-table, he gets an 84 ("silk"). He rolls 4d10 for the number of loads of each common merchandise, determining that there are 23 loads of dye & pigments and 32 loads of glassware. He rolls 1d10 for the number of loads of silk, getting a 5. The five loads of silk are protected by two 1st level guards.

BAWDYHOUSES

Bawdyhouses are places of business where prostitutes offer their services. Prostitution is legal in Cyfaraun, although not very respectable, and most bawdyhouses are run by or under the "protection" of a criminal syndicate. Both men and women work the bawdyhouses, offering virtually any salacious experience a discerning patron might desire. Prostitutes range from impoverished to wealthy, depending on their beauty, upbringing, and skills. In the average bawdyhouse, a few moments of pleasure costs 2sp, while a night of pleasure costs 1gp. Prices can be 10 times as much in upscale establishments catering to patricians.

Small bawdyhouses are one-room dwellings occupied by a single prostitute. Medium bawdyhouses are bordellos with several rooms, occupied by 2d3 prostitutes and run by a brothelkeeper. Large bawdyhouses are multi-story brothels run by a brothelkeeper with 1d6 1st level thieves or assassins for security and 4d6 prostitutes offering a variety of services in numerous private rooms. The brothelkeeper will be a thief or related sub-class – roll on the NPC Class and NPC Level tables. There will be one patron per two prostitutes (50% chance of one patron in a small bawdyhouse). The occupation of any patrons can be generated randomly on the General/Street column of the Building Occupants by Type table.

CANTINAS

Cantinas are grab-and-go eateries popular with the workers of Cyfaraun. A typical cantina has a countertop pierced with numerous recesses, each containing insulated pottery jars filled with ready-to-eat food and drink. Behind the countertop, the owner or cook works a stovetop where pots and pans simmer with food. Large cantinas may have dining tables for sit-down meals but medium and small cantinas just have stools at the countertop or no seating at all.

A small cantina is serviced by a cantinakeeper in front, with a loft or backroom affording a residence for 1d3 additional occupants. There will be 1d3 patrons during mealtimes. A medium cantina is serviced by a cantinakeeper and will feature a second-story apartment with 2d4-1 additional occupants. There will be 2d6 patrons during mealtimes. A large cantina is serviced by a cantinakeeper and scullion, with 4d6 patrons during mealtime. A second-story townhouse will contain an additional 2d4+1 occupants. The first four additional occupants are the spouse and dependents of the cantinakeeper. Any additional occupants are household servants (cook, scullion, and maidservants).

TAVERNS

Taverns are one-story establishments that serve made-to-order meals alongside beer, wine, or both. A tavern might include gambling facilities (sometimes in a basement or backroom) as well as private rooms for sexual services. A tavern will be occupied by a tavernkeeper, a cook, a scullion, 1d3 tavernworkers, and 2d6+2 patrons. Taverns do not offer lodging or stables, but there will be a backroom or loft for the tavernkeeper's 1d4 dependents.

INNS

Inns are two-story establishments that offer meals like a tavern along with lodging for guests. A typical inn is organized around a tavern on the first story, occupied by the innkeeper, 1 cook, 1 scullion, 1d3 tavernworkers, 1d3 maidservants, and 2d6+2 patrons. On the second floor there will be lodging for the innkeeper and his 1d4 family members (spouse and dependents), plus 2d4 rooms for guests. Stalls for 2d4 mounts will be available in the rear. 1d4x25% of the rooms and stalls will be vacant.

BATHHOUSES

Bathhouses afford wealthy patrons the opportunity to bath away from the (literally) unwashed masses who descend upon the city's Public Baths. Medium bathhouses have one story consisting of an atrium/changing room, a cold-water bath, and a warm lounge, with 1d4-1 patrons in each room, and one bath attendant in the atrium. Large private baths add a hot plunge bath and a dry sauna. Large baths will have 1d4+1 patrons in each room, 1d3 attendants in the warm lounge, and 1 attendant in the atrium. Huge private baths add a garden, gymnasium, latrine, or library. They have 1d4+4 patrons in each room, 1d4+4 attendants in the warm lounge, and 1 attendant in the atrium. Reaction rolls with patrons of the bathhouses are at +1 due to their collegial atmosphere.

PUBLIC LATRINES

Public latrines are one-story establishments scattered throughout Cyfaraun. A small public latrine is simply an outhouse with a seat that opens onto the sewers below. 50% have an occupant at any time. Large and huge public latrines feature one or more rows of seats built over sewer lines. A moat in front of the seats is furnished with sponges on sticks, with which patrons can wipe themselves. Large latrines will have 2d6 patrons, while huge will have 5d6. Reaction rolls in the latrine suffer a -2 penalty, as no one likes being bothered on the toilet.

SHRINES

Shrines are one-story private places of worship or veneration of the dead erected by the city's patrician or wealthy merchants. Small shrines usually commemorate an exalted ancestor or family line but might also be dedicated to an Empyrean god in a particular aspect. For instance, a small shrine on Gambler's Row might be dedicated to Calefa in her aspect as goddess of fortune. Small shrines have a single caretaker (roll on the Minor Ecclesiastic Occupation table) who cares for its idols and symbols by day. There is a 25% chance that 1d4 worshippers are present.

Huge shrines are dedicated to a particular god or even the entire Empyrean pantheon. Huge shrines have a cleric or priestess as caretaker (roll on the NPC Class and NPC Level tables to determine sub-class and level) with 1d4 assistants (roll on the Minor Ecclesiastic Occupation table for each). There is a 75% chance that 3d6 worshippers are present.

STABLES/PENS

Stables/pens are dwellings for domestic animals. Several different types of animals live in small stables/pens. Roll 1d8 or choose: On 1-3, it's a coop with 6d10 chickens. On 4, it's a kennel with 1d6 dogs. On 5, it's a sty with 1d6 pigs. On 6, it's a hutch with 4d10 rabbits. On a 7, it's a shed with 2d6 goats. On an 8, it's a stable with 1d3 donkeys. By day there is a 50% chance of one laborer at the pen.

Large stables/pens contain a mix of draft and riding animals. At any time, there will be a total of 2d6 donkeys, 1d8 mules, 1d6 medium draft or riding horses, 1d4 heavy draft horses, and 1d2 light riding horses, as well as a stablehand who grooms, feeds, and washes them. During daylight hours, an additional 1d4 stablehands will be present.

BUILDING OCCUPANT TABLES

As noted above, some types of buildings always have particular types of occupants. For instance, villas are always owned by patricians, and inns are always owned by innkeepers. These occupants are summarized in the Standard Occupants by Building Type table.

Other types of buildings have random occupants. The Judge can use the Random Occupant by Building Type table to randomly determine the occupation, class, and level (if any) of such buildings. For artisans, roll on the Artisan Occupation table. For merchants, roll on the Merchant Occupation table. For other building occupants roll on the appropriate column of the Random Occupant by Building Type table. (Use the General/Street column for encounters on the streets, baths, or other public places where adventurers might run into just about anyone.)

Roll on sub-tables as directed. Never roll on the Random Building Occupant tables for dependent occupants. Dependents (children, disabled family members, elders, or spouses devoted to domestic duties) are just that.

Some table results directly indicate a classed NPC. These represent characters who practice their class full-time. Other table results indicate there is a percentage chance the character of that occupation belongs to a particular character class. These represent individuals who either are retired from their class or who primarily pursue another occupation instead of their class.

(Note that relative to the total number of classed individuals, there are more full-time clerics and mages than full-time fighters and thieves. There are, nevertheless, many more fighters and thieves than clerics and mages. It's just that many fighters and thieves are found running inns, working as marshals, etc.)

When a classed character appears, roll on the NPC Level sub-table to determine their specific level unless a level is already noted. If the class is listed as fighter, mage, cleric, or thief, the Judge can either roll on the NPC Class sub-table for a sub-class or assume it is the default.

Standard Occupant by Building Type	
Building Type	**Standard Occupants and Occupation**
Cot, Small	1d4 — 1-2 (owner/tenants*), 3-4 (dependents)
Cot, Medium	2d3 — 1-2 (owner/tenants*), 3-5 (dependents), 6 (maidservant)
Townhouse, Medium	2d4 — 1-2 (owner/tenants*), 3-5 (dependents), 6 (maidservant), 7 (scullion), 8 (cook)
Townhouse, Large	2d6 — 1-2 (owner/tenants*), 3-5 (dependents), 6 (maidservant), 7 (scullion), 8 (cook), 9–12 (maidservants)
Villa, Large	2d4 — #1 - #2 patricians (16% of fighter, roll for level); #3 - #5 dependents; + cook, maidsv., scullion, 1d3+1 guards
Villa, Huge	2d4 — #1 - #2 patricians (16% of fighter, roll for level); #3 - #5 dependents; + cook, 1d2 maidsv., 1d2 scullions, 1d3+1 guards, guard captain (fighter, roll for level)
Shop, Small	1 apprentice merchant (store) or journeyman artisan (workshop)
Shop, Medium	1 licensed merchant, 2 apprentices (store) or master artisan, 2 journeymen, 4 apprentices (workshop)
Shop, Large	1 master merchant (25% of venturer, roll for level), 2 licensed merchants, 4 apprentice merchants (store) or 2 master artisans, 4 journeymen, 8 apprentices (workshop)
Manufactory	2d6 teams of 1 master artisan, 2 journeymen, 4 apprentices + 4d6 manual laborers
Shophouse, Small	As small shop + 1d3 dependents
Shophouse, Medium	As medium shop + 2d4-1 occupants; #2 spouse, #3 - #5 dependents, #6 maidservant, #7 scullion
Shophouse, Large	As large shop + 2d6-1 occupants; #2 spouse, #3 - #5 dependents, #6 maidser., #7 scullion, #8 cook, #9 - #11 maidser.
Bawdyhouse, Small	1 prostitute, 50% 1 patron*
Bawdyhouse, Medium	2d3 prostitutes, 1 brothelkeeper (thief, roll for level), 1d3 patrons*
Bawdyhouse, Large	4d6 prostitutes, 1d6 guards (assassin or thief, 1st level), 1 brothelkeeper (thief, roll for level), 2d6 patrons*
Cantina, Small	1 cantinakeeper, 1d3 dependents, 1d3 patrons*
Cantina, Medium	1 cantinakeeper, 2d6 patrons*, 2d4-1 other occupants; #2 - #5 dependents, #6 cook, #7 scullion
Cantina, Large	1 cantinakeeper, 1 scullion, 4d6 patrons*, 2d4+1 occupants; #2 - #5 dependents, #6 cook, #7 scullion, #8 - #9 maids
Inn	1 innkeeper, 1 cook, 1 scullion, 1d3 tavernworkers, 2d6+2 patrons*, 1d4 dependents, 1d3 maidservants
Tavern	1 tavernkeeper, 1 cook, 1 scullion, 1d3 tavernworkers, 2d6+2 patrons*, 1d4 dependents
Depot	By merchandise type and loads
Bathhouse, Medium	1d4-1 patrons* in atrium, cold bath, warm lounge; 1 attendant (atrium)
Bathhouse, Large	1d4+1 patrons* in atrium, cold bath, hot bath, warm lounge, sauna; 1d3 attendants in warm lounge + 1 in atrium
Bathhouse, Huge	1d4+4 patrons* in atrium, cold bath, hot bath, warm lounge, sauna, gym; 1d4+4 attendants in warm lounge + 1 in atrium
Public Latrine, Small	50% 1 patron*
Public Latrine, Large	2d6 patrons*
Public Latrine, Huge	5d6 patrons*
Shrine, Small	1 minor ecclesiastic, 25% of 1d4 worshippers*
Shrine, Huge	1 cleric or priestess (roll for class and level), 1d4 minor ecclesiastics, 75% of 3d6 worshippers*
Stables/Pen, Small	6d10 chickens, 1d6 dogs, 1d6 pigs, 4d10 rabbits, 2d6 goats, or 1d3 donkeys + 50% of 1 laborer
Stables/Pen, Large	2d6 donkeys, 1d8 mules, 1d6 medium horses, 1d4 heavy draft horses, 1d2 light riding horses, 1d4 stablehands
*Roll on appropriate column of Random Occupant by Building Type for these occupants as needed.	



Random Occupant by Building Type							
Occupation	Small Cot	Medium Cot	Medium Townhouse	Large Townhouse	General/ Street	Sub-Table	Special
Laborer	01-48	-	-	-	01-26	Laborer Occupation	-
Apprentice Crafter	49-89	01-17	-	-	27-45	Artisan Occupation	-
Journeyman Crafter	90-97	18-40	1-18	-	46-55	Artisan Occupation	-
Master Crafter	-	-	19-40	01-31	56-60	Artisan Occupation	-
Apprentice Merchant	-	41-84	41-54	-	61-68	Merchant Occupation	-
Licensed Merchant	-	-	55-79	-	69-72	Merchant Occupation	-
Master Merchant	-	-	80-86	32-67	73-74	Merchant Occupation	25% are venturers*
Specialist	-	-	87-94	68-85	75-76	Specialist Occupation	See sub-table
Hosteller	-	-	-	-	77-81	Hosteller Occupation	See sub-table
Entertainer	98-99	85-88	95-96	-	82-83	Entertainer Occupation	25% are bards*
Thief	-	89-92	97-98	86-95	84-85	NPC Class and NPC Level	-
Legionary/Watch	-	-	-	-	86-88	Military Occupation	25% are veterans
Mercenary/Soldier	100	93-94	-	-	89-91	Military Occupation	25% are veterans
Fighter	-	95-100	99-100	96-100	92-93	NPC Class and NPC Level	-
Minor Ecclesiastic	-	-	-	-	94-95	Ecclesiastic Occupation	-
Cleric	-	-	-	-	96-97	NPC Class and NPC Level	-
Minor Magician	-	-	-	-	98	Apprentice Mage Occupation	-
Mage	-	-	-	-	99	NPC Class and NPC Level	-
Patrician	-	-	-	-	100	Patrician Family	25% are fighters*
* Roll on NPC Class and Level tables to determine sub-class (if not specified) and class level							

Laborer Occupation					
1d100	Laborer Occupation	Special	1d100	Laborer Occupation	Special
01-03	Barber	-	49-51	Maidservant	-
04-06	Bath Attendant/Masseuse	-	52-59	Prostitute	-
07-08	Bricklayer	-	60	Ratcatcher	-
09-19	Cook	-	61	Roofer/Tiler	-
20-22	Dockworker	-	62-64	Sailor/Fisher	-
23-25	Fuller/Launderer	-	65-73	Scullion	-
26-32	Gondolier/Rower	-	74-75	Sawyer/Woodcutter	-
33-34	Gongfarmer/Streetcleaner	-	76-78	Teamster	-
35-40	Hawker	-	79-90	Tavernworker	-
41-48	Hostler/Stablehand	-	91-100	Unskilled Laborer	-

1d100	Hosteller Occupation	Special	1d100	Hosteller Occupation	Special
01-60	Cantinakeeper	5% are fighters or thieves*	86-95	Innkeeper	15% are fighters or thieves*
61-85	Tavernkeeper	15% are fighters or thieves*	96-100	Brothelkeeper	100% are thieves *
*Roll on NPC Class and Level tables to determine sub-class (if not specified) and class level					

Special Occupation					
1d100	Specialist Occupation	Special	1d100	Specialist Occupation	Special
01-06	Alchemist (Apprentice)	-	54-56	Marshal (Bow)	100% are fighters*
07-09	Alchemist (Assistant)	-	57-59	Marshal (Heavy Infantry)	100% are fighters*
10-12	Alchemist	25% are mages*	60-62	Marshal (Light Cavalry)	100% are fighters*
13-17	Animal Trainer (Domestic)	-	63	Marshal (Heavy Cavalry)	100% are fighters*
18-20	Animal Trainer (Wild)	-	64	Marshal (Horse Archer)	100% are fighters*
21-22	Animal Trainer (Giant)	-	65	Marshal (Cataphract)	100% are fighters*
23	Animal Trainer (Fantastic)	-	66-70	Navigator	50% are explorers*
24-26	Artillerist	25% are fighters*	71-73	Quartermaster	25% are fighters*
27-32	Engineer (Apprentice)	-	74-79	Sage (Apprentice)	-
33-35	Engineer (Assistant)	-	80-82	Sage (Assistant)	-
36-37	Engineer	1% are dwarven machinists*	83-84	Sage	25% are bards or mages*
38-43	Healer	25% are priestesses*	85-89	Scout (Pathfinder)	25% are explorers or venturers*
44-46	Healer (Physicker)	25% are priestesses*	90-94	Scout (Surveyor)	25% are explorers or venturers*
47-48	Healer (Chirugeon)	25% are priestesses*	95-97	Siege Engineer	1% are dwarven machinists*
49-53	Marshal (Light Infantry)	100% are fighters*	98-100	Ship Captain	50% are explorers or venturers*
*Roll on NPC Level table to determine sub-class (if not specified) and class level					

1d100	Mercenary Occupation*	1d100	Entertainer Occupation*	1d100	Minor Ecclesiastic Occupation	1d100	Minor Magician Occupation
01-30	Light Foot	01-11	Actor (Apprentice)	01-02	Anchorite	01-02	Augur
31-45	Heavy Foot	12-16	Actor (Journeyman)	03-10	Oracle	03-10	Occultist
46-60	Crossbow	17-20	Actor (Master)	11-20	Almsgiver/Missionary	11-20	Astrologer
61-72	Bowman	21-37	Musician (App.)	21-35	Village Witch	21-35	Hedge Magician*
73-79	Longbowman	38-45	Musician (Journey.)	36-50	Seminarian*	36-50	Apprentice Mage*
80-85	Light Cavalry	46-49	Musician (Master)	51-65	Seminarian*	51-65	Apprentice Mage*
86-89	Horse Archer	50-63	Dancer (App.)	66-80	Hospitalist/Medician	66-80	Prestidigitator
90-93	Medium Cavalry	64-70	Dancer (Journey.)	81-90	Sacred Courtesan	81-90	Charlatan
94-97	Heavy Cavalry	71-73	Dancer (Master)	91-97	Inquisitor	91-97	Failed Apprentice
98-100	Cataphract	74-100	Carouser	98-100	Cultist/Heretic	98-100	Apprentice Warlock
*25% are veterans (F1)		* 25% are bards (roll for level)		*Training to be 1st level		*Training to be 1st level	

Minor Ecclesiastic or Minor Magicians will have a proficiency appropriate to their particular occupation, such as Collegiate Wizardry, Laying on Hands, Healing, Hedge Wizardry, Loremastery, Magical Engineering, Magical Music, Prestidigitation, Prophecy, Soothsaying, Sensing Evil, Sensing Power, Theology, or Village Wisdom.

NPC Class				
1d100x100	01-10	11-35	36-60	61-100
1-40	Mage	Thief	Cleric	Fighter
41-60	Mage	Bard	Bladedancer	Explorer
61-80	Warlock	Venturer	Priestess	Barbarian
81-90	Elven Spellsword	Assassin	Witch	Paladin
91-94	Dwarven Machinist	Dwarven Delver	Dwarven Craftpriest	Dwarven Vaultguard
95-96	Elven Enchanter	Elven Nightblade	Shaman	Elven Ranger
97-98	Gnomish Trickster	Elven Courtier	Mystic	Dwarven Fury
99-100	Zaharan Ruinguard	Anti-Paladin	Nobiran Wonderworker	Thrassian Gladiator

NPC Level							
Level	1st	2nd	3rd	4th	5th	6th	7th
1d100	01-60	61-83	84-92	93-96	97-98	99	100

Merchant Occupation		
1d100	Occupation	Mercantile Interest
01	Bookseller	Buys/sells “books, rare”
02-06	Chandler/Upholder	Buys/sells any/all goods with 10% price penalty; a general reseller of goods
07-08	Coppermonger	Buys/sells “metals, common” (copper or tin ingots)
09-20	Cornmonger	Buys/sells “grain, vegetables” (grain)
21-31	Draper	Buys/sells “textiles” (wool or linen)
32-38	Fishmonger	Buys/sells “fish, preserved”
39-44	Fripperer	Buys/sells “clothing” (second-hand clothing)
45-46	Furrier	Buys/sells “hides, furs”, “furs, rare”, “monster parts” (furs), sells fur capes and fur coats
47-48	Greengrocer	Buys/sells “grain, vegetables” (fruits and vegetables)
49-52	Horsemonger	Buys/sells “mounts” (horses)
53-61	Ironmonger	Buys/sells “metals, common” (iron ingots)
62-66	Lawyer	Sells legal services
67-75	Lumbermonger	Buys/sells “wood, common” and “wood, rare”
76-80	Mercer	Buys/sells “textiles” (felt, velvet) and “silk”
81-82	Oilmonger	Buys/sells “oil, lamp”
83-88	Peltmonger/Skinner	Buys/sells “hides, furs” (pelts), sells “hides, furs” (skins)
89-91	Poulterer	Sells “animals” (hens)
92-95	Salter/Pepperer	Buys/sells “salt”, “tea or coffee”, “spices”
96-100	Vintner	Buys/sells “wine, spirits”

Artisan Occupation		
1d100	Occupation	Mercantile Interest
01-02	Apothecary	Buys/sells "tea, coffee" (herbal teas)
03-04	Armorer	Buys "metals, common" (bronze, iron) and sells "armor, weapons" (armor)
05-06	Baker	Buys "grain, vegetables" (grain), sells bread
07-08	Blacksmith	Buys "metals, common" (iron), sells "tools" (iron tools)
09	Bookbinder	Buys "books, rare" (unbound/damaged books), sells services (binding/repair)
10-11	Bowyer/Fletcher	Buys "wood, common" and sells "armor, weapons" (bows, arrows)
12-14	Brewer	Buys "grain, vegetables" (grain), sells "beer, ale"
15-16	Brickmaker	Sells services (makes fired clay bricks and ceramic tiles for walls, floors, and roofs)
17-21	Butcher	Buys "animals" (any except horse), sells "meats, preserved"
22	Cabinetmaker	Buys "woods, common" and "woods, rare", sells services
23-25	Candlemaker	Buys "meats, preserved" (animal fat), sells candles
26-27	Capper/Hatter	Buys "textiles" (felt, velvet) and sells "clothing" (caps/hats)
28	Carpenter	Buys "woods, common" and "woods, rare", sells services (builds wooden structures)
29-31	Chaloner/Tapicer	Buys "textiles" (wool), sells blankets and tapestries
32-37	Clothmaker	Buys "textiles" (yarn), "dyes & pigments", sells "textiles" (wool or linen)
38-39	Cobbler/Cordwainer	Buys "hides, fur" (leather) and sells "clothing" (shoes and leather goods)
40-41	Confectioner	Buys "grain, vegetables" (grain), "salt", "spices", sells candy or pastries
42	Cooper	Buys "wood, common" and "metals, common"; sells barrels
43-44	Coppersmith	Buys "metals, common" (copper, tin), sells "tools" (brass, bronze, or copper tools)
45	Corder/Ropemaker	Buys "textiles" (fiber), makes "tools" (ropes and cords)
46-48	Decorative Artist	Buys "dye & pigments", sells services (e.g. mosaicist, painter)
49	Florist	Sells services (cuts and arranges fresh flowers)
50	Gemcutter	Buys "semiprecious stones" (uncut gems), sells "gems"
51-52	Glassworker	Sells "glassware"
53-56	Goldsmith	Buys/sells "metals, precious" (gold), sells gold jewelry
57-58	Hornworker	Buys/sells "monster parts" (antlers/horns/tusks, fangs/claws) and "ivory"
59-60	Illuminator	Sells services (illuminates books with colored inks)
61	Jeweler	Buys "metals, precious", "semiprecious stones", "gems", sells trinkets, jewelry, regalia
62	Locksmith	Buys "metals, common" (iron), sells thieves' tools, locks, manacles
63-64	Mason	Sells services (cuts stone and constructs stone buildings)
65	Parchmentmaker	Buys/sells "hides, furs" (skins), sells services (makes parchment)
66	Perfumer	Buys/sells "spices", sells perfumes and incense
67-69	Potter	Sells "pottery" and "porcelain, fine"
70-71	Saddler/Fuster	Buys "hides, furs" (leather), sells "tools" (saddles, saddlebags, bits and bridles)
72-75	Scribe	Sells services (scribes codices and scrolls)
76	Shipwright	Buys "wood, common", sells services (constructs and repairs ships and boats)
77	Silversmith	Buys/sells "metals, precious" (silver), sells silverware, trinkets, jewelry, regalia
78-83	Spinner	Buys "textiles" (fiber), sells "textiles" (yarn)
84-89	Tailor/Seamstress	Buys "textiles" (wool or linen) and "silk", sells "clothing"
90-93	Tanner/Tawer	Buys "hides, fur" (skins), sells "hides, fur" (leather)
94	Taxidermist	Buys "hides, fur", "monster parts", "ivory", sells services (stuffs and mounts animals)
95-96	Tinker/Toymaker	Buys "metals, common" and "wood, common", sells toys and trinkets
97	Wainwright	Buys "wood, common", sells services (constructs and repairs carts, chariots, and wagons)
98-99	Weaponsmith	Buys "metals, common" (iron), sells "armor, weapons" (melee weapons)
100	Wheelwright	Buys "wood, common", sells services (makes, repairs, and sells wheels)

BUILDING STYLE

About half of the buildings of Old Cyfaraun (the Old District and Bridge District) are remnants of Argollëan elven construction. Most elven buildings are of half- and full-timber construction, sometimes rendered with white stucco by the new Auran residents, but a few are opulently built with perfectly cut blocks of limestone and marble. The other buildings in the districts were cheaply constructed by the Aurans using wattle and daub rendered with white stucco.

The Plaza and Festival districts have a wide range of building styles, but the most common is a half-timbered frame infilled with Auran concrete and then rendered with white stucco. The Lake and Palace districts are more luxurious, with most buildings built of concrete rendered with either white or marbled stucco; the latter resembles genuine marble at a fraction of the cost. Some of the more impressive Lake and Palace buildings are veneered with or constructed of limestone and/or marble.

The Tower and Temple are less luxurious than those of the Lake and Palace districts, but more sturdily built than those in the Plaza and Festival districts. The dominant style is concrete faced with fired brick, often forming intricate patterns, though stucco, limestone, and marble are also seen.

Roll once on the Exterior Walls table and once on the Exterior Roof and Interior Floor and Walls table for each building. Add +10 for large villas and bathhouses and +25 for huge villas, bathhouses, and shrines. Bathhouses always have at least concrete masonry.

BUILDING TREASURE

Adventurers might decide to burglarize a building. Buildings contain coin equal to 1.5 x the wages of the non-dependent occupants. Itinerant occupants (such as bathhouse patrons) carry coin equal to their wages/20. Coin will be in the ratio 1:10:100 gold : silver : copper. Shops and manufactories also contain goods with value equal to 1d6x earnings. The remainder of the occupants' wealth is in building, land, fixtures, tools, personal items, etc.

EXAMPLE: A medium workshop is staffed by a master gemcutter (80gp per month), two journeymen (20gp per month) and four apprentices (10gp per month), for total earnings of 160gp per month. The gemcutter's workshop contains 240gp in coin and 1d6x240gp in merchandise. The Judge rolls a 5, so the workshop has 1,200gp in uncut and freshly-cut gems.

Exterior Walls	District			
	Plaza/ Festival	Old/ Bridge	Lake/ Palace	Tower/ Temple
Timbered construction of naked cedar	-	01-20	-	
Timbered construction of cedar rendered with white stucco	-	21-40	-	
Half-timbered construction infilled with wattle & daub rendered with white stucco	01-20	41-95	-	
Half-timbered construction infilled with brick rendered with white stucco	21-40	-	-	
Half-timbered construction infilled with concrete rendered with white stucco	41-80	-	-	
Half-timbered construction infilled with concrete rendered with marbled stucco	81-90	-	-	
Masonry construction of concrete rendered with white stucco	91-92	-	01-50	01-30
Masonry construction of concrete rendered with marbled stucco	93-94		51-80	31-40
Masonry construction of concrete faced with fired brick veneer	95-96	-	81-85	41-85
Masonry construction of concrete faced with ½" thick limestone veneer	97-98	-	86-100	86-100
Masonry construction of concrete faced with ½" thick marble veneer	99-125	-	101-110	101-110
Masonry construction of limestone blocks mortared with cement	-	96-110		
Masonry construction of limestone blocks mortared with cement with marble veneer	-	-	111-120	111-120
Masonry construction of marble blocks	-	111-125	121-125	121-125

Exterior Roof and Interior Floor and Walls	District			
	Plaza/ Festival	Old/ Bridge	Lake/ Palace	Tower/ Temple
Wood shingled roof, wooden floor, wooden interior walls	-	01-40	-	
Terracotta tiled roof, earthen or pebble floor, wattlework interior walls	10-50	41-80	-	1-20
Terracotta tiled roof, terracotta tiled floor, stuccoed interior walls	51-95	81-95	1-40	21-50
Terracotta tiled roof, stone tiled floor, frescoed and stuccoed interior walls	96-105	96-105	41-90	51-90
Terracotta tiled roof, heated stone tiled floor, frescoed and stuccoed interior walls	106-115	106-115	91-110	91-110
Marble tiled roof, heated mosaic floor, frescoed and stuccoed interior walls	116-125	116-125	111-120	111-120
Gilt tiled roof, heated mosaic floor, frescoed and stuccoed interior walls	-	-	121-125	121-125

DOING BUSINESS IN CYFARAUN

Cyfaraun is the largest trading hub in the Borderlands, and one of the largest cities in Southern Argollë. Adventurers who wish to engage in business while in town will find ample opportunities to do so. The rules below are based on those in the *ACKS Core Rules* but have been updated to include the new mechanics first presented in *Axioms #3* and included here in summary format with the numbers specific to Cyfaraun.

MARKET CLASS AND MARKET IMPACT

The number of transactions available to a character or party depends in part on the market class of the settlement and in part on the impact the characters are having in that market. Adventurers who control large fleets of ships or vast caravans attract considerably more interest than those with a pack mule and a promise of safe delivery.

Anytime the adventurers enter or leave Cyfaraun with boats, ships, wagons, carts, or pack animals the Judge should determine the party's **market impact**. The party's market impact is equal to the normal load of all its vehicles and pack animals divided by 5,000 st (rounded to the nearest whole number, rounding 0.5 up if odd).

The maximum possible market impact is 10. If a character's market impact is 0, he can still transact but he treats Cyfaraun as a Class IV market instead of Class III. A venturer may either treat Cyfaraun as if it were a Class II market or may take a +1 bonus to market impact, whichever is more useful.

A group of characters arriving together can decide when entering the market whether to do so as a party or to enter separately. Their market impact is determined accordingly. However, when a party of characters enter the market separately, the maximum market impact is equal to 10 divided by the number of characters.

Once the character or party's market impact and effective market class are determined, the Judge can consult the Merchants, Merchandise, Passengers, & Shipping Contracts table to find the base number of merchants, passengers, and shipping contractors interested in transactions with the adventurers.

Multiply the number of merchants, passengers, and shipping contracts by the character or party's market impact. For each merchant, roll on the Loads of Merchandise column to determine the volume of goods each merchant can handle. For each shipper, roll on the Cargo to be Shipped column to determine the size of the shipping contracts.

TOLLS AND DUTIES

Each time the adventurers pass through one of the city's eight gates with merchandise, they must pay a **toll**. The toll charged to enter or leave with goods is 4d6+2gp per 5,000 st of merchandise (round fractions to the nearest whole number, rounding 0.5 up if odd). If they are importing goods, they must also pay a **customs duty** equal to 2d10% of their merchandise's market price. (The randomness represents different customs officers making different appraisals of value.)

Adventurers disinclined to pay such fees can, of course, attempt to smuggle goods into the market – or turn to the Argollëan Family (p. 73) to smuggle goods for them. The Family will smuggle up to 60 loads of merchandise per month for a fee of 10% of the merchandise's value. There's a 5% chance smuggled goods are intercepted; otherwise the smuggled goods arrive in one of the Family's warehouses in 2d8+3 days.

MOORAGE, STABLING & LABOR FEES

Adventurers with vessels or caravans in Cyfaraun must pay **moorage or stabling fees**. Moorage fees for ships are 1gp per 10 structural hit points per day. Stabling fees are 2sp per mule, 5sp per horse, 1gp per cart, and 2gp per wagon per day.

Anytime the adventurers buy or sell merchandise, they must also pay a **labor fee** to cover the cost of loading the goods onto their vessel or caravan. The labor fee is 1gp per 200 stone of merchandise. The Dockworker's Guild and its friends in the Argollëan Family do not take kindly to adventurers who use non-guild labor.

EXAMPLE: Dalefa, 5th level venturer, arrives at Cyfaraun with 40 large 4-horse wagons (320 normal load per wagon; 12,800 st normal load total). The wagons are loaded with 128 loads of common metal ingots (25,600gp value). Dalefa has a market impact of (12,800/5000) or 2.56, which rounds to 3. She must pay a toll of 12d6+6gp and a customs duty of 2d10% of the value of the ingots. The Judge rolls and gets 51 and 12, so she must pay a 51gp toll and a 12% customs duty on 25,600gp (3,072gp). Once in Cyfaraun, the venturer must pay 160gp per day in stabling fees. She will be able to transact with 2d4 merchants per point of market impact, each merchant interested in 4d6 loads of merchandise. Since she is a venturer, she can transact as if she had market impact of 4. Therefore, she can transact with 8d4 merchants. Dalefa should have little trouble unloading her cargo over the following weeks. When she does, she will have to pay a labor fee of (12,800/200) 64gp. Assuming it takes two weeks to sell all her merchandise, she will have had to pay (51gp + 3,072gp + (160gp x 14) + 64gp) or 5,427gp in tolls, duties, and fees. She considers talking to Liber Faunus…

EQUIPMENT AVAILABILITY

When the adventurers buy or sell equipment, the number of items available is limited by Equipment Availability by Market Class (***ACKS*** p. 40). Cyfaraun is Class III, or Class II for venturers. The amount of available equipment replenishes every month. If the amount available is not sufficient to meet the

party's needs, they can commission up to ten times the available stock. Commissioned equipment is not available until the commission is complete. Building and vehicle commissions are completed at a rate of 1 day per 500gp value. Animal commissions are completed at a rate of 1 day per 1gp value (or the rules in *Lairs & Encounters* may be used to assess training time required). Other equipment commissions are completed at a rate of 1 day per 5gp value. If more than one item is commissioned, the work is performed simultaneously. Market impact has no effect on equipment availability. Note that equipment availability is for the city as a whole; individual shops have only around 10% (small), 25% (medium), or 50% (large) of the city's equipment availability.

MERCANTILE INVESTMENT

Rather than consume or hoard their wealth, characters can invest some or all of it in the hopes of earning returns on the investment. Mercantile investments are categorized into three types – establishing businesses, funding commercial expeditions, and lending money – as well as five levels of risk – safe, cautious, balanced, risky, and perilous. The type of investment determines what sort of vagaries may occur, while the level of risk determines the base rate of return per month and influences the vagaries.

To make an investment, a character allocates 1gp or more, and chooses the investment's type (business establishment, commercial expedition, or money lending) and level of risk (safe, cautious, balanced, risky, or perilous). The character must be in a market in order to make an investment. Each month, the party can invest up to 10,000gp in each type of investment at each risk level. Safe investments yield 0.25% per month; cautious yield 0.5%+1d2%-1d2% per month; balanced yield 1%+1d3%-1d3% each month; risky yield 3%+1d10%-1d10%; and perilous yield 9%+1d20%-1d20%. See *Axioms #3* for more detailed rules, including Vagaries of Investment.

EXAMPLE: Dalefa invests 10,000gp in a safe business establishment and 10,000gp in a perilous commercial expedition. The following month, her safe investments yields 250gp. She rolls 9+1d20-1d20 for the yield on her perilous investment, getting a total of -6. Her expedition loses 600gp.

SELLING TREASURE

Under Auran law, treasure is defined as ancient, forgotten deposits of wealth with no present owner. If a person finds treasure on his own land or on unowned land, the finder is entitled to keep it. However, if the treasure is found on another person's land, then the finder is only entitled to keep half of the find, with the other half going to the owner of the land. The Undercity of Cyfaraun is considered city property, so half of any treasure found there (including in the Nethercity below it) should legally be paid to the public treasury.

Sharp-eyed tax collectors with great skill at appraising the value of a wide array of trade goods regularly patrol the city gates, the Emporium, and the Merchant Guildhouse. In normal times they are not particularly diligent, but with the recent wars on the Empire's western frontiers, the public purse is stretched thin and the collectors are incentivized to extract revenue. Adventurers openly disposing of treasure in the city might be approached by such officials and quizzed about where they acquired such antiquities, 50% of the assessed value hanging in the balance. The base chance of getting approached is 5% per transaction, with an additional 1% chance per 1,000gp of treasure the party has previously sold or banked in the last month.

Adventurers who loath the idea of turning over 50% of their treasure to the city can get better prices by selling to the Argollëan Family (see p. 73). The Family pays 65% of value of treasure, or up to 80% of the value of treasure to friends of the syndicate. Regardless of whether they incur taxes, adventurers still gain full XP for treasure brought to the city.

LOCATIONS

In-world, buying and selling common merchandise or equipment typically takes place at the Emporium (#7) or at a particular merchant's establishment. Shipping contracts, passenger transport, mercantile investments, and precious merchandise typically get brokered at the Merchant Guildhouse (#8). Tolls and duties are assessed at each of the public gates in the Imperial Walls.

Merchants, Merchandise, Passengers & Shipping Contracts					
Cyfaraun's Effective Market Class	No. of Merchants	Loads of Merchandise	No. of Passengers	Shipping Contracts	Cargo to Be Shipped
II (venturer)	2d4+1	4d6 loads	2d4	2d4+1	4d6 loads
III	2d4	3d4 loads	1d4	2d4	3d4 loads
IV (0 market impact)	1d4	2d4 loads	1d4-1	1d4	2d4 loads

STREETS OF CYFARAUN

Cyfaraun is an old city with twisting roads that track through ancient hills and wind along the curving course of the Mirmen River. It lacks the broad avenues and central planning of the great Auran cities, though it has unfortunately achieved a distinctly Auran population density (that is to say, it's quite crowded). As such, moving through the city is a slow and tiresome affair, particularly in large groups.

TYPES OF STREETS

CESTA ("STREET")

While most other Auran cities are built on a grid, the streets of Cyfaraun largely run either parallel or perpendicular to curves of the Mirmen River. Only in the Palace District does an Imperial citizen find the familiar street pattern with its square blocks and compass orientation.

The streets themselves are paved with carefully-fitted flag stones and measure 15' wide, with a slightly concave shape. 5'-wide concrete sidewalks are raised 18" (1.5') above the road surface on either side, the height serving to prevent vehicles from accidentally rolling into nearby pedestrians. Walkways, made by embedding 18"-tall stepping stones in the road surface, connect the sidewalks on either side at intersections. The stepping stones are separated by wheel ruts that allow carts and wagons to pass through the walkways, if they roll slowly and carefully – effectively creating a speed limit. Carts and wagons are forbidden on the sidewalks, except at the hours of sunrise and sunset, when merchants can load, unload, set up, and tear down. Patricians who don't wish to walk on the sidewalks with the rabble often travel on litters carried by strong-backed servants.

Sewer Grates: 2' x 2' lead sluice grates pierce the streets at regular intervals (typically one per block) and afford access to the sewers. The slight concavity of the streets carries rainwater and spillage into the grates and down to the subterranean canals that wind through the ruins of Ancient Cyfaraun. The sewer grates in the Old District, which are used to traffic stolen goods by the Argollëan Family, can be freely removed as an action in lieu of movement. Removing a sewer grate elsewhere requires a successful Open Doors proficiency throw.

DEN ("ALLEYWAY")

Alleyways cut through Cyfaraun's city blocks, forming tributaries of foot traffic that flow between its tightly-packed buildings and into the streets. The alleyways are paved with concrete, but very narrow. Most are about 5' wide, with the narrowest measuring just 2'6" and the widest 8'. Short-cutting through alleyways can quicken a trip, but the alleyways of the Old District and Festival District can be quite dangerous, especially at night.

WANDERING THE STREETS

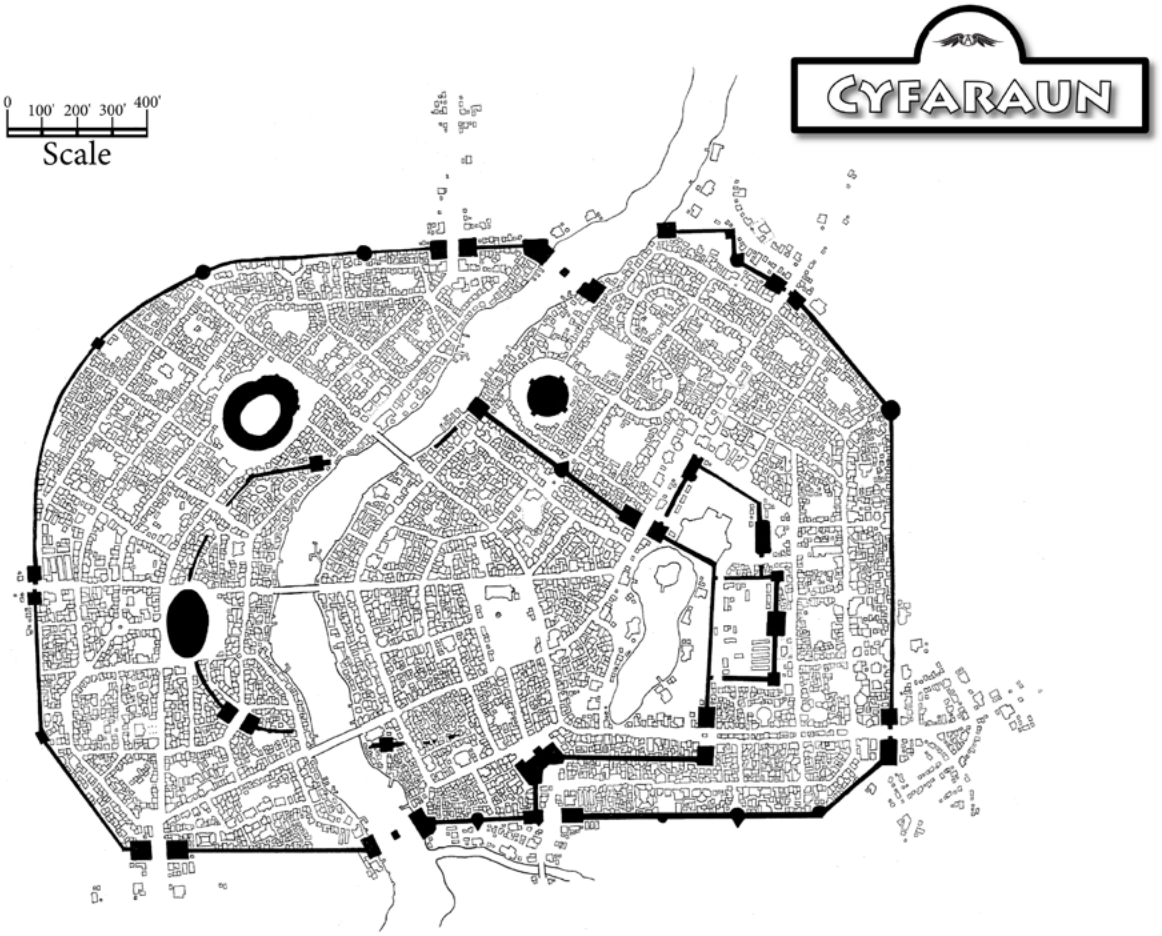
Adventurers walking around Cyfaraun can choose to move at **commuting speed** or **meandering speed**. Commuting speed represents a pedestrian walking in a familiar neighborhood with a particular destination. Meandering speed represents a sight-seer or shopper exploring an unfamiliar neighborhood, stopping to take in all the sights and sounds along the way. Traveling by litter or wagon can afford an adventurer more privacy but is not any faster.

Since tracking movement in feet per turn/round in a city would be tedious, movement of both types is measured in units of **city blocks**. Blocks can vary in size, but so can traffic congestion, pedestrian density, road conditions, and more; handling movement block-by-block is a useful abstraction.



At commuter speed, it takes about 90 seconds (15 rounds) to walk one city block. It takes about 10 minutes (1 turn) to commute between two points of interest in the same district. It takes about 20 minutes (2 turns) to commute between two points of interest in adjacent districts. Characters moving at commuter speed must make a Navigation throw of 11+ every turn to avoid getting lost. If the characters have traveled to the destination before, but not by this route, add +4 to the throw. Characters who get lost end up 1d4+1 blocks away from their intended destination that turn. Once the characters have traveled a particular route before (e.g. from the Mink to the Emporium) no Navigation throw is required.

At meandering speed, it takes about ten minutes (1 turn) to walk one city block. It takes about 1 hour (6 turns) to meander between two points of interest in the same district. It takes about 2 hours (12 turns) to meander between two points of interest in adjacent districts. Characters moving at meandering speed do not get lost as their slow pace makes it easy to see street signs or ask for directions.



STRAGGLING GROUPS (OPTIONAL)

Narrow streets and dense crowds make it hard to move in large groups. If the party is 6 or more characters, commuting speed is reduced by 50% (half speed). If the party is 12 or more characters, commuting speed is reduced by 75% (quarter speed). A party can split into smaller groups to avoid being slowed down but each group faces a separate encounter throw.

RANDOM ENCOUNTERS IN CYFARAUN

For urban adventures, the concept of the random encounter needs to be revised. A city is packed with people and an adventurer who even steps foot out of his room at the inn, let alone takes a walk down a thoroughfare, will almost certainly "encounter" random strangers – but these will be normal men and women with whom the adventurers will likely have little reason to converse. A random encounter in an urban adventure therefore represents some sort of unusual incident or interruption: an interesting public occurrence or happening that attracts the attention or the adventurers or an unexpected development which directly disrupts the adventurers' planned activities and forces them to act.

The Judge should make an encounter throw every hour (6 turns) the adventurers are wandering the streets by day, every 30 minutes (3 turns) they are wandering streets by night or alleyways by day, and every 10 minutes (1 turn) they are wandering alleyways at night. An encounter occurs on 6+ on 1d6. Some sections of some districts (e.g. the Thieves' Quarter in the Old District) are more dangerous, as detailed in later chapters.

LOOKING FOR TROUBLE (OPTIONAL)

Sometimes a party of adventurers may take to the streets to look for trouble. By purposefully loitering in busy places, hiking down crowded streets, talking loudly on interesting topics, randomly approaching strangers, shoving through crowds, and generally making a nuisance of themselves, they can increase the chance of an encounter. When adventurers are looking for trouble, encounters occur on 5+ on 1d6 instead of 6+.

CITY ENCOUNTERS TABLE

When a random encounter occurs in Cyfaraun, roll 1d100 and consult the entries below. Add 30 to the roll if after dark.

01-04: 4d10 beggars, many of them disabled veterans, have formed a human wall that blocks the avenue and are berating passersby to give them alms for their past services. 2d4 members of the City Watch will disperse the beggars violently after 1d10 minutes. Adventurers who donate at least 1gp to the beggars before the Watch arrives learn one city rumor. Adventurers who bribe or drive off the City Watch will be invited to meet their friends at the Vagrant Colony (#73u).

Beggars (4d10): MV 60', AC 0, HD 1-1, hp 2 each, #AT 1 (violent beratement), Dmg just guilt, Save NM, ML -2, AL N, XP 5

City Watch Officers (2d4): MV 90', AC 5 (chain & shield), HD 1-1, hp 4 each, #AT 1 (spear or shortsword 11+), Dmg 1d6, Save NM, ML +1, AL L, XP 5; Equipment: belt pouch with 2sp and 20cp each

05-08: A merchant's wagon has just lost a wheel and tilted over, sending 3d4 loads of merchandise (see ***ACKS*** p. 145) sprawling into the filthy streets. The merchant and his teamster are loudly arguing over whose fault the accident was. A character can quietly steal a load of goods with a successful Pick Pockets throw at +4. Characters who assist the merchant in repairing and re-loading his wagon are repaid with 30gp and a city rumor.

09-12: A bard stands on a stool on a street corner and serenades passersby with songs of glory and valor. A crowd of 1d10 is watching. With a tip of at least 1gp, the bard will share 1d3 anecdotes of adventure from the Borderlands Rumor table. With a tip of at least 20gp accompanied by a Friendly reaction roll, the bard will pledge to sing songs of their adventures. This will decrease the chance the party is mistaken for Imperial Vanguard (see encounter 29-32).

13-16: A pair of wagons have collided and are blocking the road. Neither merchant is willing to back up and it's degenerated into a shouting match. The adventurers lose one turn (10 minutes) pushing their way through the thick crowd of 2d100 gawkers. Make an additional encounter throw.

17-20: A street magician is entertaining a crowd of 3d10 local residents. He is using his Prestidigitation proficiency to form pipe-smoke into phantasmagorical monsters and the spell *ventriloquism* to make the smoke-monsters utter gossip about the city's notables. The street magician aspires to greatness and would be easy to recruit as a henchman (+2 bonus), provided the party does not embarrass or humiliate him before the crowd with superior prowess.

Street Magician: Mage 1; Str 10, Int 16, Wis 11, Dex 14, Con 9, Cha 13; MV 120', AC 1, HD 1**, hp 4, #AT 1 (dagger 10+), Dmg 1d4, Save M1, ML +1, AL N, XP 16; Proficiencies: Collegiate Wizardry, Performer (street magic) 2, Prestidigitation; Spellcasting: 1st – 1; Repertoire: 1st – *magic rope*, *ventriloquism*, *wall of smoke*; Equipment: Ostentatious robes, pipe, belt pouch with 6sp and 20cp

21-24: 1d4 proselytizers are seeking congregants. Roll 1d8 to determine their patron deity: 1 – Ammonar; 2 – Calefa; 3 – Ianna; 4 – Istreus; 5 – Mityara; 6 – Naurivus; 7 – Turas; 8 – A minor or foreign deity (Judge's choice). Each character willing to listen to the good news for one turn (10 minutes) will be rewarded with a free 1st or 2nd level spellcasting of their choice. The proselytizers know one city rumor, which they will share if reactions are friendly.

25-28: A town crier is announcing the news of the day. The news is mostly mundane matters relating to upcoming festivals, market hours, and temple rites, but the town crier is a valuable resource for happenings of interest. On a Friendly reaction roll, the crier will share 1d3 borderland rumors and 1d3 city rumors.

29-32: A traveler stops the party and asks if they are members of "that famous adventuring party, the Imperial Vanguard." If the adventurers say yes, he will ask for their autographs. If the adventurers say no, he tells them "I hope that Calefa blesses you with as much fame and fortune as them!" Either way, on a Friendly reaction roll, he shares one city rumor. For every bard the party has hired to sing of their deeds (see encounter 09-12), there is a 1 in 6 chance the traveler asks for them instead of Imperial Vanguard.

33-36: 1d4 members of the City Watch (as above) march past. If the party is wearing visible weapons or armor, they will stop them and ask them to state their purpose in Cyfaraun. If the party is argumentative, or already notorious within the city, the City Watch will seek to apprehend them. If outnumbered, the Watch will whistle for back-up, drawing 2d6 additional watchmen in 1d4 rounds.

37-40: A pedestrian isn't looking where he's going. Randomly determine one party member; that character must make a saving throw vs. Blast. If the save fails, the pedestrian bumps into him. There is a 25% chance that the pedestrian is actually a pickpocket who has just stolen the character's coin purse.

41-44: A pair of rash young patricians mounted on light riding horses are recklessly racing through the streets. Carts are being overturned, merchant stalls shattered, and bystanders knocked aside. As the riders race past, each adventurer must make a saving throw vs. Blast. Those that fail are splattered in the face by mud and filth thrown up by the horses' hooves. The patricians will continue for 1d10 blocks before saluting each other and splitting up to avoid the City Watch. Adventurers who apprehend the patricians and hand them over to the Watch are rewarded with 10gp for stopping public outrage. However, 1d4 nights later, they will be assailed by 2d4 hoods hired to teach them a lesson about interfering with their betters.

Patricians (2): Fighter 1; MV 240' (mounted), AC 2 (leather), HD 1, hp 7, 6, #AT 1 (sword 10+), Dmg 1d6+1, Save F1, ML +1, AL N, XP 10; Proficiencies: Diplomacy, Riding; Equipment: light riding horse, military saddle, purse with 6gp and 20sp

45-48: 1d4 bards accompanied by a venturer (their manager) are heading to give a performance. Roll 1d10 to determine the venue: 1-3 the Emporium; 4-5 the Mink; 6-7 the Silk Pony; 8-9 the Noble Charter Inn; 10 a patrician's private home. On a Friendly reaction roll they will share a city rumor and invite the PCs to come watch them perform.

49-52: A wild-eyed vagrant in torn rags approaches the party. Roll 1d10. On 1-5, he rants about a death cult that is murdering his friends. On 6-8, he mistakes the adventurers for the death cult and follows them around screaming "kill me, too!" On 9-10, he starts screaming and then passes out in front of the party. A successful Healing proficiency throw diagnoses that the vagrant was poisoned with slow-acting pit viper venom; *neutralize poison* can revive him. If revived, or on a Friendly reaction roll in other cases, the vagrant will offer to take the party to the Vagrant Colony (#75u).

53-56: An abandoned rucksack has spilled open, scattering a cache of papers onto the ground. Mud and filth have ruined much of the paper, but two items remain decipherable with a successful Read Languages throw. The first is a journal with 1d4+1 legible borderlands rumors written in a spidery hand. The second is a treasure map to a point of interest in the Borderlands (Judge's choice).

57-60: A bucket of refuse is suddenly hurled out of a high-rise tenement. Each adventurer must make a saving throw vs. Blast. Those that fail are covered in human waste and must make a saving throw vs. Poison at +4 or be stricken with bloody flux for a week.

61-64: A friendly NPC known to the adventurers (Judge's choice) passes right by them without any sign of acknowledgment or greeting. If the party accosts their acquaintance, roll 1d10: On 1-5, their acquaintance apologizes; he was just preoccupied with business or other matters. On 6-10, the acquaintance just offers a vague greeting ("How have you been, chief?") and quickly excuses himself; their actual acquaintance has been slain and the party has just met the doppelgänger who assumed his identity. See the Doppelgänger Den (#14u).

65-68: A sewer grate has gotten blocked up, and a puddle of refuse and waste has formed around it. The smell is nauseating, even by the city's standards. If the adventurers attempt to clear the grate, they discover it was purposefully sealed. It can be opened with *knock* or one turn (10 minutes) of tool-work.

69-72: Beasts of burden are rampant in the streets! Roll 1d10: On 1-3, a team of 1d4 mules is braying, kicking, and biting passersby. On 4-6, a heavy draft horse has thrown off its harness and is galloping roughshod through stalls and vendors. On 7-9, a huge ox (Str 18) has broken loose of its yoke and is stampeding across the street. On 10, an elephant imported from far-off Somirea has gone wild from the noise and smells. Adventurers who can calm the beast will be rewarded by its owner with gold equal to 20% of the cost of the animal and a city rumor.

73-76: A wagon has pulled into an alleyway alongside a storefront. 2d4 laborers are unloading trade goods into the store under the supervision of the store's owner. There are 3d4 loads of random merchandise (see ***ACKS*** p. 145). On a Friendly reaction roll, the merchant will be interested in buying and selling this type of merchandise and will share a city rumor.

77-80: A shabbily dressed man clutching a large sack darts out of an alleyway, runs past the adventurers, and ducks into another alleyway across the street. One round later, a member of the City Watch emerges from the first alleyway and halts in confusion. If the adventurers tell the watchman where the thief went, they can gain a contact in the Watch. If the adventurers mislead the watchman, the thief will surface 1d10 turns later to offer his thanks. On a Friendly reaction roll, he will offer to introduce them to his syndicate. If the encounter occurred east of the Mirmen River, he belongs to the Argollëan Family. If the encounter occurred west of the Mirmen, he's part of Sand & Bones. If necessary, the Judge can roll on the Precious Merchandise table (see ***ACKS*** p. 145) to determine the nature of the thief's stolen goods.

> **Shabbily-Dressed Man:** Thief 2; MV 120', AC 2 (leather), HD 2, hp 6, #AT 1 (pair of daggers 9+), Dmg 1d4, Save T2, ML +2, AL N, XP 20; Special: move silently 14+, hide in shadows 16+, climb walls 5+, hear noise 13+, backstab ×2; Proficiencies: Gambling, Skulking; Equipment: sack of 2500sp

81-84: A patrol of legionaries from the Prefectural Guards marches towards the adventurers. There are 10 legionaries all equipped with banded plate, spears, short swords, and shields, led by a subaltern with a crested helm. If the adventurers are known criminals, the legionaries are coming to arrest them. If the adventurers have avoided such notoriety, then the legionaries are on patrol. Adventurers who stand aside to let the guards pass can continue on to their destination. Adventurers who do not stand aside will be forcibly pushed aside by shields and spear butts. Fighting the legionaries brings 3d6 members of the City Watch in 1d4 rounds. Adventurers who are arrested will face charges of assault, mayhem, and/or murder.

> **Prefectural Guard Legionaries (10):** Fighter 1; MV 60', AC 7 (banded plate & shield), HD 1, hp 6 each, #AT 1 (spear or shortsword 10+), Dmg 1d6+1, Save F1, ML +3, AL L, XP 10; Proficiencies: Fighting Style (weapon & shield), Manual of Arms; Equipment: belt pouch with 2sp and 20cp each

> **Prefectural Guard Subaltern:** Fighter 3; Str 13, Cha 13; MV 60', AC 8 (plate & shield), HD 3, hp 13, #AT (1 spear or shortsword 8+), Dmg 1d6+3, Save F3, ML +3, AL L, XP 50; Proficiencies: Command, Fighting Style (weapon & shield), Manual of Arms; Equipment: belt pouch with 1gp and 20sp

85-88: A crossbow quarrel darts through the air and kills a pedestrian just a few feet away from the party. To find out what's going on, roll 1d10. On 1-2, the adventurers were the intended target, and the assassin is about to fire again. On 3-4, the pedestrian was a murderer and slain by the Order of the Eclipse under a contract of righteous retribution. On 5-6, the pedestrian was a merchant from Old District who'd been informing on the Argollëan Family; Faunus had him killed. On 7-8, the pedestrian was a merchant from the Festival District who refused to pay protection money to Sand & Bones. On 9-10, the pedestrian had

been snooping around the Undercity and Mentenus had him killed. In any case, the assassin is hidden on the rooftop above the street.

> **Hidden Assassin:** Assassin 5; Dex 16; MV 120', AC 4 (leather), HD 5, hp 23, #AT 1 (crossbow 5+ or sword and dagger 6+), Dmg 1d6+2 + poison, Save F5, ML +1, AL N, XP 200; Special: move silently 11+, hide in shadows 13+, backstab ×3; Proficiencies: Disguise, Intimidation, Skulking, Sniping; Equipment: 50' rope, grappling hook, rockfish poison (onset 1 round, dmg 4d6, save+1) on crossbow bolts, belt pouch with 10gp and 20sp

89-100: Special! An event related to the party's current district occurs. Roll 1d100 on the appropriate District Encounter table.

101-104: A street corner prostitute offers services to a random adventure. The prostitute has a Charisma score of 3d4+4. A few moments of pleasure costs 5cp, while a night of pleasure costs 2sp. On a Friendly reaction roll (modified by Seduction, of course), a patron might learn a city rumor. Generous tippers (3gp+) will be invited to spend time with their new friend at The Silk Pony (#25) or The Mink (#11).

105-108: As the adventurers pass a nearby alleyway, they spot a corpse sprawled across the ground. Roll 1d10 to determine the culprit: On 1-2, the victim was stabbed through the heart, then decapitated. Characters with Black Lore of Zahar proficiency recognize this as the ritualistic killing practiced by Dirgion's doombringers (see #75u). On 3-4, the victim has been partly eaten. Characters with Healing proficiency who make a throw of 11+ can identify that the bite wounds are from a man-sized creature with large fangs and powerful jaws (see #45u). On 5-7, the victim has had his throat cut and a bloody "A" carved into his forehead – the work of the Argollëan Family (see p. 73). On 8-10, the victim's mouth is filled with sand, marking him as slain by Sand & Bones (see p. 102).

109-112: A skirmish after dark on the streets is taking place between members of the Argollëan Family and their rivals from Sand & Bones. The Argollëan Family is fielding one slayer, two hoods, and three footpads, while Sand & Bones Guild has one torturer, three hoods, and two footpads. If the fight is not interrupted, the first side to suffer two casualties will flee into the darkness. Adventurers who intercede on one side or the other earn the gratitude of that syndicate and can, with a Friendly reaction roll, secure an introduction with its leader. The opposing syndicate will become hostile if any of its members escape to report the party's deeds.

> **Argollëan Family Slayer:** Assassin 4; Str 16, Dex 14; MV 120', AC 3 (leather), HD 4, hp 17, #AT 1 (sword and dagger 4+ or crossbow 7+), Dmg 1d6+4 or 1d6+2, Save F4, ML +1, AL N, XP 80; Special: backstab ×2; Proficiencies: Fighting Style (two weapons), Intimidation, Sniping; Equipment: belt pouch with 4gp and 25sp
>
> **Argollëan Family Hoods (2):** Thief 2; MV 120', AC 2 (leather), HD 2, hp 6 each, #AT 1 (sword and dagger 9+), Dmg 1d6, Save T2, ML +1, AL N, XP 20; Special: backstab ×2; Proficiencies: Labor (various), Skulking; Equipment: belt pouch with thieves' tools and 16sp each
>
> **Argollëan Family Footpads (3):** Thief 1; MV 120', AC 2 (leather), HD 1, hp 3 each, #AT 1 (sword and dagger 9+), Dmg 1d6, Save T1, ML 0, AL N, XP 10; Special: backstab ×2; Proficiencies: Labor (various), Skulking; Equipment: belt pouch with thieves' tools, 6sp and 20cp each
>
> **Sand & Bones Torturer:** Assassin 3; Str 16; MV 120', AC 3 (leather), HD 3, hp 14, #AT 1 (morning star 7+), Dmg 1d10+4, Save F3, ML +1, AL N, XP 50; Special: backstab x2; Proficiencies: Eavesdropping, Intimidation, Swashbuckling; Equipment: belt pouch with 1gp and 20sp
>
> **Sand & Bones Hoods (3):** Thief 2; MV 120', AC 3 (leather), HD 2, hp 6 each, #AT 1 (pair of hand axes 9+), Dmg 1d6, Save T2, ML +1, AL N, XP 20; Special: backstab ×2; Proficiencies: Gambling, Swashbuckling; Equipment: belt pouch with thieves tools and 16sp each
>
> **Sand & Bones Footpads (2):** Thief 1; MV 120', AC 3 (leather), HD 1, hp 3 each, #AT 1 (pair of hand axes 9+), Dmg 1d6, Save T1, ML 0, AL N, XP 10; Special: backstab ×2; Proficiencies: Gambling, Swashbuckling; Equipment: belt pouch with thieves' tools 6sp and 20cp each

115-118: A patrol of the three veteran infantry and three composite bowmen from the City Watch begin ramming down the door of a building. After one round, they push inside and begin apprehending the occupants. Roll 1d10 to determine what prompted the raid: On 1, it was a chaotic cult engaging in profane rites. On 2-4, it was a brothel with 1d10 prostitutes and 1d6 patrons that didn't pay its bribes. On 5-7, it was a gambling house with 1d3 bookies and 1d10 gamblers that cheated an officer of the watch. On 8-10, it was a warehouse of contraband with 1d4 smugglers and 3d4 loads of random merchandise. Adventurers with infravision or able to casually spot secret doors will notice someone skulking out unnoticed by way of a side-window…

> **City Watch Veterans (3):** Fighter 1; MV 90', AC 5 (chain & shield), HD 1, hp 6 each, #AT 1 (spear or shortsword 10+), Dmg 1d6+1, Save F1, ML +2, AL L, XP 10; Proficiencies: Alertness, Intimidation; Equipment: belt pouch with 6sp and 20cp each
>
> **City Watch Bowmen (3):** MV 90', AC 4 (chain), HD 1-1, hp 4 each, #AT 1 (composite bow or sword 11+), Dmg 1d6, Save NM, ML +1, AL L, XP 5; Equipment: belt pouch with 4sp and 20cp each

119-122: 2d4 footpads (as above) have broken into a storefront across the street and are carting trade goods onto a wagon parked in the adjacent alley. Once they have collected 3d4 loads

of merchandise (see ***ACKS*** p. 145), they depart for a warehouse in the Bridge District. If interrupted, the footpads warn the adventurers not to interfere in "syndicate business". If the encounter occurred west of the Mirmen, the ruffians belong to Sand & Bones. If the encounter occurred east of the Mirmen, they belong to the Argollëan Family.

123-126: 2d4 hoods (as above) begin shadowing the party. If the hoods outnumber the adventurers, they attempt to rob them. Otherwise they simply follow them for 1d3 turns, looking for a chance to mug a straggler or departing character. If the encounter occurred west of the Mirmen, the hoods belong to Sand & Bones. If the encounter occurred east of the Mirmen, they belong to the Argollëan Family.

127-130: Screams erupt from a nearby alleyway. A young woman is being assaulted by 1d4 local hoods (as above). The dastards are drunk, violent, and happy to fight for their "prize". If the woman is rescued, she turns out to a patrician of exceptionally comely appearance (with Cha 18 and Seduction proficiency). She was on her way to a secret triste with her paramour, a prominent NPC. Roll 1d10 to determine her paramour: On 1-2, it's Liber Faunus, head of the Argollëan Family. On 3-4, it's Apollonis Meteros, Guildmaster of the Merchant Guild. On 5-6, it's Clitus Omnus, Treasurer of the Tower of Knowledge. On 7-8, it's Narmirio Drakomir, Tribune of the City Watch. On 9-10, it's Valens Icus Ambador, head of the Municipal Council. Escorting the woman to the safety of her paramour's residence might (on a Friendly reaction roll) earn the party the favor of the NPC in question or might lead to them being… silenced.

UNDERCITY OF CYFARAUN

After conquering Cyfaraun, the Aurans engineered a sewer system below their newly claimed city. The natural path of these sewers was along the lines of Ancient Cyfaraun's streets, as this allowed excavation through soft tuff rather than masonry buildings. Thus, the primary sewer tunnels below Old Cyfaraun now run along the avenues of Ancient Cyfaraun. As the Aurans expanded Cyfaraun beyond the old elven city's prior limits, new sewer tunnels were excavated through the soft volcanic tuff. The Aurans also excavated dungeons, crypts, basements, and sub-cellars in and around the Ancient City.

ENTERING THE UNDERCITY

POINTS OF INTEREST

Many points of interest throughout Cyfaraun grant direct access to the Undercity. These include:

» The basement below the Mink (#11)

» The cells and slave pits below the Amphitheater (#20)

» The crypts below the Solar Citadel (#36) and Shrine of the Ancestors (#68)

» The vaults below the Tower of Knowledge (#50)

» The hypocausts under Public Baths (#51)

» The dungeons (prisons) below the Prefectural Palace (#78) and Barracks (#81)

In addition to these points of interest, the Judge should feel free to add additional entrances and special locations to the Undercity. It's a big place and there's lots of rooms that are as-yet unkeyed.

SEWER GRATES

2' x 2' lead sluice grates pierce the streets at regular intervals (typically one per block) and afford access to the sewers. The sewer grates in the Old District, which are used to traffic stolen goods by the Argollëan Family, can be freely removed as an action in lieu of movement. Removing a sewer grate elsewhere requires a successful Open Doors proficiency throw.

RANDOM BASEMENTS

Many of the elven buildings in the Bridge, Lake, and Old Districts were constructed atop the foundations of older buildings that still jutted up from the volcanic tuff. In some cases, when these buildings were constructed, the engineers excavated the area below to form a basement or vault. Any city building in those districts that sits atop an undercity chamber has a 10% chance of having a staircase that leads down into a basement connected to the Undercity. Usually the door to the remainder of the Undercity will have been sealed and stuccoed (detect as a secret door). The adjoining map shows an example of how some buildings in the Lake District might connect to the Undercity.



ILLUMINATION IN THE UNDERCITY

During the day, the overhead sewer grates cast light in a 30' radius. At night, or away from the sewer grates, the tunnels and catacombs of the Undercity lie in dank darkness. Individual locations may be lit by their inhabitants, as noted in the map keys.

CONSTRUCTION OF THE UNDERCITY

The tunnel ceilings throughout the Undercity are usually cut tuff. The tunnel floors are gently graded, with volcanic tuff gradually (within the Ancient Cyfaraun limits) descending into the

original pavement of rubbled stone set in mortar. The walls of the tunnels are a mix of volcanic tuff and ancient stone slabs, the latter often decorated with sylvan painting or Ancient Argollëan writing.

The large sewer tunnels are 13.5' tall and 13.5' wide (enough for a chariot). They have 2' wide ledges running along either side, with sconces for torches every 60'. Adventurers can move single file along the ledges without penalty, but any character struck while on a ledge must make a saving throw v. Paralysis or fall into the sewer tunnel. The smaller sewer tunnels are 7.5' tall and wide and have no ledges.

SEWER SLUDGE

Sludge runs throughout the Undercity's sewer pipes. The sludge does not slow exploration movement, but characters charge or run at half rate while within it. Acrobatics and Move Silently proficiency throws made by characters in sludge suffer a -2 penalty. The sludge is filled with disease-carrying decaying matter, so characters who are knocked down or otherwise fall prone in the sludge come down with a fungal infection unless they succeed on a saving throw vs. Poison +4. Characters that actually *eat* the sewer sludge are automatically infected with no saving throw.

Fungal infections become evident after 1d8 hours as white, pulpy scabs on the skin (or, if the sludge was eaten, on the tongue, lips, and mouth.) Once the scabs appear, the infected character suffers a -2 penalty to reaction rolls and a -1 penalty to surprise rolls and initiative rolls due to distracting itches. Each day thereafter, the scabs spread, and the infected character must make an additional saving throw vs. Poison. If the throw fails, the spreading infection leaves a permanent scar (treat as a "minor scar" on the Mortal Wounds table). If the throw succeeds, no scarring occurs, though the character remains infected. The infection can be cured with Healing proficiency or magic.

The sludge also carries a poisonous miasma with the awful smell of rotten eggs. Characters exposed to the miasma must make a saving throw vs. Poison every turn or begin to suffer headaches, bleary eyes, and shortness of breath. These symptoms impose a -1 penalty on attack throws and damage rolls, and last until the character rests for one turn away from the sludge. Characters who shield their nose and mouth with a cloth bandana or take other simple precautions need save only once per hour and gain a +4 bonus.

Note: The rules above are intended to strike a balance between realism and playability. Judges who prefer a more cinematic game can simply ignore the effects of the sludge. Judges who prefer cruel realism can impose permanent ability score losses due to nerve damage from sulfide gas. If you choose the latter option, please tell your players that everyone at Autarch is very sorry.

RANDOM ENCOUNTERS IN THE UNDERCITY

Unlike the crowded streets above, the Undercity is largely empty. As such, exploration of its depths is similar to a traditional dungeon delve, except that the adventurers are just a few feet from safety above. The Judge should make an encounter throw every three turns (30 minutes) that the adventurers are exploring the Undercity. An encounter occurs on 6+ on 1d6, or on 5+ on 1d6 if below the Old District. Do not make encounter throws when the party is within a special location until it has been cleared, as the current occupants are assumed to keep out random intruders. Roll 1d100 on the Undercity Encounter table.

UNDERCITY ENCOUNTERS TABLE

01: A cluster of **1d6 ankhegs** has burrowed through the soft tuff in search of prey. They're very hungry (-5 reaction rolls).

02: A scourge of **2d4 giant ants** has erupted into the Undercity. They are busily carrying sludge back and forth from the nearest sewer tunnel into their burrow.

03-04: The tunnel ahead is illuminated as if by the light of several candles. A cluster of **1d8 giant fire beetles** is feeding on small insects and mold.

05: A cluster of **1d8 bombardier beetles** is devouring the corpse of a rat. It's not nearly enough to satisfy their appetites.

06: The hideous sounds of rats shrieking clashes with a disturbing chattering. Up ahead, a cluster of **1d6 tiger beetles** is fighting a pack of **3d6 giant rats**. In their frenzy, the creatures will attack anyone who approaches within 10'. If left undisturbed, the rats will flee when they lose half their numbers and the beetles will feed on the remainder.

07: A vast patch of black mold has grown across the tunnel, forming a pudding-like layer almost 30' across. The mold is actually a **black pudding** which will seek to envelop and consume any who come near.

08-09: Scuttling down the ceiling of the tunnel comes a clew of **1d3 carcass scavengers**. Their tentacles are sufficiently long that they can attack adventurers on the sewer ledges, but not adventurers who kneel or crouch in the sewer canals.

10-14: A scourge of **2d4 giant centipedes** is lapping up sewer sludge or vermin in the tunnel ahead. The centipedes are spread across the tunnel such that it is impossible to get by them.

15-16: The droning buzz of flies hints at what's up ahead: a scourge of **1d6 giant carnivorous flies** laying eggs in a sewer puddle.

17-18: A ghostly wall of giant rat skeletons floats in the tunnel… and begins drifting towards the adventurers. It's actually a **gelatinous cube** that has recently fed on a pack of giant rats.



19: The hideous sounds of slavering mastication echo through the dark tunnel ahead. A pack of **1d6 ghouls** is feasting on a paralyzed officer of the City Watch. The officer isn't dead yet, but he's at -7 hp out of 5; if the adventurers save the officer's life by quickly dispatching the ghouls and treating his mortal wounds, they'll have a friend in the City Watch. He was following someone from the Argollëan Brotherhood…

20-24: A patch of tuff here has a damp grey texture, like wet concrete. Has someone recently cemented over a hidden door? No, it's **gray ooze**.

25-29: The ceiling overhead is coated with a nauseating green filth. It's a large patch of **green slime**.

30-31: Up ahead, a pack of giant grasshoppers, each some 2' to 3' long, is feeding on the remnants of a patch of flaxen fungus. It's a plague of **1d10 cavern locusts** feeding on a patch of **yellow mold**. If the adventurers proceed forward, the cavern locusts begin shrieking. The Judge should roll an encounter throw each round; if wandering monsters are indicated, they will arrive in 1d4 rounds. In addition, any creatures in nearby Special Locations will be on the alert.

32-34: From the darkness comes the hissing and chattering of rats. Then a pack of horrific half-man, half-rat monstrosities rushes forward. It is a pack of **1d8 wererats**. These creatures were infected by the Cult of the Horned Rat and become mad and monstrous from the lycanthropic curse. (They do not know the location of the Shrine of the Horned Rat.)

35: A strange ochre slime mold has grown up along the wall. Its glistening plasm seems to vibrate as if breathing. It's an **ochre jelly** and it's hungry.

36: The awful clatter of chitin on stone clatters through the tunnel. From the darkness emerge terrible arachnids with mustard colored carapaces and giant mandibles. It's a clutter of **1d4 rhagodessa** intent on feeding.

37-41: A mound of refuse has piled up, forming a knee-high obstacle in the tunnel. A scattering of coin and bone glints in the torchlight. Anyone deliberately searching the mound is exposed to a brood of **5d4 rot grubs**. Anyone crossing the mound must make a saving throw vs. Paralysis to avoid touching the refuse; those that fail are exposed to a single **rot grub** that enters by way of their pant leg or sandal. The mound contains 2d100gp from a dead adventurer.

42-43: Such large and beautiful mushrooms – the boldest purple hue. As the light reveals its presence, the troop of **1d8 shriekers** begins to scream like a horde of devil-beasts. The scream persists for 1d3 rounds. For every round a shrieker is screaming, there is a 50% probability that it catches the attention of a nearby wandering monster. Wandering monsters attracted by a shrieker will arrive on the scene within 2d6 rounds. In addition, any creatures in nearby Special Locations will be on the alert.

44: A strange racket echoes through the Undercity, like bone clanging on metal. Then a throng of **3d4 skeletons** becomes visible. The skeletons carry improvised weapons and still have flesh hanging from them in places. They are not ancient guardians but recent creations of a sinkhole of evil.

45: An abomination erupts from the stagnant waters of the dark sewers. It is a **skittering maw**, a shark of the sewers, apex predator of the Undercity. It automatically attacks and fights to the death.

46-47: Something is hissing in the shadows just ahead. The adventurers have stumbled into a nest of **1d8 pit vipers**. They strike with blinding speed, automatically gaining the initiative.

48: It's strange to see logs floating in the sewer waters. That's because they're not logs. This region of the Undercity is the den of **1d3 giant pythons**.

49: Thick white webs block the tunnel ahead. They were woven by a clutter of **1d3 giant black widows** that lurks nearby.

50: The clutter of **1d4 giant crab spiders** that is crawling overhead is barely even noticeable until it drops on the party. The adventurers encountering these creatures suffer a -2 penalty to surprise rolls due to their ability to change colors to match their environment.

51: The tunnel here is lined with sheets of silk that form a sticky bedding. The clutter of **1d3 tarantulas** that wove the spidersilk attacks any adventurers who approach.

52-56: The path ahead is entirely blocked by an enormous **insect swarm (4 HD)**. Thousands and thousands of creeping crawlers, millions of ceaselessly moving legs, form a blanket over 300 square feet in size. They are drawn to the light.

57-62: A hissing chatter fills the air. It's rats - hundreds of rats! **1d4 rat swarms** stream down the tunnel, beady eyes glowing in the torchlight. Each swarm has 1d3+1 HD.

63-64: A solitary sewer rat races towards the adventurers. A moment later, a hideous tongue lashes out of the shadows beyond and grabs the rat. It shrieks in terror as it is dragged back into the darkness. A knot of **1d4 giant toads** lurks up ahead.

65-70: The abundant food supply from the city sewers has given rise to rodents of unusual size. A pack of **3d6 giant rats** greedily bounds toward the adventurers.

71-72: Fragments of rock and soil litter the tunnel ahead on either side. Someone or something has burrowed a series of holes through the soft tuff. And what is that soft squeaking? It's a pack of **1d4 giant shrews**.

73-74: Barking and hissing clash with shrieking and chittering. A pack of **1d8 giant ferrets** is preying on a pack of **3d6 giant rats** in the tunnel ahead. In the confusion, the creatures will attack anyone who approaches within 10'. If left undisturbed, the rats will flee when they lose half their numbers and the ferrets will feed on the remainder.

75-78: The light reveals a disturbingly beautiful "garden" of fungus and mold: Here, a chartreuse fungus rises from crimson mold. There, patches of amber slime glisten and reverberate. Striations of ochre and aubergine streak through verdant slicks. A strange yellowish haze hangs over it all. The haze is the work of the local culture of **1d4 yellow mold**.

79: A small group of badly wounded men staggers towards the adventurers. From their tattered clothes and nauseating stench it's obvious these are homeless vagabonds. But why do their eyes glow red? It's a throng of **2d4 zombies** created by a sinkhole of evil.

80+: Special Encounter. The nature of this encounter is determined by whichever special location in the Undercity is closest to the point at which it occurred. If a roll of 80+ occurs when the adventurers are more than 120' from any special locations, no encounter occurs.

» **The Mink (#11u):** Members of the Argollëan Brotherhood are transporting contraband towards one of their underground warehouses. It's a **robber**, **1d3 hoods**, and **1d6 footpads** with one load of merchandise. The Argollëan Family tries to avoid violence, but this area is their home turf. See p. 73.

» **Shrine of the Horned Rat (#13u):** Filth-covered men and women with stringy hair and dirty garments are knocking on the walls and peering at cracks and fractures. It's actually a pack of **8 wererats** from the Cult of the Horned Rat seeking the entrance to the Nethercity. If hostilities erupt, they will transform into ratman form. From noon until midnight, the pack consists of Terkinos (3rd level mage wererat), two 1st level mage wererats, and five ordinary wererats. From midnight until noon, the pack

consists of Abimbola (4th level fighter wererat), two 2nd level mage wererats, and five ordinary wererats. See p. 88.

» **Doppelgänger Den (#14u):** A **doppelgänger** from the nearby den is out on a mission. Roll 1d3 to determine which doppelgänger and then roll 1d6 to determine its current form. The doppelgänger will avoid hostilities if possible. See p. 92.

» **Lizardman Lair (#28u):** A **lizardman warrior** is dragging an unconscious dockworker back towards the lair. The dockworker is at -3 hp of 3. If his mortal wounds are treated successfully, he can explain that he was working late at the Docks when he was jumped by something scaly that came out of the water. See p. 102.

» **Catacombs of the Patriarchs (#36u): 1d4 knights of the winged sun** with torches are on patrol. From time to time, vermin find their way into the Undercity and threatens the safety of the Catacombs – the vermin must be dealt with, whether two-legged, four-legged, or worse.

» **Crocodile Nest (#45u):** A sharp piece of rusted sewer grate has torn off a tough green scale. A character with Animal Husbandry or Naturalism proficiency who investigates the scale concludes that it is a crocodile or giant lizard scale – whatever it is, the creature must be at least 30' long. A small trail of blood can be followed back to the creature's lair with a successful Tracking proficiency throw. See p. 138.

» **Tower of Knowledge (#50u):** A patrol of **1d4 theurgists** are walking the grounds near the Tower of Knowledge basement. One of the theurgists carries a staff gleaming with *continual light*, while the others have daggers. The regent suspects someone is passing back and forth between the Tower of Knowledge and the Undercity and has asked these mages to keep watch for intruders. So far all they've seen is rats, though. Adventurers seem suspicious and might be taken in for questioning. See p. 145.

» **Catacomb of the Ancestors (#68u): 1d4 knights of the winged sun** with torches are on patrol. The vagrants have been making wild claims of chaotic cultists lurking in the Undercity and the knights are dutifully, if half-heartedly, investigating.

» **Eclipse Hideout (#69u):** A **deathbringer** shadows the party. He will attempt to hide in shadows and will not approach within the radius of the party's light. His goal is to observe their movements and assess if they are a threat to the Order. If confronted, the deathbringer will claim to be a lay servant of the Sisterhood of Mourning assigned to patrol the Undercity (and the sisters will confirm this as true if he is brought to them.) If the deathbringer is slain, the righteous retribution of the Order of the Eclipse will fall upon the killer(s). See p. 166.

» **Vagrant Colony (#75u):** A **vagrant**, mad with fear, splashes blindly through the sewers. In his terror he mistakes the party for cultists of Dirgion and immediately begins fleeing. If caught and calmed down, he will explain that evil cultists have made a home in the vagrant colony and murdered their leader. See p. 179.

» **Prefect's Dungeon (#78u):** A furtive figure in rags, with broken manacles on his arms, is visible just at the edge of torchlight. He is a **hood** who has escaped imprisonment in the Prefect's Dungeon. If the party helps the hood make it out of the Undercity, they will earn his friendship and that of his syndicate, if any. (Roll 1d10 to see who he works for: 1-4, the Argollëan Family. 6-8, the Sand & Bones Guild. 9-10, he's a lone wolf.) While the party is accompanying the hood, roll for random encounters every minute (6 rounds) with a throw of 5+ indicating 1d4+1 officers of the City Watch show up in pursuit of the hood. Handing the hood over to the Watch earns the party a reward of 40gp. See p. 187.

» **Barracks Vault (#81u):** A patrol of **2d4 Prefectural Guards** carrying torches approaches the party and calls on them to halt for questioning. The guards have heard rumors of ruffians skulking about in the Undercity and want to make sure no hijinks are underfoot near their vault. See p. 188.





4

OLD DISTRICT

The most densely populated district of the city, the Old District encompasses most of Old Cyfaraun. Its border with the Bridge District is marked by the Cesta Mirmen Gollë ("East Blackrock Street"), while its border with the Lake District is the Cesta Tirenium ("Capital Street"). The Old Walls to the northeast separate it from the Tower and Palace Districts, with passage afforded by the Pylos Aurigëus ("Patrician's Gate," #1). Prominent landmarks include the City Watch Headquarters (#5), the Emporium (#7), the Merchant Guildhouse (#8), the Thieves' Quarter (#9), the Mercenary Guildhouse (#10), and The Mink (#11). The Old District is densely populated with craftsmen, laborers, shopkeepers, taverners, and traders, not to mention harlots, thugs, and vagabonds. The criminal Argollëan Family (see p. 73) operates its protection racket and smuggling ring from here. The entrance to the Nethercity is also found here (#12u).

POINTS OF INTEREST

1. PYLOS AURIGËUS ("PATRICIAN GATE")

The resplendent Patrician's Gate controls traffic along Capital Street between the Old District and the Tower and Palace Districts. A legacy of elven rule, the gate itself consists of a bronze portcullis with an intricate vine motif and bronze-reinforced cedar doors engraved with pastoral scenes. The gate is bracketed by a pair of 20'-tall gatehouses (each with 1,250 SHP and Unit Capacity 1) of perfectly-cut white limestone. Elven enchantments keep the bronze gleaming without patination. The gate is only open from sunup to sundown; patricians and Imperial officials can pass at any time, but otherwise a reasonable justification and Friendly reaction roll is required to persuade the Watch to open it by night. 15 City Watch officers are based in the gatehouses. At any time, 4 will be on patrol, 4 will be on duty at the gate, and 7 will be off duty in the ground-story barracks.

2. CITY WATCHTOWER I

Watchtower I is a 20'-tall two-story tower with a 25' teardrop-shaped base and terracotta roof. It is built from perfectly cut white limestone (850 SHP and Unit Capacity 0.5) and connects to the Old Walls on its second story. 5 City Watch officers are based in Watchtower I. At any time, 1 will be manning the tower, 2 will be on patrol and 2 will be off duty in the ground-story barracks.

3. CITY WATCHTOWER II

Watchtower II is a four-story, 40'-tall, 50'-square tower built from perfectly cut white limestone (3,000 SHP and Unit Capacity 3). It connects to the Old Walls on its second story. Stationed on the top story, below the terracotta roof, is a repeating light ballista on a rotating platform. Watchtower II has a commanding view of the Old District and directly overlooks the Imperial Wharf (4). 10 City Watch officers are based in Watchtower II. At any time, 4 will be on patrol, 1 will be manning the ballista on the top floor, and 5 will be off duty in the ground story barracks.

4. IMPERIAL WHARF

The Imperial Wharf is reserved for governmental and military passengers and cargo. Four piers project from the riverbank into the Mirmen, with moorage for up to 14 barges or boats. At any time, there are typically 1d4+1 barges, 1d4+1 river boats, and 1d4 sailing boats berthed here. By day, a group of 4d6 sailors, rowers, and dockworkers will be working at the Wharf.

5. CITY WATCH HEADQUARTERS

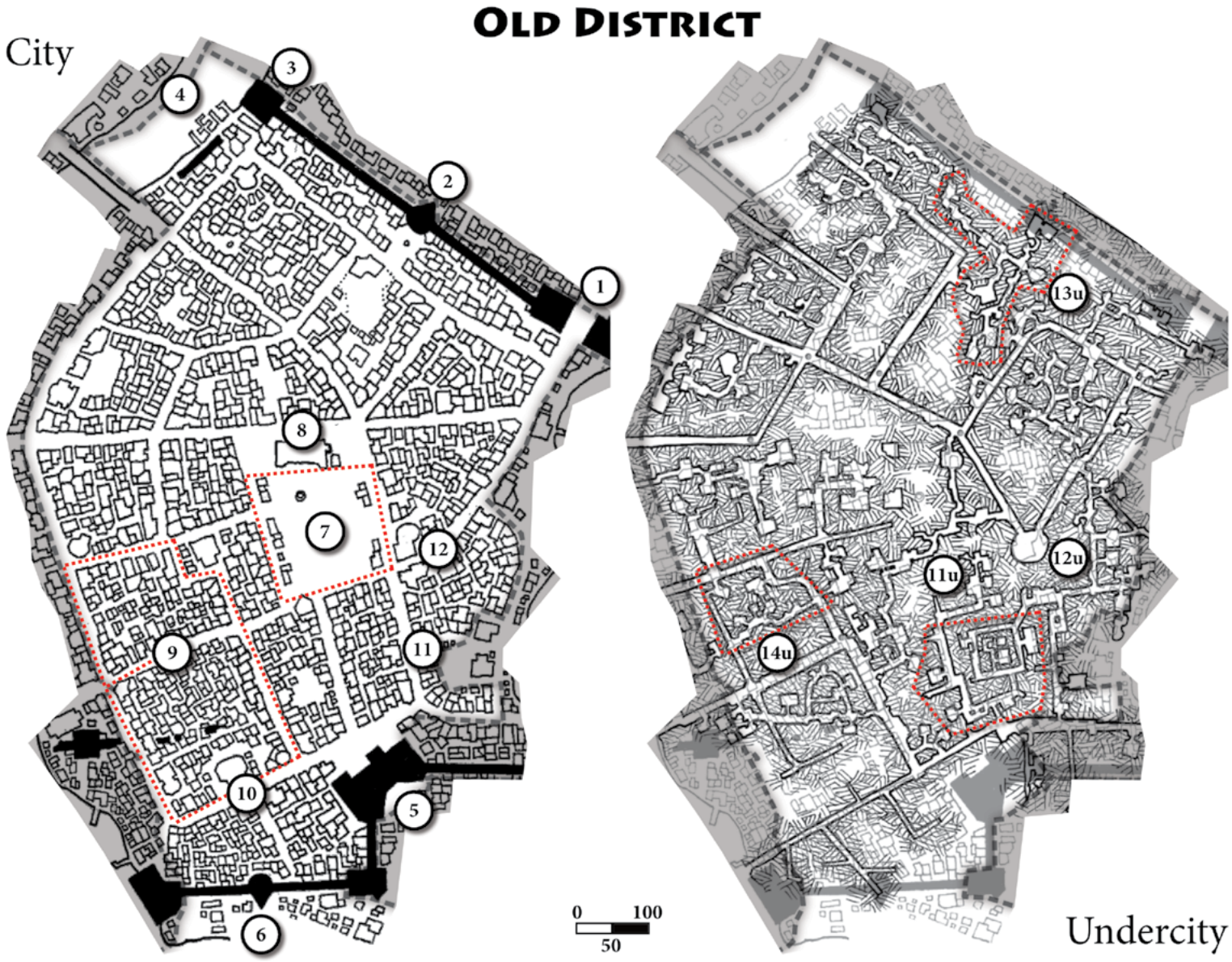
The imposing edifice of the City Watch Headquarters rises at the junction of the Imperial Walls to the south and the Old Walls to the east, from which it overlooks the Cesta Türaduaran ("Street of the Mighty Dawn"). The two-story headquarters is 100' wide, 60' long, and 20' tall, and built of concrete masonry with a fired brick veneer under a terracotta tiled roof (3,000 SHP and Unit Capacity 5). The commander of the City Watch, Tribune Narmirio Drakomir, is stationed here, along with 4 subalterns and 95 officers (35 veteran heavy infantry, 40 heavy infantry, and 20 composite bowmen). These officers form an elite reserve that is deployed to disperse crowds, suppress riots, and hunt violent fugitives.

6. CITY WATCHTOWER III

Watchtower III is a 20'-tall two-story tower with a 25' teardrop-shaped base and terracotta roof. It was rebuilt after being destroyed in the Argollëan War using Auran concrete faced with white limestone (850 SHP and Unit Capacity 0.5). It connects to the Imperial Walls on its second story. 5 City Watch officers are based in Watchtower III. At any time, 1 will be manning the tower, 2 will be on patrol and 2 will be off duty in the ground-story barracks. The Argollëan Family keeps these officers on its payroll to help avoid Imperial entanglements.

7. EMPORIUM

The Emporium is the largest plaza in Cyfaraun (measuring 600' x 400') and the center of its commerce. Some of Cyfaraun's finest shops and stores encircle the Emporium and the plaza itself serves as an open-air marketplace where traveling merchants can hawk their wares six days per week. From sunup to sundown, a mosaic of colorful tents, covered wagons, and cart stands makes the Emporium the most crowded segment of the city. One never knows who'll be selling their wares at the Emporium, so every visit is a fresh experience. See Special Location #7: The Emporium for details on shops and random vendors found here. In general, any equipment and any common merchandise can be bought or sold in the Emporium (precious merchandise is exchanged in the adjacent Merchant Guildhouse). See ***ACKS*** p. 45 & 142 and Doing Business in Cyfaraun on p. 56 of this book.



8. MERCHANT GUILDHOUSE

Situated at the northern edge of the Emporium overlooking the grand Cesta Thymatas ("Memorial Street"), the Merchant Guildhouse is the headquarters of the city's Merchant Guild. From here, the Merchant Guild licenses merchants to do business, administers the Emporium, brokers transactions, and provides banking services. Guildmaster Apollonis Meteros is a corrupt and venal man who is amply compensated for the blind eye he turns to the Argollëan Family.

The city's wealthiest merchants frequent the Guildhouse's trading hall, where adventurers can buy and sell loads of precious merchandise and solicit passengers and shipping contracts. (Common merchandise is exchanged in the Emporium.) See ***ACKS*** p. 45 & 142 and Doing Business in Cyfaraun on p. 56 of this book.

The licensing office regulates the commerce within the city. Adventurers usually have little regard for the proprieties of licensing, but those who wish to set up a store with staff must pay an annual fee of 10% of earnings. Sole proprietors do not have to be licensed, but unlicensed businesses are considered disreputable and low-class.

Finally, the Guildhouse's banking branch offers services to select clients, including storing wealth, borrowing and lending money, exchanging currency, and offering investment opportunities. Domain rulers are automatically accepted as clients. Otherwise, becoming a client of the Merchant Guild bank requires a Friendly reaction roll (add +1 if the applicant is a venturer and an additional +1 per rank of Bargaining). Wealth can be stored in the Guildhouse for a fee of 0.25% per month; clients with funds on deposit can withdraw it on demand and/or use bills of exchange to pay guild merchants. Funds can be loaned to the bank for 30-day terms at 0.25% interest. Loans of up to 10,000gp

per month are available; adventuring expeditions are charged an interest rate of 3% per month with collateral or 9% per month without. Currency can be exchanged for a 0.25% fee. Investment opportunities range from safe to perilous, with up to 10,000gp per month in opportunities available. The bank has 16 talents of gold, 137 talents of silver, and 158 talents of copper in its vault (total value 187,680gp and weight 1866 st). See *Axioms #3* and Doing Business in Cyfaraun on p. 56.

9. THIEVES' QUARTER

The Thieves' Quarters is among the most dilapidated and crime-ridden portions of Cyfaraun. The aged timber structures here have been ill-kept, with rotting roofs and splintered walls barely maintained by patchwork repairs, and their residents look just as rough. The buildings are closely spaced, and scant light reaches the labyrinthine alleys that cut through the blocks. The Thieves' Quarter is run by the notorious Argollëan Family, the largest criminal syndicate in the Borderlands, and between their ongoing predations and the sporadic but violent interventions of the City Watch, it's a dangerous place to loiter. Encounters occur here on 5+ on 1d6 by day and 4+ on 1d6 by night, and reaction rolls in the alleyways suffer a -2 penalty.

10. MERCENARY GUILDHOUSE

The Mercenary Guildhouse is a white limestone structure situated at the southern edge of the Thieves' Quarter along the Cesta Türaduaran ("Street of the Mighty Dawn"). Prior to the Argollëan War, it was a temple to Áine, elven goddess of love and war (cognate with Ianna) and – whether out of respect for the goddess or the guild – the building is largely free of graffiti and refuse. The Guildhouse's bronze-reinforced cedar doors open into a training hall with a bronze statue of a winged bladedancer in the center encircled by a ring of barracks and offices.

The Mercenary Guild is a consortium of sellswords licensed by the Empire to provide private military service in the Borderlands. Guildmaster Balcaldur Brogitarius is actively soliciting for more mercenaries, as he thinks business is going to be good in the years ahead. Any able-bodied human or demi-human (STR 9+) can join the Mercenary Guild; membership dues are 12gp, payable upon joining and annually thereafter. The Guild primarily functions as a mutual aid society, paying out funds when members are captured, crippled, or slain. The member or his family will be paid 100gp for loss of life, 40gp for loss of freedom (ransom), 40gp for loss of an arm, 30gp for loss of a leg, 10gp for loss of an eye, and 5gp for loss of a finger, toe, or ear. Members can also stay in the lodgings in the Guildhouse at a cost of just 1sp per night and can check for contracts posted by potential employers. Both members and non-members can post contracts to solicit and hire henchmen, mercenaries, and military specialists. At present, the following contracts are posted in the Guildhouse:

» The Tower of Knowledge seeks bold expeditionaries to explore the Waste beyond the border fortresses. Those who return with credible information on threats and invasion routes will be richly rewarded. Speak to Regent Aurëus Ambador at the Cyfaraun Chapterhouse. (For more on this assignment, see p. 145.)

» Monster hunters capable of capturing dangerous prey alive and unharmed are needed! Capable parties should contact Liber Faunus at The Mink to broker an introduction to the client. (For more on this assignment, see p. 81).

» The acclaimed and triumphant adventuring company known as the Imperial Vanguard seeks shieldbearers, squires, and other retainers. If you think you have the honor, discipline, and courage to serve our company, leave word for us with Guildmaster Brogitarius. (For more on Imperial Vanguard, see p. 196.)

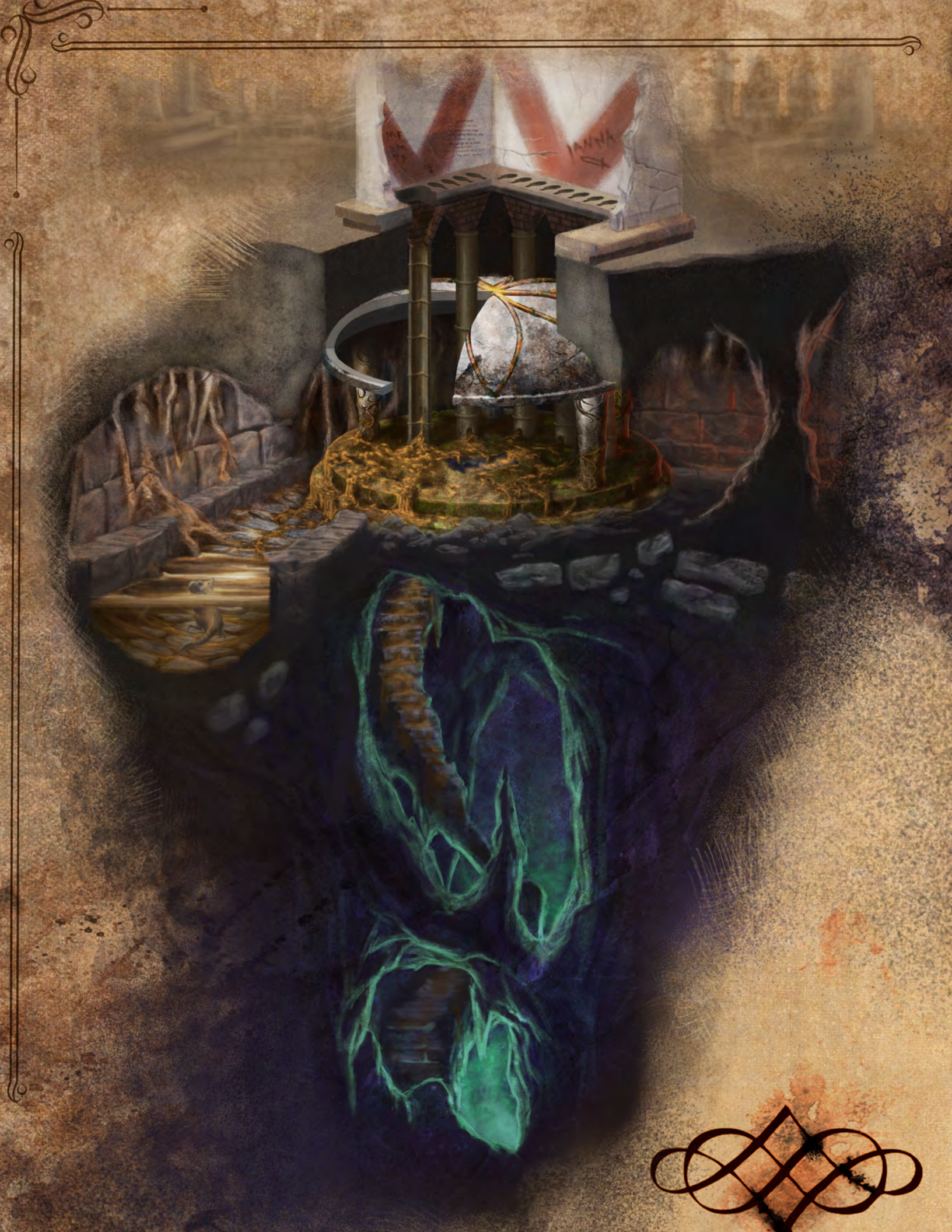
11/11U. THE MINK/ARGOLLËAN FAMILY HIDEOUT

Located midway between the Cesta Türaduaran ("Street of the Mighty Dawn") and the Emporium (#7), snuggled amongst the homes of the city's native merchants, is the most storied tavern in the city: The Mink. Though not luxurious by the standards of the city's patricians, it is well-appointed enough to impress most adventurers and visiting merchants who make their way through the city. It has all that weary travelers with a bit of coin could want – fresh beds, strong drink, rich food, lively music, and attractive companions for hire.

The Mink is owned by Liber Faunus, a merchant who became wealthy in the trade of fine elven artwork and trinkets, a trade that finds much favor among the nobility as far away as Aura who appreciate the aesthetic sensibility of the region's former inhabitants. In secret, however, Liber Faunus is the leader of the Argollëan Family and mastermind of its criminal enterprises. The basement of the Mink is his hideout, his redoubt, and his base of operations. See Special Location #11/11u: The Mink for more information.

12. PUBLIC LATRINE

This huge concrete facility services the vendors and shoppers of the nearby Emporium. A small antechamber affords access from the north, west, and south while screening the patrons from passersby. Inside, 34 toilets are built into a series of cedar benches, all draining into the city's largest cesspool (#12u). A set of moats in front of the benches are furnished with sponges on sticks, with which patrons can wipe themselves. At any time, there will be 5d6 patrons in the Public Latrine. Reaction rolls with patrons of the Public Latrine suffer a -2 penalty, as no one likes being bothered on the toilet.



12U. LEAKING CESSPOOL

A cesspool sits 30' beneath the public latrines at the center of Cyfaraun's Old City. The cesspool wall and floor are coated with muck, mold, and filth from the latrines above. Ruined frescoes are dimly visible through the layer of sludge. Any character who wipes away the mold and filth on the walls discovers images of a procession of white-gowned elven maidens bearing torches. A character who thereafter succeeds on a Loremastery or Theology proficiency throw can identify the procession as depicting the worship of Mityara, called Demara by the elves and seen as their patron deity.

Archways in the northwest and northeast of the cesspool slope lead to large sewer tunnels intended to carry the sewer run-off. However, the sewer tunnels are receiving less waste than they ought, for much of the sewer sludge is instead spilling into a door-sized hole in the floor. A character with the Caving, Engineering, or Mapping proficiency who investigates the hole can determine that the cesspool was broken open by the accumulated pressure of years of sewage striking it.

After spilling through the hole, the slow-moving stream of refuse flows into a tunnel and down a flight of winding rough-hewn steps. The tunnel is the entrance to the long-lost ruins below Cyfaraun's sewers. The Judge can place *AX2: Secrets of the Nethercity* here or a dungeon of his own design.

A **carcass scavenger** hides in the tunnel below the cesspool, eating the animal waste (and occasional cadaver) that comes its way. It cannot be seen from the cesspool itself. The carcass scavenger gains a +1 bonus to surprise adventurers who descend down the steps due to its concealed position.

> **Carcass scavenger:** MV 120', AC 2, HD 3+1**, hp 14, #AT 8 (stingers 7+), Dmg paralysis, Save F2, ML +2, AL N, XP 135

Note that there is no direct means for man-sized characters to travel from the latrines to the cesspool – they must enter the Undercity elsewhere via a sewer grate or basement and then travel to the cesspool through the sewers.

13U. SHRINE OF THE HORNED RAT

Any who willingly pray at this dark altar on the night of the full moon instantly become wererats. Decades ago, cultists of the Horned Rat used the shrine's power to terrorize Cyfaraun, spreading lycanthropy throughout the city. Though the cultists were defeated by the Captain of the Underwatch, the shrine itself was never found. It lay forgotten under the city until it was re-discovered by Mentenus, the Provost of the Tower of Knowledge. In the mad pursuit of lost elven knowledge, Mentenus and his cohorts decided to transform themselves into wererats to be able to better search the putrid sewer tunnels. From the Shrine of the Horned Rat, he and his followers seek the secrets of the Nethercity. See *Special Location #13u*: Shrine of the Horned Rat.

14U. DOPPELGÄNGER DEN

Five years ago, a trio of assassins formed a guild calling itself the Brotherhood of Knives. The Brotherhood established a hideout in the Undercity just north of the Argollëan Family's territory and began offering murder-for-hire. A year ago, the members of the Brotherhood of Knives were slain and their identities assumed by doppelgängers. The shapeshifting horrors found an assassin's guild to be a perfect cover. They now operate out of the former hideout and have slowly begun to kill and replace notable persons throughout the city. See *Special Location #14u*: Doppelgänger Den.

NOTABLE RESIDENTS

THE ARGOLLËAN FAMILY

The largest criminal syndicate in the Borderlands, the Argollëan Family trades in blackmailed information, stolen goods, and looted elven antiquities. It also runs a protection racket on the local merchants – those who don't pay run the risk of having their goods donated for the good of the city's less fortunate or having an accident while going to meet with the City Watch. The Family helps more compliant merchants dodge tolls and customs duties by smuggling merchandise into and out of the city for a 10% service fee.

What makes the Family unique among crime syndicates is its illegal trade in unearthed elven relics. Adventurers who want to avoid Imperial taxes on such treasure can sell their finds for 65% of their full value, though the Family will pay up to 80% of full value to friends of Liber Faunus. The Family fences these antiquities to various dealers, agents of wealthy clients, and Auran nobles for at least 100% of its appraised value, if not more. While eager to do business with most adventurers, the Family will neither offer nor provide illicit services to obviously Lawful characters such as paladins, bladedancers, clerics, or priestesses.

Although currently the most powerful thieves' guild in The Borderlands, The Argollëan Family is quickly losing its edge to an upstart criminal syndicate called the Sand & Bones Guild. Whereas the Family treats gambling and prostitution as vehicles to engage their clients for other forms of illegal trade, the Sand & Bones Guild seems to have distilled human flesh and games of chance into raw commodities that can be traded at a great frequency. Furthermore, over the years, waves of adventurers have picked many once-forgotten ruins clean of any wealth, so new finds are increasingly rare, reducing the Family's revenue and influence.

There is increasing friction between the Family and the Sand & Bones as they compete for territory, respect, and muscle. There have been a few cases of blood being shed between the two, most recently in the sewers near the catacombs of the Empyrean Temple, but it has not yet broken out into open warfare between the two groups. The Family is concerned that the spread of Sand & Bones whorehouses and gambling dens will cost it the atten-

tion of the adventurers and wealthy traders that fuels so much of its illegal business.

The Nethercity lies within the territory of the Argollëan Family, and adventurers who unearth its trove of buried treasures will certainly draw their attention. Liber Faunus will see the Nethercity as the key to his struggle against Sand & Bones. The Family can be a valuable ally if the party is willing to fence its loot through them but attempting to bypass it may well trigger a subterranean war in the sewers.

LIBER FAUNUS

A handsome man of indeterminate age with a lean build, slightly pointed ears, and a carefully groomed goatee, Faunus is a leading merchant in Cyfaraun and owner of the Mink. He is a man who made his fortune the old-fashioned way: By stripping near-forgotten elven ruins of their hidden wealth and using the loot to build a business empire.

Born and raised in the Borderlands, Faunus grew up listening to his family's oral history of descent from the original elven inhabitants. According to family legend, his great-great-great-grandfather was an Auran adventurer who fought alongside the legions that conquered Southern Argollë, choosing to retire there in the years following the war to raise a family with his elven war-bride. By all accounts the union was a very happy one, with his great-great-great-grandmother raising their children with as many Argollëan traditions as possible in those early post-conquest days, echoes of which continued on through the generations to influence Faunus's own upbringing. When Faunus struck out into the world to try to make his own name and fortune, he used the hints contained in his family stories to find old, abandoned elven ruins filled with wealth that had been hidden and forgotten by elves fleeing for their lives from the invading Auran legions.

From there Faunus could have gone on to be a perfectly lawful merchant, plying his wares cleanly, but when the time came for him to turn some of his non-liquid treasure into cold, hard coin, he was shocked to discover that the Viaspen Forest where he'd found the antiquities had been declared an imperial holding, requiring him to turn over half of the proceeds to the tax collectors. Though still making a fortune, the sting of so hefty a price for the fruit of his labors, labors that connected him to the storied past of his family, inspired him to find ways to avoid such costs in the future. He built a powerful syndicate of traders and rogues, able to do business in the open under the guise of being a reputable venture company, but also working in the shadows to smuggle a wide variety of goods and elven antiquities, using his coin and influence to persuade city officials to look the other way.

Faunus prefers his band of mercantile thieves and smugglers to avoid violence when possible – after all, Cyfaraun is his city and blood is bad for business. He prefers to encourage pliability in clients and officials through the indulgences of the Mink wherever possible. However, Faunus is not above ordering the assassination and murder of those who cross him: officials that prove to be too troublesome for his smuggling operation; former clients that grow a conscience; or adventurers who import elven ancient antiquities into Cyfaraun without going through him. He is especially ruthless with turncoats and traitors, regularly using an ancient *medallion of ESP* he found in the ruins to help weed out those whose thoughts turn to treachery.

In addition to owning The Mink (#11), Liber Faunus also owns 5 medium bawdyhouses, 5 large cantinas, 2 medium cantinas, 14 small cantinas, and 4 large taverns in the Old District. His venture company owns 2 wharves in the Docks (#33) and operates 5 barges carrying goods between Siadanos and Cyfaraun as well as a caravan of 40 large wagons on the trade route between Cyfaraun and Arganos. He earns around 7,000gp per month in profit from these businesses – 500gp from The Mink, 1000gp from the other establishments, and 5,500gp from the venture company.

> **Liber Faunus:** Venturer 10; Str 13, Int 16, Wis 13, Dex 12, Con 17, Cha 16; MV 120', AC 0 or 2 (leather), HD 10, hp 43, #AT 1 (*+1 sword* 4+ or crossbow 6+), Dmg 1d6+2 or 1d6, Save T10, ML +2, AL N; XP 850; Special: avoid getting lost, expert bargainer, hear noises, mercantile network, read languages; Proficiencies: Arcane Dabbling, Bargaining, Elven Bloodline, Collegiate Wizardry, Diplomacy, Intimidation, Knowledge (Southern Argollë) 2, Magical Engineering; Spells: 2 1st, 1 2nd; Repertoire: 1st – *charm person*, *detect magic*, *light*, 2nd – *detect secret doors*, *wizard lock*; Equipment: If readied for battle, crossbow, case with 20 bolts and leather armor; at all times, elven *short sword +1*, *medallion of ESP (90')*, *potion of poison*, traveler's tunic and pants, leather belt, sturdy low boots, pouch with collection of ancient Argollëan coins (50gp value) and keychain with 8 keys

HESTA FAUNUS

Hesta is Liber Faunus's younger sister. One of the most attractive women in Cyfaraun, she is an ageless beauty with platinum hair and silver eyes that betray her elven ancestry. Almost anyone who spends any time with Hesta falls in love with her. Something about her – one might call it an otherworldly "aura" – seems to inspire affection and adoration in everyone she meets. Publicly, Hesta works as impresario of The Mink's entertainment and madame of its upstairs brothel. Privately she puts her powerful charms to work as a spy and seductress, securing favors and negotiating amenable positions from the Family's customers and contacts.

Hesta Faunus: Bard 7; Str 10, Int 14, Wis 10, Dex 15, Con 13, Cha 18; MV 120', AC 1 or 5 (*+1 leather* and *cloak of protection*), HD 7*, hp 32, #AT 1 (*+1 hand axe* 6+ or crossbow 7+), Dmg 1d6+1 or 1d6, Save T7, ML +2, AL N; XP 440; Special: chronicler of battle, inspire courage, loremastery 13+, read languages; Proficiencies: Eavesdropping, Elven Bloodline, Mystic Aura, Performance 2 (singing), Seduction; Equipment: if readied for battle, crossbow, case with 20 bolts, *hand axe +1*, *leather armor +1*, *cloak of protection +1*, *ring of spell turning*, belt pouch with *potion of healing* and *scroll of ward against undead (in elven)*; at the Mink, *ring of spell turning*, noble gown, flamboyant elven silk cloak, long leather gloves, high boots, bright silk sash, purse, with 250gp in small gems and keychain with 5 keys

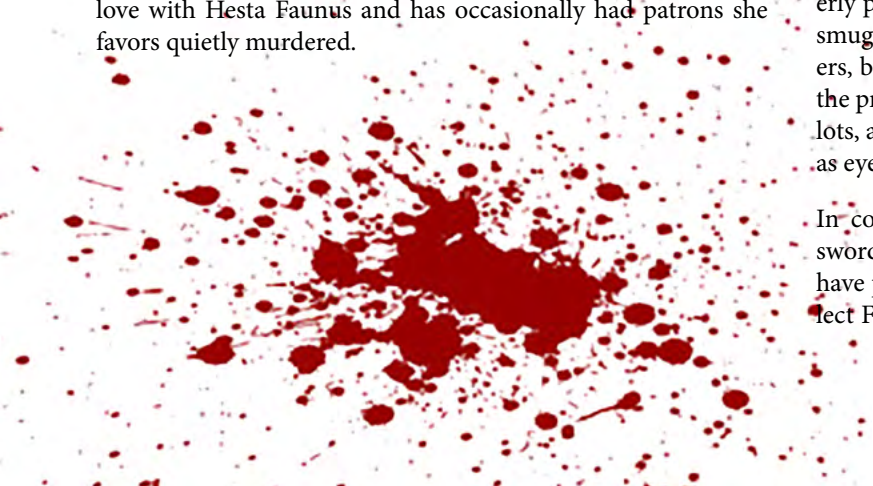
ARANTH FAUNUS

Aranth is Liber Faunus's younger brother. He works as manager of The Mink and assists Liber in running the venture company. Like his brother, he was an adventurer before settling into the city, and he enjoys living vicariously through the tall tales of the explorers and tomb-raiders who visit The Mink. He shares his brother's elven ears and indeterminate age, but is less well-groomed, with unkempt black hair.

Aranth Faunus: Venturer 6; Str 13, Int 13, Wis 15, Dex 10, Con 14, Cha 10; MV 120', AC 0 (unarmored) or 3 (*+1 leather*), HD 6, hp 22, #AT 1 (short sword and dagger 6+ or crossbow 8+), Dmg 1d6+1 or 1d6, Save T6, ML +0, AL N, XP 570; Special: avoid getting lost, expert bargainer, hear noises, mercantile network, read languages; Proficiencies: Bargaining, Elven Bloodline, Lip Reading, Profession (tavernkeeper) 3; Equipment: if readied for battle, crossbow, case with 20 bolts, *leather armor +1*; at all times, short sword, dagger, embroidered cloak, armiger's tunic and pants, leather gloves, low boots, belt pouch with 70gp for bribes and keychain with 5 keys

MEGARAVICOS EIGHT-FINGERS

Megaravicos Eight-Fingers is Liber Faunus's most trusted lieutenant. He was Liber's henchmen during his adventurous youth and now supervises his Family's smuggling business in the Old City. A tough-looking Krysean with a perpetual scowl, Megaravicos lost two fingers on his left hand to an owlbear. He wears the owlbear's dried claw as a keepsake. Megaravicos is madly in love with Hesta Faunus and has occasionally had patrons she favors quietly murdered.



Megaravicos: Thief 6; Str 13, Int 10, Wis 13, Dex 16, Con 14, Cha 9; MV 120', AC 3 (unarmored) or 6 (+ *1 leather*), HD 6, hp 23, #AT 1 (short sword and dagger 6+ or crossbow 6+), Dmg 1d6+1 or 1d6, Save T6, ML +0, AL N, XP 320; Special: open locks 12+, find/remove traps 13+, pick pockets 12+, move silently 10+, climb walls 4+, hide in shadows 12+, hear noise 9+; Proficiencies: Gambling, Intimidation, Skulking, Swashbuckling; Equipment: if readied for battle, crossbow, case with 20 bolts, *leather armor +1*; at all times, short sword, dagger, embroidered cloak, armiger's tunic and pants, leather gloves, low boots, belt pouch with 70gp and keychain with 5 keys

OTHER MEMBERS

The Argollëan Family has 226 members. The Argollëan Family Membership table below shows the numbers of members of the Family by class and level, as well as the total revenue that the syndicate boss, Faunus, earns each month from their work. (These numbers include the characters noted above.)

Argollëan Family Syndicate

Level	Assassins	Bards	Thieves	Venturers	Revenue
10th	0	0	0	1	N/A
9th	0	0	0	0	0
8th	0	0	0	0	0
7th	0	1	0	0	1,500gp
6th	0	0	1	1	1,670gp
5th	0	1	1	1	1,950gp
4th	1	1	3	2	2,975gp
3rd	1	2	6	4	2,600gp
2nd	2	7	14	8	930gp
1st	5	18	31	14	340gp
0th	8	25	42	25	100gp
Total	17	55	98	56	12,065gp

The Family's assassins serve as enforcers and racketeers. Its bards work as entertainers in The Mink and other Family establishments, including some courtesans charged with making Faunus's potential customers more amenable to his negotiating position. The venturers run the Family's legitimate business front: trading in the Emporium, traveling on caravans across the Borderlands, and assisting Aranth in keeping The Mink properly provisioned. The thieves serve as the backbone of Faunus's smuggling operation, often working as caravaneers, dockworkers, bargemen, or laborers to ply their trade. They also support the protection racket. Various beggars, carousers, derelicts, harlots, and vagabonds are also "affiliated" with the Family, serving as eyes and ears on the street and extra labor when needed.

In combat, members of the Family tend to fight with short swords and daggers or with crossbows. Assassins will tend to have poisoned weapons when on operations. They typically select Fighting Style and Sniping proficiency. Bards will typically

have Eavesdropping and Seduction to garner rumors and solicit contacts, though some take Disguise. Venturers in the Family often have Arcane Dabbling or Magical Engineering proficiencies because of their interest in elven antiquities. Thieves tend to favor Skulking to better smuggle goods through the sewers; most also have either Gambling or Labor proficiency.

If forced onto a war-footing, Liber Faunus could deploy an additional 80 mercenaries (1st level fighters) to support the Family. He will do so only as a last resort. These mercenaries customarily guard his venture company's caravans, so using them in syndicate squabbles will both cost him profits and risk his exposure. It is up to the Judge to decide what would cause Liber to "take it to the mattresses." Possible triggers would include attacks on Aranth or Hesta, murder of any senior (5th level or higher) members, a series of major hijinks by rivals in the Thieves' Quarter, or an uncooperative adventuring party actively looting elven ruins in the vicinity of the Old District.

CITY WATCH

The City Watch is responsible for patrolling the city's streets and walls, dealing with petty crimes, apprehending thieves, guarding public buildings (other than the Palace) and fighting fires. The City Watch has 240 officers of the watch (armed as heavy infantry) distributed across the gates and towers of the 8 districts. An additional 20 composite bowmen, 35 veteran heavy infantry, and 40 heavy infantry are housed in the Watch's headquarters here in the Old District, and deployed to disperse crowds, suppress riots, and hunt violent fugitives. Each district's officers are led by a 3rd level subaltern, while the headquarters has three 3rd level subalterns under Tribune Narmirio Drakomir. A small number of 2nd level officers strengthen the headquarters platoons (about 3-5 such in each).

TRIBUNE NARMIRO DRAKOMIR

24-year-old Tribune Narmirio Drakomir commands the City Watch of Cyfaraun. The elder son of Councilor Drakomir has thick brown hair, grey eyes, and an aquiline nose set over cruel lips. Narmirio believes himself a man of destiny, poised to stand as an exarch or senator when House Drakomir seizes power. Though he grew up in Southern Argollë, he was born in Aura, which he feels justifies a cosmopolitan disdain for his provincial surroundings. While quick to exclaim the merits of the peacekeepers he commands, he privately views the City Watch as merely a tool to take power and has little actual regard for law and order.

> **Narmirio Drakomir:** Fighter 5; Str 11, Int 14, Wis 13, Dex 10, Con 15, Cha 11; MV 90', AC 0 or 6 (masterwork chain + masterwork shield), HD 5, hp 28, #AT 1 (masterwork sword 6+), Dmg 1d6+4, Save F5, ML +1, AL N, XP 200; Proficiencies: Alertness, Command, Knowledge (law), Military Strategy, Riding; Equipment: if readied for battle, masterwork chain mail, masterwork shield, masterwork sword; at all times, noble's tunic and pants, high boots, belt pouch with 10gp and 20sp

OTHER NOTABLE RESIDENTS

GUILDMASTER APOLLONIS METEROS

51-year-old Apollonis Meteros is a merchant's merchant, an exemplar of uncompromising greed and ruthless dealings that lesser merchants can only aspire to. He claims to have funded his first caravan at age 16 by selling his own parents into indenture. As head of the Merchant Guild, he controls mercantile trade within Cyfaraun. He turns a blind eye to the predations of the Argollëan Family in exchange for ample bribes and protection for his own investments. He has little desire for this profitable arrangement to end and will alert Faunus of any potentially "troubling" newcomers to the Old District.

> **Apollonis Meteros:** Venturer 9; Str 9, Int 16, Wis 13, Dex 7, Con 6, Cha 14; MV 120', AC 1 (leather), HD 7, hp 20, #AT 1 (*+1 dagger* 5+), Dmg 1d4+1, Save T9, ML +0, AL N, XP 700; Special: avoid getting lost, expert bargainer, hear noises, mercantile network, read languages; Proficiencies: Bargaining 2, Bribery, Diplomacy, Intimidation, Leadership, Profession (merchant) 3; Spells 2 1st; Repertoire: *detect magic*, *unseen servant*; Equipment: *dagger +1*, *ring of protection +2*, noble's tunic and pants, silk cloak boots, high boots, belt pouch with 200gp, gold rings on every finger (1,000gp value total).

GUILDMASTER BALCADUR BROGITARIUS

A 47-year old Krysean with curly brown hair and swarthy skin, Balcadur Brogitarius has a barrel chest and thick biceps but has begun to grow soft around the middle. He retired from the Auran Army after 20 years of service as a well-respected centurion. Favorable references from his legate earned him a position as a house guard captain for House Ambador; Ambador's patronage led to his current position as guildmaster of the Mercenary Guild. He has transferred his old military loyalties to the guild and his camaraderie is returned by his guild members, many of whom look upon him as a father figure. Brogitarius is actively soliciting for more mercenaries. He believes the Tarkaun has died in Somirea and that the Empire will soon be in a state of civil war. If war comes to Cyfaraun he might side with his old patrons of House Ambador – but then again, he might not. Brogitarius knows patrician loyalty is a double-edged sword and he doesn't intend to lose his head to it. He is quietly, and hopelessly, in love with Hesta Faunus and visits the Mink often.

> **Balcadur Brogitarius:** Fighter 5; Str 16, Int 13, Wis 10, Dex 10, Con 9, Cha 14; MV 60', AC 0 or 7 (plate & shield), HD 5, hp 26, #AT 1 (*+1 sword* 4+), Dmg 1d6+5, Save F5, ML +1, AL N, XP 200; Proficiencies: Command, Leadership, Manual of Arms 2, Weapon Focus (swords); Equipment: If readied for battle, centurion's plate armor, shield, *sword +1*; at all times, dagger, armiger's tunic and pants, high sandals, belt, belt pouch with 10gp and 20sp

SPECIAL ENCOUNTERS

When a special encounter occurs in the Old District, roll 1d10 and consult the entries below. Add 3 to the roll if after dark.

1: The adventurers notice a storefront with a tattered sign advertising a sale from last season. The store is closed and locked and its windows barred. If questioned, neighbors indicate they've seen the proprietor(s) lately, but they've been "acting off." If the adventurers break into the shop, they find dusty inventory but no evidence of foul play. they Roll 1d10 to see who is missing: 1-3 Ashera the spice merchant; 4-6 Quellus the bookseller; 7-10, Stateira and Mainchin the elven herbologists. The missing merchant(s) might be found in the Doppelgänger's Den (#14u).

2: A pair of merchants from the nearby Merchant Guildhouse (#8) are having a heated argument. Roll 1d10. On 1-3, it's on whether to invest in preserved meats or cloth. On 4-6, it's on whether to dump pottery or tools. On 7-9, it's on the price trends for salt and beer. On 10, it's on whether to invest in rare books or semiprecious stones. If the adventurers listen to the debate for 2d10 minutes, the Judge should tell them the Demand Modifiers for those types of merchandise in Cyfaraun's market (see ***ACKS*** p. 232 for details on Demand Modifiers). If the adventurers want to buy or sell the merchandise being discussed, one of the two merchants will be willing to do each (e.g. one will buy salt and sell beer, the other will sell salt and buy beer).

3: A crowd of 3d10 locals is pelting rotten fruit at a hapless prisoner in the stocks. If the adventurers join in the fun, they can learn a city rumor from the jovial crowd. Roll 1d10 to determine the prisoner's crime. On 1-3, he trespassed onto a patrician's Lake District villa. On 4-6, he attempted to bribe a member of the City Watch. On 7-9, he got caught pickpocketing a local merchant. On 10, he's innocent of everything except making Liber Faunus angry. Strings were pulled.

4: The nearest city sewer grate hangs open, and a ladder leads down into the Undercity. There is no sign of who opened the grate and no tracks.

5: A terrified pedestrian nearly collides with the party. His face is white with terror and he reeks of piss and sweat. "Tentacles! Hideous Tentacles! From the pipes," he screams. If uninterrupted, the pedestrian will continue his panicked flight. *Remove fear* or a Friendly reaction roll will calm him down. The pedestrian will lead the adventurers to the Public Latrine (#12u), but not go back in. If the adventurers investigate, they find the Latrines empty save for a single patron, who sits slack and motionless. Pulling the patron away from his seat reveals gory wounds to his buttocks. The patron has been paralyzed by a carcass scavenger that normally dwells in the cesspool below but earlier climbed up the pipes in search of food. There is no way (absent magic) to get down to the cesspool from the Public Latrine, so adventurers who wish to investigate will have to descend into the Undercity by another route. (Note that the cesspool below the Public Latrine is the entrance to the Nethercity, described in *AX2: Secrets of the Nethercity*.)

6: A shifty-looking couple approach the adventurers. One of them holds out a coin purse. "What's the word on the street? We've got coin if you've got anything…interesting." The pair are carousers (0 level characters) assigned to a carousing hijink by the Argollëan Family. They carry 160sp and 20gp and will pay 3d12gp per borderlands or city rumor. (Hijinks pay off at 3d12x5gp per rumor so they're making a good margin…) If attacked, the pair try to flee and warn the Brotherhood.

> **Carousers:** MV 120', AC 1 (padded), HD 1-1, hp 3 each, #AT 1 (dagger 11+), Dmg 1d4, Save NM, ML -1, AL N, XP 5

7: An NPC party of adventurers is on its way to the Mink. It could be the Imperial Vanguard (see p. 196) or another party of the Judge's design. If the player characters are carrying heraldry or equipment that identifies them as fellow adventurers, make a reaction roll. On a Friendly reaction roll, the NPC adventurers will invite the party to join them for a drink and swap rumors (they know 1d4). On a hostile reaction roll, they will challenge the party to a duel. On any other result, the NPC adventures will ignore their PC rivals. If fighting breaks out, 2d4 members of the City Watch arrive in 1d10 rounds. The Watch will let the two parties fight it out, then arrest the survivors.

8: An aged warrior with a scarred face staggers out of a nearby tavern and points his sword at the toughest-looking fighter in the party. "I am Mandonio Indikortes, swordmaster of Krysea, and you will fight me!" Mandonio is past his prime and depressed about it. He wants to die by the sword rather than by the bottle. If defeated and spared, the swordmaster could be recruited as a henchman by adventurers of 3rd level or higher. (Note that his ability scores have been reduced by middle age.)

> **Mandonio Indikortes:** Fighter 3; Str 11, Int 11, Wis 9, Dex 16, Con 11, Cha 14; AC 5 (leather), MV 120', HD 3, hp 16, #AT 1 (sword and dagger 6+), Dmg 1d6+2, SV F3, ML +1, AL N, XP 50; Proficiencies: Manual of Arms, Swashbuckling, Weapon Finesse; Equipment: belt pouch with 1gp and 20sp

9: 2d4 out-of-work mercenaries with too much time on their hands are loitering on the corner. The mercenaries will hassle any attractive characters in the party and shake them down for money. They are looking for a fight but could be hired if the party has coin and wants some muscle. The mercenaries are wearing battered leather armor and carrying a variety of well-used hand weapons.

> **Mercenaries:** Str 13; Fighter 1; AC 2 (leather), HD 1, hp 6 each, #AT 1 (various weapons 9+), Dmg 1d6+2, SV F1, ML +1, AL N, XP 10; Equipment: belt pouch with 6sp and 20cp each

10: One of the notable NPCs of the Old District happens to be on the same street corner as the party accompanied by an entourage. Roll 1d10 to see who it is: On 1, it's Liber Faunus pro-

tected by 1d4 mercenaries. On 2-3, it's Hesta Faunus walking a small dog while trailed by a crowd of 2d4 courtiers. On 4-5, it's Aranth Faunus with 2d4 footpads carrying various crates and amphorae. On 6-7, it's Megaravicos Eight-Fingers with 1d4 scowling thugs. On 8, it's Tribune Narmirio Drakomir with 2d4 officers of the City Watch in formation. On 9, it's Guildmaster Apollonis Meteros in conversation with 1d4 other merchants. On 10, it's Guildmaster Balcadur Brogitarius with 1d6 raw recruits for the Mercenary Guild.

11: Bellos, a comprador of the Argollëan Family, calls out to the party from a nearby alleyway. If they approach, he offers to sell them fine elven wares. He has a pair of bronze goblets with leaf engravings (25gp each); bejeweled elven dagger (100gp, actually a *cursed dagger -1*); and a statuette of a pegasus carved out of dawn redwood (200gp). He invites the party to visit his associates at The Mink (Special Location #11) if they ever have artifacts to sell. If the adventurers attack Bellos, he will cry out for help and flee. A slayer and 1d4+1 footpads from the syndicate will arrive after 1d3 rounds to investigate. (Use the Argollëan Family slayer and footpad characteristics from the City Encounters.)

> **Bellos:** Venturer 2; Int 13; MV 120', AC 2 (leather), HD 2, hp 10, #AT 1 (sword and dagger 9+), Dmg 1d6, SV T2, ML +0, AL N, XP 2; Proficiencies: Arcane Dabbling, Bargaining, Diplomacy, Knowledge (Argollëan History); Equipment: belt pouch with 100gp

12: An NPC party of adventurers is prying open the nearest sewer grate. It could be the Imperial Vanguard (see p. 196) or another party of the Judge's design. If the party is carrying heraldry or equipment that identifies them as fellow adventurers, make a reaction roll. On a Friendly reaction roll, the NPC adventurers will invite the party to join them in exploring the Undercity. On a hostile reaction roll, they will make the same offer, but plan to betray the party once an opportune moment presents itself. On any other result, the NPC adventures will warn their PC rivals not to tread on their turf. If fighting breaks out, 2d4 members of the City Watch arrive in 1d10 rounds. The Watch will let the two parties fight it out, then arrest the survivors. (Use the City Watch characteristics from the City Encounters.)

13: 1d4+1 footpads from the Argollëan Family are unloading crates from a wagon and lowering them on ropes down a sewer grate into the Undercity. Below, another 1d4+1 footpads are receiving the merchandise for transport to the nearest underground cache. There will be 10 loads of merchandise per footpad at the wagon (20 - 50 loads total). If the adventurers attack, the footpads will scatter to get help, and if even one makes it to the Mink, the wrath of the Argollëan Family will descend upon the party. (Use the Argollëan Family footpad characteristics from the City Encounters.)

SPECIAL LOCATIONS

7. EMPORIUM

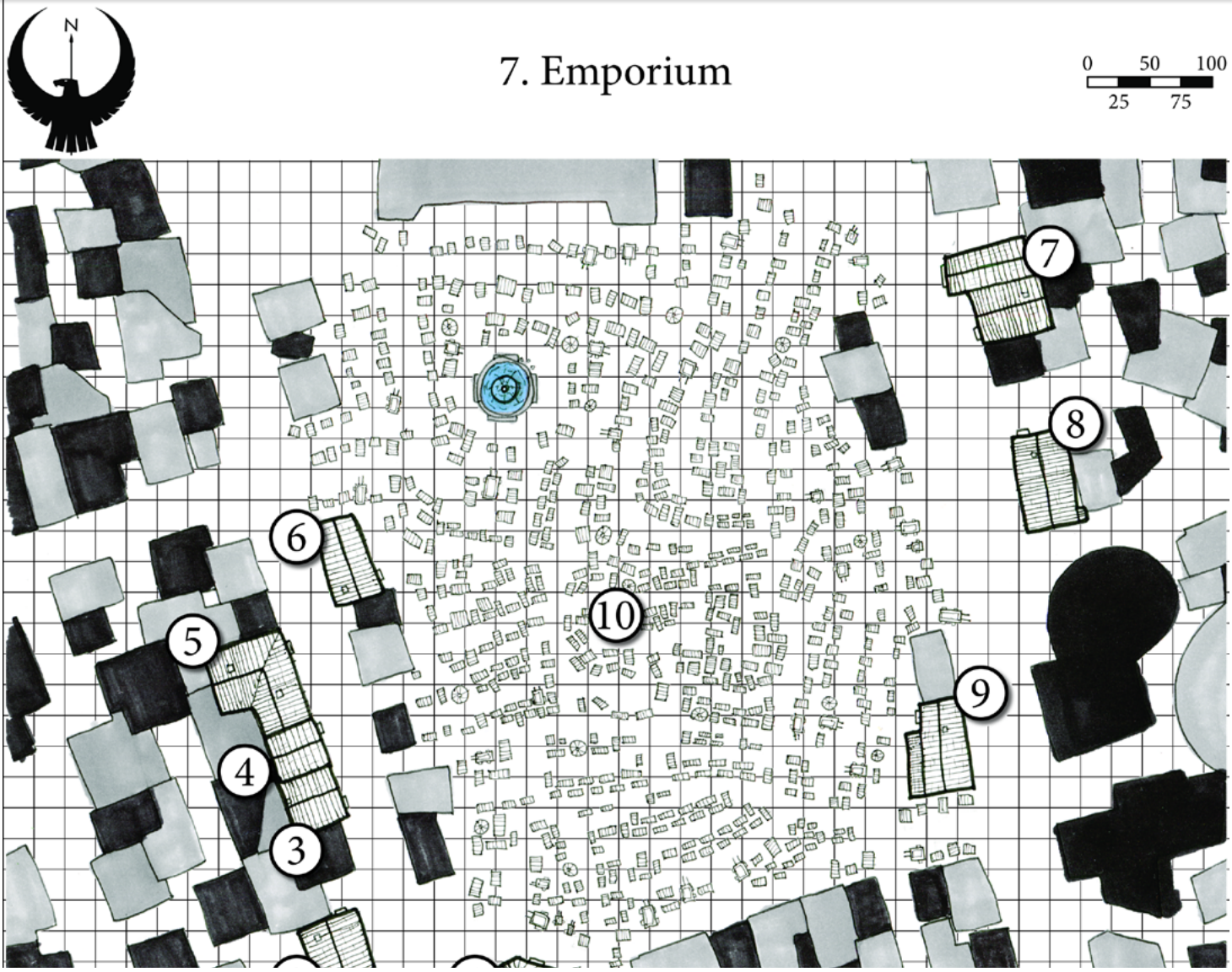
The Emporium is the largest plaza in Cyfaraun (measuring 600' x 400') and the center of its commerce. Some of Cyfaraun's finest shops and stores encircle the Emporium while the plaza itself serves as an open-air marketplace where traveling merchants can hawk their wares six days per week. These locations are shown on the Emporium Map and described below. if befriend with a Friendly reaction roll, the merchants here can be a good source of city rumors (p. 41) or might offer introductions, information, and additional items. Except as otherwise noted, all merchants are noncombatant 0-level characters with AC 0, 3 hp, ML -1, one rank of Bargaining proficiency and three ranks of Profession (merchant) or similar general proficiencies.

MAP KEY

1. Emporium Chandlery: This large store in the Emporium offers goods for adventurers, traders, travelers, and outriders. Pyros the **chandler** is a portly 35-year-old man with a heavy Krysean accent. He sells all standard weapons and armor and all adventuring equipment as well as belts, boots, cloaks, and gloves (from ***ACKS***) and helmets, laborer's tools, mess kits, rucksacks, tents, and whistles (from *D@W: Campaigns*). On request, he can arrange for the purchase of transport (land and water). Because he is a re-seller of goods, he can procure and sell up to 100% of the city's available equipment, but his prices are marked-up by 25%. If befriended, he will sell his wares without mark-up and buy and sell up 3d4 merchandise loads of armor/weapons or tools per month at market prices.

2. Galen's Apothecary: Galen the **apothecary** is a 51-year old Tirenean with a gaunt, chemical-ruined face and very slowed speech. His large workshop in the Emporium sells belladonna, birthwort, comfrey, goldenrod, and naphtha (from ***ACKS***) as well as aloe, bitterwood, black lotus, blessed thistle, horsetail, lungwort, and willow-bark (from *HFH*). He has 3 ranks of Alchemy proficiency, and if befriended he will be willing to buy, sell, identify, or commission potions. He will also be willing to buy 3d4 merchandise loads of glassware, dye & pigments, rare wood, or monster parts per month at market prices. He is secretly the master poisoner of the Argollëan Family; adventurers working for the Family might be referred to him to purchase monster venoms and plant toxins. His secret stash currently includes one vial of rockfish venom, one vial of carcass scavenger venom, two vials of spitting cobra venom, and two vials of foxglove toxin.

3. The Iron Works: Elpides the **ironmonger** is a 35-year old Krysean with curly black hair and broken nose. He runs a large workshop opening onto the Emporium from which he sells crowbars, grappling hooks, hammers, ironbound chests, iron spikes, maces, mallets, and sling bullets (from ***ACKS***) as well as various craftsman's tools, laborer's tools, mess kits, military musical instruments, prosthetic limbs, and surgical saws (from



D@W: Campaigns). If befriended, he will be willing to buy up to 3d4 merchandise loads of common metals or tools per month at market prices. He'll also make custom prosthetics for disabled adventurers.

4. The House of Curiosities: This quixotic shop in the Emporium sells exotic treasures such as bone fetishes, figurines, incense, engraved teeth, monster carcasses, monster feathers, monster horns, perfume, precious holy symbols, rare books, rare spices, and statuary. The proprietor, Damanos, is a 41-year old Tirenean with a neatly trimmed beard and piercing eyes. If befriended he can be a useful ally to adventurers. He will identify magic items (succeeding on a Magical Engineering throw of 11+ on 1d20 for common items only) and be willing to buy or sell antiquities or magic items of up to 10,000gp (subject to the usual rules for Equipment Availability) as well as up to 3d4 merchandise loads of pottery, monster parts, rare books, or fine porcelain per month at market prices. However, Liber Faunus is Damanos's primary supplier, and the two are close. If the party seems to have a new source of elven relics (e.g. the Nethercity), Damanos will alert the Argollëan Family so that they can "wet their beaks."

5. Lazar's Jewelers: The eponymous Lazar is a 45-year old Tirenean jeweler with an emaciated build and spidery fingers. His large ostentatious store in the Emporium sells gems and jewelry of middling quality. The gems are mostly ornamental and semiprecious stones such as malachite, agate, or carnelian and the jewelry mostly trinkets of bone, glass, and wrought brass, bronze, copper, and silver. He also sells jeweler's tools. Lazar will purchase individual gems and jewelry, to a maximum of 10,000gp total per month. If befriended, he will be willing to buy or sell up to 3d4 merchandise loads of precious metals, semiprecious stones, or gems per month at market prices. Lazar will speak openly to friends of his concern about the disappearances of his fellow jewelers Huranos and Seanan. "What if I'm next?!" (Seanan is a captive of the doppelgängers in #14u, and Huranos has been slain and replaced by them.)

6. Sheer Luxury: This large store sells luxury clothing made with brocade, cloth of gold, silk, and tilsent, including duchess gowns, noble gowns, noble tunics and pants, silk belts, silk breastwraps, silk chitons, silk cloaks, and silk veils. Its proprietor Bassida is a 39-year-old Krysean mercer, plump and fussy but shrewd: She

has a long-term contract to supply ecclesiastic clothing to the priestesses of the Temple District and owns a workshop in the Old District with tailors who can sew all manner of made-to-order banners, pennants, and clothing. If befriended, she will be willing to buy or sell up to 3d4 merchandise loads of textiles, hides/furs, cloth, dyes & pigments, rare furs, or silk per month at market prices. Bassida will confide to friends her worries that her best clothmaker, Pesca, has not been seen lately. "I hope she hasn't skipped town with some cad!" (Pesca has been captured by the doppelgängers in #14u).

7. Wagons and Wheels: Giander the cartwright is a 31-year-old Tirenean with short stature and strong hands. In his large workshop he builds and sells carts and wagons, and stocks and sells barding, saddle and tack, and saddle bags. He can be commissioned to provide chariots, howdahs, or other vehicles. If befriended, he will be willing to buy or sell up to 3d4 merchandise loads of common wood or rare wood per month at market prices. He frequently gossips with the city's caravaneers and traders about the happenings in the region, so he knows 1d3 borderlands rumors.

8. The Locksmithery: This large and well-secured workshop sells cages, crowbars, hammers, keys, locks, and locksmith's tools. Its proprietor, Tavus, is a 42-year old Tirenean with a stubborn jaw and dexterous fingers. He is actually a retired 3rd level thief with Lockpicking proficiency. If befriended, he will be willing to examine containers for traps (12+) and open their locks (10+) for a fee of 1gp (but won't disarm traps or pick locks on trapped containers). He will also sell thieves' tools, including superior and masterwork varieties, to friends. He has contacts with both the Argollëan Family and Sand & Bones Guild and can make introductions.

9. Vason's Vinery: This large store offers fine Nicean wine and spirits for the city's residents and businesses. However, it has been closed for business for many weeks, as vintner Vason Tikala has taken to selling his wines by night at the river. (Vason has been killed and replaced by a doppelgänger, as noted in #14u).

Die Roll (d10)	Vendor
1	Arms Dealer
2	Brewer
3	Caravaneer
4	Exotic Animal Trainer
5	Gladiator Auctioneer
6	Fortune Teller
7	Horse Trader
8	Machinist
9	Mountebank
10	Pioneer

10. Central Plaza: From sunup to sundown, a mosaic of colorful tents, covered wagons, and cart stands makes the Emporium the most crowded segment of the city. One never knows who'll be selling their wares at the Emporium, so every visit is a fresh experience. On any given day, 1d3+1 interesting merchants will be in the Emporium; the Judge can choose or roll on the Random Emporium Merchant table, below.

Arms Dealer: Vir is a 130-year old Meniri dwarf with a rust-colored beard and black eyepatch. From his large covered wagon, he sells chain mail, banded plate, and plate armor, battle axes, flails, great axes, hammers, hand axes, maces, morning stars, pole arms, short swords, spears, swords, and war hammers. He can source any army equipment from *D@W: Campaigns* at a 25% mark-up. Adventurers who befriend Vir can buy or commission masterwork armor and weapons, and/or buy and sell up to 3d4 loads of armor/weapons per month.

Brewer: Porto the brewer is a 104-year old Meniri dwarf with a sizable nose bearing an exceptional mustache. He sells fine dwarven ale, beer, mead, and spirits from a large keg-filled wagon. If befriended, he will be willing to buy or sell up to 3d4 merchandise loads of beer/ale or wine/spirits per month at market prices. For a 5gp fee, he will taste a potion or oil, identifying it successfully on 11+. He always insists the customer take a sip first to make sure it's not poison.

Caravaneer: Iskander is a 39-year-old Kemeshi with dark skin, a hawk nose, and bald head. From his large covered wagon, he sells scimitars (equivalent to short swords), scorpion-tails (whips), crescent scythes (pole arms), great falchions (two-handed swords), and curved throwing knives (daggers), as well as cinnamon, saffron, and silk. If befriended he will be willing to buy and sell up to 3d4 loads of spices, silk, and ivory per month.

Exotic Animal Trainer: Celictor is a 45-year old Tirenean with a missing hand and a face badly scarred by claw-marks. He has come to the Emporium with a young specimen of some rare and unusual breed for sale. The creature is kept in a cage inside a covered wagon. Roll 1d10 to determine the creature and purchase price: 1- white ape (185gp); 2 - rock baboon (90gp); 3 - giant bat (985gp); 4 - cave bear (425gp); 5 - giant boar (15gp); 6 – lion (325gp); 7 – panther (545gp); 8 – tiger (400gp); 9 - giant hawk (2,725gp); 10 - griffon; 11 - hippogriff; 12 – mastodon (650gp); 13 - giant python (5gp); 14 - giant toad (4gp); 15 - giant ferret (25gp); 16 - giant shrew (35gp); 17 - giant weasel (350gp); 18 – wolf (3gp) 19 - dire wolf (60gp); 20 – Judge's choice. There is a 25% chance that Celictor has not properly secured the animal, and it breaks loose after 1d4 rounds. If any adventurer has Beast Friendship or related abilities, the captured animal will beg and plead for that character to help it escape. The creature will have characteristics of an adult of its type, modified with -2 AC, -20% movement, -50% HD, -50% ML, and -50% damage.

Gladiator Auctioneer: Karthas is a 36-year old Opelenean with a bald head, broken nose, and harsh voice. He buys up the indentures of debtors, captives, and other hapless denizens and then sells them out of a large pavilion to gladiator trainers or other interested parties. Each month he has 2d4+1 able-bodied gladiatorial candidates available at a cost of 40gp each. If befriended, Karthas can be commissioned to find indentured servants with specialized skills. These cost 33 times the equivalent monthly wage of a hireling of similar ability; the percentage chance of a given type of servant being available each month is 45,000/cost. For instance, an indentured blacksmith (40gp wages, cost 1320gp) has a (45,000/1320) 34% chance of being available. Karthas will also be willing to purchase humanoid captives at the following prices: bugbear 75gp, gnoll 56gp, goblin 16gp, hobgoblin 40gp, kobold 16gp, lizardman 45gp, minotaur 320gp, ogre 275gp, and orc 40gp. Karthas will introduce friends to any of the city's three lanista or to Selene on request.

NOTE: The Auran Empire distinguishes between slaves and indentured servants. Slaves are innocent people taken by force and reduced to thralldom. Indentured servants are considered culpable for their status, having been marauders who caught making unlawful war against the Empire, criminals sentenced to labor, or bankrupts who have sold themselves into indenture to pay their debts. Slavery is illegal in the Empire, but indenture is considered to be both lawful and necessary. The world of the Empire is an unpleasant place, and lawful is not always good, so it is up to characters to chart their own path on such matters.

Fortune Teller: Sashal is a 21-year-old Opelenean with dusky skin, green eyes, and hair tinted red, black, and blonde. From her multi-colored tent, she works with cards and orb to give omens of the future at a cost of 1sp. Most of what she says is nonsense. Sashal actually does have a modicum of real magical talent, however: She is a 3rd level antiquarian witch with the Prophecy proficiency. If befriended, she will offer adventurers her prophetic skills (as *commune*) and her spell-casting services (any 1st or 2nd level spell on the antiquarian witch lists).

Horse Trader: Hippoco is a 38-year-old Nicean with a leathery face and thinning hair. He has set up a fenced-in paddock where he sells donkeys, mules, heavy horses, light horses, medium horses, and ponies, as well as guard dogs, hunting dogs, chickens, goats, pigs, and cows purchased from local ranchers. He can provide saddles, saddlebags, and tack for mounts. If befriended, the horse-trader will purchase exotic animal young and eggs at market prices and be willing to buy and sell up to 3d4 loads of animals or mounts per month.

Machinist: Nestomachos is a 60-year old Meniri dwarf with a bald pate and monocle. A 3rd level Dwarven Machinist, he works out of a brass carriage with clockwork wheels selling craftsman's tools, hammers, iron spikes, lanterns, machinist's tools, mirrors, spare parts, and thieves' tools. Each time he appears, he has a 25% chance to have a *clockwork auto-stabilizing light ballista* for sale for 4000gp (see New Magic Items on p. 194). If befriended, he will be willing to buy or sell 3d4 loads of glassware, weapons/armor, or tools per month at market prices. He will also accept commissions to build automatons.

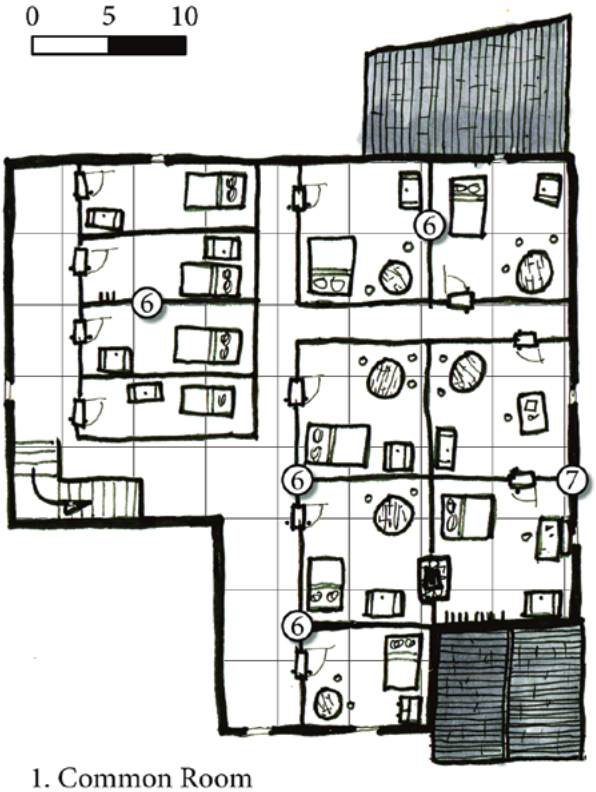
Mountebank: Thaddeus is a 41-year old Tirenean with a regal beard and stentorian voice. He hawks his wares from atop a cart laden with brewing equipment. His wares include 1d6 healing salves ("an ointment for cuts and burns") for 10gp each; 1d6 quacksalve herbal tonics ("soothes the throat and clears the lungs") for 10gp each; 1d6 quacksalve mother's teas ("eases the pain of childbirth") for 10gp each; 1d4 quacksalves of healing ("washes away wounds and fatigue") for 50gp each; 1d4 quacksalves of love ("one gulp and you will be the apple of their eye") for 50gp each; and a 10% chance of a quacksalve of longevity ("give yourself the gift of youth") for 900gp. See New Magic Items on p. 194 for details on healing salves, herbal tonics, and mother's teas. A quacksalve is identical to a potion of its type except it has a 5% chance of having the exact opposite effect. A successful Alchemy proficiency throw can reveal what the quacksalve is intended to do, but not what it actually does. Thaddeus is a 5th level mountebank; for more details on mountebanks, see *Axioms #5*. If befriended, he'll advise his friends to buy potions elsewhere and share up to 1d3 borderlands rumors learned in his travels.

Pioneer: Niall is a 101-year-old Argollëan elf with sun-bronzed skin and impressive muscles. He works out of a large covered wagon, selling leather armor, composite bows, long bows, and arrows, as well as cloaks, ropes, rucksacks, and tents. Adventurers who befriend Niall can commission masterwork leather armor, bows, and arrows and buy and sell up to 3d4 loads of hides/furs or rare furs per month.

11/11U. THE MINK / ARGOLLËAN FAMILY HIDEOUT

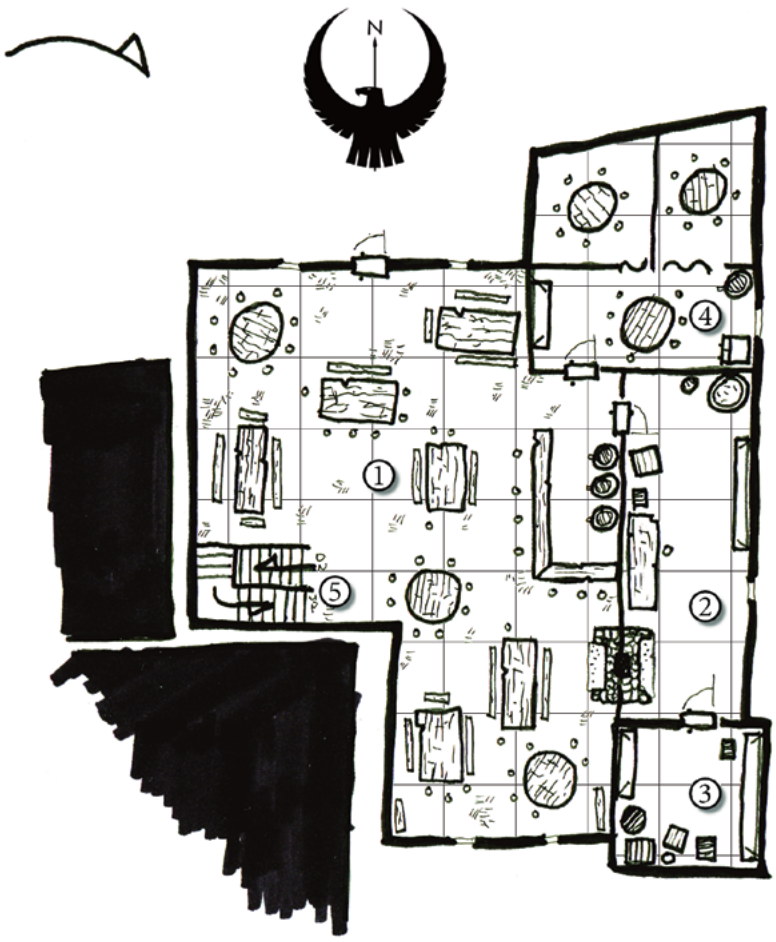
Located midway between the Cesta Türaduaran ("Street of the Mighty Dawn") and the Emporium (#7), snuggled amongst the homes of the city's native merchants, is the most storied tavern in the city: The Mink. Though not luxurious by the standards of the city's patricians, it is well-appointed enough to impress most adventurers and visiting merchants who make their way through the city. It has all that weary travelers with a bit of coin could want – fresh beds, strong drink, rich food, lively music, and attractive companions for hire. The Mink is open 16 hours per day, opening in late morning and closing after midnight, though most of the action occurs at night.

The Mink is owned by Liber Faunus, a merchant who became wealthy in the trade of fine elven artwork and trinkets, a trade that finds much favor among the nobility as far away as Aura who appreciate the aesthetic sensibility of the region's former inhabitants. In secret, however, Liber Faunus is the leader of the Argollëan Family and mastermind of its criminal enterprises.



1. Common Room
2. Kitchen
3. Pantry
4. Gambling Snug
5. Stairs (up to private rooms, down to cellar)
6. Private Rooms
7. Backroom/Office

11.The Mink



The basement of the Mink is his hideout, his redoubt, and his base of operations.

THE MINK MAP KEY

Doors and Windows: The main door to The Mink opens onto an alleyway off the Cesta Türaduaran. It is made of hard oak reinforced with iron secured with two bars (-4 to proficiency throws to bash open) and an intricate lock (-4 to proficiency throws to open). The windows have an iron frame with glass panes to prevent break-ins and can be sealed with stout oak shutters.

Patrons: When necessary, roll on Random Occupant by Building Type (General) on p. 52 to determine the occupation and possible class/level of patrons to The Mink. Otherwise, assume they are normal men and women with AC 0, 3 hp, and ML -1.

1. Common Room: A bar and nine large tables afford seating for about 60 in this smoky common room. A masonry hearth is built into the east wall near the bar. Doorways exit north and east from the bar. Three kegs are lined up behind the bar – one of water, one of barley beer, and one of vinegar. A stuffed mink of exceptional size is mounted above the bar. Below the eponymous mink, a chalk-scrawled slab of slate displays the tavern's menu.

During the day, **1d3 tavernworkers** will be serving food on fired clay plates and drinks in terracotta mugs; the first will be behind the bar, while any others will be waiting the tables. **2d6+2 patrons** will be dining at the bar and tables. **1d3 footpads** and **1d3 thugs** will be providing security. **1d4 prostitutes** employed by the Family will be plying the crowd. It costs 2sp for an hour or 1gp for a night of companionship with the prostitutes here; patrons willing to pay a rental fee can take them upstairs to a private room.

Food	Cost	Drinks	Cost
Wheat biscuit with honey	1cp	Vinegar and water	1cp
Boiled green beans in fish sauce	1cp	Krysean barley beer and honey	2cp
Boiled lentils with almonds	2cp	Opelenean plum wine mixed with rose water	5cp
Pickled beets	2cp	Corcanosi raisin wine mixed with honey	5cp
Pickled olives & capers	2cp	Tirenean sweet sparkling rose wine mixed with honey	1sp
Fried cucumbers drizzled with honey	2cp	Tirenean dry white wine mixed with honey	1sp
Blood sausage with egg, onion, and pepper	2cp	Tirenean sweet white wine mixed with honey and rose petals	2sp
Pork stew with apples and honey	3cp	Tirenean dry white wine with wormwood and saffron	5sp
Fried mullet fish with olive oil and lemon	5cp	Tirenean sweet white wine with pepper, saffron and cinnamon	5sp
Roast mutton with chopped almonds and garlic	1sp	Argollëan honeyed ambrosia with saffron and cinnamon	5sp

During the evening, **3 tavernworkers** and **2d4 prostitutes** will be working the common room to serve **6d6+2 patrons**. There is a 70% chance that **Aranth Faunus** will be working behind the bar. **1d6 footpads** and **1d4 thugs** will be providing security. There will be live entertainment every night; roll on The Mink Entertainment table each evening when the adventurers visit. Some entertainment may draw additional patrons. Entertainers have a 25% chance to be bards and members of the Family.

Footpads (1d3/1d6): Thief 1; MV 120', AC 2 (leather), HD 1, hp 3 each, #AT 1 (sword and dagger 9+), Dmg 1d6, Save T1, AL N, ML 0, XP 10; Special: backstab ×2; Proficiencies: Gambling, Skulking; Equipment: belt pouch with thieves' tools, 6sp, and 20cp

Thugs (1d4): Assassin 1; MV 120', AC 2 (leather), HD 1, hp 4 each, #AT 1 (sword and dagger 8+ or crossbow 9+), Dmg 1d6+1, Save T1, ML 0, AL N, XP 10; Special: backstab ×2; Proficiencies: Fighting Style (two weapons), Intimidation; Equipment: belt pouch with 6sp and 20cp

Prostitutes (1d4/2d4): Cha 3d4+4; MV 120', AC 0, HD 1-1, hp 3, #AT 1 (scratch/slap 11+), Dmg 1d3 nonlethal, Save NM, ML -1, XP 5; Proficiencies: Performance (various), Seduction; Equipment: purse with 2sp and 20cp

Tavernworkers (1d3): MV 120', AC 0, HD 1-1, hp 3, #AT 1 (barstool 11+), Dmg 1d4, Save NM, ML -1, XP 5; Equipment: belt pouch with 2sp and 20cp

A locked safe is built into the backside of the bar. Only Faunus, Hesta, Aranth, and Megaravicos have a key. The safe contains 3500cp, 1800sp, and 60gp.

Roll (1d20)	Entertainment	Extra Patrons
1	Citharist playing cithara	-
2	Citharist playing cithara and singing drinking-songs	-
3	Citharist playing cithara accompanied by vocalist singing drinking-songs	-
4	Lyrist playing lyre	-
5	Lyrist playing lyre and singing drinking-songs	-
6	Flutist playing reed flute	-
7	Flutist playing syrinx	-
8	Flutist and lyrist playing in harmony	-
9	Rhapsodist singing lyric poetry while playing lyre	-
10	Rhapsodist singing elegiac poetry accompanied by flutist playing reed flute	-
11	Dancing bear accompanied by animal trainer/vocalist playing tambourine and singing	+1d6
12	Hedge wizard casting illusions and performing stage magic	+1d6
13	Jongleur engaged in show with bawdy humor, acrobatics, juggling, and music	+1d6
14	Ecdysiast performing exotic dance accompanied by lyrist	+2d6
15	Mime performing dramatic dance accompanied by rhapsodist and 1d3+1 musicians playing reed flute, cymbals, and/or syrinx	+2d6
16	Troupe of 1d3+3 musicians playing cithara, reed flute, syrinx, drum, and/or cymbals accompanied by vocalist or rhapsodist	+2d6
17	Troupe of 1d3+3 actors performing a drama with masks and costumes	+2d6
18	Troupe of 1d3+3 actors performing a comedy with masks and costumes	+2d6
19	Troupe of 1d3+3 ecdysiasts performing lascivious dance using castanets for accompaniment	+4d6
20	Troupe of 2d6+4 jongleurs engaged in farcical extravaganza with bawdy humor, faux fighting, acrobatics, dance, and music	+4d6

2. Kitchen: A large masonry stove surmounted by a grill is built into the west wall, with a set of cook pots amidst the flames. A long worktable equipped with terracotta bowls, cauldrons, cook-pots, kettles, pans, and jars run along the wall north of it. A cutlery rack and roasting-spit hangs from the wall above the table. A set of shelves along the east wall holds a mix of terracotta tableware and silverware. A barrel of river water stands in the corner north of the shelves. During business hours, a **cook** and **scullion** will be found here.

> **Cook/Scullion:** MV 120', AC 0, HD 1-1, hp 3, #AT 1 (frying pan 11+), Dmg 1d4, Save NM, ML -1, XP 5; Proficiencies: Craft (cooking) 2 or Endurance and Labor (drudgery); Equipment: belt pouch with 2sp and 20cp

3. Pantry: The Mink's well-stocked pantry contains 12 bags of vegetables including beets, capers, cucumbers, lentils, and onions (6gp, 48 st total), 2 barrels of mullet fish (10gp, 16 st total), 2 barrels of smoked pork (10gp, 16 st total), 30 wheels of local cheese (9gp, 10 st), 10 bricks of salt (7gp, 5 st total), 2 pouches of saffron (30gp total), 2 pouches of garlic (10gp total), 5 amphorae of olive oil (100gp value, 30 st total), 2 amphorae of honey (40gp, 12 st total), and 2 amphora of fish sauce (40gp, 12 st total).

4: Gambling Snug: This private suite is opened each night for discerning patrons willing to pay the entry fee of 5sp per person. The snug includes a front room separated by heavy velvet curtains from a pair of back rooms. The front room is furnished with a gaming table, seven chairs, and a bookcase with various board games, decks of cards, and sets of dice. A half-keg of free barley beer and a portable pantry with snacks is stationed in the corner, though most gamblers prefer to order in better fare. The two back rooms are furnished with gaming tables and chairs. The door to this room can be locked from either side (all Family leaders have a key) and barred from the inside.

At any time there will be **2d6+2 patrons** at the tables, plus 1 additional patron per 5 customers in the common room, to a maximum of 21 patrons. A **tavernworker** and **1d4 comely prostitutes** per 10 patrons will attentively serve the clientele. If there are 10 or more patrons, **Hesta Faunus** has a 70% chance to be present. Food and drink here are served on fine bronze tableware and patrons can request made-to-order meals.

> **Comely Prostitutes (1d4):** Bard 1; Cha 2d4+10; MV 120', AC 0, HD 1, hp 4, #AT 1 (concealed dagger 10+), Dmg 1d4, Save T1, ML 0, XP 10; Special: inspire courage, loremastery, read languages; Proficiencies: Disguise or Eavesdropping, Performance (various), Seduction; Equipment: purse with 6sp and 20cp

It costs 5sp for an hour or 2gp for a night of companionship with the upscale courtesans here; patrons willing to pay an additional fee can also take them upstairs to a private room. Consorting with Hesta costs 325gp per evening, and usually leads to her learning many intimate secrets from a *charmed* companion ….

In exchange for a 2% take off the top, the Argollëan Family guarantees the security and privacy of any games in the snug. When necessary, thugs from the Common Room (**1**) can be brought in to settle down rowdy losers or "encourage" them to pay up. Roll on the table below once for every seven patrons to decide what game(s) the patrons play. The pot for each game will usually be 2d10gp per player.

Roll	Game
1	*Kyrpeges* ("wargame"), a strategy boardgame played with miniatures on a grid. Two patrons are playing while the rest bet on the outcome.
2	*Destri Spevas* ("horse and chariot"), a boardgame where up to seven players roll dice to race their token around an oval track.
3-4	*Calefan Esevi* ("lucky sevens"), a game of chance played with a deck of 49 cards. Any number of players compete to be the closest to a hand of 7.
5-6	*Draxës* ("dice"), a game of chance played with three six-sided dice. Up to seven patrons are placing bets as they alternate rolling.

5: Stairwell: A set of staircases here ascend to the top story and descend to the basement. One of the **thugs** from the Common Room (1) guards the staircase from the ground story at all times.

6: Private Rooms: The top floor of The Mink has four small and five large private rooms. Each private room is furnished with a brass and velvet sleeping couch and an oak trunk. The large private rooms also have oak tables and chairs, and one has a hearth. The trunks contain various castanets, cords, fans, pessaries, and veils used by the workers.

The small rooms cost 1sp per hour or 1gp per night to rent, while the large rooms cost 2sp per hour or 2gp per night (3sp / 3gp for the hearth). The rooms are primarily used by The Mink's patrons to consort with prostitutes, but can also be rented for private parties, gambling games, business meetings, and other events.

At any time 2d4 rooms will be occupied, each with **1d2 prostitutes** and **1d3-1 patrons**. A **thug** stationed on the top floor patrols the hallway outside the rooms, listening for any trouble. Characteristics as above.

7. Backroom/Office: The door to this two-room suite is secured by a pair of reinforced bars (-4 to proficiency throws to bash open) and an intricate lock (-4 to proficiency throws to open). Only Liber, Hesta, Aranth, and Megaravicos have a key. It is furnished with a writing table and stool, a round table with two chairs, and a large chest. A number of elven antiquities are on display on the table. The backroom is a private bedchamber with a double bed, another writing desk and stool, a hearth, and another large chest.

The outer room is the public office of **Liber Faunus**, who has a 30% chance of being working at his desk here during the late afternoon and evening. If Liber Faunus is present, he will be guarded by an **enforcer**. Liber sometimes works late and then spends the night in the backroom. During the night and early morning, there is a 30% chance **Liber Faunus** will be sleeping in the backroom next to **1d4-1 comely prostitutes**. An **enforcer** will stand guard in the office during the night.

> **Enforcer:** Assassin 2; Str 15, Dex 13, Con 14; MV 120', AC 3 (leather), HD 2, hp 12, #AT 1 (sword and dagger 7+ or crossbow 8+), Dmg 1d6+2 or 1d6+1, Save F2, ML +1, AL N, XP 20; Special: backstab x2; Proficiencies: Alertness, Intimidation; Equipment: belt pouch with 16sp

The elven antiquities displayed on the table include a chryselephantine statuette of a unicorn with onyx horn (500gp, 2/6 st), a tortoise-shell lyre with mother-of-pearl finishing (100gp, 1/6 st), and a pair of terracotta bowls decorated with red-figure images of elven heroes (15gp, 1/6 st each). The largest chest contains 800gp and 3000sp. The paperwork at the desk is of little value; Liber keeps his important files in his Private Office in the Argollëan Family Hideout.

ARGOLLËAN FAMILY HIDEOUT MAP KEY

Construction: The Family's hideout runs through an excavated portion of Ancient Cyfaraun where the volcanic tuff has been cleared to reveal the ruins. The inner hideout (rooms **1**-**7**) was originally (circa 650 BE) a villa with a central courtyard and large hall. The stucco walls have chipped and cracked crown molding in elegant vine patterns. Window holes with pointed arches in the outer walls open every 10' to reveal unexcavated tuff.

Lighting: The inner hideout (**1**-**7**) is lit by oil lamps every 30'. The outer ring is unlit in order to maintain the pretense it is abandoned.

Mobilizing for War: If the Argollëan Family ends up in open conflict with Sand & Bones Guild and/or the adventuring party, the hideout may be guarded by up to 80 additional **mercenary guards**, and the number of or chance for various NPCs may be tripled. 30% of the guards will be on duty at any time, with six stationed at rooms **4**, **8**, and **9**, six on patrol, and the remainder in the Flop Space (**5**) along with the additional NPCs.

> **Mercenary Guards (80):** Fighter 1; MV 90', AC 5 (chain & shield), HD 1, hp 6 each, #AT 1 (sword 10+), Dmg 1d6+1, Save F1, ML +1, AL N, XP 10; Proficiencies: Alertness, Endurance; Equipment: belt pouch with 6sp and 20cp

1. Wine Cellar: The staircase leads down to a vault for wine and spirits. It holds 3 large amphorae of vinegar (10gp, 8 st each), 3 large amphorae of barley beer (10gp, 8 st each), 4 large amphorae of Argollëan ambrosia (200gp and 16 st each), and a rack of 140 small amphorae of wine (5gp each, 1 st per 5 bottles).

2. Dressing Room: A series of four dressing tables are arranged against the walls here, alongside two large wardrobe cabinets. During the evening, **1d2 comely prostitutes** (as above) will be here refreshing their image at the tables.

A collection of theatrical cosmetics and perfumes rests on each table (75gp each, 300gp total). The cabinets hold an assortment of costumes and clothes, including a cleric's cassock (7gp), a mage's robe (6gp), a priestess's silk chiton (20gp), six silk dancer's breastwraps and skirts (12gp total), six hooded cloaks (6gp total), a pair of armiger's dresses (40gp total), a noblewoman's dress (100gp), a pair of armiger's tunics (40gp total), and a nobleman's tunic (100gp), as well as numerous belts, gloves, hats, sashes, skullcaps, and shoes (66gp total) and an assortment of costume jewelry such as armlets, bracelets, earrings, necklaces, rings, and waist chains (500gp total).

A character with Disguise proficiency could use the make-up and clothing here to masquerade as any number of identities…

3. Treasure Room: The room is hidden behind a secret door secured by a *wizard lock* (3rd level). The room is protected by a *blast glyph of warding* (5th level) cast by a friendly cleric. The *glyph* can be bypassed by speaking the words "cyfrinachaur cyndeidiau" (Classical Argollëan, "secrets of the ancestors").

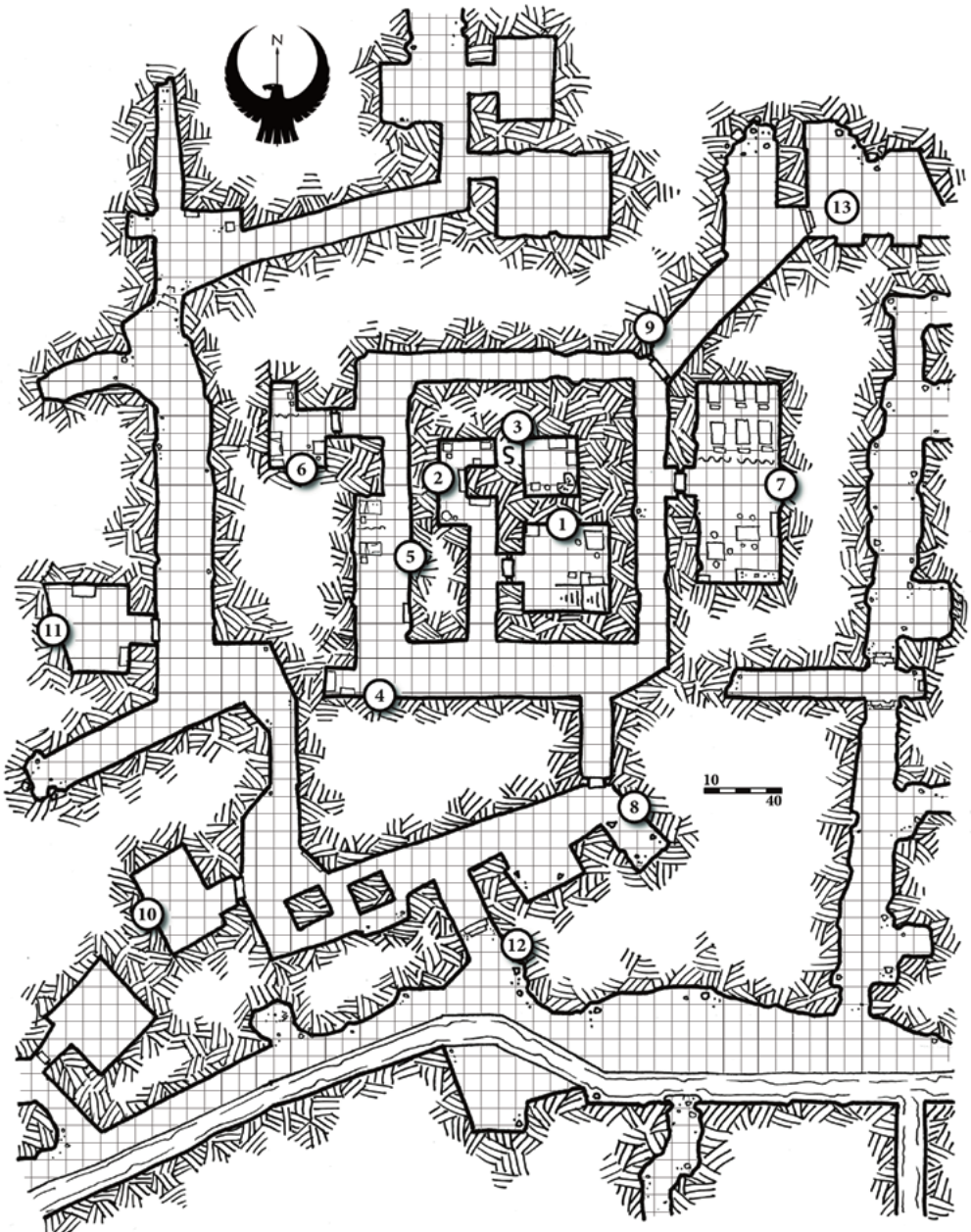
This hidden vault is filled with looted antiquities that are bought and sold by The Argollëan Family. A set of five chests contain a total of 15,000ep and 10,000gp, all of Argollëan mint. A sixth chest contains orichalcum treasures of the elves, including an armband engraved with battle scenes (3,000gp), a laurel wreath (4,000gp), and a royal torque set with sapphires (9,000gp) while a seventh chest contains a carefully-wrapped pair of crystal lenses on a patinated bronze frame (*eyes of the eagle*, apparent value 250gp, actual value 75,000gp). An elven *spear +1* with an orichalcum tip shaped like a thin leaf stands against the wall (apparent value 650gp, actual value 10,000gp). All of the chests are locked, and the locks on the sixth and seventh chests are trapped with alchemical poison (save vs. Poison or die). Liber Faunus will be willing to sell any of the items here to friends of the Family for the listed value.

A successful Knowledge (history) or Loremastery proficiency throw identifies the battle scene on the armband as depicting Aedon Lann using the Bow of the Great Eagles at the Battle of the Bleeding Point. (See *AX4: Ruined City of Cyfandir* for the location and characteristics of the Bow!)

4. Guard Post: This corner is manned at all times by a pair of **footpads**. In the event they hear one of the Hideout Entrances (**8** or **9**) being bashed down, one footpad will go to investigate and the other will head to Headquarters (**7**) to report the disturbance.

> **Footpads (2):** Thief 1; MV 120', AC 2 (leather), HD 1, hp 3 each, #AT 1 (sword and dagger 9+ or crossbow 10+), Dmg 1d6, Save T1, AL N, ML 0, XP 10; Special: backstab ×2; Proficiencies: Labor (various), Skulking; Equipment: pair of keys (to **8** and **9**), belt pouch with 6sp and 20cp each

5. Flop Space. A pair of pallets are set up here for use by members who need to lay low. If the Family mobilizes for war, this entire hallway will be filled with bedrolls and blankets, with scores of mercenaries, thugs, footpads, and more senior members.



11u. Argollëan Family Hideout

6. Private Office. The entrance to this room is secured by an iron-reinforced oak door with an intricate lock (-4 to open); only Liber Faunus has a key. The door is also *wizard locked* (3rd level). The room is furnished with a writing desk, a comfortable upholstered chair, a locked iron safe, and a locked bronze chest (again, Liber has the only key). A thick brocade curtain conceals an annex containing a pair of bookshelves and a file cabinet. From the late afternoon until the late evening, **Liber Faunus** may be present (33% chance). If Liber is present, an **enforcer** will be stationed on watch outside the door.

The locks on the iron safe and bronze chest are both trapped with poison needles with alchemical venom (save vs. Poison or die instantly). Using the appropriate key automatically disarms the trap. The iron safe contains coin and gems sufficient to meet the Family's monthly payroll - 4000gp, 5000sp, 15 amethysts (100gp each), and 2 star sapphires (750gp each). The bronze chest contains Liber's prized copy of *The Book of Nine Arrows* (Military Strategy, Scope 3, Complexity 5, 600 pages, Reading Time 3 days, value 1275gp, weight 3 st), a 12" tall parchment codex with an ivory clasp and lacquered wood cover illustrating an image of nine arrows radiating outward from a central shield. Compiled by the legendary Elven general Aedon Lann, it documents the secret methods of the elven art of war.

The bookshelves in the annex contain the inventory lists and accounting ledgers for all of Liber's business dealings, both legal and illegal. The cabinet contains a well-organized series of files describing intimate information about certain clerics, mer-

chants, city officials, and high-ranking officers of the Watch, mostly gleaned by his staff while servicing patrons in the gambling snug. Liber uses this compromising information to blackmail victims into cooperating with his illegal scheme. The 246 files here would be worth 24,000gp to Sand & Bones Guild. Each individual file is worth 3d12x5gp. The table below can be used to randomly determine what compromising information Liber has about any given NPC.

1d100	Blackmail information in Liber Faunus's Files
1-2	NPC was once unfaithful to his/her spouse or ecclesiastic vows
3	NPC was repeatedly unfaithful to his/her spouse or ecclesiastic vows
4	NPC has perverse, depraved, and potentially Chthonic sexual habits
5	NPC has many unpaid and shameful debts due to the lack of personal virtue/honor
6	NPC is secretly stealing from someone that trusts him
7-8	NPC once traded in smuggled goods and contraband to avoid imperial taxes
9-10	NPC has repeatedly traded in smuggled goods and contraband to avoid imperial taxes
11-100	NPC is clean, no information in file

7. Family Headquarters: This ancient banquet hall has faded pastoral frescoes on the walls and a floor tiled in mosaic to resemble a flowered lawn. It has been thoroughly cleaned and repurposed to serve as the headquarters for the Family. The southern half of the room is furnished with two large oak tables with seating for eight, a cedar bookcase on the east wall, and a cedar countertop along the south wall. The northern half, screened off by heavy velvet drapes, is furnished with six bunkbeds, each with a chest at its foot. It serves as a safehouse where members can lay low after perpetrating hijinks.

The Headquarters is occupied round-the-clock by various Family members planning hijinks or laying low from a recent perpetration. There will always be **2d4 footpads**, **1d6 hoods**, and **1d3 robbers** present. They will be led by either a **burglar** (75%) or a **rogue** (25%) and may be supported by an **enforcer** (40%), **torturer** (20%), and/or **slayer** (20%). From the late afternoon until the late evening, **Megaravicos** and **Liber Faunus** may be present (33% chance each). If Liber is present, an **enforcer** will be stationed on watch outside the door.

Rogue (25%): Thief 5; Dex 18, Con 14; MV 120', AC 5 (leather), HD 5, hp 20, #AT 1 (sword and dagger 4+ or crossbow 5+), Dmg 1d6, Save T5, AL N, XP 200; Special: backstab x3; Proficiencies: Bargaining, Labor (various), Skulking, Weapon Finesse; Equipment: belt pouch with thieves' tools, pair of keys (to **10** and **11**), 10gp, and 20sp

Burglar (75%): Thief 4; Dex 16, Con 14; MV 120', AC 4 (leather), HD 4, hp 16, #AT 1 (sword and dagger 6+ or crossbow 7+), Dmg 1d6, Save T4, AL N, XP 80; Special: backstab x2; Proficiencies: Labor (various), Skulking, Weapon Finesse; Equipment: belt pouch with thieves' tools, pair of keys (to **10** and **11**), 4gp, and 25sp

Robber (1d3): Thief 3; Dex 13; MV 120', AC 3 (leather), HD 3, hp 9 each, #AT 1 (sword and dagger 8+ or crossbow 8+), Dmg 1d6, Save T3, AL N, XP 50; Special: backstab x 2; Proficiencies: Labor (various), Skulking; Equipment: belt pouch with thieves' tools, 1gp, and 20sp

Hoods (1d6): Thief 2; MV 120', AC 2 (leather), HD 2, hp 6 each, #AT 1 (sword and dagger 9+ or crossbow 10+), Dmg 1d6, Save T2, AL N, XP 20; Special: backstab ×2; Proficiencies Labor (various), Skulking; Equipment: belt pouch with thieves' tools and 16sp

Footpads (2d4): Thief 1; MV 120', AC 2 (leather), HD 1, hp 3 each, #AT 1 (sword and dagger 9+ or crossbow 10+), Dmg 1d6, Save T1, AL N, ML 0, XP 10; Special: backstab ×2; Proficiencies: Labor (various), Skulking; Equipment: belt pouch with thieves' tools, 6sp, and 20cp

Slayer (20%): Assassin 4; Str 14, Dex 16; MV 120', AC 4 (leather), HD 4, hp 17, #AT 1 (sword and dagger 5+ or crossbow 6+), Dmg 1d6+3 or 1d6+2, Save F4, ML +1, AL N, XP 80; Special: backstab ×2; Proficiencies: Fighting Style (two weapons), Intimidation, Sniping; Equipment: belt pouch with pair of keys (to **10** and **11**), 4gp, and 25sp

Torturer (20%): Assassin 3; Dex 16; MV 120', AC 5 (leather), HD 3*, hp 14, #AT 1 (sword and dagger 8+ or crossbow 9+), Dmg 1d6+2, Save F3, ML +1, AL N, XP 65; Special: backstab x2; Proficiencies: Intimidation, Sniping, Swashbuckling; Equipment: belt pouch with

Enforcer (40%): Assassin 2; MV 120', AC 2 (leather), HD 2, hp 10, #AT 1 (sword and dagger 8+ or crossbow 9+), Dmg 1d6+1, Save F2, ML +1, AL N, XP 20; Special: backstab x2; Proficiencies: Alertness, Intimidation; Equipment: belt pouch with 16sp

The cedar countertop has an assortment of equipment, including a set of masterwork thieves' tools (1600gp), two sets of superior thieves' tools (200gp each), four thieves' tools companion kits (35gp each), ten sets of thieves' tools (25gp each), a vial of rockfish venom (500gp), a vial of foxglove toxin (275gp), a vial of hemlock toxin (225gp), and two vials of spitting cobra venom (100gp each). The cedar bookcase has a set of maps (of Cyfaraun, the Old District, and the hideout) and a number of training manuals on Alchemy, Bargaining, Disguise, Gambling, Healing, Mapping, Signaling, Tracking, and Trapping (scope 1, complexity 1, pages 1000, reading time 7 days, value 200gp each).

8/9. Hideout Entrance: The thick iron-reinforced oak door here is secured by an iron lock. Liber, Aranth, Hesta, Megaravicos, and the footpads on duty at the Guard Post (**4**) all have keys.

10. Subterranean Dungeon: The door to this room is kept locked at all times. Only 4th level or higher members of the Family have a key. The interior is a lightless cell littered with moldy straw and stinking of piss, sweat, and blood. Chains and manacles hang from the walls. In the center of the room, an iron-rimmed seven-spoked breaking wheel has been erected on a wooden mast. A heavy mallet hangs from the rear of the mast. Characters captured by the Family will be imprisoned here and (if suspected of knowing the location of elven antiquities) thoroughly interrogated. Liber Faunus dislikes cruelty, but sometimes lessons must be taught.

11. Subterranean Warehouse: The door to this room is kept locked at all times. Only 4th level or higher members of the Family have a key. It serves as a depot for smuggled and stolen goods that the Family has yet to be fenced. There is a 10% chance that a major shipment has just arrived, in which case **2d4 hoods** and **2d6 footpads** led by a **burglar** will be unloading goods here. If occupied, the room will be illuminated by an oil lamp. At any time there will be 2d10 loads of 2d4+1 different types of merchandise stored here. The Judge can assume there are 66 loads of merchandise worth 20,000gp and weighing 4620 stone total on average.

12/13. Access Grate: The corridor here is blocked by a sealed iron gate with a sign on its outer face that reads "This Area Is Condemned - Danger of Collapse." The sign is stamped with the city's official seal. Of course, the area is not in any danger of collapse, but a well-placed bribe to a city magistrate got it legally condemned a decade ago. The sign helps discourage unwelcome visitors. However, a dwarf or a character with Engineering proficiency can tell that the area past the gate looks quite stable. The gate isn't actually sealed, and a hidden latch to open it can be detected as a secret door.

13U. SHRINE OF THE HORNED RAT

Galmorm – the Horned Rat, Chthonic god of thieves, treachery, and poison – has never been a popular god. His worshipers and cultists are considered treacherous and vile even among those who revere the dark powers. He is, nevertheless, a powerful Chthonic deity, and he was venerated by certain elves of Southern Argollë during their corrupt reign. The Shrine of the Horned Rat was built by a heretical elf, now long dead, blasphemously adjoining a room holding the ashes of a once-great elven hero whose name has been lost to history. Its profane altar can transform worshippers of the Horned Rat into lycanthropes.

Decades ago, cultists of the Horned Rat terrorized Cyfaraun, spreading lycanthropy throughout the city. The terror was eventually ended by the Captain of the Underwatch, who killed every last one of the heretics that had dared pray at the Shrine. Unfortunately, the brave Captain was never able to find the source of the terror, though he continued searching for the Shrine throughout the Undercity until his dying day.

The Shrine lay forgotten under the city until it was re-discovered by Mentenus, the Provost of the local Chapterhouse of the Tower of Knowledge (#50). Mentenus, through his study of forbidden and forgotten elven texts held in the vaults of the Chapterhouse, had become obsessed with the forgotten tombs of the ancient elves, convinced that they held the secret to immortality. Present-day Cyfaraun, after all, was built upon the ruins of the former elven capital of Southern Argollë, and Mentenus knew from his readings that the elven capital was built upon the ruins of a previous city. As the Undercity below the current settlement contains the ruins of the conquered elven capital, Mentenus reasoned that the ruins of that old capital must have an undercity of its own, a Nethercity, that contained ruins so old that they have been forgotten even by the long-lived elves. But finding the entrance to the Nethercity would take many long weeks, perhaps even months or years, of searching through dark, damp, putrid sewer tunnels festering with disease, decay, and vermin of all sorts - something he knew would be eventually be deadly for him and his followers.

How could he survive the perils of the Undercity in order to find the entrance to the Nethercity? During his research, he came across records of the city's wererat terror and the legendary Shrine of the Horned Rat. There he found his answer. Wererats were immune to the diseases and contagions that kill normal men; becoming a wererat would increase his physical strength against the threats below, but without diminishing his ability to reason or tap into arcane power. Finding the rumored Shrine of the Horned Rat became his key to eventually finding the Nethercity.

Mentenus hypothesized that the Shrine had to be within the walls of the Old City, as that is where the first victims of the wererat terror were found. Furthermore, he believed such a shrine would attract a higher than normal concentration of rats, especially around the time of the full moon. Mentenus ordered his retinue to survey the various areas within the Old City walls, taking meticulous notes on how many rats they saw each night. He then calculated which area had the statistically highest reports of rats within the Old City, and carefully delved the sewers with his retinue to find it. It took them only a few days of careful searching to find the Shrine, and on the next full moon, Mentenus and his minions offered their prayers and became wererats.

The Provost and his retinue now use the Shrine, and the rooms and corridors adjoining it, as a logistical hub from which to search the wider Undercity for the entrance to the fabled Nethercity. Mentenus's retinue consists of a henchman (4th level fighter) and 15 followers (a 3rd level mage, a pair of 2nd level mages, a pair of 1st level mages, and 10 normal men seeking to become mages).

Mentenus's followers organize themselves into two groups so that they may search the Undercity at a faster pace. The first

group is led by Mentenus' protégé, Terkinos (3rd level mage), and consists of two 1st level mages (arcanists), and five mage candidates, all wererats now. The second pack of wererats is led by Mentenus' henchman and bodyguard, Abimbola (4th level fighter), and consists of two 2nd level mages (seers) and five mage candidates, also all wererats.

Terkinos' wererat pack searches the Undercity from noon until midnight, while Abimbola's pack searches from midnight until noon. The wererats conduct their search of the Undercity very slowly because they are aware that the entrance to the hypothesized Nethercity might be via a secret door that they might miss.

When not searching the Undercity, the wererat packs are resting in their hideout, praying at the Shrine, or occasionally attending to errands in the city above. As they spend more time as lycanthropes, the wererats have become increasingly furtive and subterranean.

Both wererat packs are together in their hideout for roughly 30 minutes twice each day when they change shifts. Each time they meet in the Shrine Chamber (**6**) to pray to the Horned Rat and quickly exchange exploration notes and maps. The only time they do not explore the Undercity is on the day and night of the full moon. Instead they clean themselves up, buy a month's worth of provisions from the Emporium, then return to their hideout by sunset. Thereafter they all pray at the Shrine until midnight. Mentenus himself is rarely in the Undercity, leaving the filthy task of exploring the sewers to his followers and henchman. He does visit their Undercity hideout once each month, on the night of the full moon, to pray at the Shrine and collect the exploration reports drafted by Terkinos.

MAP KEY

Construction: This location was originally (circa 600 BE) a compound of buildings dedicated to an elven hero known as the Knight of the Leaf and Petal. The compound was drowned in volcanic ash like the rest of Ancient Cyfaraun, only to be excavated around 175 BE by a heretical elf, who added the Shrine (**6**) as an annex. Each of the other rooms was once a stand-alone building. The interiors had mosaics of floral patterns and the floors were tiled to resemble fields of wildflowers; remnants of this grandeur are visible through the ash and dirt. Window holes with pointed arches here and there reveal the unexcavated tuff that surrounds them. The corridors between the rooms are tunnels through this tuff, sometimes following the line of some ancient exterior wall from an unexcavated building.

Lighting: The Shrine is pitch dark. The cultists have all gained infravision from their lycanthropy, and no longer have need of light.

1. Rubble-choked Corridor. The corridor is choked with broken tuff rock and rotten pieces of timber and old furniture that seem to have been gnawed on by small animals and caked in vermin fecal matter. Removing the rubble to pass through the corridor is a 1gp construction project.

A tripwire hidden amidst the rubble will be triggered if the rubble is removed. Triggering the tripwire sets off a hidden chime that alerts any wererats present.

2. Filth-strewn Rooms. The floors here are thick with verminous fecal matter and bits and pieces of trash, and the walls are caked with filth that almost completely obscures old elven mosaics. Characters who clean any wall sections discover white and pink floral patterns. A **rat swarm** dwells in each of these rooms. The swarms are under the influence of the wererats and will attack any intruders.

> **Rat swarm:** MV 60'/30' burrow, AC 0, HD 3*, hp 15 each, #AT 1 (swarm), Dmg knockdown, Save NM, ML -3, AL N, XP 65; Special: writhing swarm (target suffers 1d6 damage and knocked down if engulfed, save v. Paralysis to resist, +4 bonus to save if warding or fleeing swarm), disease carrier (5% of causing disease through bite)

The mosaics in the northwest and southeast rooms have barely noticeable irregularities in their patterns that mark the edges of secret doors.

3. Grimy Corridors. The filth-caked walls of these corridors are tunnels through volcanic tuff. Here and there, the ruined marble façade of some unexcavated elven ruin peaks through the ash.

4. Abimbola's Quarters. This room seems to have been recently cleaned. The walls, though still somewhat soiled, are no longer caked with filth and grime, and a mosaic of violet and pink floral patterns is plainly visible. The room is furnished with eight sleeping cots. Two jars and a locked chest are stationed near the entrance. This room is used by **Abimbola** and the pack of **7 wererats** that he leads; they have a 75% chance to be present during the day. If not alerted by the tripwire or by fighting, they will be asleep in human form.

The two jars contain rare elven spices worth 800gp each while the chest contains 1,000gp and 4800sp in old Argollëan coin.

5. Filth-strewn Crematory. In the center of this befouled room is a massive urn of patinated bronze ornamented with leaf motifs and featuring colorful enamelwork in the shape of flowers. The walls are adorned with an elven mosaic depicting a repeating deep purple floral pattern, barely visible beneath years of grime.

The urn contains only ashes. However, if an adventurer inspects the urn, he notices a 3' long 2" wide spot next to it that is relatively free of dust and filth, where a sword once lay. (It's now in the possession of Abimbola.) The mosaic on the west wall has a barely perceptible irregularity in the repeating deep purple floral pattern that marks the edge of the secret door to **6**.

6. Shrine of the Horned Rat. Small altar topped with heaps of chicken bones that also spills over onto the floor. Most of the cult will be found here daily at midday and midnight. **Mentenus** will only be present at midnight during the full moon. At all times, the shrine is guarded by a pack of **12 giant rats**.

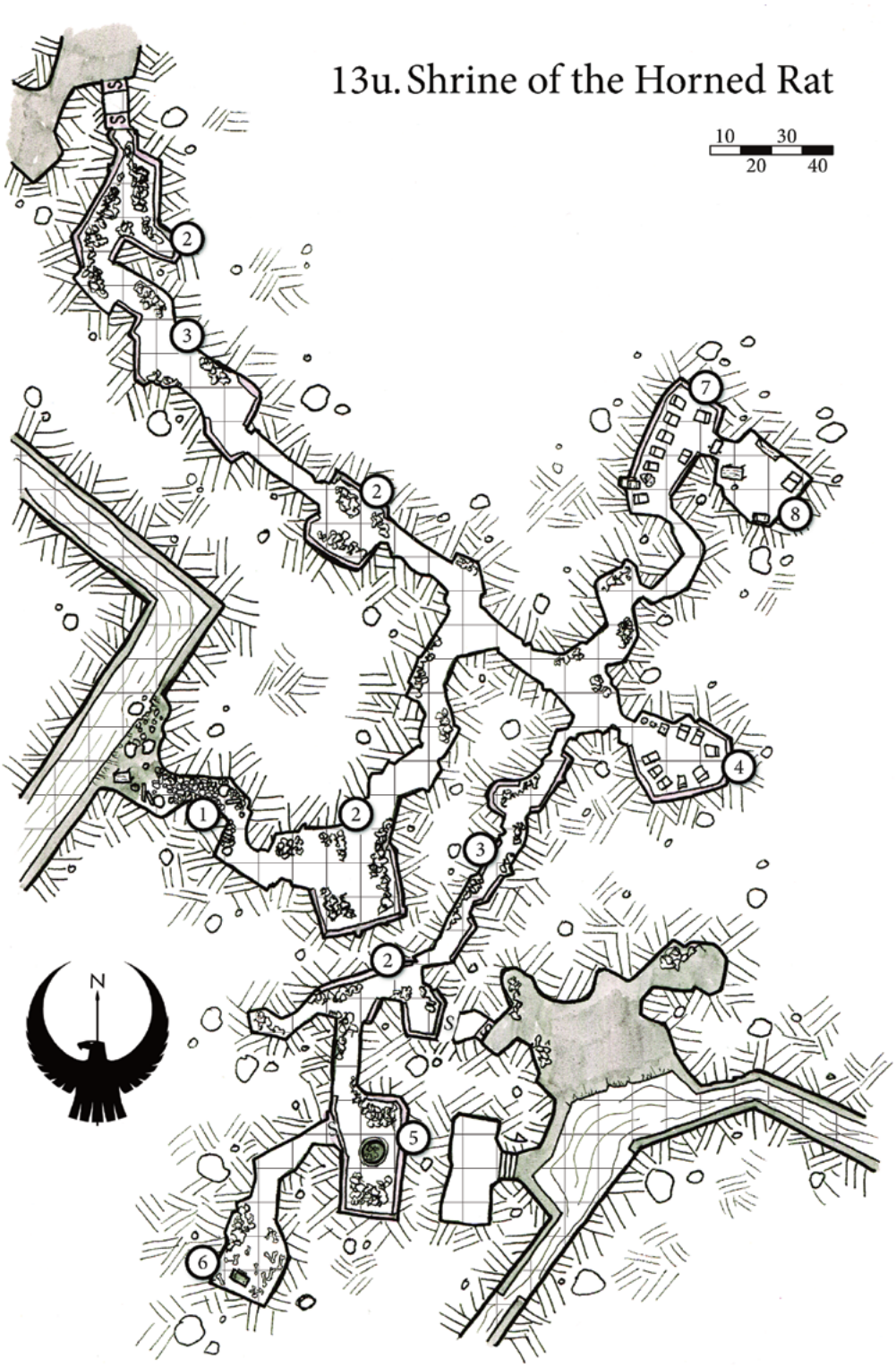
Giant Rats (12): MV 120', AC 2, HD ½, hp 3 each, #AT 1 (bite 10+), Dmg 1d3 + disease, SV F1, ML 0, XP 5

The presence of the altar makes this room a *shadowed sinkhole of evil* (***ACKS*** p. 251). Any human or demi-human who willingly prays at the altar for one turn (10 minutes) on the night of the full moon instantly becomes a natural wererat, able to completely control the ability to change between forms. Over time, the character will gradually acquire the furtive cunning and chaotic proclivities of his new form.

7. Terkinos's Quarters. The walls of this room have been cleaned sufficiently to reveal a mosaic of violet and pink floral patterns. The floor, though grimy, is free of refuse and waste. Eight sleeping cots are arranged along the west wall. A locked chest (contains 2640gp) and a bundle of mink furs (500gp) are laid out by the cots. A wooden door that looks to have been freshly installed stands to the east.

This room is used by **Terkinos** and the pack of **7 wererats** that he leads; they have a 75% chance to be present during the night. If not alerted by the tripwire or by fighting, they will be asleep in human form. The door to the east is ***wizard locked*** (9th level). Only Mentenus knows the password to open it.

8. Mentenus's Lair. Past the *wizard locked* door lies a thoroughly cleaned chamber furnished with a cot, a wooden table and chair littered with books and papers, and a small shelf with additional books. An ironbound chest sits at the foot of the cot.



The chest is *wizard locked* (9th level) and contains 2400gp. The table features a partial map of the undercity, as well as a variety of research notes written in a spidery, almost indecipherable hand. Every turn (10 minutes) that a character spends deciphering the notes, the Judge should provide one entry from the Random Undercity Research Notes table below.

CULTISTS OF THE HORNED RAT

Mentenus Cavië, Chapterhouse Provost and Master of Summoning: Str 10, Int 18, Wis 8, Dex 16, Con 12, Cha 13; Mage 9; MV 120', AC 2 (4 as wererat), HD 9***, hp 48, #AT 1 (*+1 dagger* 2+ or bite 3+ or spell), Dmg 1d4+1 or 1d4 or by spell, Save F9 (+1 from familiar), ML +1, AL C, XP 2,500; Special: spellcasting, wererat abilities; Proficiencies: Collegiate Wizardry, Familiar (rat), Knowledge (Argollëan history) 3, Knowledge (astrology), Loremastery, Language (Ancient Argollëan); Spells: 3 1st, 3 2nd, 3 3rd, 2 4th, 1 5th; Repertoire: 1st – *darkness*, *detect magic*, magic missile, *read languages*, *summon berserkers*, *unseen servant;* 2nd – *detect invisible*, *detect secret doors*, *ESP*, *summon hero*, *web*, *wizard locks*; 3rd – *dispel magic*, infravision, nondetection, skinchange, *summon winged steed*, *telepathy*, 4th – *conjure ooze*, *curse*, *charm monster*, *find treasure*, *summon fantastic creature*; 5th – *adaptation*, *conjure elemental*, *hold monster*, *passwall*; Equipment: rune-etched staff, *dagger +1*, *ring of command plant*, *helm of comprehending languages*, *wand of detecting magic* (12 charges), *potion of giant strength,* black mage's cassock, leather belt, low boots, belt pouch with 200gp and pair of keys (to Tower of Knowledge Ground Story **4** and Basement **10**)

Abimbola, Wererat Hero: Str 17, Int 9, Wis 13, Dex 18, Con 9, Cha 14; Fighter 4; MV 120', AC 4 (6 as wererat), HD 4*, hp 24, #AT 1 (*+1 sword* 4+ or bite 5+), Dmg 1d6+5 or 1d4+4, Save F3, ML +1, AL C; XP 135; Special: wererat abilities; Proficiencies: Combat Reflexes, Dungeon Bashing, Manual of Arms; Equipment: *Lann Dhuile* (see below), crossbow, case with 20 bolts, battered steel shield, armiger's tunic and pants, low boots, leather belt, pouch with 135gp

Abimbola's sword *Lann Dhuille* ("leaf-blade") is an elven *sword +1 of weapon focus* with a patinated bronze bladed cut and etched to appear as a leaf with a pommel fastened in the shape of a flowering bud. Three times per day, by speaking its name, the wielder can gain Weapon Focus with *Lann Dhuille* for one hour, or until the wielder sheathes the sword or the effect is *dispelled*.

Terkinos, Wererat Thaumaturge: Str 10, Int 13, Wis 14, Dex 14, Con 12, Cha 6; Mage 3; MV 120', AC 3 (5 as wererat), HD 3***, hp 17, #AT 1 (dagger 8+ or bite 8+ or spell), Dmg 1d4 or by spell, Save F3 (+2 to all saves), ML -1, AL C, XP 95; Special: spellcasting. wererat abilities; Proficiencies: Collegiate Wizardry, Loremastery, Knowledge (Argollëan history); Spells: 2 1st, 2 2nd, 1 3rd; Repertoire: 1st – *detect magic*, *read languages*, *summon berserkers,* 2nd – *detect secret doors*, *summon her*; Equipment: rune-etched staff, *cloak of displacement*, black mage's cassock, leather belt, low boots, pouch with 95gp

1d10	Mentenus Cavië writes...
1	"It is good that my arcane powers inspire the men. Their sacrifice in this sewer filth will bring me immortality!"
2	"We must steer clear of Faunus's undercity smuggling dens to the south unless, through the process of elimination, I determine that the entrance to the Nethercity is there. My power dwarfs his, but it is better to avoid the attention unless absolutely necessary."
3	"I have done what the fabled Night Captain was never able to do – found the source of the wererat infestations that once plagued Cyfaraun. It is good that he failed. His failure is my chance at immortality! Let him sleep forever with his storied treasures beneath the Solar Citadel."
4	"I told my minions not to bother searching the western Undercity. There is no need to look across the river since ancient Cyfaraun only rose on the eastern banks! But they didn't listen and now an overzealous minion is dead. They found Lucius's half-eaten body floating in the river. It is well that wererats revert to human form when killed, lest my plans be discovered. But I wonder – what could tear a wererat apart like that? We are virtually immune to harm from mere mortals."
5	"Abimbola swears that there is a group of men living in the sewers. He claims to have seen them briefly at the edges of his vision from time-to-time but has never been able to catch up with them. These sightings have been too far north of The Mink to be Faunus' smugglers, unless.... Is the half-elf also now searching for the Nethercity? Why is he so interested in Argollëan antiquities?"
6	"Why do elves count their lives in centuries, while men count them in seasons? The epic from a time immemorial that I found buried and forgotten in our most private library tells of a time when the elves learned the secret of immortality. Were elves once as mortal as men? If true, then this means that men can also benefit from the wisdom they discovered and failed to share with our ancestors."
7	"The treasurer told me that an adventurer recently sold some ancient elven bracers to the chapterhouse. The fool seemed ignorant of their true value, for they were bracers of armor. I wished to speak to the man, but I heard that Faunus had the adventurer killed for refusing his bid. What a waste! What if he'd found the Nethercity? I could have persuaded him to show me the way."
8	"Terkinos and his wererat pack shall explore from noon to midnight. Abimbola and his wererat pack shall explore from midnight until noon. We must search at all hours, for immortality does not wait!"
9	"I must be seen in the chapterhouse more often, so as to not raise the suspicions of our-ever-so-faithful and earnest regent. I will return when the moon is full in the night sky to pay my respects to the Horned Rat and read the reports my acolytes have prepared for me. "
10	"The ecstasy of the transformation! Lycanthropy is a gift unlike any other I have experienced. I had never understood how limited I was before."

Wererat Seers (2): Mage 2; MV 120', AC 0 (2 as wererat), HD 3***, hp 18, 15, #AT 1 (dagger 8+ or bite 8+ or spell), Dmg 1d4 or by spell, Save F3, ML 0, AL C, XP 95; Special: spellcasting, wererat abilities; Proficiencies: Collegiate Wizardry, Loremastery; Spells: 2 1st; Repertoire: 1st –*read languages*, *summon berserkers*; Equipment: rune-etched staff, black mage's cassock, leather belt, low boots

Wererat Arcanist (2): Mage 1; MV 120', AC 0 (2 as wererat), HD 3***, hp 16, 15, #AT 1 (dagger 8+ or bite 8+ or spell), Dmg 1d4 or by spell, Save F3, ML 0, AL C, XP 95; Special: spellcasting, wererat abilities; Proficiencies: Collegiate Wizardry, Loremastery; Spells: 1 1st; Repertoire: 1st –*read languages*; Equipment: rune-etched staff, black mage's cassock, leather belt, low boots, belt pouch with 8sp

Wererats (10): MV 150', AC 0 (2 as wererat), HD 3*, hp 17, 15, 14, 14, 13, 13, 12, 12, 6, #AT 1 (bite 8+ or short sword 8+), Dmg 1d4 or 1d6, Save F3, ML 0, AL C, XP 65; Special: immunity to normal weapons, infectious (creature losing 50% hp becomes lycanthrope in 2d6 days), ratman form, summon animals (1d2 giant rats in 1d4 rounds), stealth (imposes -2 penalty on surprise rolls); Equipment: short sword, freeholder's tunic and pants, sandals

14U. DOPPELGÄNGER DEN

The ties between doppelgängers and the Borderlands stretch back to the reign of the Khepri. Created by those long-dead and mostly forgotten dark lords, doppelgängers had a simple purpose: to secretly observe and report on the Khepri's obedient-yet-ambitious elven protégés and subjugated human slaves. Doppelgängers, able to assume the appearance of actual people, served as the Khepri's secret police.

Millennia have passed since those dark times, but doppelgängers still live out the purpose bred into their kind, stealing the identities of people best positioned to observe the activities and conversations of influential humans and elves. They act without pity or remorse, murdering the people whose identities they steal to minimize the chances that their ruses will be discovered and even slaying anyone who becomes suspicious of the stolen identity and begins asking too many questions. In time, either to get away from vengeful mobs or to get access to even more influential people, the shifty creatures move on to steal other identities, creating a never-ending chain of death and deception.

Recently a trio of doppelgängers has infiltrated Cyfaraun. The doppelgängers live in the former hideout of a band of assassins called the Brotherhood of Knives that aspired to become a syndicate five years ago. Last year, the creatures insinuated themselves into the group and killed all its members, as the identities of the assassins allowed the shape-changers to interact with all sorts of people across the city. Their patrons were vengeful crime bosses, greedy merchants, fallen clergy, and ambitious nobles all seeking to hire assassins……and their targets often people of equal import. The syndicate offered a treasure trove of potential identities to steal!

MAP KEY

Construction: The Doppelgänger Den lies in an excavated portion of Ancient Cyfaraun where the volcanic tuff has been cleared to reveal elven ruins. It originally (circa 600 BE) consisted of four separate small buildings with stucco walls on the interior. Window holes with pointed arches dot the room walls to reveal unexcavated tuff.

Doors: The doors are makeshift constructions of driftwood and recovered hardwoods. They are very creaky (-2 penalty to open them without making noise). The secret doors are disguised as a bricked-up hallway and repair work.

Lighting: The doppelgängers do not light their den unless they are writing in the Assassin's Ledger (**2**). The lack of light may clue attentive adventurers into the alien nature of what they encounter here.

1. Assassins' Barracks. The former living quarters of the Brotherhood of the Knife now serves as home to the trio of doppelgängers. Beyond the room is clean and well-maintained by the standards of the undercity, with four cots, three chests, and an arms racks.

Unless previously encountered elsewhere, the **three doppelgängers** will be in this room when the adventurers enter it. The Judge should roll on the Random Doppelgänger Identity tables below to determine the identity that each doppelgänger has taken on when encountered.

Doppelgängers (3): MV 90', AC 4, HD 4*, hp 21, 16, 12, #AT 1 (bite 7+), Dmg 1d12 (bite) or by weapon, Save F10, ML +2, AL C, XP 135; Special: alter self, immunity to *charm* and *sleep*

If adventurers find the doppelgängers' den while the doppelgängers are all in assumed identities, then the doppelgängers will attempt to diffuse the situation by appearing non-threatening and trying to determine the motivations of the intruders. Depending on those negotiations, the shapeshifters might suggest to the intruders an opportunity to join forces, going so far as to offer use of their undercity den as a temporary base and refuge for the adventuring party. (Should the party accept their offer, the doppelgängers will attempt to kill the adventurers in their sleep, preferably after they've just returned with treasure.) However, if any of the doppelgängers are ever spotted in their natural form, or otherwise suspect that the adventurers know their true nature, then the doppelgängers will immediately attack the party.

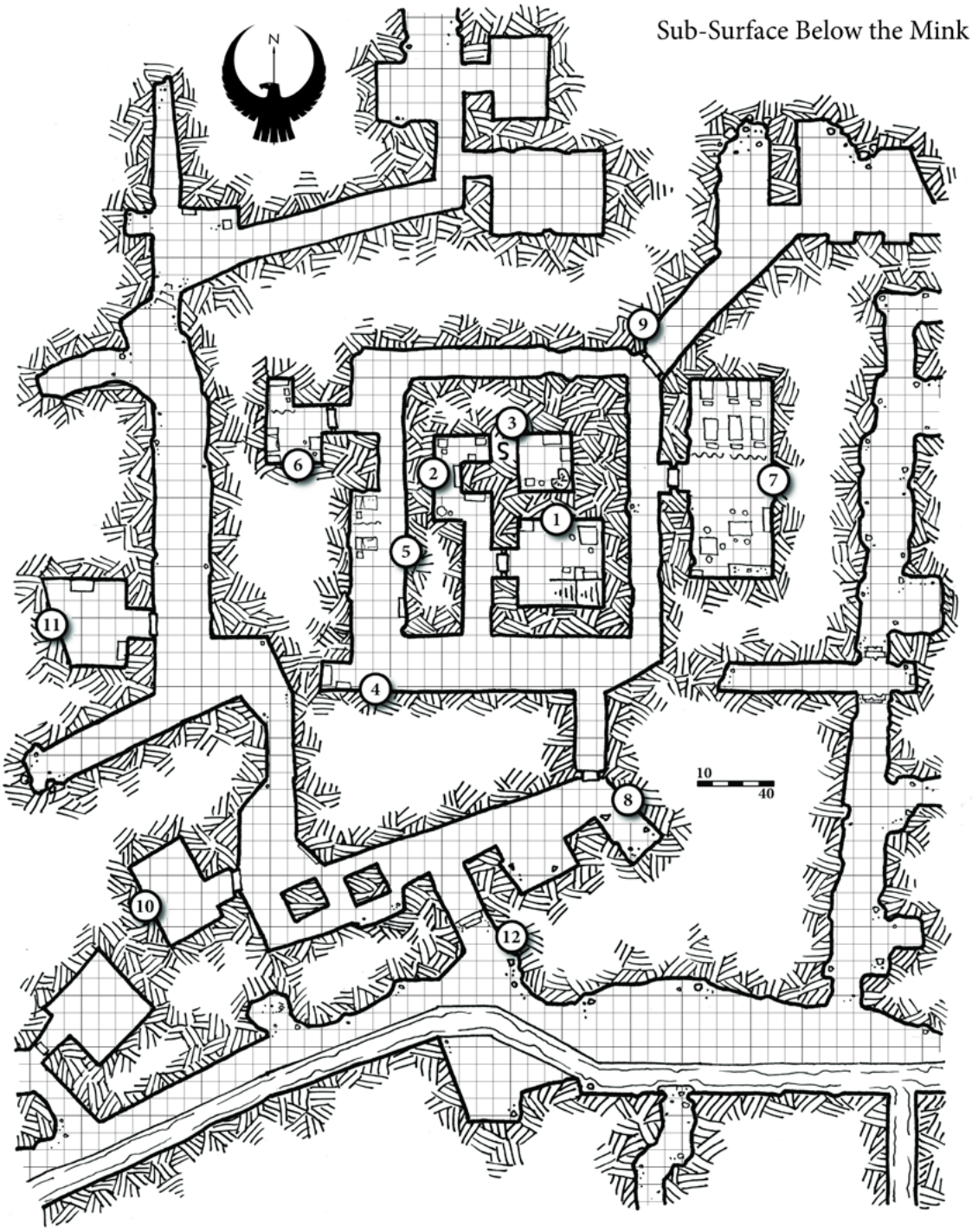
The doppelgängers keep their treasure here in three chests:

» The first chest has 3000sp and an aquamarine (500gp), a blood stone (50gp), and an emerald (1000gp).

» The second chest has two wrought gold armbands (900gp each), two wrought gold anklets (700gp each), and two wrought silver armbands (400gp each).

» The third chest has an onyx (50gp), an obsidian (10gp), a diamond (1000gp), a tiger eye (25gp), a zircon (75gp), an ivory pendent (900gp), a wrought orichalcum circlet (4000gp), a wrought gold necklace (700gp), and a battle axe with a polished steel blade and rune-carved oak haft (apparent value 650gp, actually a *battle axe +1*.).

2. Assassins' Ledger. This room is furnished with a set of cots piled with clothing and accessories, a writing table, and a work bench. The clothes and accessories on the cots are roughly organized into piles based on their quality and purpose: (1) nondescript city-dweller attire, (2) wealthy merchants' clothes, (3) poor travelers' cloaks, (4) dandy bards' costumes, (5) guardsmen's armor and surcoats, (6), camouflaged explorers' cloaks, and (7) formal clerical and priestly vestments.



Atop the table, an unlit oil lamp sits adjacent to a ledger. The ledger details the identities of the victims killed by the original assassins and, later, by the doppelgängers themselves. (A subtle difference in handwriting is noticeable midway through the fourth year's entries to readers with INT 13+ or the ability to read languages). In addition to detailing the victim's names and occupations, the ledger also lists the places where each victim could be found, where the victims were killed, and (perhaps most importantly) who contracted their assassination. When the party discovers the assassins' ledger, the Judge should give them the Assassins' Ledger Handout below. Prominent names in the ledger include Liber Faunus, Mentenus, and Selene:

» Liber Faunus is the owner of The Mink and secretly the leader of the Argollëan Family crime syndicate. He has contracted murders against those who allegedly cheated him on his smuggling fees or otherwise refused to countenance doing business with him.

» Mentenus is a high-ranking mage and provost of the local chapterhouse of the Tower of Knowledge.

» Selene is the owner of The Silk Pony and secretly the leader of the Sand & Bones crime syndicate. One of her victims, Olyma, was also a member of Sand & Bones.

3. Abattoir. A nauseating scent extrudes even through the ramshackle doorway. Within are the rotting remains of 1d4 humans and 1d4 elves slain by the doppelgängers. If the adventurers use *speak with dead* or other means to identify the victims, the Judge should roll 1d8 on the Random Victim tables below to ascertain who they've found.

4. Cell. The door to this room is barred with thick oak. Low and agonized groans are audible to anyone who succeeds on a proficiency throw to hear noise. Within the cell are **1d3 humans** and **1d3 elves**, all shackled to the walls in various states of malnourishment. The captives are being held here for interrogation by the doppelgängers to extract enough personal knowledge to meaningfully masquerade as the victims. Once questioning is complete, the doppelgängers intend to kill the captives. Roll 1d12 on the Random Victim tables to determine who's been rescued.

5. Abandoned Hideout. This room has an overturned weapons rack with scattered, rusted weapons strewn about. A faded sign painted on the wall depicts a triangle made up of three knives. Three rotted cots molder along the walls. A beetle-covered corpse lies sprawled on each couch. The bodies are unrecognizable, but characters with access to *speak with dead* or other magic might be able to identify them as Aodan, Zene, and Uxentio, the founders of the Brotherhood of Knives.

Disturbing the bodies angers an **insect swarm** of beetles.

> **Insect swarm:** MV 30', AC 2, HD 3*, hp 15, #AT 1 (swarm), Dmg 2 points, Save NM, ML +3, XP 65; Special: Engulf (2 points of damage per round, doubled if wearing no armor), immune to weapons

A successful Knowledge (local) proficiency throw or Carousing hijink in Cyfaraun will reveal that the Brotherhood of Knives was a band of assassins that began plying its bloody trade in the city several years ago. Though still active, the Brotherhood of Knives reputedly has few members and no interest in recruiting more; they are allegedly very difficult to find or contact, even for people actively looking to use their services.

6. Traps. Tripwires running across the sewer tunnels are connected to jars of military oil hung from the ceiling. Each characters passing through has a 2-in-6 chance of snapping the tripwire, releasing the flasks to pour out their inflammable fluids. The oil ignites on contact with water to create an oil fire covering the area shown. All characters that begin their initiative in or enter the area of effect suffer 1d8 points of fire damage and continue to burn for one round after leaving the area. The fire burns out after one turn (10 minutes).



RANDOM DOPPELGÄNGER IDENTITY TABLES

Roll (d6)	Identity of Doppelgänger #1
1	Currently in its natural state, not in an assumed identity. If the doppelgänger was alerted to the approach of the party, or is outside of its den, re-roll.
2	Bodilkas, a male Krysean explorer, wearing leather armor and a pin of the sigil of The Order of Travelers. He carries a short sword and dagger but does not appear threatening.
3	Huranos, a male Nicean venturer, a jewel merchant dressed in gaudy robes with ring-bedecked fingers. He appears unarmed and unthreatening but has a pair of daggers hidden beneath his robes.
4	Gundus, a male Tirenean fighter wearing banded plate and carrying a short sword and shield. He bears the insignia of a veteran member of the Cyfaraun City Watch.
5-6	Aodan, a male elven nightblade, dressed in all black trousers and tunic, with padded black boots. He carries a gracefully curved sword and dagger. Aodan was one of the original members of the Brotherhood of Knives.

Roll (d6)	Identity of Doppelgänger #2
1	Currently in its natural state, not in an assumed identity. If the doppelgänger was alerted to the approach of the party, or is outside of its den, re-roll.
2	Ashera, a female Opelenean venturer, a spice merchant dressed in fine scarlet robes. She appears unarmed and unthreatening but has a pair of daggers hidden beneath her clothes.
3	Riara, a Tirenean priestess, dressed as a Keeper of the Hearthfire in a white chiton. Armed as above.
4	Olyma, a female Nicean bard, dressed in the gauzy form-fitting linens of a dancer. Armed as above.
5-6	Zene, a female Nicean assassin, dressed in black chiton and fine sandals. Armed as above. Zene was one of the original members of the Brotherhood of Knives.

Roll (d6)	Identity of Doppelgänger #3
1	Currently in its natural state, not in an assumed identity. If the doppelgänger was alerted to the approach of the party, or is outside of its den, re-roll.
2	Fionntan, a male elven courtier, in elegant studded leather armor with embossed leaf like patterns. He carries a gracefully curved sword and dagger.
3	Tomman, a male elven ranger, wearing rugged, green-dyed leather armor and cloak. Armed as above.
4	Vason, a male Nicean venturer, a wine merchant wearing fine-but-understated merchant's attire with a gold chain (25gp value). He keeps a pair of daggers hidden in his boots.
5-6	Uxentio, a male Krysean assassin, dressed in olive-green tunic and white trousers, with black boots. He has a pair of daggers in forearm sheathes. Uxentio was one of the original members of the Brotherhood of Knives.

RANDOM VICTIMS TABLES

Roll	Random Human Victim
1	Velaros, a traveling actor and poet trained in classical theater at Aura.
2	Pesca, a maker of fine fabrics who works at the Emporium.
3	Fiona, a custodian of Public Latrine in the Tower District.
4	Folgas, a masseuse of the Public Baths.
5	Reman, a prostitute at the Silk Pony Inn.
6	Vira, a tavernworker at the Imperial Charter Inn.
7	Quellus, a bookseller in the Old District.
8	Thespa, a prostitute at the Silk Pony Inn.
9-10	Tavis Drakomir, a paladin (Templar template, 1st level) and son of a prominent noble family in Cyfaraun. He and his illicit paramour Zeodarë tried to contract with (the fake) Bodilkas to join a caravan to Arganos and became suspicious of the explorer's odd behavior.
11-12	Zeodarë Ambador, a bladedancer (Consular template, 1st level) and daughter of a prominent noble family in Cyfaraun. She and her illicit paramour Tavis tried to contract with (the fake) Bodilkas to join a caravan to Arganos and became suspicious of the explorer's odd behavior.

Roll	Random Elven Victim
1	Brogan, a traveling musician who specializes in the ballads of the court of fallen Cyfandir.
2	Stateira, a medicinal herbs merchant in the Old District
3	Mainchin, a medicinal herbs merchant in the Old District.
4	Malakeh, a courtesan at the Imperial Charter Inn.
5	Bradán, a fishmonger in the Plaza District's Fish Market.
6	Karani, a traveling dancer.
7	Seanan, a jeweler in the Palace District.
8	Ashrafa, a traveling merchant seeking to buy elven artifacts for re-sale to collectors in Northern Argollë.
9-10	Malethor, an elven spellsword (Dreadsword template, 1st level) from Northern Argollë who came to the Borderlands seeking the lost Bow of the Great Eagles. (See *AX4: Ruined City of Cyfandir* for details!)
11-12	Nara, an elven enchanter (Antiquarian template, 1st level) from Northern Argollë, across the sea, who came to the Borderlands to learn lost arts of elven magic.



VALUE OF INFORMATION

The information discovered in the doppelgänger's den is very valuable and very dangerous. Adventurers that return with either surviving captives or evidence of the fates of the assassins' and doppelgängers' victims will be rewarded and compensated if they turn over the information to various authorities.

- City Watch Headquarters (#5): Evidence of the fate of Gundus will earn a reward of 40gp.
- Merchant Guildhouse (#8): Evidence of the fates of Huranos, Ashera, and Vason will earn a reward of 120gp total. Returning any merchant survivors to the care of the guild will earn a reward of 1d4x100gp per survivor.
- Temple of the Hearth Fire (#57): Evidence of the fate of Riara will earn a reward of 40gp.
- Hall of Travelers (#62): Evidence of the fate of Bodilkas will earn a reward of 40gp.
- Prefectural Palace (#75): Returning any noble survivors to the care of the city prefect will result in a reward of 2d4x200gp. Showing the Assassins' Ledger to the prefect will cause him to recoil in disgust. Without comment, he will commend the party to Prelate Ezelus, leader of the Temple of Justice (#61).
- The Temple of Justice (#61): If adventurers bring the Assassins' Ledger to Ezelus, one of two things will occur:
  - If the party lacks any ecclesiastical members, or otherwise seems to be of a lawless and unreliable bent, Ezelus will offer them a reward of 1,500gp for the ledger. Once relinquished, he will extract an oath of secrecy from them - for their own protection, as the guilty are among the most powerful people of the city and certainly willing to kill to keep their evils secret. (Parties who refuse to relinquish the Assassins' Ledger will not be harmed but will be placed under surveillance and arrested if they enter into cahoots with the criminal figures in the Ledger.)
  - If the party includes a cleric, bladedancer, paladin, or priestess dedicated to the Empyrean gods, and if those members are willing to attest to the honorable nature of the others in their party, then Ezelus will ask them to meet with members of a secret society known as the Order of the Eclipse. If the party agrees, clerics of Türas will bind and blindfold the party members, take them to the Order's secret hideout and introduce them to Destrio, the local leader. See Special Location: Eclipse Hideout (#69u) more details.

Patron Liber Faunus wishes our blessings upon...
Huranos, a Nicean jewel merchant, so that he may understand the value of our patron's services.
Ashera, a Opelenean spice merchant, so that she may understand how important it is to respect our patron.
Vason, a Nicean wine merchant, for not being forthright with our patron.
Bodilkas, a male Krysean explorer, who lead caravans that declined to entreat our patron for his valuable services.
"The words of trust, so that our patron may know us: **morning dew**."

Patron Mentenus wishes our blessings upon...
Gundus, a Tirenean officer of the City Watch, for expressing an unhealthy interest in ordering patrols of the Undercity.
Fionntan and Tomman, elves who have become obsessed with finding ancestral relics in the Undercity rather than move on with their lives.
"The words of trust, so that our patron may know us: **sludge mold**."

Patroness Selene wishes our blessing upon...
Olyma, a Nicean bard, for providing heartfelt affection to her mistress' lover without her mistress' consent.
Riara, a young Tirenean priestess, for possessing so kind and innocent a beauty, befitting her goddess, that it almost captured the heart of our patroness' lover.
"The words of trust, so that our patroness may know us: **ruby lips**."



5

FESTIVAL DISTRICT

The Festival District is named for the frequent celebrations and games held at the Imperial Amphitheater (#20). The district extends westward from the west bank of the Mirmen River, with the Imperial Wall marking the border to the northwest, where the Pylos Vandelus ("Traveler's Gate", #15) grants access to the northern highways. The intersecting lines of the Cesta Gundan ("Street of Wolves") and Cesta Nuviën ("Street of Roses") delineates the border with the Plaza District to the southwest. The southeastern border of the Festival District was traditionally the Old Walls, but it was re-drawn in the latest census to incorporate a block from the Bridge District which had become largely inhabited by actors, amphitheater workers, and other festival denizens. Prominent landmarks include Gambler's Row (#24), the Silk Pony Inn (#25), and the gladiatorial schools of Omnus Pluris (#21), Celictor Nuvicus (#22), and Maximus Arjentüran (#23). Numerous plazas dot the district, where street fairs, mummers, and musicians are a daily occurrence. The Sand & Bones syndicate (see p. 102) controls the bawdyhouses, cantinas, and taverns in the district, and runs illegal underground pit fights below the Silk Pony.

POINTS OF INTEREST

15. PYLOS VANDELUS ("TRAVELER'S GATE")

The Traveler's Gate enters the Festival District along the Street of Wolves. The gate itself consists of an iron portcullis and iron-reinforced oak doors painted with depictions of rearing horses. The gate is bracketed by a pair of 20' tall, 50' square gatehouses (each with 1,500 SHP and Unit Capacity 2) of concrete masonry rendered with white stucco. The gate is only open from sunup to sundown; a reasonable justification and Friendly reaction roll is required to persuade the Watch to open it by night.

Merchants arriving from the northern town of Larisa often enter the city here. Characters transporting loads of merchandise must pay a toll of 4d6+2gp per 5,000 st of merchandise each time they enter or exit with goods. If they are importing goods, they must also pay a customs duty equal to 2d10% of their merchandise's market price. See *Doing Business in Cyfaraun* (p. 56).

15 City Watch officers are based in the gatehouses. At any time, 4 will be on patrol, 4 will be on duty at the gate, and 7 will be off duty in the ground story barracks. All the nightshift officers are on the payroll of the Sand & Bones Syndicate and will open the gate at night for guild members to pass without paying tolls or duties.

16. CITY WATCHTOWER IV

Watchtower IV is a three-story, 30'-tall, 40'-diameter round tower built from concrete and rendered with white stucco (1,875 SHP and Unit Capacity 1.5). It connects to the Imperial Walls on its second story. Stationed on the top story, below the terracotta roof, is a repeating light ballista on a rotating platform. Watchtower IV has a commanding view of the Festival District as well as the northern approaches to the city. 5 City Watch officers are based in the tower. At any time, 1 will be manning the ballista, 2 will be on patrol and 2 will be off duty in the ground-story barracks. The newly appointed subaltern for the Festival District, Tavus Mityario, is based here. He is an honorable and competent officer, but his investigations into rumors of blood sports at the Silk Pony Inn have angered the Sand & Bones Guild. His tour of duty is likely to be short.

> **Subaltern Tavus Mityario:** Fighter 3; Str 13, Int 12, Wis 13, Dex 10, Con 11, Cha 13; MV 60', AC 7 (plate & shield), HD 3, hp 20, #AT 1 (spear 8+), Dmg 1d6+3, Save F3 (+1), ML +2, AL L, XP 50; Proficiencies: Alertness, Command, Leadership

17. CITY WATCHTOWER V

Watchtower V is a three-story, 30'-tall, 40'-diameter round tower built from concrete and rendered with white stucco (1,875 SHP and Unit Capacity 1.5). It connects to the Imperial Walls on its second story. Stationed on the top story, below the terracotta roof, is a repeating light ballista on a rotating platform. 5 City Watch officers are based in Watchtower V. At any time, 1 will be manning the ballista, 2 will be on patrol and 2 will be off duty in the ground-story barracks. Watchtower V overlooks Gambler's Row to the southwest, but the Sand & Bones Guild bribes the officers well enough to keep their eyes gazing northwest most of the time.

18. CITY WATCHTOWER VI

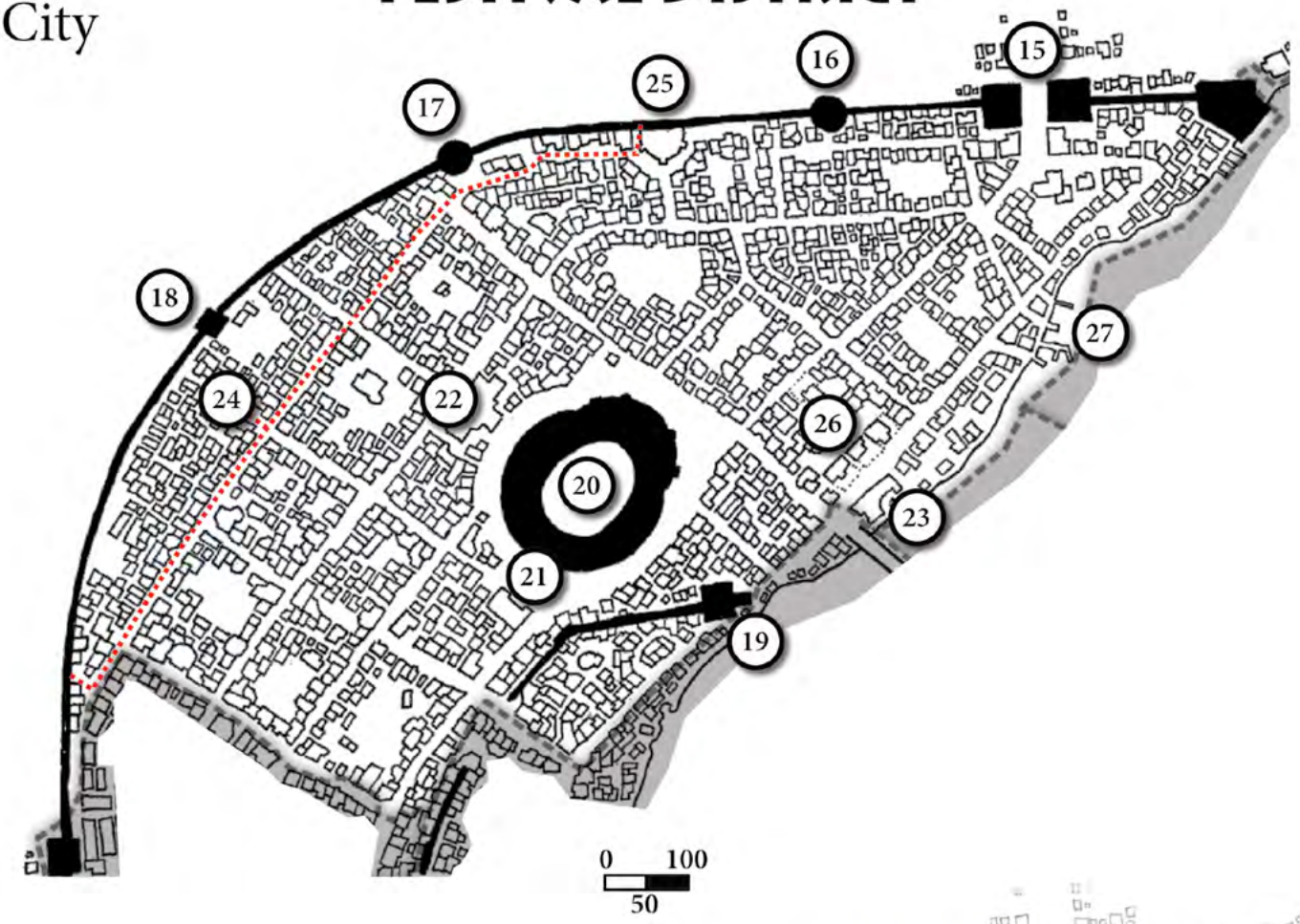
Watchtower VII is a two-story 20'-tall, 25'-square tower with a 25' square base. It is built of concrete rendered with white stucco (850 SHP and Unit Capacity 0.5) and connects to the Imperial Walls on its second story. 5 City Watch officers are based in Watchtower VII. At any time, 1 will be manning the tower, 2 will be on patrol and 2 will be off duty in the ground-story barracks or the Silk Pony Inn. The officers here are charged with keeping watch over Gambler's Row, but they have been entirely corrupted by the Sand & Bones Guild, which offers them not just lucrative bribes but complimentary companionship at the Silk Pony.

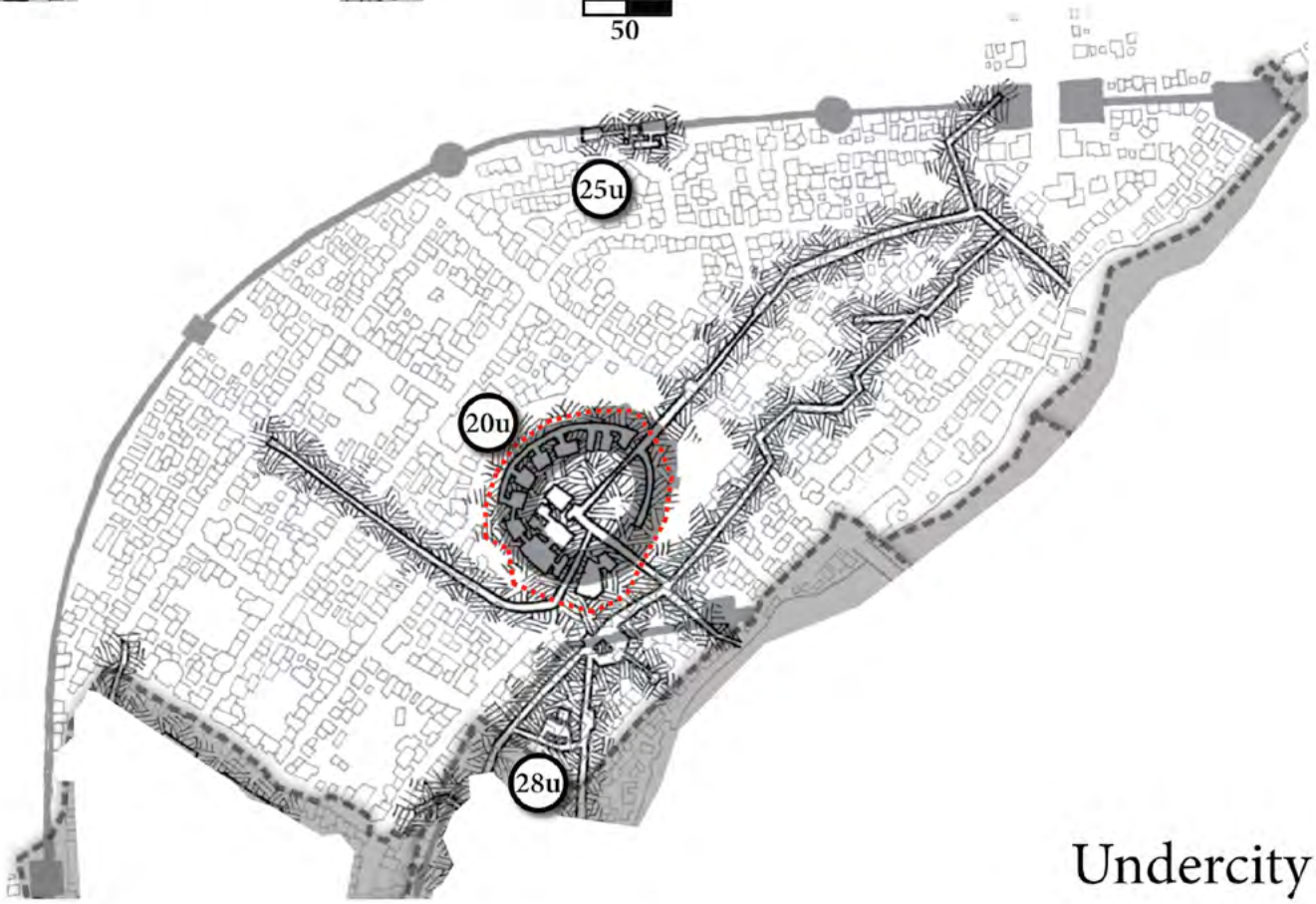
19. CITY WATCHTOWER VII

Watchtower VII is a three-story, 30'-tall, 40'-square tower built from carefully cut white limestone (1,875 SHP and Unit Capacity 1.5). It connects to the Old Walls on its second story. Stationed on the top story, below the terracotta roof, is a repeating light ballista on a rotating platform. 5 City Watch officers are based in Watchtower VII. At any time, 1 will be manning the ballista, 2 will be on patrol and 2 will be off duty in the ground-story barracks. The officers here are honest, but since their beat only patrols the area between the Amphitheater and the Mirmen, the Sand & Bones Guild is happy to leave them to their duties.

Festival District

City





Undercity

20/20U. IMPERIAL AMPHITHEATER/ AMPHITHEATER BASEMENT

Much to the chagrin of the Patriarch and the Reverend Mothers, the events held at the Imperial Amphitheater are the real focus of Cyfaraun's social calendar, more so than any rites held at the Solar Citadel or Empyrean Temple. The Amphitheater is used for a variety of purposes, including victory parades, classical Nicean masked dramas, monthly gladiatorial games, and seasonal festivals. On game days, when the seats are filled to capacity, street performers play among the crowds and vendors sell cheap food to earn additional coppers. Bookmakers loiter in the corridors leading to the seats to take bets on all the competitive events and blood sports of the day. See Special Location #20/20u: Imperial Amphitheater/Amphitheater Basement below for more details.

21. GLADIATORIAL SCHOOL OF OMNUS PLURIS

The school of House Pluris has been recognized for decades as the foremost gladiator stable in Cyfaraun by true fans of the martial arts. Its proprietor, Lanista Omnus Pluris, knows that his men's glorious display of fighting skill embarrasses the clownish school of House Nuvicus. Sadly, Omnus Pluris is close to bankruptcy due to competition from the parvenue school of Maximus Arjentüran. Pluris has begun to place risky bets on victories by his champion Sentonus, "the Stallion of Cyfaraun." A string of victories may salvage his finances, but a single defeat will lose him the school. In addition to Sentonus, Pluris also retains three veteran gladiators and four normal gladiators. His school is staffed by two gladiator trainers, a guard, and a part-time chirugeon. See Notable Residents and Special Location #20: Imperial Amphitheater for more details.

22. GLADIATORIAL SCHOOL OF CELICTOR NUVICUS

For over 75 years, the school of House Nuvicus has been recognized by true fans of the arena as the leading gladiator stable in Cyfaraun. Lanista Celictor Nuvicus is proud of the superiority of his men over his second-rate rival, Omnus Pluris, but the unseemly upstart Maximus Arjentüran has begun to cut into Nuvicus's fortunes. Not willing to be overshadowed by Maximus any longer, Nuvicus risked a substantial portion of his personal wealth to buy two lizardman warriors, a lizardman champion, and a wild giant crocodile from the markets of the great coastal city of Arganos. Unfortunately, the smugglers bringing these creatures in accidentally allowed them to escape, and Nuvicus is now desperate to find adventurers that can recover his wayward monsters. See Special Location #28u: Lizardman Lair and Special Location #45u: Crocodile Nest for more details.

Until then, Nuvicus continues to field four normal gladiators, three veteran gladiators, and one champion gladiator – Xandrama, "the Somirean Savage." His school is staffed by two gladiator trainers, a guard, and a part-time chirugeon. See Notable Residents and Special Location #20: Imperial Amphitheater for more information.

23. GLADIATORIAL SCHOOL OF MAXIMUS ARJENTÜRAN

The old-fashioned Houses Pluris and Nuvicus cannot compete with the glorious gladiatorial school of Lanista, Maximus Arjentüran, "the Strong Silver Sword." A former champion himself, Maximus opened his school two years ago. He decided to specialize in capturing and training a variety of beastmen to kill and die on the arena sands, injecting the games with new excitement and drama. Maximus employs two gladiator trainers and maintains a stable of 15 beastmen, whom he dominates with his great strength and fierce demeanor. His passion for the dangers of gladiatorial sport, as well as other smart business ventures he's made since he won his freedom, has made Maximus among the wealthiest men in Cyfaraun. Additional information can be found in Notable Residents, Special Location #20: Imperial Amphitheater, and Special Location #25: The Silk Pony Inn.

24. GAMBLER'S ROW

Named for the numerous shady gambling dens that dot the Cesta Calefan ("Street of Fortune"), Gambler's Row is one of the filthiest areas of the city. The impoverished neighborhood was never connected to the city's sewer network, and the poor residents are forced to carry foul chamber pots to the nearest sewer grates or trek to the nearest public latrine to relieve themselves. There are times, more often than local residents would like, when the lazy or the harried simply dump their waste onto the city streets rather than walk several hundred feet to dispose of it. As a result, disease and plague affect this neighborhood more often than others, and it is generally avoided by those of better means and higher station. The neighborhood is largely run by the brutal Sand & Bones Guild and they do not take kindly to trespassers. Encounters occur here on 5+ on 1d6 by day and 4+ on 1d6 by night, and reaction rolls in the alleyways suffer a -2 penalty.

25/25U. THE SILK PONY INN / SAND & BONES HIDEOUT

The Silky Pony Inn is a notorious gambling den popular with adventurers, merchants, and thieves. Located at the northeast tip of Gambler's Row, the Silk Pony Inn and its environs are relatively well cared for and free from filth – those caught fouling the streets in front of the inn are brutally disciplined by the inn's enforcers. Owned by Selene, head of the Sand & Bones Guild, the Silk Pony serves as the headquarters and hideout of the guild's members. See Special Location #25: The Silk Pony Inn below for more details.

26. SAND & BONES WAREHOUSES

These four warehouses are publicly used to supply the Amphitheater food vending business. They secretly also serve to hold

ill-gotten plunder stolen or smuggled by Sand & Bones. At any time, each warehouse will hold 2d10 loads of grain/vegetables, 3d10 loads of preserved fish or pork, and 2d10 loads of beer. There is a 33% chance that there will be 1d3 types of illicit merchandise. If so, roll randomly to determine type, placing 4d10 loads if the result is common and 1d10 loads if precious merchandise is rolled. During the day, there is a 10% chance that 1d6 common laborers will be present, loading or unloading legal merchandise. These laborers will be 0th level members of Sand & Bones. At night, there is a 10% chance that 1d6 footpads will be loading or unloading contraband. Each warehouse will also be protected by one thug per 3 loads of precious merch (rounded up) with one 3rd level enforcer per 10 thugs (rounded down).

27. FESTIVAL WHARF

A series of piers project from the west bank into the Mirmen, offering moorage for up to 16 barges or boats. At any time there are typically 1d6+1 barges, 1d4+1 river boats, and 1d4+1 sailing boats berthed here. By day, a group of 5d6 sailors, rowers, and dockworkers will be working here. The Wharf is secretly run by the Sand & Bones Guild, so all dockworkers will be 0th level members of the syndicate.

28U. LIZARDMAN LAIR

Desperate to regain the crowd's favor, the lanista Celictor Nuvicus illegally imported a gang of lizardman gladiators and a giant crocodile from the markets of the great coastal city of Arganos. The Argollëan Family smuggled the arena beasts into Cyfaraun in the dead of night so that Celictor Nuvicus could surprise the city's audiences during the next games, but the monsters overpowered the smugglers and escaped, finding refuge in the western sewers that empty into the river. The lizardmen have laired in the sewers below the Festival District, from where they strike out each night to slay and feed. See Special Location #28u: Lizardman Lair below for more details.

NOTABLE RESIDENTS

THE SAND & BONES GUILD

SELENE NICTORIAN

The rebellious daughter of a prominent merchant family, Selene Nictorian is the secret founder and head of the Sand & Bones Guild. Her family's wealth, though it brought material comfort, did not earn the respect of those possessing noble bloodlines or those from families who faithfully served the empire. Indeed, it only brought a sneering contempt from those of higher station and envy from those below.

Selene did not care much for her family's seemingly submissive pandering to the patricians of Cyfaraun nor for their desire to donate their wealth for civic projects in order to impress the local magistrates, and especially despised their regular practice of tithing to support the Empyrean temples. Instead, she preferred secretly humiliating whoever attracted her ire, whether by stealing some shiny bijou her target prized and then blaming it on the hired help or seducing her target's love interest. For those she especially hated, she enjoyed spiking their food with some agent sure to cause both discomfort and public embarrassment, especially if a chamber pot or latrine was not nearby.

Though no single event of ill-fortune Selene caused could be attributed directly to her, Selene's family became concerned that the misery of others gave her pleasure, and so "encouraged" her to leave the house and strike out on her own to make something of herself – away from Cyfaraun. Her family does not know what she did or where she went, but she returned with much more gold to her name than her family had given her when they ostracized her. She used that wealth to buy and refurbish The Silk Pony, as well as hire and supply food vendors of the Amphitheater, virtually taking over that entire business. To all who know of Selene in Cyfaraun, these ventures are the legitimate source of her income.

However, the public businesses she runs are secretly a cover for the network of thieves she created during her adventures away from Cyfaraun. Her Sand & Bones Guild specializes in running gambling dens with rigged games of chance. Gamblers who fall into debt are often extended credit at usurious rates of return, and those that cannot pay are provided "opportunities" as indentured servants at her brothels and bars. Tapping into the value of flesh from those families who cannot repay their debts to her is no small part of her business. Of course, those whose flesh isn't particularly appealing are instead pressed into other parts of her legitimate businesses. Everyone who owes her finds a new purpose in her employ.

Two years ago, Selene fell under the spell of the renowned lanista Maximus Arjentüran. She and Maximus together seduced Mara Rëavus, the mage assigned by the Tower of Knowledge to serve as Inspector of the Games. With Mara's magical aid, they tilted the odds of the arena in their own favor. The profits flowing in from these rigged bouts became so high that the pair decided to invest further in blood sports. Last year, they began to hold monthly battles below The Silk Pony – the "Blood Moon" fights. Now their wealth grows and grows.

Selene is tall and willowy, with waist-length black hair, light olive skin, green eyes, and a cruelly beautiful face. She admires and respects Liber Faunus but bears an abiding hatred for his sister Hesta. Selene is dimly aware that there was something unnatural about how quickly she fell for Maximus, but she now holds genuine love for him – well, at least as much love as a sadistic sociopath can hold for anyone other than herself. She is aroused by the truth of Maximus's lycanthropic infection and cannibalistic tastes.

In addition to owning The Silk Pony (#25), Selene also owns four warehouses (#26) and the Festival Wharf (#27), as well as 5 medium bawdyhouses, 7 large cantinas, 4 medium cantinas,

20 small cantinas, and 3 large taverns in the Festival District. She earns around 3,250gp per month in profit from these businesses.

> **Selene:** Thief 9; Str 9, Int 13, Wis 10, Dex 17, Con 9, Cha 18; MV 120', AC 5 (*ring +1*) or 8 (*leather +1* and *ring +1*), HD 9, hp 27, #AT 1 (*+2 dagger* 4+), Dmg 1d4+2, Save T9, ML +4, AL C, XP 700; Special: open locks 6+, find/remove traps 7+, pick pockets 6+, move silently 6+, climb walls 3+, hide in shadows 8+, hear noise 6+, backstab x4; Proficiencies: Bargaining, Cat Burglary, Diplomacy, Gambling, Intimidation, Seduction, Swashbuckling; Equipment: If readied for battle, shortbow, quiver with 20 arrows, and *leather armor +1*; at all times *dagger +2, +3 vs. beastmen*, *ring of protection +1*, silk tunic and pants, silk cloak, high sandals, silk sash, belt pouch with 20 small gems (10gp each) and keychain with 6 keys

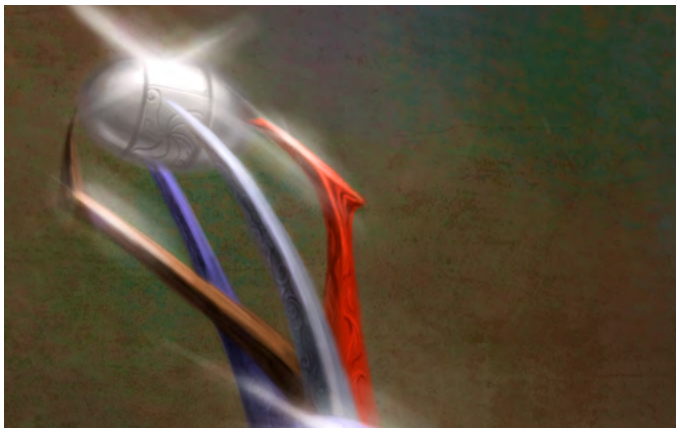
JONUS KRUSARO

Jonus Krusaro is Selene's spymaster and chief of the enforcers responsible for collecting debts owed to her. He is also her former lover. Although loyal to Selene, he both loathes and fears Maximus and wishes to remove him from the picture so he can regain Selene's favor. He has begun to suspect that Maximus may be a lycanthrope of some kind because he behaves very strangely on the nights of the full moon. He has privately obtained a *ward against lycanthropes* and plans to use it to challenge Maximus once his suspicions are confirmed. Jonus is short but exceptionally muscled, with a curly black beard and a broken nose. He makes no noise when he moves.

> **Jonus Krusaro:** Assassin 7; Str 18, Int 9, Wis 14, Dex 10, Con 14, Cha 13; MV 120', AC 2 (leather), HD 7, hp 35, #AT 1 (pair of hand axes 2+ or *+1 short bow* 5+), Dmg 1d6+6 or 1d6+3, Save T7 (+1), ML +2, AL C, XP 440; Special: move silently 1+, hide in shadows 11+, backstab ×3; Proficiencies: Eavesdropping (8+), Intimidation, Skulking, Sniping; Equipment: if readied for battle, *shortbow +1*, quiver with 20 arrows dipped in *wyvern venom*; at all times, pair of hand axes, black leather armor, *elven boots*, hooded cloak, leather belt, belt pouch with bone dice, 6gp, *scroll of ward against lycanthropes*, and keychain with 5 keys

THANA NYSSAND

Thana Nyssand runs all of the Sand & Bones Guild's legitimate businesses, including its Amphitheater food vendors, its various cantinas, and its brothels, all of which are profitable in their own right. She sees Selene's illegal ventures as unnecessary and is especially uneasy over the unsanctioned blood sports. Though she continues to manage all of Selene's legitimate businesses from The Silk Pony Inn by day, she avoids remaining there on "Blood Moon" nights when the illegal fights take place. She has unspoken affection towards Jonus Krusaro and is saddened that he is so enamored with Selene.



> **Thana Nyssand:** Venturer 6; Str 14, Int 16, Wis 8, Dex 13, Con 13, Cha 16; MV 120', AC 1 or 3 (leather), HD 6, hp 26, #AT 1 (short sword 7+ or shortbow 7+), Dmg 1d6+1 or 1d6, Save T6 (-1), ML +2, AL N, XP 320; Special: avoid getting lost, expert bargainer, hear noise 8+, mercantile network, read languages; Proficiencies: Bargaining, Bribery, Diplomacy, Gambling, Lip Reading, Profession (restaurateur) 3; Equipment: If readied for battle, shortbow, quiver with 20 arrows, leather armor, *potion of healing*; at all times, short sword, dagger, embroidered cloak, armiger's tunic and pants, low boots, leather gloves, leather belt, belt pouch with 70gp for bribes and keychain with 5 keys

LUTARIUS SINORIX

Lutarius Sinorix is the master of ceremonies for the Blood Moon games at The Silk Pony. Trained at the renowned Leonnatos School of Theater at Pireus, his promising talent attracted the ire of senior thespians who arranged for his tongue and nose to be amputated. Desperate to recover his looks and voice, Lutarius paid for divine healing but was left with a permanent pallor of death. He spent a decade playing monsters for itinerant troupes through the Empire until joining Selene's syndicate last year. His rich bass voice and his deathly visage make an impressive spectacle at the underground games. He likes to use his *wand of illusion* to add some flair and *inspires courage* in the combatants to make the fighting bloodier. Though loyal to his patron Selene under ordinary circumstances, Lutarius would do anything – literally, anything – to rid himself of his pallor of death.

> **Lutarius Sinorix:** Bard 6; Str 11, Int 13, Wis 9, Dex 13, Con 10, Cha 18/14; MV 120', AC 1 or 3 (leather), HD 6, hp 25, #AT 1 (sword and dagger 7+ or shortbow 7+), Dmg 1d6, Save T6, ML +2, AL N, XP 320; Special: arcane dabbling 8+, inspire courage (6/day), loremastery 13+, pallor of death (-4 Cha, +2 reactions with undead); Proficiencies: Acrobatics, Disguise, Gambling, Mimicry, Performance (acting) 3; Equipment: if readied for battle, leather armor, shortbow, quiver with 20 arrows; at all times, *wand of illusion* (7 charges), sword, dagger, black cloak, grey tunic and pants, low boots, leather gloves, leather belt, belt pouch with 70gp and keychain with 2 keys

OTHER MEMBERS

The Sand & Bones Guild has 149 members total. The Sand & Bones Guild Membership table below shows the numbers of members of the Guild by class and level, as well as the total revenue that the syndicate boss, Selene, earns each month from their work. (These numbers include the characters noted above.)

Sand & Bones Guild					
Level	Assassins	Bards	Thieves	Venturers	Revenue
9th	0	0	1	0	N/A
8th	0	0	0	0	0
7th	1	0	0	0	1,500gp
6th	1	1	0	0	1,670gp
5th	1	0	1	0	1,300gp
4th	1	1	1	0	1,275gp
3rd	1	2	2	2	1,400gp
2nd	3	3	6	4	480gp
1st	8	9	22	8	235gp
0th	11	13	33	13	70gp
Total	27	29	66	27	7,930gp

The Guild's assassins serve as spies and enforcers, ensuring that debtors who have fallen prey to her loansharking pay their debts. They also provide security at The Silk Pony Inn on "Blood Moon" nights. Its bards provide much of the entertainment at the Imperial Amphitheater and other venues in the Festival District. The thieves work as Selene's racketeers, with half providing protection to the food vendors and bookies at the Amphitheater and the other half managing the games of chance and providing some security at The Silk Pony. The venturers serve as Selene's legitimate business front, selling fast food in the venues of the Festival District and engaging in bookmaking on the gladiatorial matches and other sporting events. Various debtors, derelicts, harlots, and vagabonds are "indentured" to the Guild, and exploited for all manner of sordid tasks.

In combat, members of Sand & Bones Guild tend to be armed with small bows or with brutal hand weapons such as hand axes, maces, and morning stars. Assassins will tend to have poisoned weapons when on operations. For proficiencies, they typically select a mix of Eavesdropping and Skulking (spies) or Fighting Style and Intimidation (loansharking). Bards will typically have street performing proficiencies such as Acrobatics and Prestidigitation. Venturers in the Guild typically have Bargaining and Gambling proficiencies to run games of chance or run cantinas and taverns with Profession (tavernkeeper). Thieves tend to favor combat proficiencies such as Fighting Style, Skirmishing, or Swashbuckling, since Sand & Bones Guild has a penchant for violence.

Unlike Liber Faunus, Selene does not own a venture company with its own security force. If forced onto a war-footing, Selene would have to hire gladiators from the schools of Nuvicus and Pluris to work as additional security. She might also field Maximus's *charmed* beastmen, but only as a last resort: Using beastmen on the streets would invite intervention from the Empire. It is up to the Judge to decide what would cause Selene to "take it to the mattresses." Possible triggers would include attacks on Maximus, murder of any senior (5th level or higher) members, disruption of her blood sports by an adventuring party, or substantial losses on the part of the Argollëan Family (she'll move in for the kill).

GLADIATORIAL SCHOOLS

Cyfaraun's population is sufficient to support three gladiatorial schools with a total of 16 human gladiators between them. The schools of third-generation lanistae Celictor Nuvicus and Omnus Pluris have long histories, and the rivalry between the two schools plays an outsized role in the gossip and chatter of the city. Lately, however, these gladiatorial dynasties have been overshadowed by a new and charismatic lanista, Maximus Arjentüran, "The Strong Silver Sword." A former champion himself, Maximus Arjentüran opened his school two years ago. He decided to specialize in capturing and training a variety of beastmen to kill and die on the arena sands, injecting the games with new excitement and drama.

The following notes explain the economics of Cyfaraun's gladiator schools. They are not necessary to run adventures in and around the Amphitheater but can be helpful in providing the framework for those adventures. For more information, see the gladiatorial rules found in the article "Morituri Te Salutant" published in *Axioms #4*.

Each season, munerators sponsor three days of games, each worth at least 0.5gp per family in Cyfaraun – e.g. 1275gp per game day, 3825gp per season, and 15,300gp per year. Historically these funds were split between Nuvicus and Pluris, with each earning 635gp per day, 1912gp per season, and 7620gp per year. Each lanista kept a stable of four ordinary gladiators, three veterans, and a champion, each of whom could be rented out three times per year at fees of 150gp, 265gp, and 1125gp. Those fees netted the lanista (3 x 150gp x 4) + (3 x 265gp x 3) + (3 x 1125gp) 7560g total. (The other 60gp was earned from animal shows, criminal bouts, etc.) Thus, the supply of available gladiators from lanista and the demand for gladiators by munerators were in equilibrium.

This long-standing equilibrium has been entirely disrupted by the rise of Maximus, whose unfair advantage in recruitment (e.g. *charm*) has wrecked the gladiatorial economy. Now, about 600gp-700gp is going to Maximus each game day and only 300gp-350gp is going to the other two lanista. At those rates, Nuvicus and Pluris can often only rent out two ordinary gladiators per day of games. (At 150gp each rent per bout, that's 300gp total per lanista). The rest of their stable sits unutilized.

Statistically, a typical gladiator wins 50% of the time, loses but lives 30% of the time, and loses and dies 20% of the time. An ordinary gladiator must be paid a 30gp victory bonus if he wins, while a dead gladiator must be replaced at a cost of 250gp. Therefore, each lanista's expected cost of doing business each day is (30gp x 50%) + (250gp x 20%) = 15gp + 50gp = 65gp. On top of that, Nuvicus and Pluris each have fixed expenses of 100gp per month for gladiator trainers, guards, and healers, giving them average expenses of 165gp per month. That leaves average monthly profits of only 135gp – less than half what they used to profit, and not nearly enough to maintain the lifestyle to which they have been historically accustomed. Nuvicus and Pluris are therefore desperate to eliminate Maximus's school, or to find munerators who will spend more money on their fighters.

The classifications of gladiators below, such as "Challenger" or "Pursuer," are from the article "Morituri Te Salutant" published in *Axioms #4*. They determine the weapons and armor that the gladiator fights with in the arena, as well as the proficiencies he is trained in. Each gladiator has two Morale Scores; the first is the gladiator's morale in battle and the second his loyalty to his lanista.

LANISTA MAXIMUS ARJENTÜRAN

Maximus began his gladiatorial career in Cyfaraun, becoming a local, then regional legend. Indeed, it is said that had he been born into a noble family, he would have risen to become a storied hero of the empire. He willingly entered into indentured servitude to help pay off the crippling debts of his family. He earned his freedom after bloody victories against both men and fantastic beasts, first in Cyfaraun, then in Arganos, then in the capital of Aura itself. There he earned his sobriquet Arjentüran ("strong silver") in a special match where he felled a werewolf while wielding a silver sword and spear on the capital's sands. He always delighted the crowds with his skill, theatrics, and élan. Now, the champion has returned to Cyfaraun and established his own gladiatorial school. He has quickly become the most popular lanista in the city, for he fields beastmen gladiators whose bloody deaths please the crowds. Each month Maximus strikes out with mercenaries to capture and train beastmen for the games, his expert skills and fierce demeanor cowing most into submission without a fight.

Highly charismatic and over 6'6" tall, Maximus has a large muscular frame that has grown covered in a thick layer of hedonistic fat. He regularly beds many of the available women of the city (and sometimes the not-so-available ones as well). However, his primary paramour is the beautiful Selene Nictorian, owner of The Silk Pony and the not-very-secret head of the Sand & Bones Guild. Those envious of Maximus' good fortune and business acumen peddle rumors that Selene works feverishly with her criminal guild to ensure Maximus's continued success.

What is unknown to anyone save Maximus (and, recently, Selene) is that he was infected by lycanthropy shortly after his retirement in Aura. A female demon boar named Nathera became obsessed with his arena persona and tried to take him as a lover. Deeming Nathera both unsightly and unpleasant, Maximus repeatedly rejected her advances. The demon boar decided to "gift" him with her affliction in hopes of winning him over. In this she did not succeed: Vain about his reputation as consort to many of the capital's most beautiful women, Maximus could not bear the mockery of onlookers whenever he walked the streets with the homely she-boar. He murdered Nathera in her sleep and then - wishing to escape the rumors and the shame - he fled Aura for Cyfaraun.

Without the attention of wealthy patronesses to supplement his considerable pre-retirement gladiatorial winnings, and with an increasingly strong and unnatural desire to consume human flesh, Maximus decided to become a lanista. In I.Y. 379 he opened a gladiatorial school in Cyfaraun focused on pressing beastmen to kill and be killed in the arena sands.

The gladiator school is a lucrative endeavor for Maximus for a variety of reasons. His costs for fielding beastmen are incredibly low because his demon boar *charm* allows him to bypass the 6 to 10 months of training normally required to beat a beastman into submission. Maximus's ability to charm also allows him to fix the results of certain games, either by ordering his beastmen to throw the fight or by charming the opposing human gladiators to do the same. With such corrupt tactics, Maximus is able to make massive winnings through the bookmaking ventures he runs with Selene. In addition, fixing the bouts increases the number of people who fall into debt slavery and felonious crime; these hapless souls are thrown into the gladiatorial sands or pressed into the illicit and illegal underground blood sports at The Silk Pony Inn, which Maximus secretly co-manages with Selene. Such activities create a substantial volume of corpses, which Maximus volunteers to "inter" so that he can feed upon their flesh.

Maximus: Demon Boar Warlord; Str 18, Int 13, Wis 9, Dex 14, Con 16, Cha 18; MV 120'/180' (boar), AC 4 (*light arena armor +2* without helmet) or 7 (boar), HD 9**, hp 68, #AT 1 (*+1 spear* and *+1 sword* -4 or gore 0+), Dmg 1d6+8 or 2d6+10, Save F9, ML +5, AL C; XP 1900; Special: charm (save vs. Spells at -2 or *charmed*, 3/day), immunity to ordinary weapons; Proficiencies: Combat Reflexes, Combat Trickery (disarm, incapacitation), Fighting Style (two weapons), Intimidation, Manual of Arms 2, Seduction; Equipment: if armed for battle, *spear +1* ("the Strong Silver Spear"), *sword +1 light 30' radius* ("the Strong Silver Sword"), *light arena armor +2*; at other times, luxurious robe, high sandals, silk sash, belt pouch with 500gp, *philter of love*, and keychain with 7 keys

MAXIMUS'S GLADIATORIAL SCHOOL

Maximus currently maintains a stable of 12 beastmen, including 4 orcs, 3 hobgoblins, 2 gnolls, 2 bugbears, and 1 ogre, whom he dominates with his great strength and fierce demeanor. His stable changes frequently since most of his gladiators fight bouts to the death. All of Maximus's gladiators have been *charmed* and have morale scores of +4 for purposes of loyalty to their lanista. To rent a beastman gladiator from Maximus costs 145gp for an orc, 300gp for a hobgoblin, 360gp for a gnoll, 700gp for a bugbear, and 800gp for an ogre.

Orc Gladiators (4): MV 120', AC 3 (light arena armor & shield), HD 1, hp 5 each, #AT 1 (short sword or dagger 9+), Dmg 1d6 or 1d4, Save F1, ML 0/+4, AL C, XP 10

Hobgoblin Gladiators (3): MV 90', AC 5 (heavy arena armor & shield), HD 1+1, hp 6 each, #AT 1 (spear or short sword 9+), Dmg 1d6, Save F1, ML 0/+4, AL C, XP 15; Equipment: heavy helmet

Gnoll Gladiators (2): MV 90', AC 4 (light arena armor & shield), HD 2, hp 10 each, #AT 1 (battle axe or dagger 9+), Dmg 1d6+1 or 1d4+1, Save F2, ML 0/+4, AL C, XP 20; Equipment: heavy helmet

Bugbear Gladiators (2): MV 90', AC 4 (shield), HD 3+3, hp 18 each, #AT 1 (battle axe or dagger 7+), Dmg 1d6+1 or 1d4+1, Save F3, ML +2/+4, AL C, XP 65

Ogre Gladiators (1): MV 90', AC 3, HD 4+1, hp 21, #AT 1 (great axe 6+), Dmg 1d10+3, Save F4, ML +2/+4, AL C, XP 140

LANISTA CELICTOR NUVICUS

38-year old Celictor Nuvicus wears his hair long to disguise a receding hairline, and tailors his tunics of thick flowing fabric to hide his growing paunch. He is a deluded man who confuses his cruelty and recklessness for firmness and boldness. Not willing to be overshadowed by Maximus any longer, Celictor Nuvicus foolishly partnered with Liber Faunus to secretly import two lizardman warriors, a lizardman champion, and a wild giant crocodile from the markets of the great coastal city of Arganos. By mischance these creatures escaped and now terrorize the city from their subterranean dens. Nuvicus wants the lost beasts found and captured in time for the next major games in the Amphitheater and would be willing to pay a premium for any or all of the escaped creatures being returned to him unharmed. See Special Location #28u: Lizardman Lair and Special Location #45u: Crocodile Nest for more details.

Celictor Nuvicus: Bard 5; Str 9, Int 14, Wis 8, Dex 9, Con 13, Cha 12; MV 120', AC 0, HD 5, hp 25, #AT 1 (short sword and dagger 6+), Dmg 1d6, Save T5 (-1), ML +1, AL N, XP 200; Special: arcane dabbling 10+, loremastery 14+, inspire courage (5/day); Proficiencies: Bargaining, Fighting Style (two weapons), Gambling, Manual of Arms, Performance (oration), Weapon Focus (swords & daggers); Equipment: Embroidered cloak, expansive patrician's tunic and pants, gaudy silver rings (20gp value), high boots, gaudy sash, belt pouch with 440gp

NUVICUS'S GLADIATORIAL SCHOOL

The House of Nuvicus fields exotic gladiators from distant realms, "strange and terrible warlords of mysterious lands," and is popular with female fans of the arena as well as jaded patricians. Nuvicus's current champion is Xandra, "The Somirean Savage," a tall dark-skinned dualwielder who fights with curved scimitars that resemble elephant tusks. Nuvicus charges 1,125gp to rent Xandrama; 265gp to rent any of his veterans; and 150gp to rent any of his ordinary gladiators.

Xandrama, "The Somirean Savage", Champion Gladiator Dualwielder: Fighter 3; Str 16, Int 9, Wis 10, Dex 13, Con 13, Cha 13; MV 120', AC 2 (light arena armor without helmet), HD 3, hp 19, #AT 1 (pair of short swords 5+ or dagger 7+), Dmg 1d6+4 or 1d4+4, Save F3, ML +3/-4, AL N, XP 50; Proficiencies: Combat Reflexes, Fighting Style (two weapon fighting), Manual of Arms

Abedsh, Veteran Gladiator Pursuer: Fighter 1; MV 120', AC 3 (light arena armor & shield), HD 1, hp 6, #AT 1 (short sword or dagger 10+), Dmg 1d6+1 or 1d4+1, Save F1, ML +2/-3, AL N, XP 10; Proficiencies: Combat Reflexes, Manual of Arms; Equipment: heavy helmet

Baruch, Veteran Gladiator Spearfighter: Fighter 1; MV 60', AC 6 (heavy arena armor & shield), HD 1, hp 6, #AT 1 (spear or sword 10+), Dmg 1d6+1, Save F1, ML +3/-3, AL N, XP 10; Proficiencies: Fighting Style (weapon & shield), Manual of Arms; Equipment: heavy helmet

Khet, Veteran Gladiator Striker: Fighter 1; MV 90', AC 5 (heavy arena armor & shield), HD 1, hp 6, #AT 1 (short sword or dagger 10+), Dmg 1d6+1 or 1d4+1, Save F1, ML +3/-3, AL N, XP 10; Proficiencies: Manual of Arms, Weapon Focus (swords & daggers)

Gladiator Dualwielder: MV 120', AC 1 (light arena armor without helmet), HD 1-1, hp 5, #AT 1 (pair of short swords 9+ or dagger 11+), Dmg 1d6 or 1d4, Save NM, ML +1/-4, AL N, XP 5; Proficiency: Fighting Style (two weapon fighting)

Gladiator Pursuer: MV 120', AC 3 (light arena armor & shield), HD 1-1, hp 5, #AT 1 (short sword or dagger 11+), Dmg 1d6 or 1d4, Save NM, ML +1/-4, AL N, XP 5; Proficiency: Combat Reflexes; Equipment: heavy helmet

Gladiator Spearfighter: MV 60', AC 6 (heavy arena armor & shield), HD 1-1, hp 5, #AT 1 (spear or sword 11+), Dmg 1d6, Save NM, ML +2/-4, AL N, XP 5; Proficiency: Fighting Style (Weapon & Shield); Equipment: heavy helmet

Gladiator Striker: MV 90', AC 5 (heavy arena armor & shield), HD 1-1, hp 5, #AT 1 (short sword or dagger 11+), Dmg 1d6 or 1d4, Save NM, ML +2/-4, AL N, XP 5; Proficiency: Weapon Focus (swords & daggers)

LANISTA OMNIS PLURIS

Though only 29 years old, the slender and aquiline Omnis Pluris is a man of astute business acumen well-regarded by both the munerators of the city and his own gladiators. He inherited the gladiatorial school from his father at a young age, but unfortunately seems to have inherited his father's weak constitution as well. He suffers frequent and bloody stomach upsets which he treats with herbal tonics. Of late, his stomach has been more upset than usual due to the rise of Maximus Arjentüran. He is (correctly) convinced there is something illicit going on and will reward anyone who can prove Maximus is cheating with 750gp.

Omnus Pluris: Bard 5; Str 10, Int 13, Wis 17, Dex 16, Con 5, Cha 15; MV 120', AC 0 or 2 (shield), HD 5, hp 12, #AT 1 (short sword 8+), Dmg 1d6, Save T5 (+2), ML +1, AL N, XP 350; Special: arcane dabbling 10+, loremastery 14+, inspire courage (5/day); Proficiencies: Bargaining, Fighting Style (weapon & shield), Healing, Manual of Arms, Performance (oration), Swashbuckling; Equipment: short sword, shield, armiger's tunic and pants, silver house ring (20gp), sash with house clasp, belt pouch with 440gp

PLURIS'S GLADIATORIAL SCHOOL

The House of Pluris favors good-looking gladiators from the local region that "uphold the honor of the Empire." It is the perennial favorite of the common man. The current champion of the House is Sentonus, "The Stallion of Cyfaraun," a native city resident with curly black hair and aquiline features. He is renowned for often finishing his bouts without ever taking a blow. Pluris charges 1,125gp to rent Sentonus; 265gp to rent any of his veterans; and 150gp to rent any of his ordinary gladiators.

Sentonus, "The Stallion of Cyfaraun", Champion Gladiator Pursuer: Fighter 3; Str 13, Int 12, Wis 12, Dex 18, Con 10, Cha 14; MV 120', AC 6 (light arena armor + shield), HD 3, hp 15, #AT 1 (sword 6+), Dmg 1d6+3, Save F3, ML +4/-1, AL N, XP 50; Proficiencies: Combat Reflexes, Manual of Arms, Weapon Finesse; Equipment: heavy helmet

Braig, Veteran Gladiator Challenger: Fighter 1; MV 90', AC 5 (heavy arena armor + shield), HD 1, hp 6, #AT 1 (sword 10+), Dmg 1d6+1 or 1d4+1, Save F1, ML +3/-2, AL N, XP 10; Proficiencies: Combat Reflexes, Manual of Arms; Equipment: heavy helmet

Peristo, Veteran Gladiator Shieldbearer: Fighter 1; MV 120', AC 4 (light arena armor), HD 1, hp 6, #AT 1 (sword 10+), Dmg 1d6+1, Save F1, ML +2/-2, AL N, XP 10; Proficiencies: Fighting Style (weapon & shield), Manual of Arms; Equipment: heavy helmet

Uxentio, Veteran Gladiator Netfighter: Fighter 1; MV 120', AC 2 (light arena armor without helmet), HD 1, hp 6, #AT 1 (spear and net 9+, pair of daggers 9+, or net wrestle 12+), Dmg 1d6+1, 1d4+1, or wrestled, Save F1, ML +2/-2, AL N, XP 10; Proficiencies: Manual of Arms, Swashbuckling

Gladiator Challenger: MV 90', AC 5 (heavy arena armor & shield), HD 1-1, hp 5, #AT 1 (sword 11+), Dmg 1d6, Save NM, ML +2/-3, AL N, XP 5; Proficiency: Combat Reflexes; Equipment: heavy helmet

Gladiator Netfighter: MV 120', AC 2 (light arena armor without helmet), HD 1-1, hp 5, #AT 1 (spear and net 10+, pair of daggers 10+, or net wrestle 13+), Dmg 1d6, 1d4, or wrestle, Save NM, ML +1/-3, AL N, XP 5; Proficiency: Swashbuckling

Gladiator Pursuer: MV 120', AC 3 (light arena armor & shield), HD 1-1, hp 5, #AT 1 (short sword or dagger 11+), Dmg 1d6 or 1d4, Save NM, ML +1/-4, AL N, XP 5; Proficiency: Combat Reflexes; Equipment: heavy helmet

Gladiator Shieldbearer: MV 120', AC 4 (light arena armor & shield), HD 1-1, hp 5, #AT 1 (sword 11+), Dmg 1d6, Save NM, ML +1/-3, AL N, XP 5; Proficiency: Fighting Style (weapon & shield); Equipment: heavy helmet

INSPECTOR MARA RËAVUS

In keeping with Auran practice, an Inspector of the Games is sent from the Tower of Knowledge to the Amphitheater on every game day to *detect magic* on each gladiator, as well as to occasionally cast *dispel magic* during random bouts to ensure there no dweomers have been laid upon the gladiators or beasts. Mara Rëavus is the current Inspector of the Games at Cyfaraun. Her supervision might have been an obstacle to Maximus's dominance of the games, but he and Selene solved the problem by seducing Mara. Socially awkward and held in low regard by her peers at the Tower of Knowledge, Mara was easy prey for the pair. The besotted mage now merely pretends to cast the spells that police the games, regularly betraying her duty for her "lovers".

Mara Rëavus: Mage 5; Str 9, Int 14, Wis 9, Dex 9, Con 13, Cha 8; MV 120', AC 0, HD 5**, hp 15, #AT 1 (dagger 9+ or spell), Dmg 1d4 or by spell, Save M5, ML +1, AL N, XP 500; Proficiencies: Alchemy, Collegiate Wizardry, Knowledge (astrology), Loremastery; Spells: 2 1st, 2 2nd, 1 3rd; Repertoire: 1st – *detect magic*, *light*, *read languages*, 2nd – *detect evil*, *detect invisible*, *detect secret doors*, 3rd – *clairvoyance*, *dispel magic*; Equipment: Well-kept spellbook, dagger, rune-etched staff, blue diviner's cassock, leather belt, low boots, belt pouch with 50gp, *arcane scroll of four spells* (*shield*, *earth's teeth*, *growth of plants*, *phantasmal killer*), and keychain with 4 keys

SPECIAL ENCOUNTERS

When a special encounter occurs in the Festival District, roll 1d10 and consult the entries below. Add 3 to the roll if after dark.

1: A massive crowd of spectators on its way to or from the Amphitheater has choked the streets. If the adventurers politely move through the crowd, they lose one turn (10 minutes). If they decide to push through the crowd forcibly, they automatically have a random encounter.

2: The delightful scents of street food fill the air. A food cart has just been set up on the corner and the vendor, a convivial Krysean named Orisos, is offering wheat biscuits with honey (1cp), hardboiled eggs with fish sauce (1cp) and spicy sausage (3cp per 4oz), along with mugs of local wine (2cp). Orisos sees a lot of interesting things and on a Friendly reaction roll will share one city rumor. He works for Sand & Bones Guild, though, so questions about its activities might be reported to his bosses.

3: Justirius Tavicus Basilio, his wife Syrena, and 12 prefectural guards are on their way to or from the Amphitheater. Basilio is accompanied by one of Cyfaraun's notable NPCs. Roll 1d10 to determine who. On 1-2, it's Maximus Arjentüran. On 3-4, it's Celictor Nuvicus. On 5-6, it's Omnus Pluris. On 7-8, it's Arëtar, the Patriarch of the Solar Citadel. On 9-10, it's Aurëus Ambador, Chapterhouse Regent of the Tower of Knowledge.

4: A group of 2d4 bored patricians accompanied by an equal number of household guards approaches the party. The patricians are looking for entertainment that can satisfy their jaded tastes. Roll 1d10. On 1-3, they ask if the adventurers care to wager on the games. On 4-6, they ask for directions to Gambler's Row. On 7-9, they inquire if the adventurers know the password to see the illicit pit fights at the Silk Pony. On 10, the adventurers *are* the entertainment; the patricians subject them to a torrent of abuse and humiliation. If the adventurers are provoked into killing any of the patricians or guards, they'd best kill all of them or they'll soon be wanted for murder.

Patricians (2d4): MV 120', AC 0, HD 1-1, hp 4 each, #AT 1 (dagger 11+), Dmg 1d4, Save NM, ML 0, XP 5; Equipment: belt pouch with 10gp and 20sp

Household Guards (2d4): MV 90', AC 5 (chain & shield), HD 1-1, hp 5 each, #AT (1 short sword 11+), Dmg 1d6, Save NM, ML 0, XP 5; Equipment: belt pouch with 2sp and 20cp

5: Agilus Balventius, a gladiator trainer with a lame leg, interrupts the adventurers to ask if they've considered fighting in the arena. His lanista, Celictor Nuvicus, is eager for new champions who can defeat the beastmen hordes of Maximus and restore honor to House Nuvicus. "Do you have what it takes to win glory?" Interested adventurers are referred to Nuvicus's school (#22).

Agilus Balventius: Fighter 3; Str 16, Int 10, Wis 11, Dex 8, Con 13, Cha 13; MV 60', AC 1 (leather), HD 3, hp 19, #AT 1 (short sword 7+), Dmg 1d6+4, Save F3, ML +1, XP 50; Proficiencies: Combat Reflexes, Fighting Style (weapon & shield), Manual of Arms; Equipment: belt pouch with 1gp and 20sp

6: Corentin, a Krysean hood from the Sand & Bones Guild, gives an appraising eye to the most formidable-looking fighter in the party, then approaches. "Think you're tough? Want to test your mettle?" Adventurers who answer in the affirmative are invited to participate in a "Blood Moon" pit fight. "Come to the Silk Pony Inn at the evening of the next full moon. Tell them you're there to fight. Say Corentin." Refer to the Silk Pony (#25) for more details.

Corentin: Thief 2; Str 9, Int 13, Wis 10, Dex 14, Con 9, Cha 13; MV 120', AC 3 (leather), HD 2, hp 6, #AT 1 (short sword and dagger 8+), Dmg 1d6, Save T2, ML +1, XP 20; Proficiencies: Fighting Style (two weapons), Gambling, Intimidation; Equipment: belt pouch with 16sp

7: 4 thugs from the Sand & Bones syndicate are beating an unarmed merchant with forceful blows. The man, Crispus Critonius, owes Selene a debt of 1,200gp from overzealous betting at the last Blood Moon pit fight. If the adventurers drive off the thugs, Critonius will promptly depart town, but not before offering them his remaining merchandise (3d4 loads of merchandise) as a gift. He knows the secret password ("Kruan Elen") to attend and bet on the upcoming Blood Moon matches and a city rumor. If any of the slayers survive to report the party's interference, they earn the enmity of Sand & Bones.

Crispus Critonius: Venturer 1; Str 11, Int 13, Wis 9, Dex 9, Con 10, Cha 11; MV 120', AC 0, HD 1, hp 4, #AT 1 (punch 10+), Dmg 1d3 nonlethal, Save T1, ML 0, XP 10; Proficiencies: Bargaining 2, Diplomacy, Gambling, Navigation; Equipment: belt pouch with 6sp and 20cp

Sand & Bones Thugs (1d6): Assassin 1; MV 120', AC 2 (leather), HD 1, hp 4 each, #AT 1 (morning star 10+), Dmg 1d10+2, Save F1, ML +1, AL N, XP 10; Special: backstab x2; Proficiencies: Fighting Style (two-handed), Intimidation; Equipment: belt pouch with 6sp and 20cp

8: Drunken louts from Gambler's Row (#24) are having a fight over a game of chance, with accusations of cheating on all sides. There are 1d4 normal men on each side, none of them armed. The City Watch will intervene after 3d6 rounds and arrest all participants for drunkenness and outrage.

> **Drunken Louts (2d4):** MV 120', AC -2, HD 1-1, hp 4 each, #AT 1 (punch 13+ or kick 15+), Dmg 1d3 nonlethal or 1d4 nonlethal, Save NM, ML 0, XP 5; Special: very drunk (-2 penalty to AC and attack throws)

9: A three-way brawl has erupted between fans of the city's rival gladiatorial schools over who is the true champion of Cyfaraun. "It's Xandrama, the Somirean Savage!" "Xandrama licks the sandals of Sentonus the Stallion!" "Maximus could kill them all!" There are 2d4 normal men on each of the three sides. The City Watch will intervene after 3d6 rounds and arrest all participants for drunkenness and outrage.

> **Gladiatorial Hooligans (6d4):** MV 120, AC 0, HD 1-1, hp 4 each, #AT 1 (punch 11+ or kick 13+), Dmg 1d3 nonlethal or 1d4 nonlethal, Save NM, ML 0, XP 5

9: A gang of 4d4 drunken arena fans are heading to the Amphitheater for an event or to the Silk Pony for pre- or post-game carousing. Roll 1d10. On 1-5, the drunks think the party are fellow fans and invite them to tag along. On 6-10, the drunks mistake the party for fans of a rival gladiatorial school and attempt to pick a fight. Use the characteristics for drunken louts above.

10: One of the notable NPCs of the Festival District happens to be on the same street corner as the party. Roll 1d10 to see who it is: On 1, it's Maximus Arjentüran. On 2, it's Selene Nictorian. On 3-4, it's Jonus Krusaro. On 4-6, it's Thana Nyssand. On 7-8, it's Celictor Nuvicus. On 9-10, it's Mara Rëavus. They seem to be alone. Is the meeting happenstance or deliberate?

11: Two members of the City Watch are confronting three hoods from the Sand & Bones syndicate in an alleyway. If the fight is not interrupted, the first side to suffer a casualty will flee into the darkness. Adventurers who intercede on one side or the other earn the gratitude of the Watch or Sand & Bones, and can, with a Friendly reaction roll, secure an introduction with its leader. The opposing faction will thereafter be hostile if any of its members escape to report the party's deeds.

> **City Watch Officers (2):** MV 90', AC 5 (chain & shield), HD 1-1, hp 4 each, #AT 1 (spear or shortsword 11+), Dmg 1d6, Save NM, ML +1, AL L, XP 5; Equipment: belt pouch with 2sp and 20cp

> **Sand & Bones Hoods (3):** Thief 2; MV 120', AC 3 (leather), HD 2, hp 6 each, #AT 1 (pair of hand axes 9+), Dmg 1d6, Save T2, ML +1, AL N, XP 20; Special: backstab ×2; Proficiencies: Gambling, Swashbuckling; Equipment: belt pouch with 16sp

12: The sound of wood and pottery being smashed fills the air. 2d4 hoods from Sand & Bones (as above) have broken down the door to a local store that failed to pay protection money. Each round for 10 rounds, a load of merchandise is tossed out on the street. The hoods will grab the merchandise after they've finished smashing up the place. If the adventurers interfere or steal the goods, Sand & Bones will thereafter be hostile if any of its members escape to report the party's deeds.

13: A desperate woman in a torn dress darts out of an alleyway and attempts to grab hold of one of the adventurers. She would be comely were it not for the swelling and bruises on her face. "Please, you've got to help me! I can't go on." Her name is Amira, and she is one of Selene's debtors. Amira has earned the ire of the syndicate leader for her unwillingness to "work". After 1d10 rounds, a group of 1d4 hoods from Sand & Bones will arrive in pursuit. The adventurers can hand Amira over for a reward of 10gp; buy out her debt for a price of 100gp; or fight. If they fight, the Sand & Bones will thereafter be hostile if any of its members escape to report the party's deeds.

> **Amira:** Cha 13; MV 120, AC 0, HD 1-1, hp 2, #AT 1 (punch 11+ or kick 13+), Dmg 1d3 nonlethal or 1d4 nonlethal, Save NM, ML -2, XP 5; Proficiencies: Performance (dance), Seduction

SPECIAL LOCATIONS

20. IMPERIAL AMPHITHEATER

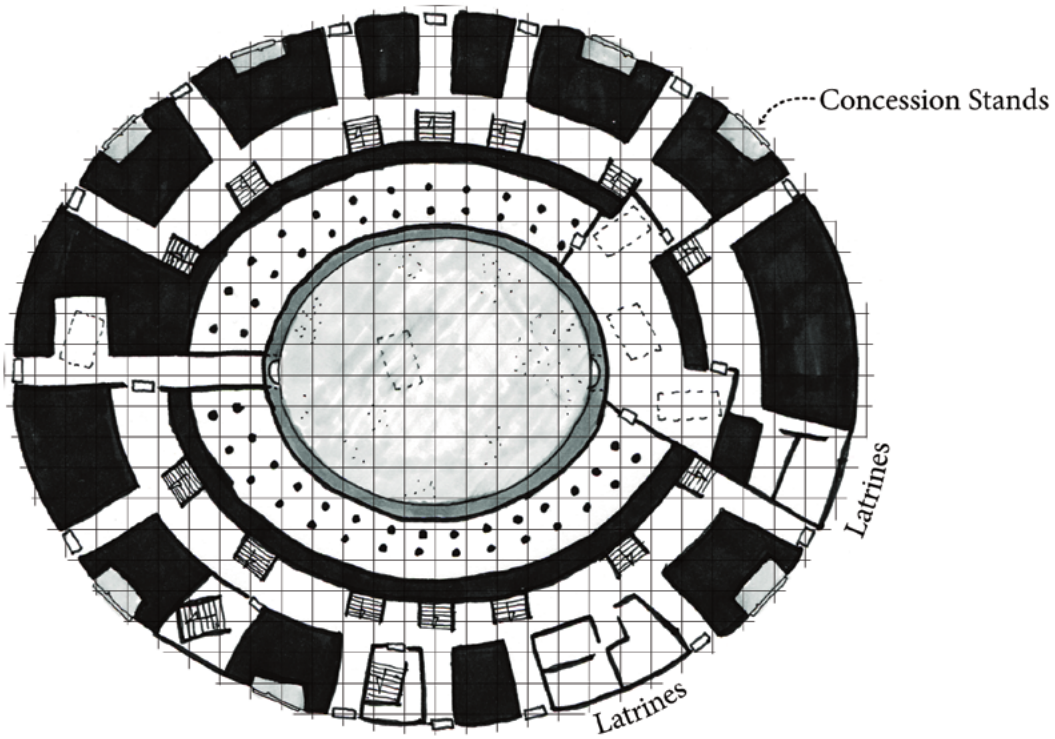
Much to the chagrin of the of the Patriarch and the Reverend Mothers, the events held at the Imperial Amphitheater are the main focus of Cyfaraun's social calendar, more so than any rites held at the Solar Citadel or Empyrean Temple.

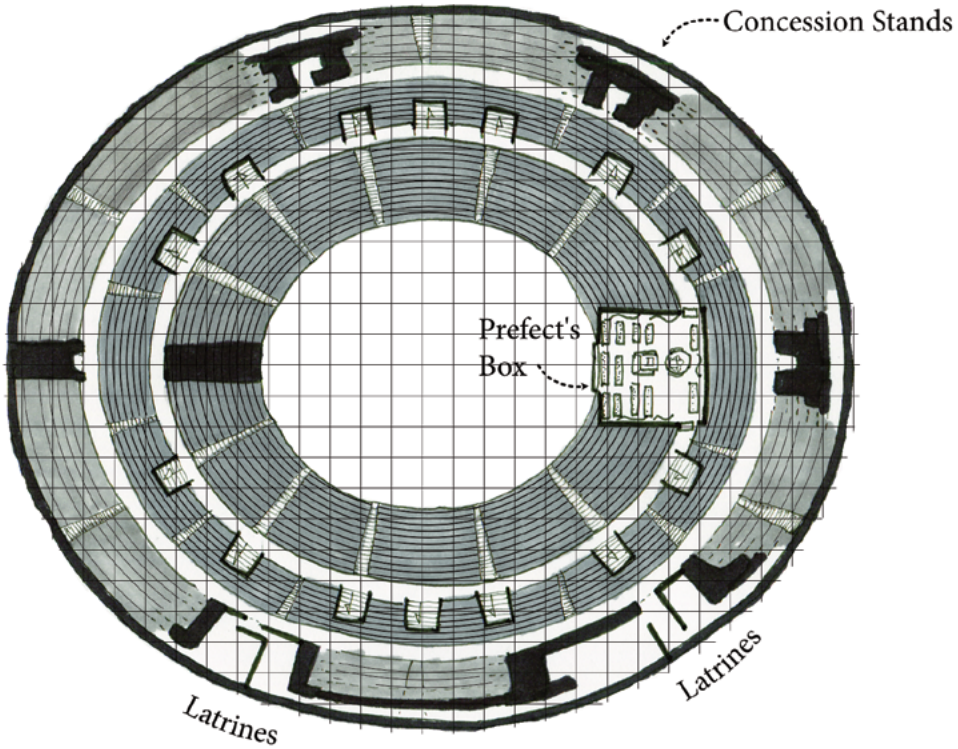
The Amphitheater is used for most major public purposes, such as victory parades, classical Nicean masked dramas, but, most importantly, for the festivals and games that mark the passing of each season. If nothing else, those holding ecclesiastical offices dedicated to honoring the gods are grateful that the events that most excite the city's people are held to celebrate the journey of the Winged Sun across the Empyrean Heavens. On festival days, when the seats are filled to capacity, street performers play among the crowds and vendors sell cheap food to earn additional coppers. Bookmakers loiter in the corridors leading to the seats to take bets on all the competitive events and blood sports of the day.

The Amphitheater is technically public property, owned by the Office of the Prefect of Cyfaraun and administered by the city's censor, a high-ranking member of the Prefect's official staff. In practice, though, the grounds are currently managed by Maximus, who is paying a special rent to make extended use of the cells and chambers below to house, train, and discipline his beastmen slaves. All other uses of the grounds, whether for drama, festivals, or games, must coordinate with Maximus to ensure the security and safety of all parties in the area.

20. Imperial Amphitheater

0 20 40
10 30





IMPERIAL AMPHITHEATER MAP KEY

The 260' long and 220' wide Amphitheater has a seating capacity of 7,500 surrounding the 10,000 square-foot sand-topped false flooring of the central performance area. The east wing of the Amphitheater accommodates a luxurious Prefect's Box, spacious enough to accommodate the prefect's family, guests, guards, and attendant staff (50 people total) and graced by a 10' tall statue of Tarkaun Mennic II, the reigning emperor during the conquest of Cyfaraun from the elves. When events are held in the amphitheater, the ranking officer in attendance (normally the prefect himself) sits in an elevated throne-like seat in the shadow of the mighty emperor's visage, with large, colorful fabrics outstretched above them to shield the remainder of his party from the unforgiving glare of the sun.

A series of traction-powered lifts in the arena floor give access to the Amphitheater's basement, which contains a variety of cells, storerooms, and holding areas. Most of the cells are filled with Maximus's beastmen.

AMPHITHEATER BASEMENT MAP KEY

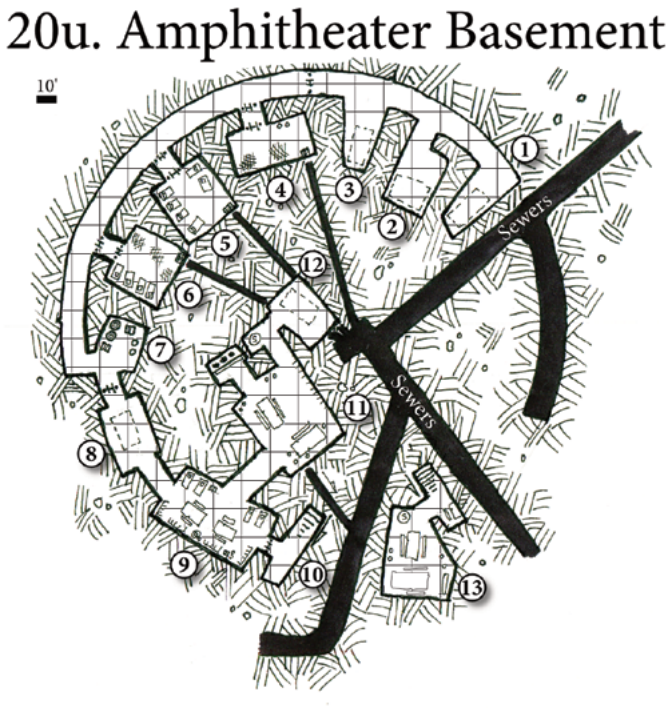
Construction: The Amphitheater Basement lies outside the borders of Old Cyfaraun. It was delved by Auran engineers from the volcanic tuff. Afterwards, the rough-hewn tuff was surfaced with stucco and doors installed to separate rooms. The Basement connects into the city sewers by means of four small lead pipes, large enough to admit a child or halfling but not a full-grown man.

Double Gates: The gladiator cells (**4 – 6**) have outer and inner gates. Both gates are kept locked at all times and require separate keys. Imperial practice is for two gladiator trainers or creature handlers to work together on the double gates. The first handler opens the outer gate, then the second handler proceeds in. The first handler shuts and locks the outer gate, then the second handler unlocks the inner gate and secures the captive. Only then does the first handler opens the outer gate. The second handler does not carry the outer gate key, meaning that the captive cannot escape even if it mauls the handler and takes his key. Still, no one likes to be the second handler. Maximus has both keys for all the cells, while his arena guards carry one or the other for each room.

Floor Lifts: A series of wooden lifts ascend from the basement floors to trap doors in the Amphitheater above. Each floor lift can carry up to 600 lbs. They are operated by crews of 8 stagehands and used to transport wild animals or scenery to the surface.

> **Stagehands (8):** MV 120', AC 0, HD 1-1, hp 3 each, #AT 1 (punch 11+), Dmg 1d3 nonlethal, Save NM, ML -1, XP 5

Lighting: Most areas of the Amphitheater Basement are not lit. However, when rooms are occupied by stagehands or guards, they will be illuminated by enough oil lamps to light the entire chamber.



1. Northern Floor Lift #1. If an event is being held in the Amphitheater, there is a 25% chance this room is in use. Choose or roll 1d10 to determine what's being hoisted by the stagehands here: 1 – a lion, 3 – a bear, 4 – a wolf, 5 – a trio of musicians, 6 – a quartet of exotic dancers, 7 – an actor dressed as a chthonic god of the underworld, 8 – a large stage prop, 9 – a fake building, 10 – a model galley.

2. Northern Floor Lift #2. This lift is currently broken. The capstan still functions, but the frame of the lift looks like it was shattered by something very strong. (The ogre broke it in a prior bout when it was bringing a bear up to the surface.)

3. Northern Floor Lift #3. As Lift #1 above. There is a locked iron gate in the hallway between this area and the nearby cell (**4**). The lock can be opened from either side. Maximus and Mara Rëavus have a key, as do any arena guards in the Basement and any stagehands working the Floor Lifts.

4. Double-Gated Cell. This large holding pen contains straw, tattered cushioning, buckets of water, and a small iron-grated hole that leads to the nearby sewer tunnel; the area around the hole is stained with spoor and piss. Originally built for large wild animals, it currently holds Maximus's charmed **ogre gladiator**. The ogre seems relatively docile and content with its dungeon comforts, but it will attempt to kill anyone but Maximus and his staff that come near.

5. Double-Gated Cell. This cell contains tattered cots with befouled bedding and a few buckets of water. A small iron-grated hole, rusty and choked with dried excretion, leads to the nearby sewer tunnel. The cell currently holds Maximus's **four orc gladiators** and **three hobgoblin gladiators**. The hobgoblins are

noticeably cleaner than the orcs, and frequently do calisthenics and practice fights. The orcs tend to alternate between lazy slumber and nasty brawls.

6. Double-Gated Cell. Similar to **5**, but it holds **2 gnoll gladiators** and **1 bugbear gladiator**. Every few minutes the gnolls will unleash a hideous laughing squeal that can be heard through the basement. The bugbear tends to sulk in the corner until the noise enrages it enough to slap the gnolls into silence for a bit.

7. Storeroom. Two barrels of river water (8 st each), one crate of smoked white meat (5gp, 8 st), and two amphorae of salted tripe (10gp, 8 st) are stored here. Ostensibly pork chops and pork viscera, the food is actually made from human flesh and viscera and used by Maximus to satiate his appetites in between Blood Moon nights. There is a locked iron gate in the hallway between this area and the Southern Floor Lift (**8**), to which Maximus, Mara, and all of the arena guards have keys. The lock can be opened from either side.

8. Southern Floor Lift. As Northern Floor Lift #1 above. This lift is generally used opposite Lift #1 when bringing up opposing creatures.

9. Guard Room and Armory. This large chamber has a series of weapon racks on the outer walls, from which hang five daggers, five shields, five short swords, two swords, two spears, and one net. An assortment of tables, stools, benches, and cots furnish the room, along with a barrel of salted pork (5gp, 8 st) and three amphorae of wine (10gp, 8 st each). The room is manned at all times by **4 arena guards**, all on Maximus's payroll. On days when bouts are scheduled, the number of guards is doubled to 8 (these are drawn from other schools or City Watch veterans). The guards carry 1d10sp each, most of which is usually on the tables being gambled.

> **Arena Guards (4 or 8):** Fighter 1; MV 90', AC 5 (chain & shield), HD 1, hp 7 each, #AT 1 (short sword 10+), Dmg 1d6+1, Save F1, ML +1, XP 13; Equipment: belt pouch with 6sp and 20cp, keychain with 4 keys

There is a locked iron gate in the hallway between this area and the Stairs (**10**). The lock can be opened from either side. Maximus, Mara, and all of the arena guards have keys.

10. Stairs. The staircase ascends to the southern edge of the Amphitheater surface. It is always guarded by an **arena guard** (as above) who carries a loud whistle.

11. Central Holding Room. 10 pairs of shackles are anchored to the north wall to secure condemned prisoners and recalcitrant gladiators. A pair of sturdy oak tables with stools and benches affords other performers more comfort. Any prisoners and/or gladiators scheduled to fight will be here 1d4 hours before their bout. On any day with a theatrical performance or other event, the performers will be here for 1d2 hours before and after the event. On festival days it can get quite crowded!

The west wall of the room has two alcoves. The southern alcove serves as a latrine with three holes that lead to the city sewers. The northern alcove opens onto a small shrine to Ianna, goddess of love and war, where men condemned to die can pray for victory and life. Past the shrine is another floor lift (**12**).

12. Central Floor Lift. As Northern Floor Lift #1 above, except it is used almost exclusively to deliver condemned prisoners to the surface to die at the hands of wild beasts or gladiators.

13. Auxiliary Holding Room. Stairs from the southern edge of the arena sands, beneath level 1 seating, lead down to this holding room for gladiators, filled with tables, stools, and benches. The northern wall of this room also features a small shrine to the goddess where gladiators can pray for victory.

RANDOM AMPHITHEATER EVENT TABLES

The Judge can use the following tables to determine what's happening at the Imperial Amphitheater on any given day. On ordinary days there will be one event held in the early afternoon. Every three months, there is a festival of seven days. On festival days, there are seven events per day, starting at sunup and ending at sundown. Roll 1d6 on the appropriate table to determine the type for each event, then roll on the appropriate sub-table.

Amphitheater Daily Events	
1d6	Daily Event
1	Epic poetry oration
2	Theatrical performance
3	Musical performance
4	Sporting event
5	Popular entertainment
6	No event; amphitheater closed for cleaning / stage-building

Festival Hourly Events	
1d10	Hourly Event
1	Epic poetry oration
2	Theatrical performance
3	Musical performance
4-5	Sporting event
6-8	Popular entertainment
9	Exotic event
10	Gladiatorial bout

Random Epic Poetry Oration	
1d6	Epic Poem
1	*Epic of the Empyrean Wars*, recounting the heroic exploits of Azendor, prophet of Ammonar, and Valerian Bellësareus, war chief of the Empyrean rebels, in overthrowing the Zaharan Empire.
2	*Epic of Sürius*, recounting the deeds of the prophet of Istreus and founder of the Tower of Knowledge in Aura.
3	*Epic of Elektos*, recounting the deeds of the legendary founder of the Nicean city of Pireus.
4	*Epic of the Beastman Wars*, recounting the terror wrought by Thrax, Warlord of the Beastmen, and the heroism of the Exarchs Malantavius and Cincanus who defeated him.
5	*Epic of Audarius Valerian*, hero of the Second Celdorean War, recounting his exploits at the Battle of the Eagles, his victory over Baal the Terrible at the Battle of Zidium, and his acclamation as first Tarkaun of Aura.
6	*Epic of Aenon*, recounting the adventures of the legendary Nicean Sea-King of Pireus, said to be the first to explore and map the entire coastline of the Ammasaurëan Sea.

Epic poetry will be accompanied by the rhapsodist playing lyre (40%), a flutist playing the reed flute (25%), a citharist playing the cithara (25%), or an assembly of a lyrist, citharist, reed flutist, syrinx flutist, drummer, tambouriner, and cymbalist (10%).



Random Theatrical Performances	
1d6	Theatrical Performance
1	*Old Man Socolo.* A popular Tirenean comedy about a retired legionnaire so gruff and ornery that he irritates the goddess of fortune, Calefa, into arranging for him to find riches. Brigands and despicable family members constantly conspire to rob him of his wealth to no avail. The play ends with him dying happily after fathering a mighty son with a young bladedancer who had fallen in love with him.
2	*Gudea Broken.* A classical Nicean tragedy about the shepherd Gudea, who saves the life of the Zaharan Uragasi. Uragasi later topples the Thrassians and establishes the Zaharan Empire. Gudea and his family are rewarded with a life of luxury in the palace of the first sorcerer-king, growing fat and satisfied. The play ends with Gudea agreeing to help the sorcerer-king once more, hoping for even more riches, only to be horrified to learn that he and his family are instead to be sacrificed to help extend the life of the necromancer.
3	*The Seagull.* A popular Tirenean comedy about a bird who repeatedly saves a Nicean merchant ship from Somirean pirates. The seagull constantly tries to warn the bumbling ship captain of the pirates, only for the clueless hero to believe that the bird is instead trying to lead him to a hidden treasure. The play ends with the captain accidentally finding the cave with the pirates' stolen wealth and safely returning to Aura, never realizing that the pirates were even chasing.
4	*Dalefa.* A historical Tirenean tragedy told from the perspective of Dalefa Drakomir, a paramour of Audarius Tarkaun, who descends into vengeful madness when Audarius chooses to wed the bladedancer Valanna Ambador. The spurned Dalefa begins a conspiracy that results in the Tarkaun's assassination and her own eventual demise at Valanna's hands.
5	*Thandros.* A popular Nicean comedy that begins with the eponymous merchant leaving the Emporium nearly bankrupted by dishonest traders. After praying to Calefa for the mercy of a peaceful death, he encounters a young girl crying over the body of her mother. Moved by pity, he uses half his remaining wealth to give the mother a proper funeral and adopts the orphan, Lea. The play ends with the discovery that Lea is blessed with the gift of prophesy, and she uses her foresight to help her adopted father become the wealthiest merchant in all of Nicea.
6	*The Zaharans.* A historical Tirenean tragedy told from the perspective of Belet-Seri, consort to the satrap Zahgurim of Opelenea. Belet-Seri's daughter embraces the Empyrean gods and encourages her mother to do the same, but instead Belet-Seri hands her daughter over to the Chthonic priests for execution. The play ends with Belet-Seri drinking poison after receiving news that Zahgurim has been defeated by Empyrean crusaders who are marching on the palace.

Theatrical performances will feature a small number of masked and costumed actors accompanied by a chorus of vocalists.

Random Musical Performance	
1d6	Musical Performance
1	Assembly of seven flutists (reed flutes and pipes) accompanied by three tambouriners
2	Assembly of seven horn-blowers (cornus, tuba, and salpinx) accompanied by three drummers
3	Assembly of seven vocalists accompanied by three lyrists or citharists
4	Assembly of seven citharists accompanied by three cymbalists
5	Assembly of seven drums accompanied by troupe of dancers with castanets
6	An organist playing a hydraulic pipe organ

Random Sporting Event	
1d8	Sporting Event
1	The Sprint. Athletes race one lap around the Amphitheater.
2	Long Run. Athletes race seven laps around the Amphitheater.
3	Javelin Throw. Athletes hurl javelins for length of flight.
4	Wrestling Bout. Athletes compete in close-quarters grappling.
5	Boxing Match. Athletes compete in unprotected brawling.
6	Archery Competition. Athletes fire arrows at targets at range.
7	Equestrian Race. Athletes race one lap on light horses.
8	Chariot Race. Athletes race one lap in light chariots.

On ordinary days, sporting events are open to anyone willing to pay an entry fee of 1sp. Winners of an open event win 20% of the total entry fee and gain the right to compete in that sporting event on festival days. On festival days, sporting events are open only to prior winners of an open event and have an entry fee of 1gp. A festival event's winner is awarded laurels by the Prefect and given the right to represent the Borderlands in that category at the annual Great Games in Aura.

Random Popular Entertainment	
1 d6	Popular Entertainment
1	Troupe of dancing bears accompanied by animal trainer/vocalist playing tambourine and singing
2	Troupe of ecdysiasts performing lascivious dance using castanets for accompaniment
3	Troupe of jongleurs engaged in farcical extravaganza with bawdy humor, faux fighting, acrobatics, dance, and music
4	Troupe of bladedancers performing intricate martial dance to chorus of vocalists
5	Troupe of hedge wizards casting illusions and performing stage magic
6	Public execution! Roll 1d6: 1 prisoner fed to lion, 2 prisoner fed to bear, 3 prisoner fed to pack of wolves, 4 prisoner boiled in brass bull, 5 prisoner torn apart by horses, 6 prisoner slain by gruesome magic

RANDOM GLADIATORIAL BOUTS

During each seasonal festival, munerators usually sponsor four to six gladiatorial bouts. For each bout, roll 1d6 to determine Bout Type then roll on the appropriate sub-table to determine the specific bout. Keep rolling for bouts until the cost for the bouts totals at least 3,850gp. There will always be a minimum of four bouts. (Note that costs have been rounded slightly for ease of math.) Each gladiator can only fight in one bout per seasonal game. If a gladiator has already been assigned a bout, re-roll. Once bouts are determined, the munerator can organize them in whatever fashion he finds most compelling given the festival schedule.

Note that on average these tables will yield five bouts per seasonal festival. Seasonal festivals have seven days of seven events each, with 10% being gladiatorial matches, yielding on average five gladiatorial bouts.

1d6	Bout Type
1-4	Bout to the Death
5-6	Bout to Incapacitation

If an adventurer sponsors the games, he can of course spend whatever sums he desires (minimum 3,850gp) and choose to rent whichever combatants he chooses, subject to the rule that no gladiator can fight more than one bout per games.

Random Bouts to the Death			
1d100	Bout	Betting Odds	Cost
01-05	Orc vs random ordinary gladiator		600gp
06-10	Orc vs orc		600gp
11-15	Hobgoblin vs random veteran gladiator		1100gp
16-20	Hobgoblin vs 2 random ordinary gladiators		1200gp
21-23	Gnoll vs random veteran gladiator and ordinary gladiator		1550gp
24-25	Bugbear vs 2 random veteran gladiators		2500gp
26-27	Bugbear vs 3 orcs		2500gp
28-29	Ogre vs 2 gnolls		3000gp
30-31	Ogre vs 2 random veteran gladiators and 2 ordinary gladiators		3500gp
32	Ogre vs random champion		4000gp
33-49	Orc vs 1 condemned prisoner		350gp
50-66	Ordinary gladiator vs condemned prisoner		350gp
67-74	Hobgoblin vs 2 condemned prisoners		700gp
75-82	Veteran gladiator vs condemned prisoner		700gp
83-88	Gnoll vs 3 condemned prisoners		850gp
89-92	Bugbear vs 4 condemned prisoners		1600gp
93-96	Ogre vs 5 condemned prisoners		1850gp
97-98	Champion gladiator vs 5 condemned prisoners		2500gp
99-100	Roll on Bout to Incapacitation table, but match is to death	As Bout to Incap.	As Bout to Incap. x2

Random Ordinary and Veteran Gladiators			
Die Roll (1d8)	Random Ordinary Gladiator	Die Roll (1d6)	Random Veteran Gladiator
1	Nuvicus's dualwielder	1	Abedsh
2	Nuvicus's pursuer	2	Baruch
3	Nuvicus's spearfighter	3	Khet
4	Nuvicus's striker	4	Uxentio
5	Pluris's pursuer	5	Braig
6	Pluris's netfighter	6	Peristo
7	Pluris's challenger		
8	Pluris's shieldbearer		

Random Bouts to Incapacitation			
1d100	Match-Up	Betting Odds	Cost
01-05	Xandrama (champion dualwielder) vs Sentonus (champion pursuer)	1:1	2,250gp
06-15	Abedsh (veteran pursuer) vs Uxentio (veteran netfighter)	3:4	550gp
16-25	Baruch (veteran spearfighter) vs Braig (veteran challenger)	2:1	550gp
26-35	Khet (veteran striker) vs Peristo (veteran shieldbearer)	4:3	550gp
36-50	Nuvicus's ordinary dualwielder vs Pluris's ordinary pursuer	9:10	300gp
51-65	Nuvicus's ordinary pursuer vs Pluris's ordinary netfighter	8:10	300gp
66-80	Nuvicus's ordinary spearfighter vs Pluris's ordinary challenger	5:2	300gp
81-95	Nuvicus's ordinary striker vs Pluris's ordinary shieldbearer	3:2	300gp
96-100	Team Match (roll twice) or PC/NPC bout*	Average of Team	Sum of Team

*If adventurers are participating as gladiators, then on a result of 96-100 they fight human gladiators of the GM's choice, as individuals or groups, that have not already fought during these seasonal games.

Betting on the Games: The Blood & Sand Guild bookies will take bets up to the value of the match at the listed odds (or their opposite, e.g. a bettor can bet for Baruch to beat Braig at 2:1 or Braig to beat Baruch at 1:2). If the bout includes Maximus's gladiators on either side, there is a 25% chance the bout is fixed. If the bout is fixed, the Guild will always win. If the bout isn't fixed, the Judge can determine the winner randomly using the rules in "Morituri Te Salutant" or by running the fight in ACKS. The Guild will always pay out what it owes, but Selene doesn't like losing. Each time a particular character wins a bet, roll 2d6, adding his Charisma bonus and subtracting the number of successful consecutive bets he has had. If the modified total is 2 or less, he is paid a visit by an enforcer and three thugs to discuss his "lucky streak."

25/25U. THE SILK PONY INN/ SAND & BONES HIDEOUT

The Silk Pony Inn is a notorious gambling den popular with adventurers, merchants, and thieves. Located at the northeast tip of Gambler's Row, the Silk Pony Inn and its environs are relatively well cared for and free from filth – those caught fouling the streets in front of the inn are brutally disciplined by the inn's enforcers. Owned by Selene, head of the Sand & Bones Guild, the Silk Pony serves as the headquarters and hideout of the guild's members.

THE SILK PONY INN MAP KEY

Doors and Windows: Both the common and stable doors to The Silk Pony Inn open onto the intersection of Cesta Calefan ("Street of Fortune") and Cesta Lumen ("Silk Street"). The doors are made of hard oak reinforced with iron secured with two bars (-4 to proficiency throws to bash open). When the Inn is closed, they are both double padlocked. The windows have an iron frame with glass panes to prevent break-ins and can be sealed with stout oak shutters.

Patrons: When necessary, roll on Random Occupant by Building Type (General) on p. 52 to determine the occupation and possible class/level of patrons to The Silk Pony. Otherwise, assume they are normal men and women with AC 0, 3 hp, and ML -1.

1. Common Room: This beer-stained gambling hall can seat about 40 patrons across three large tables and four small tables. The furniture is built heavily, with thick oak planks and iron bands, as if designed to take a lot of punishment. Two sturdy doors exit into private rooms built into the south side of the building. An annex just south of the common room has a crate and a keg lying near a descending staircase. On the opposite side of the common room, an ascending staircase rises next to a smoky hearth built into the north wall. An L-shaped bar counter runs south of the hearth, its wooden surface polished smooth by years of scrubbing. The head of a stuffed pony wearing a silk caparison is mounted on the wall above the bar. Behind the bar are a pair of beer kegs. A slab of slate leaning atop the kegs displays the Inn's menu in almost illegible chalk scrawl.

Food	Cost	Drinks	Cost
Bran bread loaf	1cp	Vinegar and water	1cp
Wheat meal porridge	3cp	Fermented wheat porridge	1cp
Salted chickpea pancakes	3cp	Krysean barley beer and honey	2cp
Pair of hardboiled eggs with fish sauce	1cp	Corcanosi raisin wine mixed with honey	5cp
Pair of fried eggs with salt and pepper	1cp	Opelenean plum wine mixed with rose water	5cp
Fried green beans in fish sauce	2cp	Nicean dry white wine flavored with pine resin	5cp
Fried pork sausage with field mushrooms	2cp	Tirenean dry white wine mixed with honey	1sp

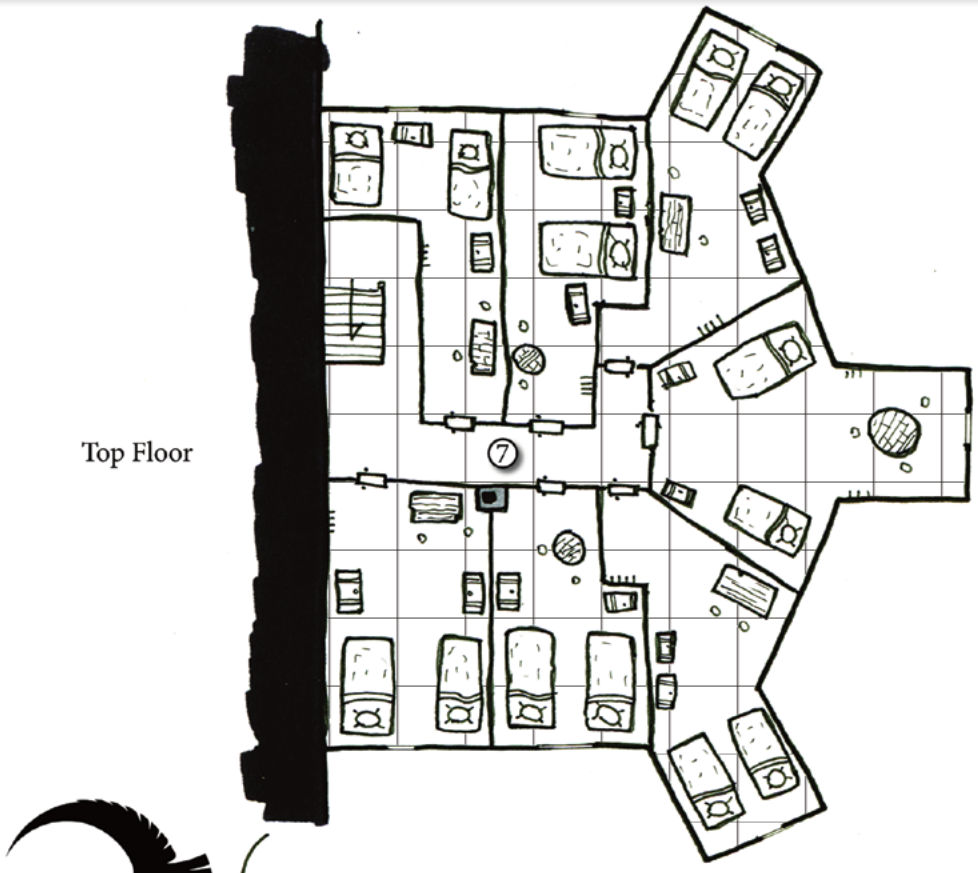
During the day, **1d3 tavernworkers** will be serving food on fired clay plates and drinks in terracotta mugs; the first will be behind the bar, while any others will be waiting the tables. **2d6+2 patrons** will be gambling, drinking, and eating. **2d3 footpads** will be providing security (one watching the Stairs and the rest watching the gamblers). **1d4 prostitutes** indentured to the Guild will be plying the crowd. It costs 2sp for an hour or 1gp for a night of companionship with the prostitutes here; patrons willing to pay a rental fee can take them upstairs to a private room.

During the evening, **3 tavernworkers** and **2d4 prostitutes** will be working the common room to serve **4d6+2 patrons**. **2d4+1 footpads** and **1d3 hoods** will be providing security, with one hood always manning the door to the Gambling Snug (**2**). There is a 70% chance that **Thana Nyssand** will be working behind the bar.

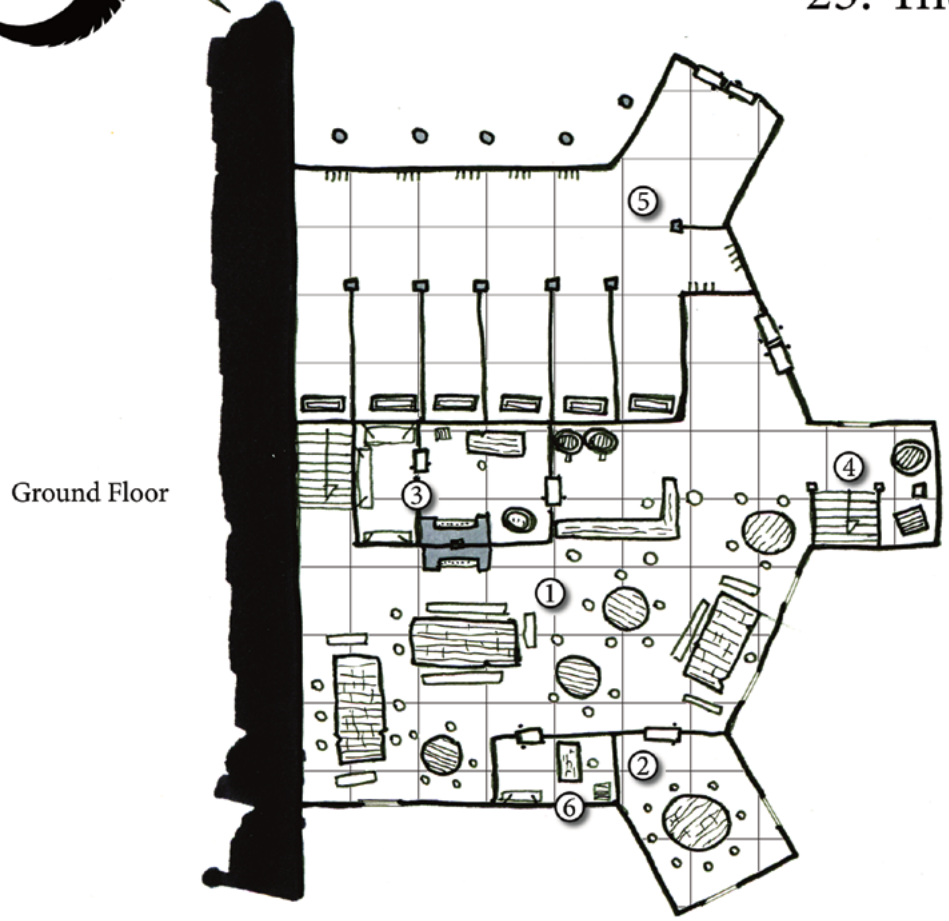
Footpads (2d3/2d4+1): Thief 1; MV 120', AC 3 (leather), HD 1, hp 3 each, #AT 1 (pair of hand axes 9+), Dmg 1d6, Save T1, ML 0, AL N, XP 10; Special: backstab ×2; Proficiencies: Gambling, Swashbuckling; Equipment: belt pouch with thieves' tools, 6sp, and 20cp

Hoods (0/1d3): Thief 2; MV 120', AC 3 (leather), HD 2, hp 6 each, #AT 1 (pair of hand axes 9+), Dmg 1d6, Save T2, ML +1, AL N, XP 20; Special: backstab ×2; Proficiencies: Gambling, Swashbuckling; Equipment: belt pouch with thieves' tools and 16sp

Prostitutes (1d4/2d4): Cha 3d4+4; MV 120', AC 0, HD 1-1, hp 3, #AT 1 (scratch/slap 11+), Dmg 1d3 nonlethal, Save NM, ML -1, XP 5; Proficiencies: Performance (dance), Seduction; Equipment: purse with 2sp and 20cp



25. The Silk Pony Inn



1. Common Room
2. Gambling Snug
3. Kitchen/Pantry
4. Stairs (down to cellar)
5. Stables
6. Backroom
7. Guest Rooms

Tavernworkers (1d3): MV 120', AC 0, HD 1-1, hp 3, #AT 1 (barstool 11+), Dmg 1d4, Save NM, ML -1, XP 5; Equipment: belt pouch with 2sp and 20cp

A locked safe is built into the backside of the bar. Only Selene, Jonus, and Thana have a key. The safe contains 3000cp, 2000sp, and 20gp.

2. Gambling Snug: The door to this room can be locked from either side (all guild leaders have a key) and barred from the inside. It is only opened in the evening, when it guarded by one of the **hoods** in the Common Room (**1**). This private room is reserved for high-stakes house games run by Sand & Bones. Admission requires at least Neutral reactions with the syndicate and a minimum buy-in of 10gp. The snug is furnished with a round gaming table and eight chairs. Roll 1d6 to determine the house game running that night.

Roll	Game
1-2	*Calefan Esevi* ("lucky sevens"), played with a deck of 49 cards, where players compete to be closer to a hand of 7 than the dealer (1:1 payout, 3:2 on 7).
3-4	*Draxës* ("dice"), played with three six-sided dice, where players bet for doubles (4:1) or triples (25:1) against the house.
5-6	*Nomen* ("numbers"), played with three six-sided dice rolled by house; players bet a number aiming for one (3:2), two (8:1), or three (100:1) ordered matches.

At any time there will be **1d6+1 patrons** at the tables with a **croupier** at the table. A **tavernworker** and **1d4 prostitutes** will attentively serve the clientele. If there are 6 or more patrons, **Selene Nictorian** has a 30% chance to be present.

Croupier: Venturer 1; MV 120', AC 0, HD 1, hp 4, #AT 1 (dagger 10+), Dmg 1d4, Save T1, AL N, ML 0, XP 10; Proficiencies: Bargaining, Gambling 2; Equipment: key to lockbox

Each gambler will have a bankroll of 10+1d10gp; if a 10 is rolled, roll 1d100 and add that to his bankroll. The dealer will have a bankroll of 1,000gp plus 100gp per gambler kept in an iron lockbox. If need be, he can replenish funds from the Backroom. (Coin is mostly silver with a mix of copper and gold.)

3. Kitchen/Pantry: A large masonry stove surmounted by a grill is built into the west wall, with a set of cook pots amidst the flames. A barrel of river water stands next to the hearth, while a worktable equipped with terracotta bowls, cauldrons, cookpots, kettles, pans, and jars run along the wall north of it. A cutlery rack and roasting-spit hangs from the wall above the table. A door on the north wall opens into a spacious pantry stocked with grains, vegetables, and meats. During business hours, a **cook** and **scullion** will be found here.

Cook/Scullion: MV 120', AC 0, HD 1-1, hp 3, #AT 1 (frying pan 11+), Dmg 1d4, Save NM, ML -1, XP 5; Proficiencies: Craft (cooking) 2/ Endurance and Labor (drudgery); Equipment: belt pouch with 2sp and 20cp

The pantry contains 12 bags of vegetables including wheat, chickpeas, green beans, and mushrooms (6gp, 48 st total), 2 amphorae of honey (40gp, 12 st total), 4 amphorae of fish sauce (80gp, 24 st total), 4 amphorae of preserved pork (20gp, 16 st total), and 5 amphorae of olive oil (100gp, 30 st).

4. Stairs to Cellar: A staircase here descends to the basement. One of the **footpads** from the Common Room guards the staircase at most times and blocks anyone other than syndicate members or inn staff from passing. On Blood Moon nights, an additional **two enforcers** guard the staircase. The enforcers will only admit gamblers who are friends of the syndicate or who know the password "Kruan Elen" (which is "blood moon" in Classical Auran). Since fresh meat is always needed for the games, the enforcers will also admit anyone who says Corentin sent them (from Special Encounter 6) or anyone who obviously looks like the sort of thug that fights in illegal blood sports (Judge's discretion).

Enforcers (2): Assassin 2; Str 16, Dex 13; MV 120', AC 3 (leather), HD 2, hp 8 each, #AT 1 (pair of hand axes 6+), Dmg 1d6+3, Save F2, ML +1, AL N, XP 20; Special: backstab x2; Proficiencies: Intimidation, Skulking; Equipment: belt pouch with 16sp

5. Stables: Double doors in the southeast open into an unkempt barn with stalls for six donkeys, horses, or mules. Stalls cost 2sp per day to rent (warhorses get no special treatment). Each stall is furnished with a pile of hay and a trough with river water.

A stablehand will feed, water, and groom any steeds stabled here. He has no tongue and carries many bruises.

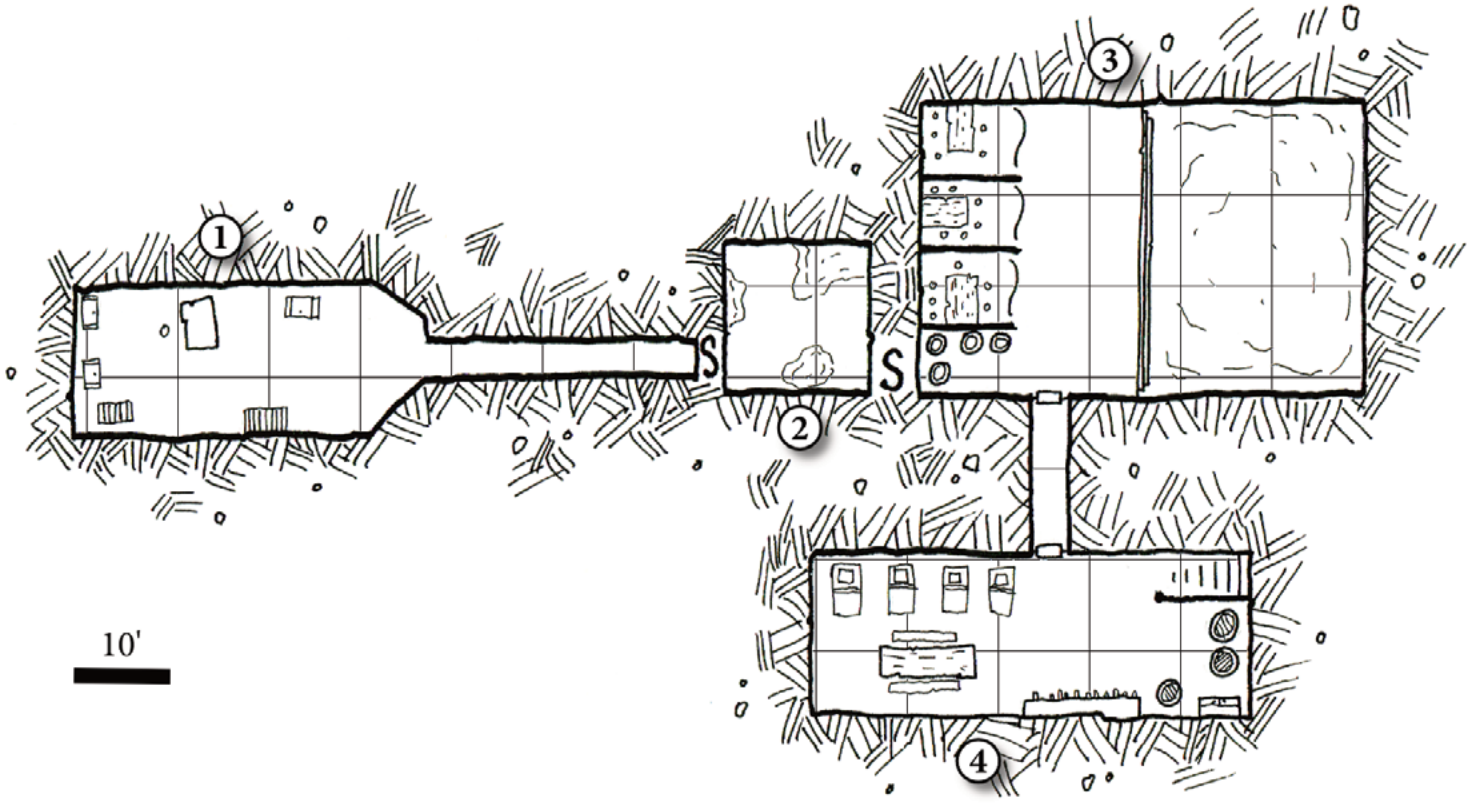
Stablehand: MV 120', AC 0, HD 1-1, hp 3, #AT 1 (farrier's hammer 11+), Dmg 1d4, Save NM, ML -1, XP 5; Proficiencies: Animal Husbandry, Riding

6: Backroom: The door to this two-room suite is secured by a pair of reinforced bars (-4 to proficiency throws to bash open) and an intricate lock (-4 to proficiency throws to open). Only Selene, Jonus, and Thana have a key. It is furnished with a writing table and chair, a locked ironbound chest, and a bookshelf filled with neatly organized paperwork.

Thana Nyssand has a 70% chance of being at her desk here during the late afternoon or night. **Selene Nictorian** has a 30% chance of being working at her desk here during the evening. If Selene is present, she will be guarded by a **destroyer**.

Destroyer: Assassin 5; Str 16, Dex 17, Con 13; MV 120', AC 4 (leather), HD 5, hp 25, #AT 1 (morning star 5+), Dmg 1d10+4, Save F5, ML +1, AL N, XP 200; Special: backstab x3; Proficiencies: Alertness, Intimidation, Skulking; Equipment: belt pouch with 10gp and 20sp

25u. Sand & Bones Hideout



Selene, Thana, and Jonus each have a key to the chest. It contains a weeks' working capital for The Silk Pony – 650gp, 3000sp, and 3000cp. The paperwork at the desk is largely records of legitimate business operations, and mostly in Thana's handwriting.

7. Guest Rooms: The top story of The Silk Pony is divided into seven rooms, each furnished with a pair of sleeping couches, a pair of oak chests, and a small oak table with stools. In theory beds can be rented for 2sp per night and rooms for 5sp per night, but the number of patrons who actually *lodge* at The Silk Pony is quite small. Most patrons just rent a room for an hour for 1sp in order to consort with one of the inn's prostitutes.

At any time 1d6+1 rooms will be occupied, each with **1d2 prostitutes** and **1d3-1 patrons**. A **footpad** stationed on the top floor patrols the hallway outside the rooms, listening for any trouble. Characteristics are as above.

SAND & BONES HIDEOUT MAP KEY

Construction: The Sand & Bones Hideout lies outside the borders of Old Cyfaraun. Selene had it delved by privately hired construction workers who all later died in tragic accidents. The walls and corridors are of hewn volcanic tuff surfaced with stucco. The Hideout is isolated from the rest of the Undercity and can be accessed only via the Stairs in The Silk Pony.

Lighting: The Secret Office, the Main Room, and the Cellar are kept lit with oil lamps (30' illumination) whenever they are in use. The Abattoir is generally not lit, even when Maximus is feeding.

1. Secret Office. This is Selene's secret office, where she keeps her financial records and private hoard. No one alive, other than Selene and Maximus, knows this room exists – even the construction workers who excavated it were long ago disposed of. The room is furnished with a pair of oak benches, a well-made cedar writing desk, and an upholstered cedar chair. Three heavy iron-banded chests lie on the floor. If adventurers enter this room after dark, there is a 30% chance that **Selene** and **Maximus** are present (if not encountered already).

The secret door to this room is disguised as a false wall and guarded with a portcullis trap. If the portcullis is not disarmed, the first character to pass through the door must make a save versus Blast or suffer 3d6 points of damage. The way will then be blocked, and party members may be separated. The portcullis can be raised by means of a lever hidden on the floor below the writing desk.

All of the chests are locked with intricate locks (-4 to open); only Selene and Maximus have keys. The first chest holds 9,000ep

and the second chest holds 9,000gp, funds enough for three months of syndicate operations. The third chest holds treasures from Selene's adventuring days, including a flawless facet cut black sapphire (10,000gp), a facet cut star ruby (6,000gp), a facet cut star sapphire (6,000gp), a necklace of human finger bones (23gp), and two wrought copper armbands (140gp each).

2. Abattoir. This room is stained with large patches of dried blood and littered with the broken bones of numerous humanoids. 1d4-1 fresh corpses are sprawled on the floor. The abattoir is used as a repository for the corpses of combatants slain in the Blood Moon games. After the bouts are over and the patrons have left, Maximus carries the dead bodies to this room, returning periodically to consume them over the month.

The secret door entering this room from the Main Hideout is a false wall behind a pair of barrels. The secret door exiting this room is another false wall guarded with a portcullis trap (described above). If adventurers enter this room after dark within a week of a Blood Moon night, there is a 10% chance that **Maximus** will be here feeding on a fresh corpse. If **Maximus** is present, Selene will be in the Secret Office (1) to the west.

3. Main Room. The western side of this room has three booths, each furnished with long tables and several chairs. Tall curtained screens on either side of the booths allow syndicate members, gamblers, and other scoundrels to conduct business in a discreet manner. The eastern side of the room has a 5' sunken floor covered with black-stained sand. This is the arena used for the Blood Moon bouts (see below). A stout oak door in the south wall stands closed and locked. The southwestern corner of the room has a stand of open-topped buckets, three with river water and the fourth with various weapons and armor. Behind the buckets, disguised as a false wall, is a secret door to the Abattoir (**2**).

The booths are occupied round-the-clock by various Sand & Bones Guild members planning hijinks or laying low from a recent perpetration. There will always be **1d6 hoods**, **1d4+1 thugs**, **1 enforcer,** and **1 robber** present. There may be a **torturer** (30%), a **slayer** (30%), a **burglar** (30%) or a **rogue** (30%) present as well. From the late afternoon until the late evening, **Selene Nictorian** and **Jonus Krusaro** may be present (30% chance each). If Selene is present, her **destroyer** will be bodyguarding her.

On Blood Moon nights, the floor is packed with a dense standing-room-only crowd. **4d6 contestants**, about one-third in shackles, will be there to fight. **2d6+20 patrons** will be betting on the blood sports. A **bookmaker** will be taking bets from the crowd. **Lutarius Sinorix** will be presiding over the bouts while **6 hoods**, **6 thugs** and **1 enforcer** provide security. The high-level characters and leaders above each have a 60% chance to be present, and **Maximus Arjentüran** will have a 30% chance to be present.

Rogue (30%): Thief 5; Dex 16; MV 120', AC 5 (leather), HD 5, hp 17, #AT 1 (pair of hand axes 5+ or shortbow 6+), Dmg 1d6, Save T5, ML +1, AL N, XP 200; Special: backstab x3; Proficiencies: Gambling, Intimidation, Swashbuckling, Weapon Finesse; Equipment: belt pouch with thieves' tools, key (to 4), 10gp, and 20sp

Burglar (30%): Thief 4; Str 13, Dex 17; MV 120', AC 5 (leather), HD 4, hp 12, #AT 1 (pair of hand axes 6+ or shortbow 7+), Dmg 1d6, Save T4, ML +1, AL N, XP 80; Special: backstab x2; Proficiencies: Gambling, Swashbuckling, Weapon Finesse; Equipment: belt pouch with thieves' tools, key (to 4), 4gp, and 25sp

Robber: Thief 3; Dex 13; MV 120', AC 4 (leather), HD 3, hp 9 each, #AT 1 (pair of hand axes 8+ or shortbow 8+), Dmg 1d6, Save T3, AL N, ML +1, XP 50; Special: backstab x 2; Proficiencies: Gambling, Swashbuckling; Equipment: belt pouch with thieves' tools, 1gp, and 20sp

Hoods (1d4+1): Thief 2; MV 120', AC 3 (leather), HD 2, hp 6 each, #AT 1 (pair of hand axes 9+), Dmg 1d6, Save T2, ML +1, AL N, XP 20; Special: backstab ×2; Proficiencies: Gambling, Swashbuckling; Equipment: belt pouch with thieves' tools and 16sp

Slayer (30%): Assassin 4; Str 16, Dex 14; MV 120', AC 3 (leather), HD 4, hp 17, #AT 1 (pair of maces 4+ or shortbow 7+), Dmg 1d6+4 or 1d6+2, Save F4, ML +1, AL N, XP 80; Special: backstab ×2; Proficiencies: Fighting Style (two weapons), Intimidation, Skulking; Equipment: belt pouch with key (to 4), 4gp and 25sp

Torturer (30%): Assassin 3; Str 16; MV 120', AC 2 (leather), HD 3, hp 14, #AT 1 (morning star 7+), Dmg 1d10+4, Save F3, ML +1, AL N, XP 65; Special: backstab x2; Proficiencies: Eavesdropping, Intimidation, Skulking; Equipment: belt pouch with thieves' tools, 1gp and 20sp

Enforcer: Assassin 2; Str 16, Dex 13; MV 120', AC 3 (leather), HD 2, hp 8 each, #AT 1 (pair of hand axes 5+), Dmg 1d6+3, Save F2, ML +1, AL N, XP 20; Special: backstab x2; Proficiencies: Fighting Style (two weapons), Intimidation; Equipment: belt pouch with 16sp

Thugs (1d6): Assassin 1; MV 120', AC 2 (leather), HD 1, hp 4 each, #AT 1 (morning star 10+), Dmg 1d10+2, Save F1, ML +1, AL N, XP 10; Special: backstab x2; Proficiencies: Fighting Style (two-handed), Intimidation; Equipment: belt pouch with 6sp and 20cp

Bookmaker: Venturer 3; Int 13, Cha 15; MV 120', AC 0, HD 3, hp 10, #AT 1 (dagger 9+), Dmg 1d4, Save T3, ML 0, AL N, XP 50; Proficiencies: Bargaining (Expert Bargainer), Gambling 2, Intimidation; Equipment: belt pouch with 25gp and 20sp, key to lockbox

Contestants: Varies, see Random Blood Moon Bouts

Random Blood Sport Combatant							
Roll 1d100	Roll 1d6	1	2	3	4	5	6
01 – 76	0 HD ->	Lout	Lout	Gambler	Gambler	Townsfolk	Townsfolk
77 - 88	Fighter ->	Explorer	Explorer	Fighter	Fighter	Barbarian	Barbarian
89 - 100	Thief ->	Bard	Thief	Thief	Assassin	Assassin	Assassin

Except on Blood Moon nights, the tables in the booths are cluttered with equipment and loot, including 1d100gp and 1d100x-10sp in coin, two sets of superior thieves' tools (200gp each), six sets of thieves' tools (25gp each), a vial of wyvern venom (700gp), two vials of henbane toxin (350gp), two vials of carcass scavenger venom (250gp), and a vial of yew toxin (200gp). One of the buckets in the corner holds various implements for use in the arena (see the Blood Sport Equipment table below).

On Blood Moon nights, the equipment will be cleared away, but the room will be awash in coin. Lutarius will have 1,200gp in a belt pouch (to pay contestants), the bookmaker will have 5d10x20gp in an iron lockbox on his table, and the patrons will have a collective total of 4d10x100gp in various coin for bets.

4. Cellar. The eastern half of this large cellar is set aside as a storeroom, holding three barrels and a wine rack. The western half features four cots and a long table with two benches for the inn's staff to use for rest. Stairs in the northeast corner lead up to the Common Room of The Silk Pony. A stout oak door on the north wall stands closed and locked.

The door to the Main Hideout is locked with an intricate lock (-4 to open). Selene, Jonus, Thana, Lutarius, Maximus, and all syndicate members of 4th level or higher have a key. The door is open on Blood Moon nights and closed at all other times.

In the late night and early morning, the **cook**, **scullion**, and **1d2 tavernworkers** will be here asleep. At other times, there will be **1d3 prostitutes** and **1d2 tavernworkers**, and possibly (30%) **1 hood** having a meal at the table. On Blood Moon nights, the room will be occupied by a single **hood** (as above) who will direct guests into the Main Room (**3**).

There is a large barrel of vinegar (10gp, 8 st), a large barrel of barley beer (10gp, 8 st), a large barrel of fermented wheat porridge (5gp, 8st), and a rack of 40 small amphorae of wine (5gp each, 1 st per 5 bottles).

RANDOM BLOOD MOON BOUTS

The Blood Moon bouts are held in the basement of The Silk Pony Inn once per month, on the night before the full moon. The crowd begins to arrive after dark, and the matches start when the moon reaches its apex. Only patrons with the secret password are allowed to attend and bet on the matches. The contestants themselves are a motley crew – some are sociopaths that love the thrill of blood and combat, while others are debt slaves forced to risk their lives to pay back what they lost to the bones. Few have any training in combat, which makes the bouts particularly entertaining for sadists who love to see the fear and desperation on the faces of otherwise normal men trying to injure or kill each other to escape their ill fortune.

Each monthly event features 3d6 bouts. Bouts to submission pay 50gp to the winner, while bouts to the death pay 100gp. (Famous or "interesting" volunteers may receive more, up to 5x henchmen wage for their level, or 10x for a bout to the death.) Most bouts are fought to submission but about 25% of the bouts are to the death – typically when the contestants are debtors whose debt exceeds the amount they could ever pay back in their lifetime. Bouts to the death are particularly brutal, as even the nominal victor of the match may himself be dispatched if his wounds are too grievous, and therefore too expensive, to heal. Slain combatants are dragged to the edge of the arena for later disposal. No one is quite sure who disposes of the bodies or where they go, and rumors abound of necromancy, cannibalism, and other horrors. One thing is for sure: the dead bodies are never found by the City Watch.

For each combatant, roll 1d100 and 1d6 on the Random Blood Sport Combatant table. If the combatant is a 0-level character, roll 1d10 on the Amateur's Reasons for Fighting table to determine why the combatant is risking his life. If the combatant is a classed character, roll 1d100 on the Random Blood Sport Combatant Level table, then roll 1d10 on the Professional's Reasons for Fighting table.

Random Blood Sport Combatant Level							
Class Level	1st	2nd	3rd	4th	5th	6th	7th
Roll 1d100	01-60	61-83	84-92	93-96	97-98	99	100

Amateur's Reason for Entry	
Roll 1d10	Reason for Fighting
1-2	Character went into deep debt betting on gladiatorial matches and desperately needs money to pay the loan sharks and bookies of the Sand & Bones Guild before they seek retribution.
3-4	Character went into deep debt betting on bone dice or blood sports at the Silk Pony Inn and desperately needs money to pay the loan sharks and bookies of Sand & Bones Guild before they seek retribution.
5-6	Character wants to free a young child or elderly relative being held hostage as retribution for not paying a debt on time.
7-8	Character wants to free an indebted female relative that was forced into the Sand & Bones Guild's sex trade as retribution for not paying a debt on time.
9	Character is young and naïve and believes that this is an easy way to earn lots of money.
10	Character is a sadist who derives pleasure from inflicting suffering on others.

Professional's Reason for Entry	
Roll 1d10	Reason for Participating
1-2	Character owes large sums of money to the loan sharks and bookies of the Sand & Bones Guild and needs to pay them off before they seek retribution.
3-4	Character wants to free a relative being held hostage or forced into sexual slavery by the Sand & Bones Guild.
5-6	Character wishes to earn additional money while in Cyfaraun.
7-8	Character wishes to gain fame as a skilled and ruthless warrior.
9	Character is a born warrior who only feels alive when pitting his skill against others in combat.
10	Character is a sadist who derives pleasure from inflicting suffering on others.

Combatants enter the arena unarmed and unarmored at opposite ends. In bouts to the death, the master of ceremonies will toss a variety of equipment into the center of the arena. Combatants can pick up a piece of equipment within 5' as an action in lieu of moving or attacking if unengaged but only as an action in lieu of attacking if engaged. Roll for 1d3+1 pieces of equipment on the Blood Sport Equipment table. Multiple pieces of the same equipment are permitted.

Blood Sport Equipment	
Roll	Piece of Equipment
1	Heavy helmet with partially blocked visor (+2 AC and -1 to attack if worn or use as club)
2	Shield with iron spikes on face (grants +1 AC and can be used as a weapon dealing 1d4 damage)
3	Gondola paddle (as staff but -1 to attack throws)
4	Gondola paddle covered with spikes (as morning star but -2 to attack throws)
5	Iron crowbar (as club)
6	Grappling hook mounted on 15' rope (as bola)
7	Heavy length of knotted chain (as flail but -1 to attack throws)
8	Butcher's cleaver (as dagger)
9	Mason's hammer (as club)
10	Bloodstained centurion's scourge (as whip)

BLOOD MOON BOUT COMBATANTS

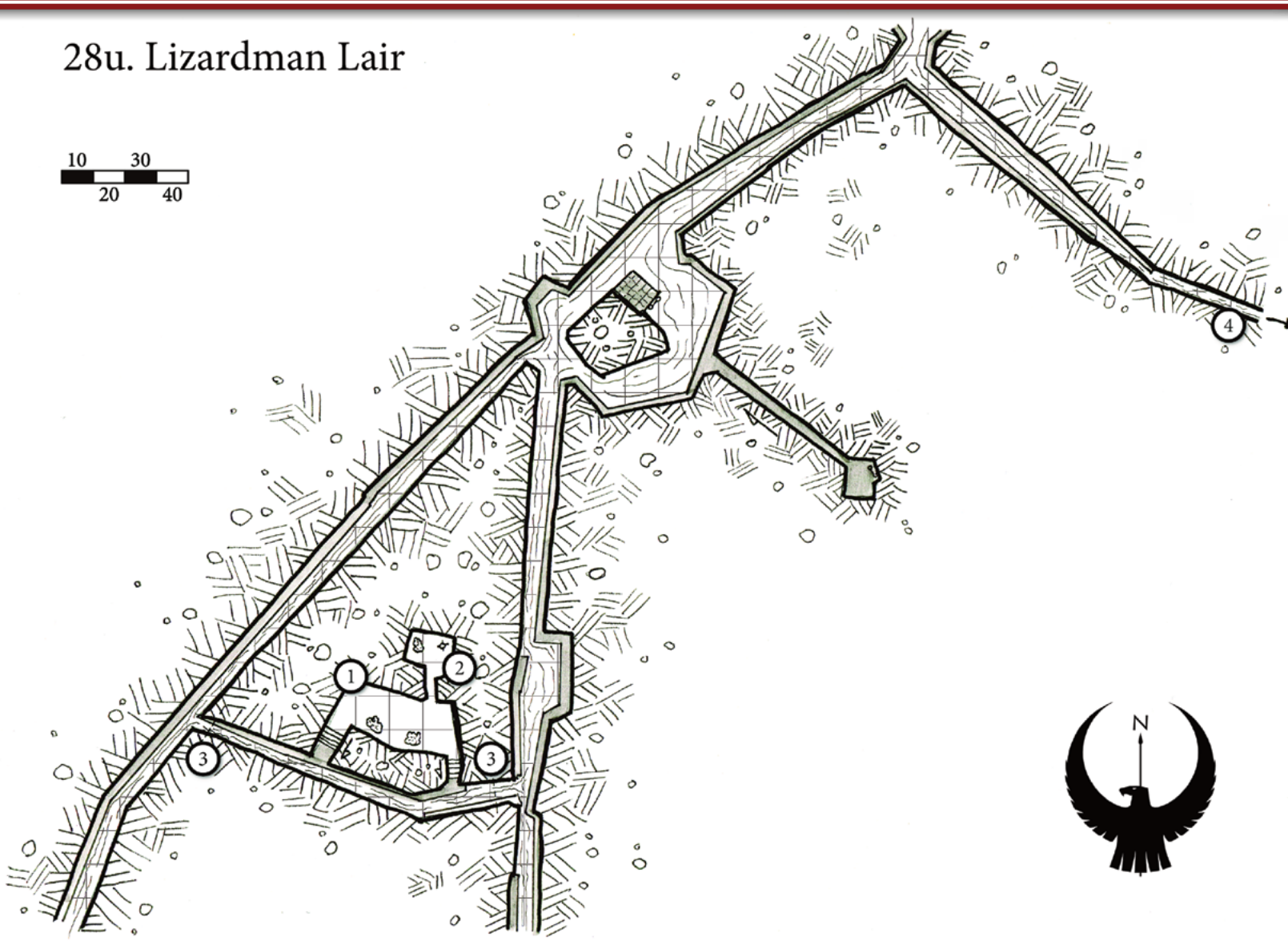
The following sadistic thugs, desperate debtors, and villainous vagabonds might appear in the games.

Yanos: MV 120', AC -2, HD 1-1, hp 3, #AT 1 (weapon or punch 9+), Dmg by weapon or 1d3 nonlethal, Save NM, ML 0, AL N, XP 5. A desperate man who owes 300gp to Selene. He will go berserk with fear and rage in the arena (already factored in).

The Kid: Dex 18; MV 120', AC 3, HD 1-1, hp 4, #AT 1 (weapon or punch 8+), Dmg by weapon or 1d3 nonlethal, Save NM, ML +1, AL N, XP 5; Proficiencies: Weapon Finesse. A nameless orphan who has fought every month since the games began. He looks scrawny and harmless but is fast as a cobra. No one knows what he does with his winnings. Selene is eying him as a potential recruit.

Halgar Halface: Barbarian 1; Str 16; MV 120', AC 0, HD 1, hp 8, #AT 1 (weapon or punch 8+), Dmg by weapon +3 or 1d3+3 nonlethal, Save F1, ML +2, AL C, XP 10; Proficiencies: Fighting Style (weapon and shield). A Jutland outlaw missing his nose and half his upper lip, he enjoys hurting people. He will keep attacking an opponent who submits or is incapacitated for one round, hoping to cause death or permanent injury.

Sigilo: Fighter 3; Str 16, Dex 13, Con 14; MV 120', AC 2, HD 3, hp 19, #AT 1 (weapon or punch 7+), Dmg by weapon +4 or 1d3+4 nonlethal, Save F3, ML +1, AL N, XP 50, Proficiencies: Combat Reflexes, Gambling, Swashbuckling. Current champion of the Blood Moon nights, Sigilo is addicted to the thrill of the fight. He knows he'll die in the arena but it's the only time he feels alive. He could easily be recruited as a henchman (+2 bonus) by anyone who beats him in a bout.



28U. LIZARDMAN LAIR

Not willing to be overshadowed by Maximus any longer, Celictor Nuvicus partnered with Liber Faunus and other benefactors, risking a substantial portion of his personal wealth, to buy two lizardman warriors, a lizardman champion, and a wild giant crocodile from the markets of the great coastal city of Arganos. Though the creatures were meant for the games of Arganos, Celictor worked with the Argollëan Family to outbid the lanistae of Arganos and bring these inhuman foes to the humbler provincial city of Cyfaraun instead.

At Celictor's request, Liber's syndicate smuggled the arena beasts into Cyfaraun in the dead of night so that Celictor could surprise the city's audiences during the next games. The plan was perfectly executed up until the moment the giant crocodile and lizardmen arrived at the northwestern docks. As the guards attempted to disembark the deadly cargo under the cover of darkness, the lizardmen seized the chance to overpower and kill their captors, free themselves and the crocodile, and swim away, finding refuge in the western sewers that empty into the river.

The lizardmen and giant crocodile have each decided to make Cyfaraun their new home, living in different parts of the western Undercity. Both the crocodile and the lizardmen strike out each night to seize meals of human flesh, with the lizardmen also stealing whatever valuables they find on the docks or barges they raid. Celictor's folly has thus put the river's bargemen and dockworkers in grave and unknowing danger. 15 dockworkers and bargemen have already disappeared in the last 30 days as a result of either the giant crocodile or the lizardmen, and human body parts have begun to be found floating in the river.

The few people who are aware of these disappearances among the dockworkers and bargemen assume that it's the Argollëan Family meting out punishments to maintain control of their smuggling operations. None know the truth of the matter, save for Celictor Nuvicus and Liber Faunus, and neither is eager for the truth to come out.

More than a month has passed since that night and Celictor is becoming desperate. He wants the lost beasts found and cap-

tured in time for the next major games in the Amphitheater. He would be willing to pay a premium for any or all of the escaped creatures being returned to him unharmed, especially since he fears retaliation from Liber Faunus for losing the money the crime lord invested in the venture. For his part, Liber Faunus wishes to humble Maximus, as the lanista's fortunes are tied to Selene's, his rival for control of the city's underworld. The crime lord will happily broker a meeting between Celictor Nuvicus and any adventurers that frequent the Mink, as long as everything is handled discreetly.

MAP KEY

Construction: The Lizardman Lair lies in an excavated portion of Ancient Cyfaraun where the volcanic tuff has been cleared to reveal elven ruins. It was originally (circa 600 BE) an elven temple with a grand staircase and portico. The adjacent sewer canal runs along the line of the old elven street it once faced, but nothing is visible of the temple except the portions of the ash-covered steps leading up into the Warrior Den (**1**).

Lighting: The Lizardman Lair is unlit, as the lizardmen rely on their infravision to navigate the dark.

1. Lizardman Warrior Den. The makeshift home of the **two lizardmen warriors,** this room has white marble walls now caked in volcanic ash. The beds are simply scavenged clothing and other fabrics taken from their human victims. The lizardmen sleep during the day and are awake and active at night, usually in preparation to hunt for human victims to rob and eat.

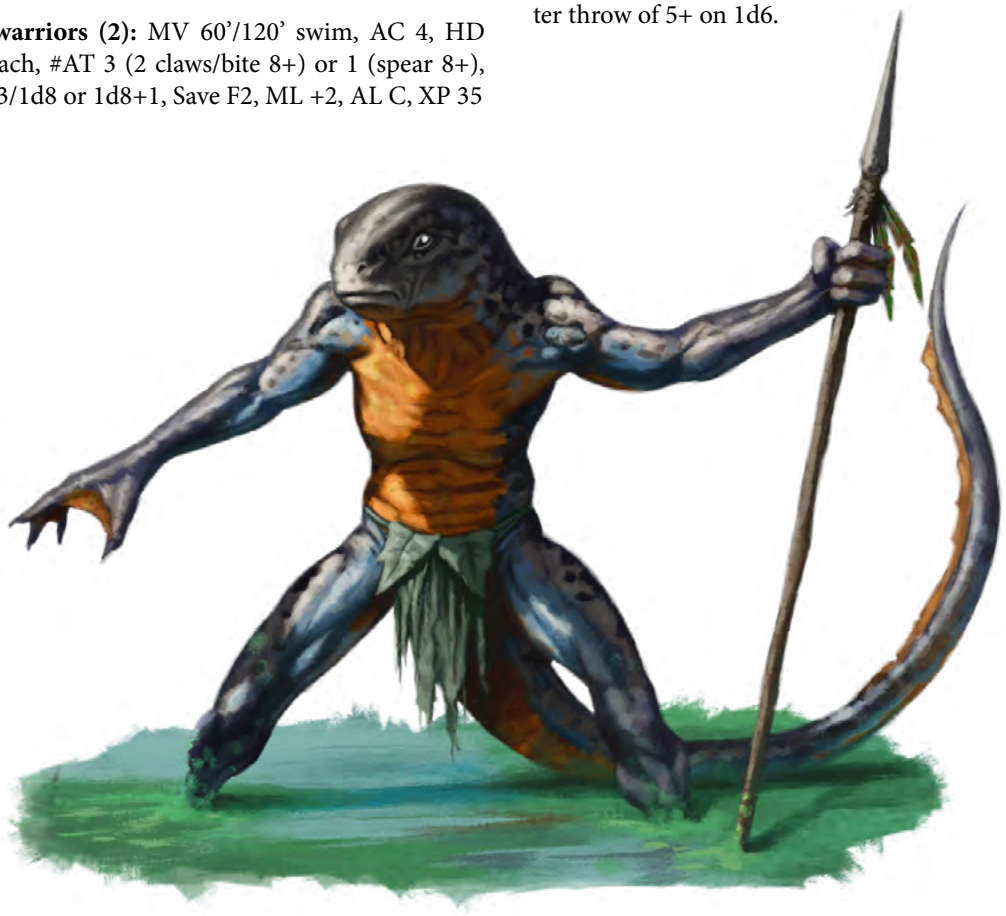
> **Lizardman warriors (2):** MV 60'/120' swim, AC 4, HD 2+1, hp 10 each, #AT 3 (2 claws/bite 8+) or 1 (spear 8+), Dmg 1d3/1d3/1d8 or 1d8+1, Save F2, ML +2, AL C, XP 35

2. Lizardman Champion Den. The makeshift home of the **lizardman champion** was the inner sanctum of the old temple and the floor is littered with the white rubble of some long-shattered alabaster statue. The champion has furnished the den with a very worn sleeping pad, stolen from a shipment on the docks. A bag with 22cp, 2 agates (25gp each), and a bloodstone (50gp) that belonged to the dead dockworkers is hidden under the champion's sleeping pad. Like the warriors, he sleeps during the day and is awake and active at night.

> **Lizardman champion (1):** MV 60'/120' swim, AC 5, HD 3+1, hp 17, #AT 3 (2 claws/bite 7+) or 1 (spear 7+), Dmg 1d3+1/1d3+1/1d8+1 or 1d8+2, Save F3, ML +2, AL C, XP 65

3. Trip Wires. The lizardmen have constructed a crude alarm system to guard their lair. A pair of trip wires are strung just above the water line and connected to jury-rigged metal noise makers hung on the walls. The trip wires will be detected on casual inspection with a successful proficiency throw to find traps, or on deliberate inspection with a +4 bonus. If detected, the trip wires can be easily bypassed, or removed with a +4 bonus. If the trip wires are not detected, each character passing over the wire has a 2-in-6 chance of triggering it and alerting the lizardmen.

4. Sewer Exit. This sewer tunnel exits after 200' to the Mirmen River. The lizardmen use this tunnel to access the water, where their ability to swim and hold their breath helps them prowl for prey. In the hour after sunset and before dawn, the lizardman warriors and champion may be encountered here on an encounter throw of 5+ on 1d6.





6

BRIDGE DISTRICT

The three great bridges that span the Mirmen River lend this district its name. The Pontos Orëan ("Northern Bridge," #30) and Pontos Vothëan ("Southern Bridge," #31) were constructed by the Aurans in the aftermath of the Argollëan War, but the Pontos Myrdin ("Myrdin's Bridge," #32) in between is a legacy of Argollë, named for the heroic spellsword who died defending it. East of the bridges, the district abuts the Old District along the Cesta Mirmen Gollë (East Blackwater Street). To the south, it terminates in the Pyros Ivor Vothë ("River Gate South," #34). Other than the Pontos Myrdin, its most striking landmark is the massive Ammontürium ("Solar Citadel," #36), a great domed structure erected to praise Ammonar for granting victory in the war. The Bridge District once ended at the Old Walls that stretch from the Solar Citadel, but many of the ecclesiastic and lay staff of the Solar Citadel have taken up residence in the neighborhood blocks directly to the south, so the borders were re-drawn in the latest census. The Pylos Ammon ("Solar Gate," #35) controls traffic through the walls.

POINTS OF INTEREST

29. CITY WATCHTOWER VIII

Watchtower VIII is a three-story, 30'-tall, 40'-square tower built from carefully cut white limestone (3,000 SHP and Unit Capacity 3). Stationed on the top story, below the terracotta roof, is a repeating light ballista on a rotating platform. Though it once connected to the city's Old Walls, Watchtower VIII now stands isolated. 5 City Watch officers are based in the Watchtower South. At any time, 1 will be manning the ballista, 2 will be on patrol and 2 will be off duty in the ground-story barracks. The isolated tower overlooks the entire Thieves' Quarter to its east, but because it falls on the other side of the district border, the officers ignore most of the Argollëan Family's activities there. Liber Faunus pays regular bribes to the Municipal Council to ensure this happy arrangement is sustained.

30. PONTOS ORËAN ("NORTHERN BRIDGE")

The North Bridge is a concrete viaduct constructed of five segmental arches with a total span of 125'. Like the streets it connects to, the bridge is 25' wide, with a 15' carriageway through the center and 5' wide concrete sidewalks raised 18" above the bridge deck on either side. 2' tall railings run along the sidewalks. The arches below are 24' tall, affording easy passage for the various barges and gondolas that traffic along the Mirmen River.

31. PONTOS VOTHËAN ("SOUTHERN BRIDGE")

Nearly identical to its sibling to the north (#30), the South Bridge is a concrete viaduct constructed of five segmental arches with a total span of 125', a width of 25', and an arch height of 24'.

32. PONTOS MYRDIN ("MYRDIN'S BRIDGE")

A legacy of the city's Argollëan era, Myrdin's Bridge is a 100' long, 25' wide beam bridge with an abutment at either end and a pair of architectural piers supporting the span at its midpoint. The piers ascend above the bridge like pillars, raising to a height of 45' above the water and 20' above the bridge deck. All of the bridge is constructed of white granite, save for a set of 3'6" bronze railings that run along the bridge deck on either side. The bridge was named by the Aurans in honor of a noble foe, the elven wizard-lord Myrdin, who single-handedly held the bridge against the assault of the Auran Army long enough to allow the city's residents to escape into the surrounding countryside.

33. THE DOCKS

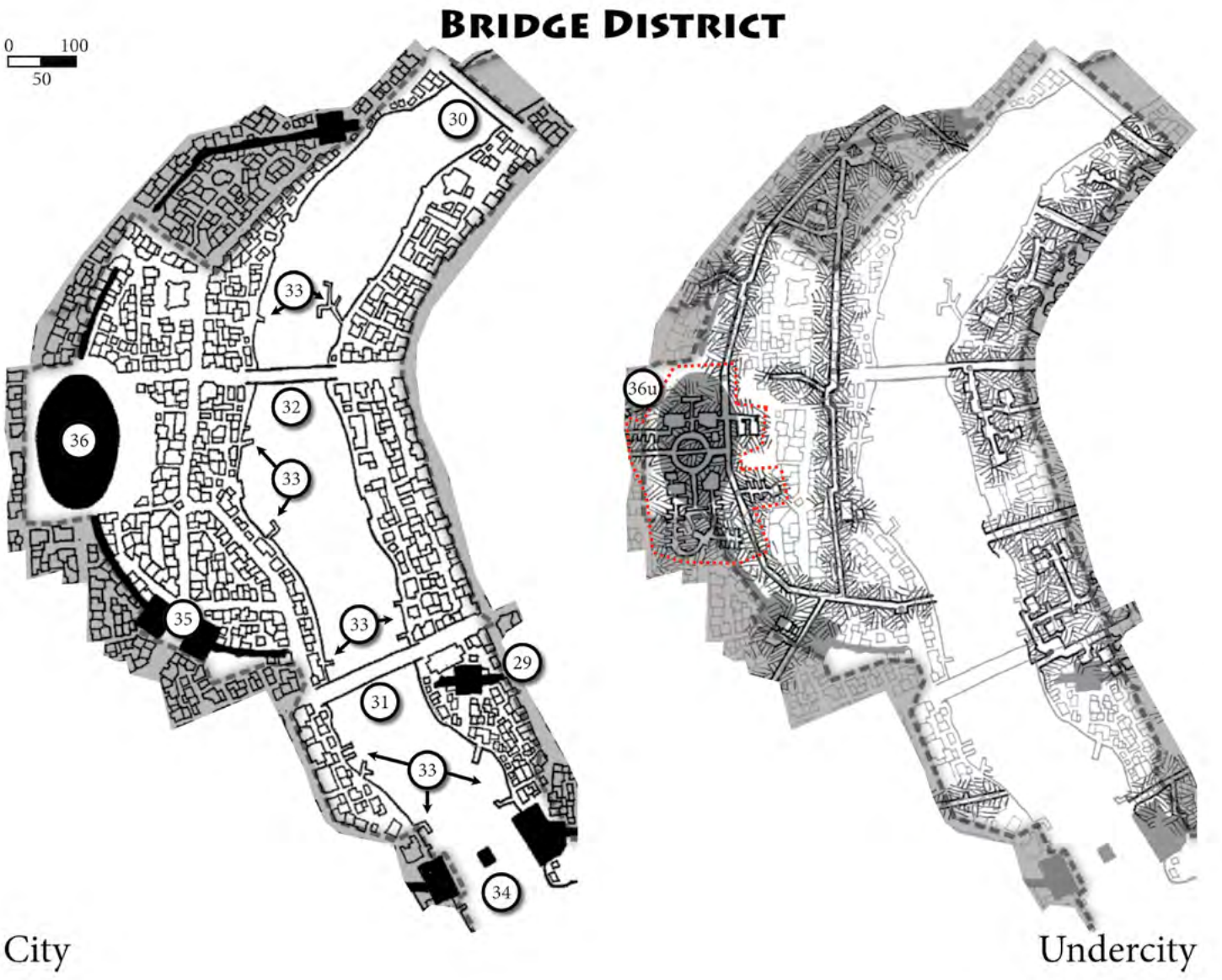
The numerous wharves of the Bridge District are collectively known as The Docks. Up to 60 barges or boats can be moored along the piers and jetties that jut into the Mirmen River. At any time, there are typically 2d10 barges, 2d10 river boats, and 2d10 sailing boats berthed at the Docks. By day, a group of 6d10 sailors, rowers, and dockworkers will be working here. The two east bank wharves between South Bridge and Myrdin's Bridge are owned by Liber Faunus, and most of the dockworkers are 0th level members of the syndicate. The other wharves are open to the public. Moorage fees are 1gp per 10 shp per day.

34. PYLOS IVOR VOTHË ("RIVER GATE SOUTH")

The massive River Gate South controls access to the Mirmen River from upstream. The complex consists of two huge concrete gatehouses, one on each side of the river. Each of the gatehouses is 20' tall and 60' square (2,000 SHP, Unit Capacity 3 each). A 25' square architectural pier between the gatehouses rises to a height of 20' out of the water (1,000 SHP). A pair of 60'-long river chains (AC 8, 5 SHP each) connect the pier to the gatehouses, with each chain controlled by a separate windlass in its gatehouse. By day, the chains are left slack and submerged, but at night the chains are raised to block access to the waterway. A heavy ballista is stationed on each gatehouse's top story as a further deterrent to marine trespassers.

Cargo vessels will be signaled to moor at the nearby wharves (#33) to pay tolls and custom duties. Tolls are assessed at 4d6+2gp per 5,000 st of merchandise upon entry or exit. Importers must also pay a customs duty equal to 2d10% of their merchandise's market price. See Doing Business in Cyfaraun (p. 56).

20 City Watch officers are based in the gatehouses. At any time, 4 will be patrolling the river on gondolas, 3 will be on duty at each gatehouse, and 10 will be off duty in the ground story barracks. The Argollëan Family has arrangements with the district subaltern, Polemon Kastorian, who is paid to occasionally lower the river chain for smugglers (who don't pay tolls or duties).



35. PYLOS AMMON ("SOLAR GATE")

The Solar Gate was constructed after the capture of Cyfaraun to replace an elven gate destroyed during the sack of Cyfaraun. The gate itself consists of an iron portcullis and iron-reinforced oak doors painted with the winged sun, bracketed by a pair of 20' tall, 30' square gatehouses (each with 1,500 SHP and Unit Capacity 2) of concrete masonry rendered with white stucco. The gate is only open from sunup to sundown; a reasonable justification and Friendly reaction roll is required to persuade the Watch to open it by night. 10 City Watch officers are based in the gatehouses. At any time, 3 will be on patrol, 2 will be on duty at the gate, and 5 will be off duty in the ground story barracks.

36. AMMONTÜRIUM ("SOLAR CITADEL")

The Solar Citadel is the oldest Auran structure in the city of Cyfaraun, built after the capture of the city to pay homage to the empire's patron deity. A granite structure with a white marble façade, the Solar Citadel is crowned with an enormous dome, the apex of which has an oculus open to the sky. The Solar Citadel is administered by Patriarch Arëtar, and he and his clergy are responsible for the annual Celebration of the Unconquered Dawn (on winter solstice) and Day of the Undying Sun (on summer solstice). Prayers to Ammonar are offered daily at dawn, noon, and dusk, with sacrifices held weekly. See Special Location #36: Solar Citadel.

36U. CATACOMBS OF THE PATRIARCHS

Below the Solar Citadel lie great catacombs where the cremated remains of many of the former leading civil and military officials from the Borderlands are interred. The most prominent tombs of the catacombs are those of the Patriarchs but held in

near equal esteem is the ornate columbarium of the anonymous paladin simply known as the Captain of the Underwatch, who cleansed Cyfaraun of a wererat infestation in the aftermath of the Grey Plague. See Special Location #36u: Catacombs of the Patriarch.

NOTABLE RESIDENTS

SOLAR CITADEL

PATRIARCH ARËTAR

Tall and handsome, with an aquiline nose and proud jaw, 35-year old Patriarch Arëtar might have had an easy life as a patrician of Aura. Might have, had he not been born with the gift of prophecy. Since childhood, Arëtar has had the same nightmare: Blood gushing from the winged sun; the skies darkening and raining fire; the dead rising from the earth…. the Awakening of the Chthonic gods. Compelled to serve the faith, he spent his youth on missions in far-off lands. Wherever he went the dream followed. When Arëtar became patriarch, he *communed* with Ammonar to ask "Will my nightmare come true?" The Lord of the Dawn gave no answer, for the Tablet of Destiny is broken and not even the gods can say what will come to pass. Arëtar is perhaps the one man in the Borderlands who will actively believe adventurers who claim to find evidence that the Awakening is at hand.

The Patriarch has in his custody two sets of magical regalia that might be of great use to adventurers: the spear and shield of the Captain of the Underwatch and the panoply of Myrdin (found in Special Location #36u: Catacombs, rooms **6** and **13** respectively). The Patriarch will never, under any circumstances, agree to gift these items to any character, but he may be convinced to create magisterial offices, answering to him, with the officeholders being given custody of these fabled items for the duration of their service.

If a paladin or cleric of Ammonar or Türas proves himself a capable and powerful servant of Cyfaraun, Arëtar may make him the Captain of the Underwatch, entitled to bear the spear and shield of the office to watch over its dark places. If an elven spellsword of Lawful alignment proves himself an honorable, selfless, and powerful defender of Cyfaraun, Arëtar may make him the Captain of the Bridge, entitled to bear the panoply of Myrdin in defense of the city as the fallen hero once did.

To earn these offices, characters must have achieved Friendly reactions with Arëtar and provided him with evidence of the existence of the Cult of the Horned Rat (Special Location #13u) or the Death Cult of Dirgion (Special Location #73u) or the imminence of the Awakening (found in the Nethercity). The remit of the offices is limited to the Borderlands, though the Patriarch may allow the hero to travel to other regions that have a great need on a limited and temporary basis. Adventurers who behave in a dishonorable or disreputable manner will be stripped of their office and badge – violently, if necessary.

Arëtar, Patriarch of the Solar Citadel: Cleric 10; Str 10, Int 10, Wis 16, Dex 10, Con 9, Cha 16; MV 120' or 60', AC 0 or 7 (plate & shield), HD 10*, hp 37, #AT 1 (*+1,+3 mace* 5+/3+), Dmg 1d6+1/3, Save C10 (+4), ML +4, AL L, XP 1550; Proficiencies: Command, Diplomacy, Divine Blessing, Leadership, Prophecy, Theology; Spells: 4 1st, 4 2nd, 3 3rd, 3 4th, 2 5th; Repertoire: as 10th level cleric; Equipment: if readied for battle, *mace +1, +3 vs. undead*, plate armor, shield; at all times, *ring of water walking*, holy symbol (winged sun of Ammonar), holy book (The Laws of the Light), purple priest's cassock with thick cloth-of-gold fringe, low boots, leather belt, belt pouch with *scroll of protection from evil* and *righteous wrath* and 100gp for alms

PRELATE ROMUS

Age has not been kind to Prelate Romus. At 47, his hair has receded like a glacier, his eyes have dimmed, and his knees and back have begun to ache in the rain. He feels unappreciated by his Patriarch and threatened by Rector Drusus. Recently, Romus's friend Mentenus Cavië (provost of the Tower of the Knowledge and secret chthonic cultist) mentioned methods by which they might both enjoy longer, healthier lives through magic. Romus proved very receptive to these ideas. The Prelate has since begun studying some of his friend's texts on necromancy and elven alchemy. He has not yet lapsed into worship of chaos, but fear of his own mortality makes him likely to fall. Mentenus Cavië hopes that soon the Cult of the Horned Rat will have its first priest.

Romus, Prelate of the Solar Citadel: Cleric 7; Str 9, Int 11, Wis 13, Dex 10, Con 9, Cha 13; MV 120' or 60', AC 0 or 7 (plate & shield), HD 7*, hp 27, #AT 1 (mace 7+), Dmg 1d6, Save C7 (+1), ML +0, AL N, XP 790; Proficiencies: Apostasy (2nd – *unseen servant*, 3rd – *necromantic potence*, 4th – *control undead*, 5th – *polymorph self*), Diplomacy, Laying on Hands, Knowledge (occult); Spells: : 2 1st, 2 2nd, 2 3rd, 1 4th, 1 5th; Repertoire: as 7th level cleric plus Apostasy, Equipment: if readied for battle, mace, plate armor, shield; at all times, holy symbol (winged sun of Ammonar), holy book (The Laws of the Light), 1 week's iron rations, yellow priest's cassock with thick purple fringe, low boots, leather belt, belt pouch with 100gp for alms

RECTOR DRUSUS

Rector Drusus, known as "The Hammer of Ammonar," looks like a heroic statue brought to life, with broad shoulders, a strong chin, and tan skin scarred by many battles. He is a decorated veteran of the Auran Army whose valiant service as a crusader catapulted him to a high rank at a young age. Badly wounded during fighting in Opelenea, he survived only due to powerful clerical magic and was sent to the Solar Citadel to convalesce for a year. Now fully recovered, Drusus feels guilty that he missed his chance to travel west with legions to fight the Skysos. He

takes his guilt out with unkind words on able-bodied adventurers who could have fought for the Empire and didn't. Drusus is so caught up in the war in the west that he'll be reluctant to believe in existential or eldritch threats from the Borderlands.

Drusus, Rector of the Solar Citadel: Cleric 6; Str 14, Int 9, Wis 13, Dex 10, Con 13, Cha 16; MV 120' or 60', AC 0 or 7 (plate & shield), HD 6*, hp 31, #AT 1 (*+1 warhammer* 6+), Dmg 1d6+2, Save C6 (+1), ML +2, AL L, XP 570; Proficiencies: Battle Magic, Command, Riding, Unflappable Casting; Spells: 2 1st, 2 2nd, 1 3rd, 1 4th; Repertoire: as 7th level cleric; Equipment: if readied for battle, *warhammer +1*, plate armor, shield; at all times, holy symbol (winged sun of Ammonar), purple cassock with yellow fringe, low boots, leather belt, belt pouch with *scroll of ward against elementals* and 100gp for alms

Solar Citadel Clergy	
Level	Clerics
10th	1
9th	0
8th	0
7th	1
6th	1
5th	3
4th	5
3rd	6
2nd	12
1st	24
0th	40
Total	93

OTHER CLERGY

The Solar Citadel has a total of 53 ecclesiastic members and 40 lay servants. Directly below the patriarch, the prelate, and the rector are three vicars (5th-level clerics) who make themselves available in the Solar Citadel from sunup to sundown. Below the vicars are five curates (4th level) and six priests (3rd level). These clerics can often be found proselytizing throughout the city. The 12 acolytes (2nd level) are responsible for praying at the altars in the Solar Citadel during services as well as for assisting the patriarch, prelate, and rector on administrative tasks. The 24 catechists (1st level) spend their time offering prayers and sacrifices, studying theology, and practicing with arms. Of the 40 lay servants, 24 are members of the Citadel Guard, while the remaining 16 are custodians, clerks, scribes, and traders who handle matters for the temple.

Adventurers who seek an audience with any of the Citadel's leadership will first need to achieve Friendly reactions with one of the vicars at the Solar Citadel. The vicars will introduce them to either Romus or Drusus. If the matter cannot be handled by either of them, then they will bring in Patriarch Arëtar. Prelate Romus will seek to "personally handle" any investigations into his friend Mentenus Cavië, and actively work to keep Arëtar and Drusus uninvolved.

OTHER RESIDENTS

GUILDMASTER BODILKAS GARGORIS

Bodilkas Gargoris is a 34-year old Krysean with a wind-weathered face and bald head. The gruff and plain-spoken guildmaster of the Dockworker Guild is popular with his work-crews and respected by the merchants who do business with his guild. He's also on the payroll of the Argollëan Family. Crime, as Bodilkas sees it, is inevitable; better that things be run by orderly and peaceful criminals like the Family than the thugs of Sand & Bones. He is very worried about the recent spate of deaths that his crew has suffered (see p. 41 and 123), but Liber Faunus has told him it's being handled.

Bodilkas: Str 12, Int 13, Wis 11, Dex 10, Con 13, Cha 13; MV 120', AC 0, HD 1-1, hp 7, #AT 1 (crowbar 11+), Dmg 1d4, Save NM, ML 0, AL N, XP 5; Proficiencies: Bargaining, Labor (dockworker), Leadership, Profession (guildmaster); Equipment: belt pouch with 1gp and 20sp

SPECIAL ENCOUNTERS

When a special encounter occurs in the Bridge District, roll 1d10 and consult the entries below. Add 3 to the roll if after dark.

1: A barge has just docked on the nearest bank. 2d4 dockworkers are unloading 3d4 loads of merchandise into a nearby warehouse. The dockworkers are very wary (-2 to reaction rolls) in case the party are thieves. However, if the adventurers manage to roll Friendly reactions, the dockworkers will share their theory about the recent murders at the docks (city rumor #5) as well as another random city rumor.

Dockworkers: MV 120', AC 0, HD 1-1, hp 4 each, #AT 1 (brawl 11+), Dmg 1d3, Save NM, ML -1, XP 5; Equipment: belt pouch with 2sp and 20cp

2: Two wagons have come head to head against each other while crossing a bridge (whichever is nearest). The teamsters driving the wagons have disembarked and are heatedly arguing over who has the right of way. 2d10 city denizens have joined in and are hurling insults, epithets, and cheers at the pair. Each wagon is laden with 3d4 loads of merchandise. The distraction affords unscrupulous adventurers a +4 bonus to any proficiency throws to liberate the cargo. Alternatively, adventurers who defuse the situation can learn a city rumor from whichever teamster they side with.

3: A pair of gondolas go racing past, their speed churning the river in their wake. Roll 1d10 to find out who they are and why they're in such a hurry. On 1-3, a pair of reckless young patricians are having a race. On 4-6, 1d4 smugglers from the



Argollëan Family are being pursued by 2d4 officers of the City Watch. On 7-9, gondoliers with 1d6 passengers each are fleeing a "sea monster" they spotted moving in the river. On 10, the gondola are piloted by animated skeletons wearing grey robes and symbols of Dirgion.

4: 1d4 officers of the City Watch are stopping passersby for questioning. "Have you spotted a dragon in the area? Or perhaps a giant lizard?" The Watch doesn't seem to be taking it too seriously. If the adventurers loiter in the area or approach the Watch, they'll be questioned too. On a Friendly reaction roll, the officers will share city rumor #16.

5: A mob of 4d10 angry dockworkers has gathered. They are shouting at 2d4 officers of the City Watch. The dockworkers are frightened that so many of their number have gone missing and feel nothing is being done about it. Roll 1d10 to see what the dockworkers have to say about what's going on: On 1-3, it's city rumor #5. On 4-6, it's city rumor #7. On 7-10, it's city rumor #16.

6: A splatter of blood has painted a nearby alleyway red. Adventurers who succeed on a Tracking proficiency throw of 7+ can determine that the victim was dragged off into the river. (The culprit is the lizardmen from *Special Location #28u*).

7: A gondolier solicits the party, offering to transport them anywhere along the river. He charges 2sp for any destination within the city borders or 6sp per mile up or down river. Under no circumstances will he sail past Türos Tellë (#41 on the Borderlands Gazetteer Map). Adventurers who hire him are escorted to his flat-bottomed river boat, docked at the riverbank. It has room for up to 400 stone of passengers and cargo (about 15-20 people).

8: Terrible cries of alarm fill the air, followed by the sound of wood shattering and an agonized scream. A gondola in the Mirmen River has been torn nearly in half. The gondolier lays prone in the stern, blood spurting where a leg has been ripped off. If the adventurers do not intervene, the gondola begins to sink, with a 25% chance of dipping beneath the waves each round, and the gondolier drowns. The gondolier is grievously wounded and will die in one turn if he does not receive at least 11hp of healing by then. If his life is saved, the gondolier will tell the party that the last thing he remembers was seeing a monstrous shape rising toward him from the depths of the river. (The attack was the work of the giant crocodile that lairs at *Special Location #44u.*)

9: A mangled corpse floats to the surface of the Mirmen and begins to gently drift downriver. Cries of fear echo from passing gondolas. If adventurers retrieve the body, they find it too mangled to identify: a broken ruin torn apart by great teeth. *Speak with dead* or similar magic can reveal that the deceased was a dockworker named Oxantes, and that he was killed by "a dragon" while walking near the Docks.

10: One of the notable NPCs of the Bridge District happens to be on the same street corner as the party. Roll 1d10 to see who it is: On 1-2, it's Patriarch Arëtar. On 3-4, it's Prelate Romus. On 5-6, it's Rector Drusus. On 7-10, it's Guildmaster Bodilkas Gargoris. Is the meeting happenstance or deliberate? The clerics are

accompanied by a pair of knights of the Winged Sun while the guildmaster has 2d4 dockworkers (as above).

> **Knights of the Winged Sun (2):** MV 60', AC 6 (banded plate & shield), HD 1-1, hp 5 each, #AT 1 (spear or short sword 11+), Dmg 1d6, Save NM, ML +4, AL L, XP 5; Equipment: spear, short sword, shield bearing winged sun, banded plate armor with winged light helmet, yellow cloak with purple fringe

11: A man is precariously perched atop the nearest bridge (or high building) and is threatening to jump! If the adventurers intervene, they can get him to share his story on a Friendly reaction roll. Roll 1d10. On 1-2, he's been infected with lycanthropy from a rat bite and can't bear to live as a monster. On 3-4, he owes 3d6x100gp to Sand & Bones and is about to be sold into servitude. On 5-6, his wife's corpse was found floating in the river half-eaten and he's going to join her. On 7-8, he is convinced a loved one has been replaced by an identical yet evil duplicate, but no one will believe him. On 9-10, he has constant nightmares of a terrible tide of darkness about to wash over the Borderlands.

12: A well-dressed woman is being assaulted by 2d4 thugs from one of the syndicates. (If on the west side of the Mirmen, it's Sand & Bones; if on the east side, it's the Argollëan Family.) Her two bodyguards have already been knocked out. If the adventurers don't intervene, the thugs will knock her out too, and throw all three victims into the river. If the adventurers attack the thugs, they will scatter, and the party will earn the enmity of the syndicate if they escape. Who is being assaulted? Roll 1d10. On 1-2, it's Bassida the mercer (see p. 79). On 3-4, it's Sashal the fortune-teller (see p. 81). On 5-6, it's Adara Drakomir, youngest daughter of Councilor Drakomir (see p. 178). On 7-8, it's Oma Ambador, elderly mother of Councilor Ambador. On 9-10, it's a spy (4th level thief) for the syndicate named Dalefa; the whole scene was a ploy to help her win the affection of the party.

13: A small fishing boat is being unloaded of "fishy" cargo under cover of darkness. One hood and 2d4 footpads from the Argollëan Family are smuggling two loads of merchandise each into a nearby warehouse. If they catch sight of the adventurers, they will warn them off with threats of Family retribution. If the adventurers attack or call the City Watch, the Argollëan Family will thereafter be hostile if any of its members escape to report the party's deeds.

> **Argollëan Family Hood:** Thief 2; MV 120', AC 2 (leather), HD 2, hp 6 each, #AT 1 (sword and dagger 9+), Dmg 1d6, Save T2, AL N, ML +1, XP 20; Special: backstab ×2; Proficiencies: Labor (dockworking), Skulking; Equipment: belt pouch with thieves' tools and 16sp

> **Argollëan Family Footpads (2d4):** Thief 1; MV 120', AC 2 (leather), HD 1, hp 3 each, #AT 1 (sword and dagger 9+), Dmg 1d6, Save T1, ML 0, AL N, XP 10; Special: backstab ×2; Proficiencies: Labor (dockworking), Skulking; Equipment: belt pouch with thieves' tools, 6sp, and 20cp

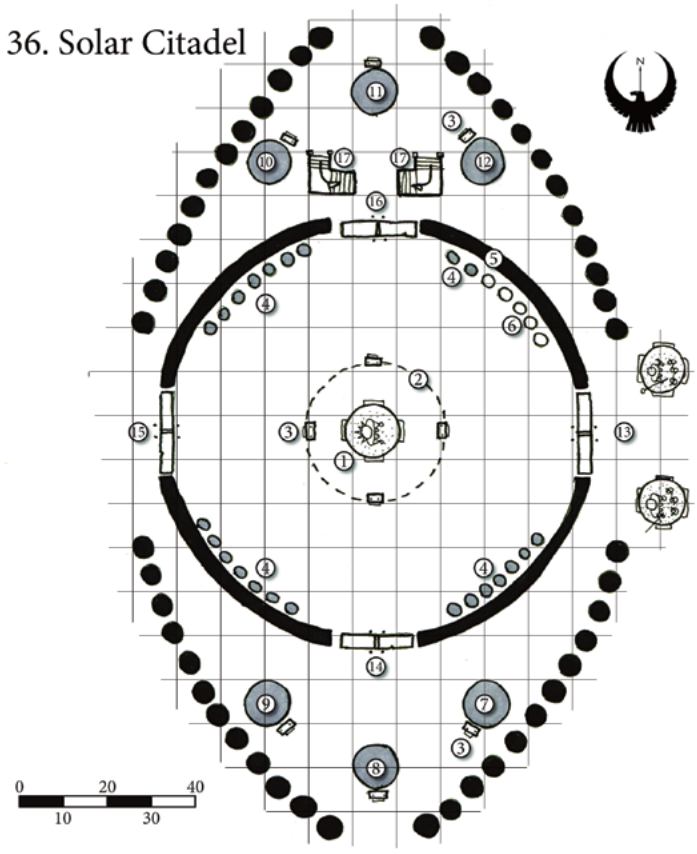
SPECIAL LOCATIONS

36. SOLAR CITADEL

The domed Solar Citadel is the oldest Auran structure in the city of Cyfaraun, built after the capture of the city to pay homage to the empire's patron deity. The cornerstone of this grand temple of the Winged Sun was laid in Imperial Year 167 and was completed and dedicated 49 years later to celebrate the 50th anniversary of the conquest.

Built in the classical Auran style, the core loadbearing elements of the structure are made of granite quarried from the Meniri Mountains covered over with a façade of polished white marble brought in at great expense from Tirenea. Most of the interior decorative pieces and statuary of the temple are also made of polished marble and accented with brass elements that approximate the opulence of true gold.

Viewed from above, the Solar Citadel has the shape of a human eye. The iris of the eye is actually a great dome—the crowning architectural feature of the building. 90' in diameter, the dome ascends to a height of 65' at its pinnacle where a pupil-like oculus opens to the sky to allow the sun's rays to grace the interior of the cathedral. The domed area is enclosed by walls that extend horizontally down to ground level, while the northern and southern wings are open to the surrounding public spaces. The 20' tall roof over the wings is supported by six great statues dedicated to the Empyrean gods and 48 lesser columns, each 20' tall with a 5' diameter.



SOLAR CITADEL MAP KEY

1. Colossus. A grand marble statue standing 24' tall from base to head fastened in the likeness of Ammonar, the Lord of the Dawn, Lawgiver and Lightbringer, patron god of the Auran Empire. The statue's head is crowned with solar rays made of gold-colored brass that are permanently enchanted with *continual light*.

2. Oculus. The oculus 65' overhead is open to the sky. An enchanted ring of black iron is fitted in the oculus and bears the compressive latitudinal forces of the great dome. (A much larger iron ring at the base of the dome, between the external marble façade and the loadbearing granite stones, holds in the latitudinal tension of the dome.) Large letters, engraved on the ring and inlaid with gold, read "For the Glory of the Winged Sun" in Classical Auran. The enchanted ring is resistant to the decaying forces of the elements, prevents rain from falling through the open oculus, and stores the sun's light to re-radiate it from sunset to sunrise every night. (The ring has two permanent 2nd level effects and one daily 2nd level effect for a base cost of 110,000gp.)

3. Altars. These gilded marble altars are each surmounted by ever-lit braziers that burn fragrant woods (3,600gp value per altar). The altars emanate holy auras that transform the entire room into an *illuminated pinnacle of good*. The auras overlap in the area directly beneath the oculus encircled by the altars to create a *hallowed pinnacle of good*.

Prayers to Ammonar are offered here daily at dawn, noon, and dusk. An **acolyte of Ammonar** tends each altar at these times. **Prelate Romus** leads prayers at dawn from the east altar, **Patriarch Arëtar** at noon from the south altar, and **Rector Drusus** at dusk from the west altar. Patriarch Arëtar also personally performs sacrifices every seven days at dawn on Ammonadras ("Solar Day") and at dawn, noon, and dusk during the Celebration of the Unconquered Dawn (on winter solstice) and Day of the Undying Sun (on summer solstice). **2d10+90 congregants** attend each prayer service, **1d4x100 congregants** attend each weekly sacrifice, and the **1d100+450 congregants** pack the Citadel during solstice sacrifices. At other times, there will be **2d10 congregants** and a **vicar of Ammonar** here.

> **Vicar of Ammonar:** Cleric 5; Wis 16, Cha 13; MV 120', AC 0, HD 5*, hp 22, #AT 1 (mace 8+), Dmg 1d6, Save C5 (+4), ML 0, AL L, XP 350; Proficiencies: Divine Blessing, Healing, Prestidigitation, Theology; Spells: 2 1st, 2 2nd; Repertoire: as 5th level cleric; Equipment: holy symbol (winged sun of Ammonar), holy book (The Laws of the Light), mace, yellow cassock with purple fringe
>
> **Acolytes of Ammonar (4):** Cleric 2; MV 120', AC 0, HD 2*, hp 8 each, #AT 1 (mace 10+), Dmg 1d6, Save C2 (+2), ML 0, AL L, XP 29; Proficiencies: Divine Blessing, Theology; Spells: 1 1st; Repertoire: as 2nd level cleric; Equipment: holy symbol (winged sun of Ammonar), holy book (The Laws of the Light), yellow cassock
>
> **Congregants (2-550):** MV 120', AC 0, HD 1-1, hp 3 each, #AT 1 (punch 11+), Dmg 1d3 nonlethal, Save NM, ML 0, AL L, XP 5

4. Imperial Statues. The Citadel's walls are lined with life-sized marble statues of every deified Tarkaun of Aura, starting with Tarkaun Audarius Valerian just to the south of the Great Doors of the East and progressing chronologically clockwise.

5. Statue Under Construction. This plinth holds a half-chiseled marble statue of Tarkaun Valros Valuin. Rumors of the Tarkaun's death in Somirea led to his statue being prematurely begun. The patriarch has ordered construction to halt until confirmation arrives from the Solar Citadel of Aura clarifying whether or not the Tarkaun is dead and deified.

6. Empty Plinths. These empty plinths are optimistically reserved for the eventual statues of future Tarkauns. When the clerics are not looking, roguish young patricians like to pose on the plinths for the amusement of their friends.

7. Great Atlantid of Türas. This 20' tall white marble statue is sculpted in the form of Türas, Marshal of Justice, Judge of Valor, god of justice, strength, and martial virtue. It helps bear the load of the massive roof of the Solar Citadel, which rests atop an entablature supported by the god's head and arms. The altar in front of the atlantid allows congregants to offer libations to the god.

8. Great Atlantid of Istreus. This atlantid is sculpted in the likeness of Istreus, Master of Secrets, Eyeless Seer, god of knowledge, learning, and magic. It is otherwise identical to the atlantid of Türas.

9. Great Atlantid of Naurivus. This atlantid is carved in the form of Naurivus, Patron of Explorers, Lord of the Winds, god of travel, weather, and navigable waters.

10. Great Caryatid of Mityara. This 20' tall white marble statue is sculpted in the form of Mityara, Noble Lady, Mother of Mercy, goddess of community, charity, and civic virtue. The roof of the Solar Citadel rests atop an entablature supported by the goddess's head. As with the atlantids, a small altar before the caryatid affords congregants a place to offer sacrifice or prayer.

11. Great Caryatid of Calefa. This caryatid is carved in the form of Calefa, Lady of Fortune, Mother of Mourning, goddess of fortune, wealth, and funerary rights.

12. Great Caryatid of Ianna. This caryatid is sculpted in the likeness of Ianna, Queen of Victory, Lioness of the Empire, goddess of love, war, and victory.

13. Great Doors of the East. The Great Doors of The East are made of polished brass and stand 20' wide and 30' tall. An inscription on the doors reads "may my soul rise on the wings of the dawn to dwell forever in your light" in Classical Auran. Flanking the great portal into the temple are two 10' tall bronze

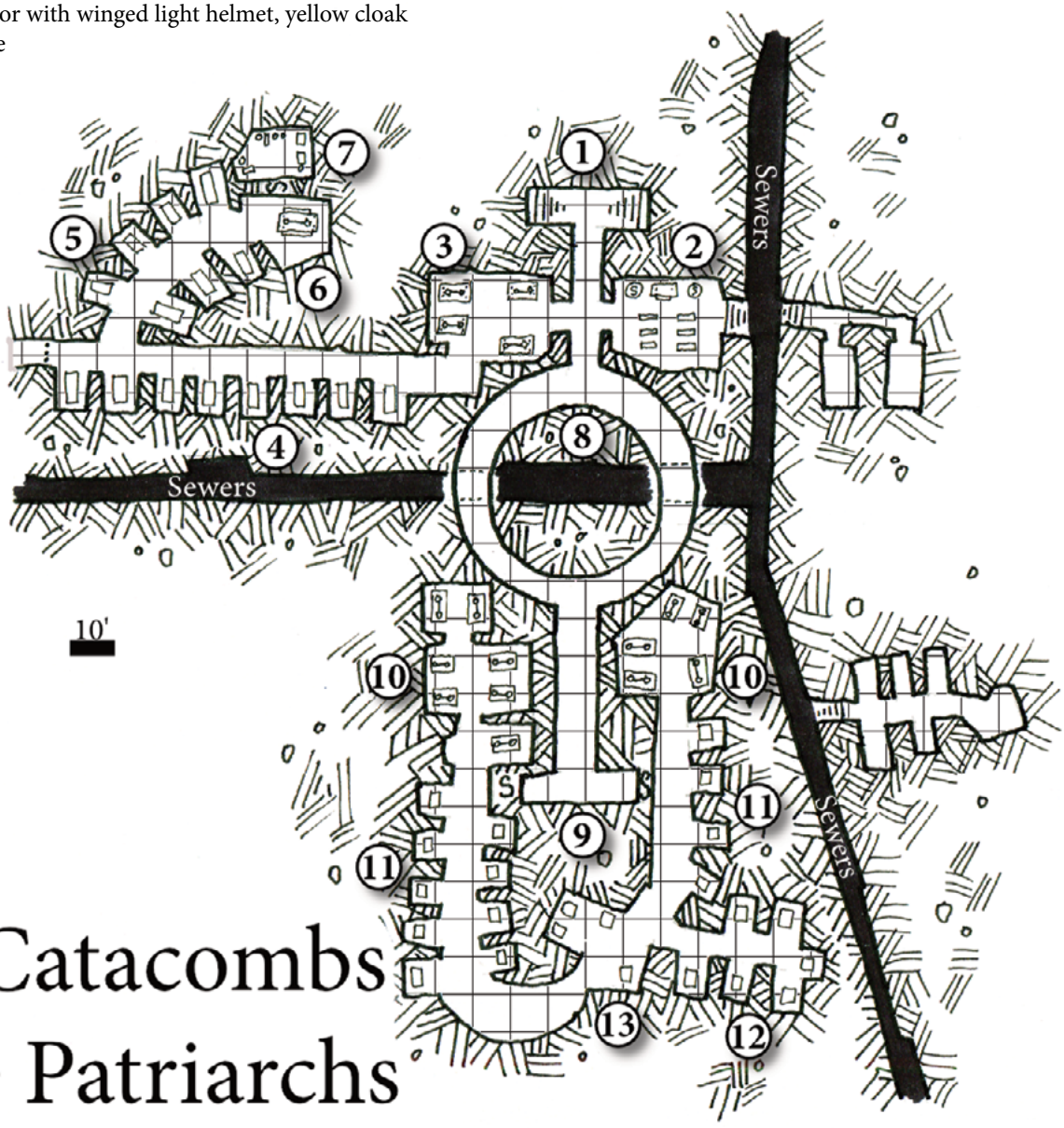
statues of heroes of the conquest. The southern statue depicts Tarkaun Mennic II, conqueror of Cyfaraun, his sword held high in victory; at his feet are elven warriors, unarmed but still in armor, kneeling before him with bowed heads. The northern depicts Patriarch Balbus Ulmityus, who accompanied the conquering Tarkaun and remained in the city to commission the construction of the Solar Citadel. The Patriarch bears a staff topped with the sigil of the Winged Sun in his left hand and an unfurled scroll of the Laws of the Light held aloft in his right. Before him are elves in tattered robes looking up at him, hands held in thanksgiving at the mercy extended in their defeat. A pair of **knights of the Winged Sun** stands watch here at all times.

Knights of the Winged Sun (2): MV 60', AC 6 (banded plate & shield), HD 1-1, hp 5 each, #AT 1 (spear or short sword 11+), Dmg 1d6, Save NM, ML +4, AL L, XP 5; Equipment: spear, short sword, shield bearing winged sun, banded plate armor with winged light helmet, yellow cloak with purple fringe

14. Great Doors of the South. The Great Doors of The South resemble the East Doors except that their inscription reads "the souls of the righteous stand under the Light of Ammonar" in Classical Auran. A pair of **knights of the Winged Sun** is always on duty.

15. Great Doors of the West. The inscription on these 20' by 30' brass doors reads "overthrow the fiends that dwell in the night and return unto us in your glory" in Classical Auran. The doors are protected by a pair of **knights of the Winged Sun**.

16. The Great Doors of The North. These 20' by 30' brass doors carry an inscription reading "blessed is He who illuminates the valley of darkness" in Classical Auran. A pair of **knights of the Winged Sun** is always on duty.



36u. Catacombs of the Patriarchs

17. Stairs. These stairs lead down to the Catacombs of the Patriarchs that lie beneath the Solar Citadel, described below. By day, the catacombs are open to all, but a tithe of 1gp per visitor (payable to the knights at **16**) is expected to help with the preservation of the catacombs and liturgical ceremonies that honor the dead. At night, the guards will deny passage unless the characters are on official business for Patriarch Arëtar.

36U. CATACOMBS OF THE PATRIARCHS

Below the Solar Citadel, the Aurans have excavated extensive catacombs, where the cremated remains of many of the former leading civil and military officials from the Borderlands are interred. The most prominent tombs of the catacombs are those of the eponymous patriarchs but held in near equal esteem is the silver reliquary of the anonymous paladin simply known as the Captain of the Underwatch.

Little is known of this paladin, not even his name or lineage, though it is surmised that he must have been from a noble house in Aura based on his accent and manners. Aged and world-weary, the paladin arrived in Cyfaraun at a time when wererats were plaguing the city and spreading their disease at an alarming rate. Many of the Auran soldiers tasked with patrolling the sewers had vanished, only to reappear later as mutilated corpses on the streets or as wererats themselves. Guards had begun to refuse to enter the Undercity, even upon pain of imprisonment.

The arrival of the paladin changed all of that. Personally leading patrols into the sewers and city streets at night, and always found in the thickest of combat, the Captain of the Underwatch vanquished the threat. He remained in Cyfaraun thereafter, continuing to patrol the sewers from time to time to ensure they remained clear of all threats, until he passed from age. He never shared his name or his past with anyone, nor did he ever attend the great festivals of the city. He mainly spent his time in prayer at the Solar Citadel, on the streets and in the sewers at night on patrol, or with the City Watch he supported. Despite his isolation, he was beloved by the city and a great requiem was held in his honor when he died.

CATACOMBS MAP KEY

Construction: The Catacombs of the Patriarchs lie outside the borders of Old Cyfaraun. They were tunneled by Auran engineers from solid volcanic tuff. Afterwards, the rough-hewn tuff was surfaced with stucco.

Lighting: *Continual light* spells every 30' keep the entire Catacombs as bright as day. It would not be fitting for the ashes of the clerics of the Lightbringer to linger in darkness. The spells are sustained by the Patriarch, Prelate, and Rector.

1. Stairs. The stairs descend from the Solar Citadel (room **17**) above.

2. Chapel of the Honored Dead. This room features a marble altar, behind which stands a life-sized statue of Audarius Tarkaun flanked by a pair of Auran legionaries. The altar, which honors fallen veterans of the Auran Army, makes this chapel an *illuminated pinnacle of good*. A series of six pews affords worshippers a place to sit in prayer.

At all times a pair of **catechists of Ammonar** are here chanting prayers honoring the dead's service to the Empire. During the day, there is a 25% chance for 1d4 worshippers to be present paying respects.

> **Catechists of Ammonar:** Cleric 1; MV 120', AC 0, HD 1*, hp 4 each, #AT 1 (mace 10+), Dmg 1d6, Save C1 (+2), ML +1, AL L, XP 13; Proficiencies: Divine Blessing, Theology; Equipment: holy symbol (winged sun of Ammonar), holy book (The Laws of the Light), white priest's cassock with yellow fringe

To the east, the room is barred from the sewers by a thick, iron-ribbed oak door that is locked and protected with a *curse glyph of warding* (anyone who opens the door must save vs. Spells or have their prime requisite halved).

3. Columbaria of the Patriarchs. This room features four large columbaria, each holding an ornate brass cinerary urn etched with solar motifs (50gp, 1 st each). The top of each columbarium is adorned with an exquisitely lifelike marble bust of its cremated occupant, one of the previous patriarchs of Cyfaraun (50gp, 3 st each).

At all times a pair of **catechists of Ammonar** are here chanting prayers honoring the dead's service to the Empire. If the catechists are dealt with, the busts and urns could be looted, but each is separately protected by a *glyph of warding*. Touching a bust triggers *bestow curse* (the would-be thief must save vs. Spells or have his prime requisite halved), while touching a brass urn triggers a blast of lightning (all within 7' suffer 20 points of electrical damage, or half that on a successful save vs. Blast). A blast will attract the attention of any surviving clerics or citadel guards in the Catacombs and has a 75% chance of attracting the citadel guards above. (That's the probability of at least one successful hear noise throw by the eight guards – we did the math for you.)

4. Catacombs of the Clergy. This hall is lined with alcoves containing marble pedestals upon which are small, dust-covered terracotta cinerary urns. These are the ashes of clergy who died while ministering to the people of the Borderlands, as well as members of the Citadel Guard who died while performing their duties to the Patriarch. There is a 50% chance that a pair of **catechists of Ammonar** are pacing up and down this corridor, chanting prayers honoring the dead's service to Ammonar on Cybele.

5. Catacombs of the Guards. This curving hall is lined with more pedestaled alcoves, each filled with ancient and dusty terracotta cinerary urns. These hold the ashes of officers of the City Watch and legionaries of the Auran Army who died in the line of duty. If a pair of **catechists of Ammonar** were not encountered in the Catacombs of the Clergy (4), a pair will be here instead, chanting prayers honoring the dead's service to the Empire.

6. Columbarium of the Captain of the Underwatch. The hallowed ashes of the Captain of the Underwatch are enshrined here in a great columbarium carved in the likeness of the late captain. Resting atop the columbarium, as if borne by the Captain, are the fabled *spear of the underwatch* and *shield of the underwatch* (see New Magic Items on p. 194).

Patriarch Arëtar has protected each item with two *glyphs of warding*. The first glyph bestows a *curse* (the would-be thief must save vs. Spells or suffer -4 to attack and saving throws), then a second later the second *blasts* the would-be thief with lightning (all within 7' suffer 20 points of electrical damage, or half that on a successful save vs. Blast). In addition to these magical protections, a squad of **4 knights of the Winged Sun** protects the columbarium at all times – the only such tomb to receive the honor within the catacombs.

> **Knights of the Winged Sun (4):** MV 60', AC 6 (banded plate & shield), HD 1-1, hp 5 each, #AT 1 (spear or sword 11+), D 1d6, Save NM, ML +4, AL L, XP 5; Equipment: spear, short sword, shield bearing winged sun, banded plate armor with winged light helmet, yellow cloak with purple fringe

The northern wall has a secret door that is protected by a *blast glyph of warding* that will zap the would-be thief with lightning (as above) if triggered.

7. Treasure Vault. This secret room contains the Solar Citadel's temple treasures. Scattered around the room are five red-figure terracotta amphorae (20gp, 1 st each), each containing 6,000cp (30,000cp total). A locked brass chest in the northeast corner contains 2,000pp and 7,000sp. A similar chest in the southeast corner contains 6,200gp and an iron jewelry box. The jewelry box is both locked and trapped with a *blast glyph of warding* (as above). It holds a a facet cut star sapphire (6,000gp), a black pearl (2,000gp), an imperial topaz (750gp), an aquamarine (500gp), and a holy symbol of Ammonar with a star ruby as the sun and electrum wings (13,000gp).

8. Elevated Corridor. This elevated circular corridor crosses over the underground sewer tunnel, thought it does not afford access.

9. Ceremonial Corridor. The walls of this long corridor are inscribed with hymns from the Seven Radiant Scrolls praising the glory of Ammonar. At the corridor's t-shaped terminus, the south wall is painted with a fresco of the winged sun at noontide, while the east wall displays a winged sun at dawn and the west wall a winged sun at dusk. The east and west walls are both actually secret doors. Each is protected by a *blast glyph of warding* (as above) that will zap would-be intruders with lightning.

10. Columbaria of the Tribunes. Numerous columbaria here contain dozens of terracotta cinerary urns. Each urn contains the ashes of an Auran officer that died in the conquest of Southern Argollë from the elves. There is a 25% chance that a pair of **catechists of Ammonar** will be walking down this corridor.

11. Catacombs of the Centurions. This curving hall is lined with alcoves containing marble pedestals. Atop the pedestals lie scores of terracotta cinerary urns, covered with dust and cracked with age. These hold the ashes of centurions of the Auran Army who died during the conquest. There is a 25% chance that a pair of **catechists of Ammonar** will be walking down this corridor.

12. Catacombs of the Honorable Foe. These catacombs have six pedestaled alcoves, each containing scores of lacquered wood cinerary urns. These urns contain the cremated remains of honorable elves that fell in battle against the Auran legions.

13. Catacombs of the Elf Lords. This chamber contains the cremated remains of the honorable elven lords that fell against the Auran legions during the conquest. The northwest wing of the chamber has three marble pedestals, each with seven tarnished and dusty silver cinerary urns (500gp, 1 st each). The southeast corner has a single pedestal carrying a solitary silver urn (500gp, 1 st). Set before that urn are a gracefully-curved orichalcum warblade with an ivory handle (*sword +1, +2 vs. spellcasters*, apparently value 850gp), an elven composite bow of dawn redwood (*bow +1*, apparent value 650gp), a panoply of elven plate armor fastened of orichalcum (*plate armor +2*, apparent value 6,500gp), a round elven shield of orichalcum (*shield +2*, apparent value 1650gp), and a grey-green cloak of woven silk (*elven cloak*, apparent value 500gp).

A successful Loremastery roll will reveal that these elven items all belonged to an Argollëan lord and spellsword cataphract, Myrdin, who single-handedly held the main bridge across the Mirmen River against the invading Auran legions long enough to let elven civilians escape the sacking of old Cyfaraun. He died fighting against overwhelming odds and so impressed Tarkaun Mennic II with his valor that he ordered that the lord's ashes be interred with all of his possessions.

However, the pedestal bearing these items is protected with a *curse glyph of warding* (the would-be thief must save vs. Spells or suffer -4 to attack and saving throws), while each item bears a *blast glyph of warding* (all within 7' suffer 20 points of electrical damage, or half that on a successful save vs. Blast).

If a pair of **catechists of Ammonar** were not encountered in the Columbaria of the Tribunes (**10**) or Catacombs of the Centurions (**11**), then the pair will be here instead, chanting prayers exalting Myrdin for his valor.



7

PLAZA DISTRICT

The Plaza District takes its name from its blocks' many arcades and piazzas. These are largely commercial in character and serve as specialized marketplaces that reduce crowding at the Emporium. The Plaza District is bordered on the west and south by the Imperial Walls, running from the Pylos Tellë ("West Gate," #37) to the Pylos Pumilos ("Plaza Gate," #43) and then on to the Pylos Ivor Vothë ("River Gate South", #34). The intersecting lines of the Cesta Gundan ("Street of Wolves") and Cesta Nuviën ("Street of Roses") delineate the border with the Festival District to the northeast. The district's border with the Bridge District was once marked by the Old Walls, but in the last census two blocks of residences were re-assigned.

POINTS OF INTEREST

37. PYLOS TELLË ("WEST GATE")

The West Gate controls traffic entering the Plaza District along the Cesta Thymatas ("Memorial Street"). The gate itself consists of an iron portcullis and iron-reinforced oak doors painted with depictions of the legionary eagle. It is bracketed by a pair of 20' tall, 30' square gatehouses (each with 1,500 SHP and Unit Capacity 2) of concrete masonry rendered with white stucco. The gate is only open from sunup to sundown; a reasonable justification and Friendly reaction roll is required to persuade the Watch to open it by night.

Merchants arriving from the western town of Kavala often enter the city here. Characters transporting loads of merchandise must pay a toll of 4d6+2gp per 5,000 st of merchandise each time they enter or exit with goods. If they are importing goods, they must also pay a customs duty equal to 2d10% of their merchandise's market price. See Doing Business in Cyfaraun (p. 56).

10 City Watch officers are based in the gatehouses. At any time, 3 will be on patrol, 2 will be on duty at the gate, and 5 will be off duty in the ground story barracks. The district's subaltern, Viktir Korbis, is based here. He keeps the officers well-disciplined, so any attempts to bribe them suffer a -1 penalty to the reaction roll.

38. WAREHOUSE BLOCK

Merchant Guildmaster Apollonis Meteros owns this entire city block, which consists of two huge depots, four large depots, seven medium depots, and six small depots. The huge depots both have second-story lofts (to keep grain dry) and sunken floors (to keep wine cool). Two of the large depots also have second-story lofts and two of them have sunken floors. The others are single-story. Meteros rents space in the depots to Merchant Guild members at a cost of 2sp per day per load of merchandise. On average, there are 450 loads of common merchandise and 25 loads of precious merchandise stored here. During the day, a minimum of 1d6 depot workers are present, but 50-100 might be present when a major caravan arrives. Meteros allows both the Sand & Bones Guild and the Argollëan Family to store contraband here, an arrangement which keeps the warehouse off-limits to the crime syndicates. Nevertheless, 25 mercenaries commanded by two 3rd level sergeants guard the block at night.

39. STELOS ULKYRUSANI ("OBELISK OF HEROES")

The Obelisk of Heroes rises from the center of a 50' diameter plaza to a lofty height of 65'. The gilded pyramidion at its apex is level with the oculus of the Solar Citadel (#36) to the east. Cut from a single piece of red granite in the Meniri Mountains and shipped by river to the city, the Obelisk memorializes the fallen legionaries of the Auran Army, whose names are inscribed across the faces of its four tapering sides.

40. STELOSI TELANDRASAN ("COLONNADE OF TRIUMPH")

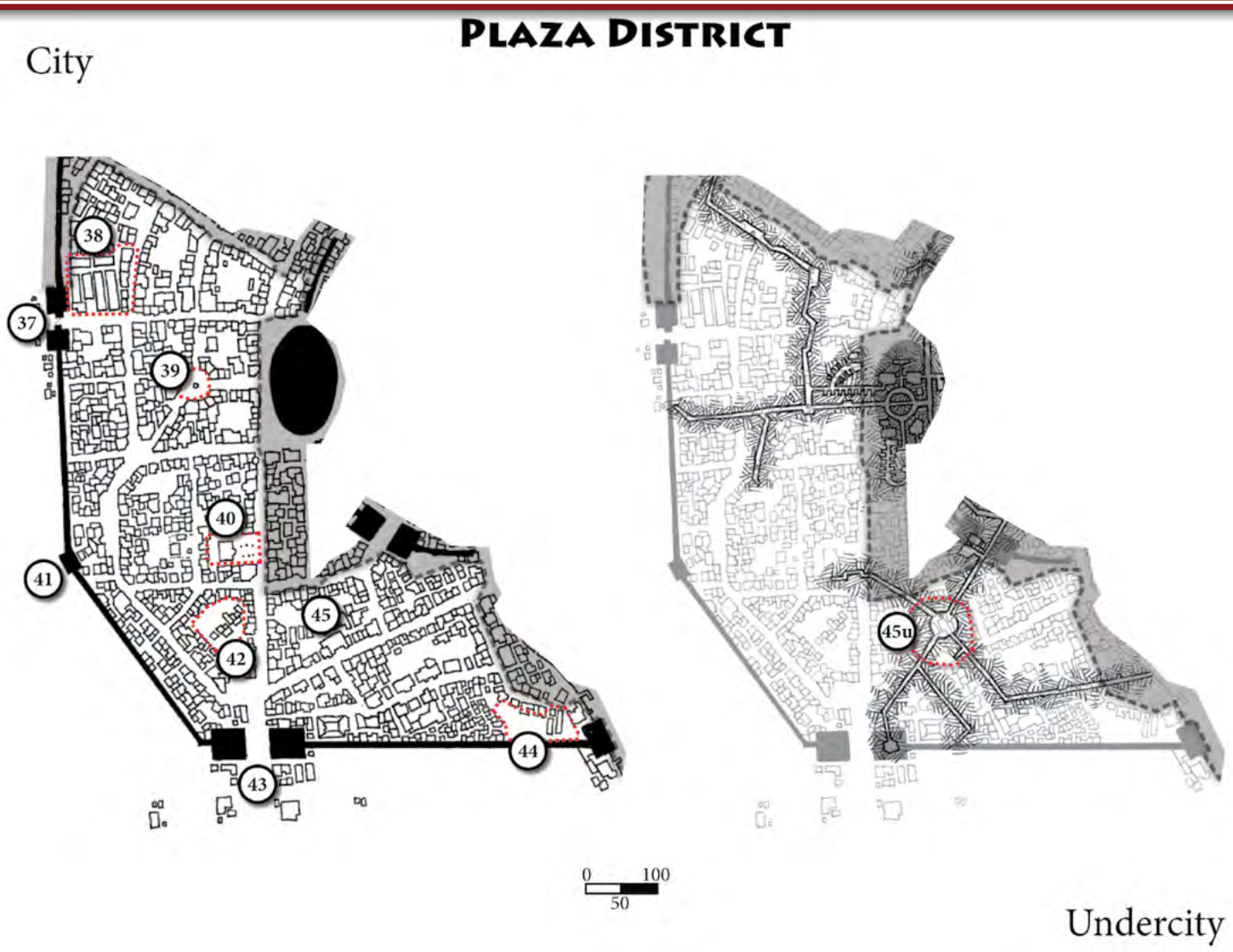
The Colonnade of Triumph was built to commemorate the 50th anniversary of the capture of Cyfaraun. On a 150' long and 75' wide plaza paved with polished grey flagstones, a colonnade of 35' tall white marble pillars advances towards a 50' wide white marble shrine. Within the shrine stands a heroically proportioned chryselephantine statue of Tarkaun Mennic II, conqueror of Cyfaraun. At all times, a pair of Prefectural Guards in full panoply walk the colonnade in homage. By day they carry spears, while at night they carry torches.

41. CITY WATCHTOWER IX (SQUARE, SOUTHWEST)

Watchtower IX is a 20'-tall two-story tower with a 25' diameter. It is built of concrete rendered with white stucco (850 SHP and Unit Capacity 0.5) and connects to the Imperial Walls on its second story. 5 City Watch officers are based here. At any time, 1 will be manning the tower, 2 will be on patrol and 2 will be off duty in the ground-story barracks. The officers here have been getting complaints of a dragon stalking the local sewers, but don't take such claims too seriously.

42. COURTYARD OF NINE SHRINES

This small plaza is nestled within a block of townhouses and shops. It is named for the row of minor temples that runs southwest to northeast across its length. These shines are dedicated to various minor demigods, heroes, nature spirits, and petty deities venerated by the common folk. (*Petty Gods*, a free PDF available on DriveThruRPG, can be a valuable reference.) There will typically be 2d10 commoners patronizing the shrines during the day. The shrines have two caretakers: Fatima of the Seven Silks, a former priestess of Ianna who now venerates the petty gods; and Lubbo the Immaculate, an ascetic Krysean whose studies in the Sunset Kingdom have led him to believe that the small and ordinary things in the world are what matter most.



43. PYLOS PUMILOS ("PLAZA GATE")

The Plaza Gate controls traffic entering the Plaza District along the Cesta Pumilos ("Plaza Street"). The gate itself consists of an iron portcullis and iron-reinforced oak doors painted with the winged sun, bracketed by a pair of 20' tall, 50' square gatehouses (each with 1,500 SHP and Unit Capacity 2) of concrete masonry rendered with white stucco. The gate is only open from sunup to sundown; a reasonable justification and Friendly reaction roll is required to persuade the Watch to open it by night. Merchants arriving from the southern town of Siadanos often enter the city here. Tolls and duties are as noted above. 15 City Watch officers are based in the gatehouses. At any time, 4 will be on patrol, 4 will be on duty at the gate, and 7 will be off duty in the ground story barracks.

44. FISH MARKET

This open-air market is conveniently situated along the west riverbank, close to the Docks (#33) and just a few hundred feet downriver of the confluence between the Mirmen River and the stream that drains Lake Laman. Each morning, fishermen unload the day's catch to the city's fishmongers, who in turn re-sell it to the city's cantinas, inns, taverns, and private households. The plaza exudes a nauseating fishy smell that leaves the nearby buildings with some of the lowest rents in Cyfaraun. Adventurers can buy and sell loads of preserved fish here.

45. PUBLIC LATRINE

This large concrete facility is frequented by the merchants and mongers of the plazas. A pair of archways afford entrance from the latrine's southeast side. Inside, a series of cedar benches are built with a total of 20 toilets that drain into the cesspool below (#45u). A moat in front of the benches is furnished with sponges on sticks, with which patrons can wipe themselves. At any time, there will be 2d6 patrons using the facilities. Reaction rolls with patrons of the Public Latrine suffer a -2 penalty, as no one likes being bothered on the toilet.

45U. CROCODILE NEST

The cesspool that sits beneath the Public Latrines (#45) has become the nest of a giant crocodile that was imported by Celictor Nuvicus and escaped into the sewers. The cesspool is littered with fresh human bones and other remains. See *Special Location #45u: Crocodile Nest*.

NOTABLE RESIDENTS

FATIMA OF THE SEVEN SILKS

Fatima is a former sacred courtesan and priestess of Ianna, goddess of love and war. The 20-year old Shebatean beauty has dark olive skin, almond-shaped eyes, and lush lips. Renowned for her lascivious wit, she was expelled from her order after it was revealed she had been sharing intimate information about her clients with one of the city's patricians – rumored to be Councilor Arjenus Ionicus Drakomir. Fatima has since taken up the service of the petty gods at the Courtyard of Nine Shrines, but she remains a font of useful information. On a Friendly reaction roll, she may share 1d3 borderlands rumors and 1d3 city rumors and can introduce adventurers to Hesta Faunus or Councilor Drakomir.

> **Fatima:** Priestess 5; Str 9, Int 11, Wis 15, Dex 13, Con 10, Cha 16; MV 120', AC 1, HD 5*, hp 15, #AT 1 (dagger 9+), Dmg 1d4, Save C5 (+1), ML +2, AL N, XP 350; Proficiencies: Mystic Aura, Performance (dancing), Seduction, Village Wisdom*; Spells: 3 1st, 3 2nd; Repertoire: as 5th level priestess; Equipment: curved dagger, silk chiton of seven colors, silk veil, golden earrings (50gp value), high strappy sandals, silk sash, silk purse with 50gp

*Village Wisdom is a proficiency that grants 0-level cantrips, presented in *Axioms #6*. Judges without access to *Axioms #6* can substitute the Laying on Hands proficiency instead.

LUBBO THE IMMACULATE

Lubbo grew up in the nearby town of Pyrgos, but libertine wanderlust led him to life as a merchant mariner by day and carouser by night. By the time he reached the Sunset Kingdoms, drinking and wenching had lost its joy. He found a new path at the Yali Monastery of Uttar, Somirea. After two decades of ascetic study of the Logos, he has returned to his homeland to share his enlightenment. Lubbo believes the key to wisdom is to contemplate, not on the matters that seem great and dreadful, but on the small and ordinary things in the world that capture its beauty. These views are met with skepticism from affluent and ambitious patricians but have made him popular with the commoners who venerate the petty gods at the Courtyard of Nine Shrines. Adventurers who leave an offering of some well-made but functional object gain a +1 to reaction rolls with Lubbo, who knows 1d3 city rumors and has certain insights into reality that can be of help to those who seek answers (probability trance).

> **Lubbo:** Mystic 5; Str 10, Int 9, Wis 17, Dex 13, Con 10, Cha 12; MV 120', AC 3, HD 5, hp 20, #AT 1 (staff 7+ or war rings 6+), Dmg 1d6+2 or 1d4+2, Save F5 (+2), ML 0, AL L, XP 200; Special: graceful fighting, meditative focus (5/day), mindful, probability trance, purity of body and soul, strength of spirit, speed of thought; Proficiencies: Laying on Hands, Seafaring, Theology, Wakefulness; Equipment: staff, 5 war-rings, red robe with head wrapping, sandals, leather belt, belt pouch with 50gp

SPECIAL ENCOUNTERS

When a special encounter occurs in the Plaza District, roll 1d10 and consult the entries below. Add 3 to the roll if after dark.

1: Evanos Pir, a renowned Nicean painter, has set up an easel in the nearest plaza. He is attempting to capture the most interesting happenings in the district. On a Friendly reaction roll, Evanos will offer to paint the adventurers into the scene. If the party agrees to pose for 1d6 hours they become memorialized in an oil-on-wood painting. He will offer to sell the painting for 500gp. The painter will tragically be murdered by a jealous lover in 1d4 months, at which time "Pir's last masterpiece" will rise to 1d10x1,000gp in value.

2: An out-of-town merchant driving a wagon halts next to the party. Roll 1d10. On 1-3, he asks for directions to the Emporium. On 4-6, he inquires as to the market price of wheat. On 7-9, he asks if they know where he can hire caravan guards for a trip to Türos Drav. On 10, he leaps off the wagon and runs away screaming. His wagon is laden with 3d4 loads of merchandise for sale at the market. If the party is interested in his wares, he will sell them on the spot for a 10% discount.

3: A parade of local fishermen is pushing its way through the streets to the cheers and gasps of onlookers. The fishermen are collectively carrying a remarkably large fish (actually a giant catfish) over their heads. The men all crew the same sailboat, and they caught the giant catfish in Lake Laman after it nearly capsized their vessel. Such a great catch needed to be shown off! Characters with Naturalism proficiency can identify the creature with a successful throw. Since it's a fresh kill, the giant catfish is still rich with spiritual residue. Its gills are worth 300gp as special components for *water breathing* while its whisker-like feelers are worth 300gp for *swift sword*.

4: A group of 2d4 young men and women are carrying an assortment of candles, dried flowers, wine bottles, and copper to the Courtyard of Nine Shrines. There they will offer libations to the petty god Tarquellus to secure his blessing on an upcoming journey. A character with Theology proficiency can identify Tarquellus as a mythic figure said to have created the first chariot to keep pace with his father Naurivus, Lord of the Winds. Despite (or because of, depending which myths are believed) a series of misadventures with his friends traveling across Aurëpos, Tarquellus was ultimately deified as the god of journeys by road with friends. Adventurers who join in offering libations to the petty god gain a +1 bonus to avoid getting lost on their next wilderness adventure. (This benefit may be available to future expeditions, too, at the Judge's discretion.)

5: A middle-aged woman is kneeling in front of a broken sewer grate, a cluster of children around her. The woman is calling out in sorrow and panic. "Lysa! Lysa! Won't somebody help? Lysa is missing!" The woman is a local resident named Nesca and Lysa is her 11-year-old daughter. Lysa's friends just told Nesca that her daughter clambered down the broken sewer grate on a dare

and did not come back up. Careful inspection of the sewer grate by a character with Dungeon Bashing or Engineering reveals it was shattered by a forceful blow, like a battering ram, from below. Lysa might be alive and lost in the sewers or might have been eaten by the giant crocodile at #45u (Judge's choice).

6: The stentorian tones of Classical Auran echo through the air, followed by the blast of a military horn. It's the changing of the guard at the Colonnade of Triumph! A pair of fresh Prefectural Guards are replacing the weary veterans who have paced the colonnade for the last four hours. Any Lawful fighters or paladins that serve the Auran Empire feel a surge of pride at the display and gain +1 to all saving throws for the rest of the day.

7: Someone has scrawled profane graffiti on the nearest imperial landmark (West Gate, Plaza Gate, Obelisk of Heroes, Colonnade of Triumph, or Courtyard of Nine Shrines). What's the message? Roll 1d10. On 1, it reads "Prefect Basilio is a dead man." On 2, "The Awakening already happened but the gods overslept." On 3, "If anyone does not believe in Ianna, they have not seen Fatima." On 4, "Maximus Arjentüran is a bore!" On 5, "If you bugger a fire you burn your manhood." On 6, "This city is cursed by rats". On 7, "If you are reading this, you're looking at my shit." On 8, "Hesta Faunus I love you!" On 9, "Your wife's bed is my chamber pot." On 10, "Türas grant me strength at the Blood Moon."

8: A glorious flag is unveiled atop the white marble shrine of the Colonnade of Triumph: A golden v on a field of red, symbol of the Imperial Vanguard. (The Judge can substitute another Lawful, high-Charisma NPC party of his own devising.) Passersby make respectful comments. "They've done so much for the Empire. They deserve it, don't you agree?"

9: Someone has climbed the 65'-tall Obelisk of Heroes and is perched on its pyramidion. A crowd of 4d20 local residents have stopped to gawk at the daredevil, and 2d4 officers of the City Watch have encircled its base. Roll 1d10 to see who the climber is. On 1-3, the climber is a desperate man indebted to Selene, about to jump. On 4-6, it's a young mage who just couldn't resist trying out her new *spider climb* spell. On 7-8, it's Lubbo the Immaculate, peacefully meditating. On 9, it's a rock baboon that escaped from some patrician's menagerie and is now beating its chest and roaring. On 10, the climber is a statuesque beauty who suddenly sprouts angel wings and soars away with a flash of light.

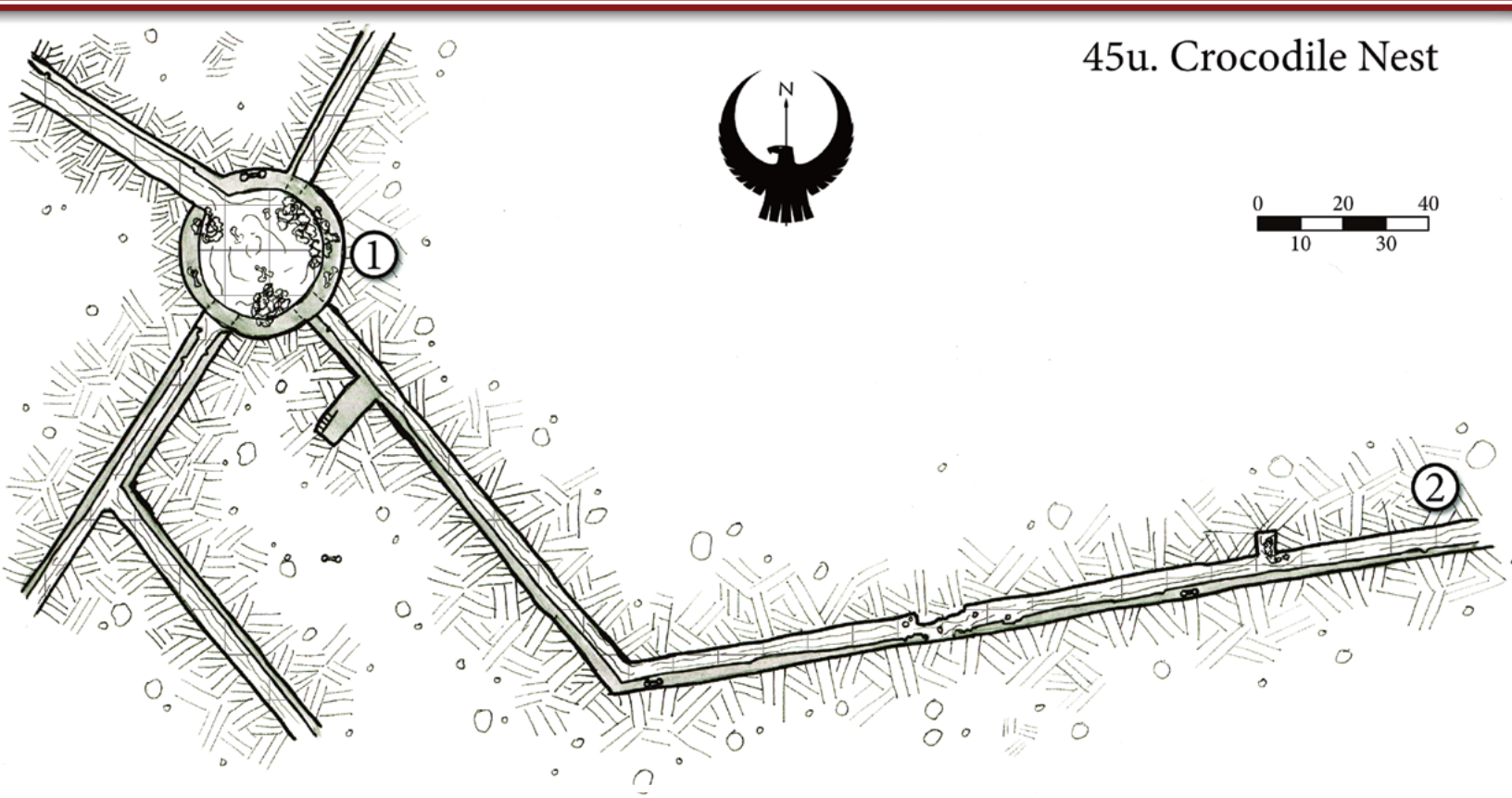
10: A caravan of 20 large wagons has just arrived from Siadanos and is winding down the Cesta Pumilos ("Plaza Street") on its way to the Warehouse Block. Merchant Guildmaster Apollonis Meteros (see p. 76) is accompanying the caravan, alongside 10 merchants and 40 guards, all mounted. The caravan has 100 loads of common metals (20,000gp and 10,000 st), 20 loads of precious metals (12,000gp and 80 st), 7 loads of semiprecious stones (7,000gp and 7 st), and 3 loads of gems (9,000gp and 3 st). Apollonis is under the protection of both the Argollëan Family and Sand & Bones Guild and is highly influential with the Empire as well – any characters who attempt to rob him take a grave risk.

11: A drunk with a fire-scarred face holds up an empty amphora as the adventurers pass by. "Fill up me jug and I'll tell you a tale." If the adventurers give him a drink or some coin, he tells them that he was a prosperous fisherman until one day a storm drove him ashore on the Lonely Island of Lake Laman. "Demons live there! Demons of fire. They burned me up good. They came from the haunted tower. Don't go there 'less you want to look like me." (See the Gazetteer of the Borderlands **#14**, Ruined Wizard Tower, for details.)

12: The head and torso of a dead man sprawl across an alleyway. The victim's torso ends in a red ruin of shattered bone and leaky entrails; there is no sign of his legs. Characters with Tracking proficiency who succeed on a successful proficiency throw of 11+ notice a trail of blood leading back towards the river. If the dead man is interrogated with *speak with dead*, he claims to have been attacked by a giant lizard while strolling home from the river.

13: Torch light illuminates the night sky of the Courtyard of Nine Shrines. Strange chants in some exotic tongue, accompanied by the clatter of castanets and the strumming of citharas, echo through the streets and the scent of myrrh is in the air. Fatima of the Seven Silks is leading 4d10 congregants in a nighttime ritual of ecstatic dance and hymnal song venerating the petty goddess Aulysëa. Historically, Aulysëa was the beloved of Azendor, prophet of the Empyrean gods, who died young at the hands of Sorcerer-King Sebek of Zahar. According to myth, she petitioned Calefa to let her soul linger unincarnated so that she could await Azendor and consequently is worshipped as goddess of the joyful reunion of lovers after death. Adventurers who achieve Friendly reactions from Fatima will be invited to participate; those that accept gain Aulysëa's favor, and a permanent +1 bonus to d20 rolls when Tampering With Mortality.





SPECIAL LOCATIONS

45U. CROCODILE NEST

Over a month ago, Celictor Nuvicus partnered with Liber Faunus to import two lizardman warriors, a lizardman champion, and a wild giant crocodile into the city, hoping to use them to defeat Maximus's beastmen in the upcoming games. Unfortunately, the ploy went awry and the lizardmen and the crocodile escaped into the sewers. 15 dockworkers and bargemen have already disappeared in the last 30 days as a result of either the giant crocodile or the lizardmen, and human body parts have begun to be found floating in the river. Celictor wants the lost beasts found and captured in time for the next major games in the Amphitheater. He would be willing to pay a premium for any or all of the escaped creatures being returned to him unharmed. Liber Faunus wishes to humble Maximus, as the lanista's fortunes are tied to Selene's, his rival for control of the city's underworld. The crime lord will happily broker a meeting between Celictor Nuvicus and any adventurers that frequent the Mink, as long as everything is handled discreetly. For more details, see *Special Location #28u*: Lizardman Lair in the Old District.

MAP KEY

Construction: The Crocodile Nest is part of the sewer system that lies outside the borders of Old Cyfaraun. It was tunneled out by Auran engineers from solid tuff. The rough-hewn tuff remains exposed without any surfacing.

Lighting: The entire area is unlit.

1. Crocodile Nest. This sewer cesspool has become the nest of the giant crocodile. The cesspool is littered with fresh human bones and other remains. A successful Healing proficiency throw reveals that the remains of at least 15 people are discarded here. The 30'-long **giant crocodile** is found here by day, submerged in the sewer filth. Characters encountering the giant crocodile suffer a -2 penalty to throws versus surprise.

> **Giant Crocodile:** MV 90', AC 8, HD 15, hp 74, #AT 1 (bite -1+), Dmg 3d8, Save F8, ML +1, AL N, XP 1800

2. Sewer Exit. This sewer tunnel exits to the Mirmen River. In the hour after sunset and before dawn, the giant crocodile may be encountered here on an encounter throw of 5+ on 1d6.



8

TOWER DISTRICT

The Tower District is oriented along a southwest-northeast axis. Its northwestern border is the western bank of the Mirmen, while its southwestern border is marked by the Old Walls. In the northeast it ends at the Imperial Walls, where the mighty Pylos Ivor Orë ("River Gate North", #47) and in the southeast at the Cesta Tirenium ("Capital Street"). The Saromen Sür ("Tower of Knowledge," #50) dominates the skyline of the district and city, overshadowing the otherwise impressive Public Baths (#51). The Tower District is home to many alchemists, mages, sages, and other scholars.

POINTS OF INTEREST

46. PYLOS IVOR ORË ("RIVER GATE NORTH")

River Gate North controls access to the Mirmen River from downstream. It consists of two huge concrete gatehouses, one on each side of the river. Each of the irregularly-shaped gatehouses stands 20' tall and 60' square (2,000 SHP, Unit Capacity 3 each). A 25' square architectural pier (1,000 SHP) between the gatehouses rises to a height of 20' out of the water. A pair of 60'-long river chains (AC 8, 5 SHP each) connect the pier to the gatehouses, with each chain controlled by a separate windlass in its gatehouse. By day, the chains are left slack and submerged, but at night the chains are raised to block access to the waterway.

A heavy ballista is stationed on each gatehouse's top story as a further deterrent to marine trespassers. 20 City Watch officers are based in the gatehouses. At any time, 4 will be patrolling the river on gondolas, 3 will be on duty at each gatehouse, and 10 will be off duty in the ground story barracks. The Tower District's subaltern, Ethlyn Ornotho, is an honest woman but prone to bouts of heavy drinking. If she is drunk (10% chance) the guards here can be easily bribed.

Cargo vessels approaching the gate will be signaled to moor at the nearby wharves to pay tolls and custom duties. Tolls are assessed at 4d6+2gp per 5,000 st of merchandise upon entry or exit. Importers must also pay a customs duty equal to 2d10% of their merchandise's market price. See Doing Business in Cyfaraun (p. 56).

47. CITY WATCHTOWER X

City Watchtower X rises from the Imperial Walls to stand sentry over the Mirmen River. A four-story, 40'-tall, 50'-square tower, it is built of concrete rendered with white stucco (3,000 SHP and Unit Capacity 3). It connects to the Imperial Walls on its second story. Stationed on the top story, below the terracotta roof, is a repeating light ballista on a rotating platform. 10 City Watch officers are based in Watchtower X. At any time, 4 will be on patrol, 1 will be manning the ballista on the top floor, and 5 will be off duty in the ground story barracks.

48. CITY WATCHTOWER XI

City Watchtower XI is a 20'-tall two-story tower with a 25' diameter built into an interior vertex of the Imperial Walls. It is built of concrete rendered with white stucco (850 SHP and Unit Capacity 0.5) and connected to the Imperial Walls on its second story. 5 City Watch officers are based in Watchtower XI. At any time, 1 will be manning the tower, 2 will be on patrol and 2 will be off duty in the ground-story barracks.

49. CITY WATCHTOWER XII

City Watchtower XII is a three-story, 30'-tall, 40'-diameter teardrop-shaped tower built of concrete rendered with white stucco (1,875 SHP and Unit Capacity 1.5). It connects to the Imperial Walls on its second story. Stationed on the top story, below the terracotta roof, is a repeating light ballista on a rotating platform. 5 City Watch officers are based in Watchtower XII. At any time, 1 will be manning the ballista, 2 will be on patrol and 2 will be off duty in the ground-story barracks.

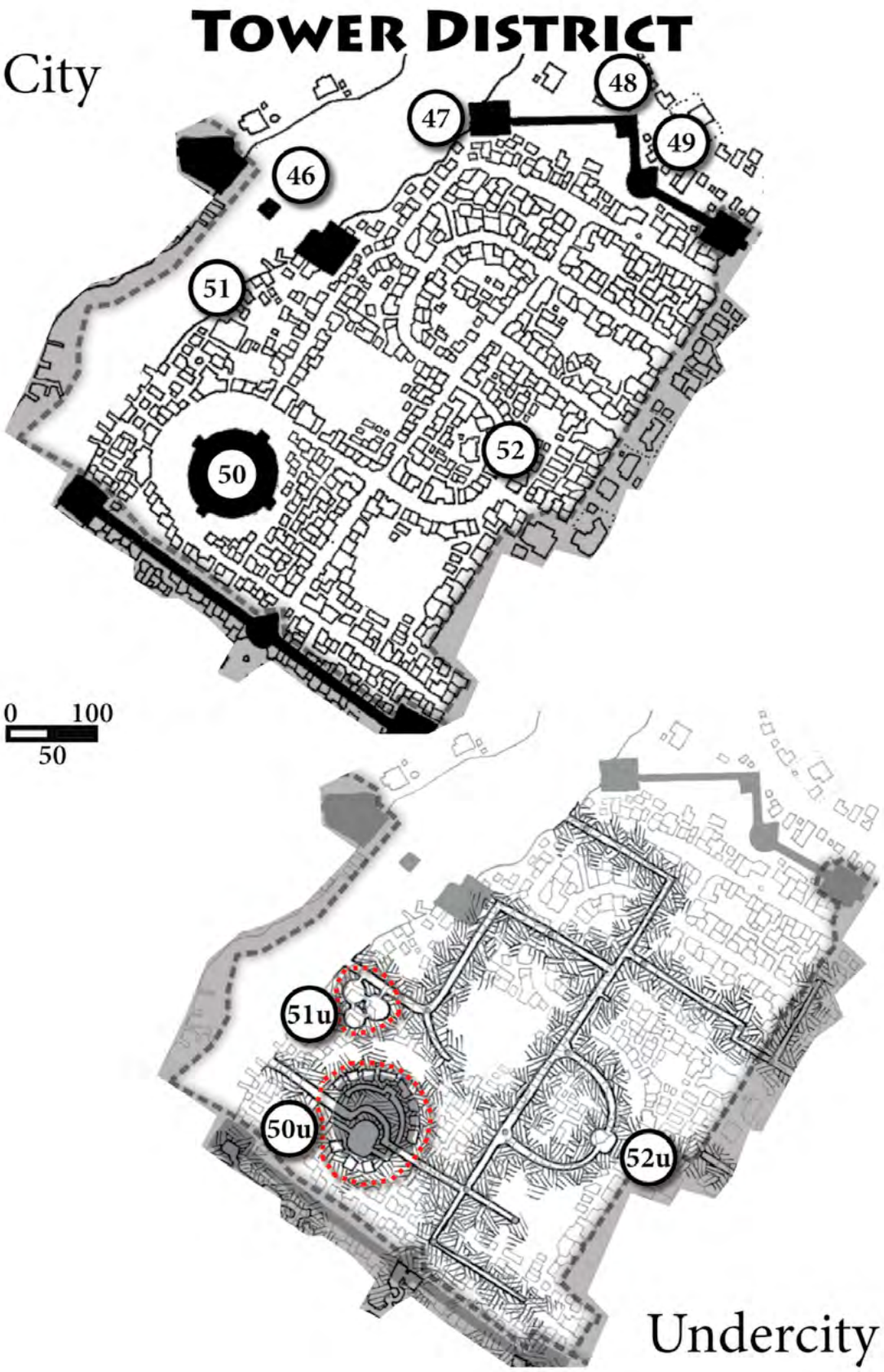
50/50U. SAROMEN SÜR ("TOWER OF KNOWLEDGE") / TOWER BASEMENT

This five-story building is the second oldest Auran building in Cyfaraun, and – at 75' in height – the tallest structure in the city. A stellar observatory occupies the top story, while the remaining floors are dedicated to living quarters, libraries, laboratories, and meeting halls. The Tower's basement contains a large magical research laboratory flanked by several magically warded rooms including private offices for the ranking mages, treasure vaults holding the bulk of the Chapterhouse's wealth and major magical items, and a restricted library containing captured elven magical research on necromancy and demonology. See *Special Location #50/50u*: Tower of Knowledge.

51/51U. PUBLIC BATHS / HYPOCAUSTS

Cyfaraun's Public Baths are open to both sexes and all social classes from sunup to sundown every day. However, by custom, certain groups patronize the Public Baths at certain hours: lower-class women in the early morning; patrician women in the late morning; lower-class men at noon; patrician men in the early afternoon; soldiers in the late afternoon; and mixed parties in the early evening.

The 4,000 sf building is divided into six rooms: an atrium, where the attendant collects the entrance fee (2cp); a changing room, with a lavatory, a set of wooden benches, and a string of closets holding thick-soled sandals and linens; a cold room with cold-water basins and plunge bath; a warm lounge with massage couches, where 1d4+4 attendants wait with scented oils, bronze strigils, and linen towels; a steam-filled hot room with a hot-water plunge bath and cold-water fountain; and a dry sauna with benches. There are typically 1d4+10 patrons in the warm lounge and 1d6+4 patrons in each other room. Attendants are a mix of men and women to cater to whatever the patron prefers.


Tower District
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Undercity

Adventurers gain a +1 bonus to reaction rolls with patrons of the Public Baths due to the collegial atmosphere. Depending on the time of day they may encounter NPCs of note:

» In the late morning, there is a 5% chance of encountering each of the following NPCs: Hesta Faunus, Selene Nictorian, Mara Rëavus, Thana Nyssand, Fatima of the Seven Silks, Matriarch Aundëmë, Blade-Dancer Valara, Mother Aurëlyn, Adara Drakomir, Aria Nuvilyn Ambador, Lady Basilio.

» In the early afternoon there is a 5% chance of encountering each of these NPCs: Councilman Valens Icus Ambador, Councilman Arjenus Ionicus Drakomir, Regent Aurëus Ambador, Merchant Guildmaster Apollonis Meteros, and Liber Faunus.

» In the late afternoon there is a 5% chance of encountering each of these NPCs: Legate Gundus Jannion, Tribune Narmirio Drakomir, Lanista Celictor Nuvicus, Lanista Omnus Pluris, Lanista Maximus Arjentüran, Mercenary Guildmaster Balcadur Brogitarius, Temple Captain Cellë.

» In the early evening, there is a 1% chance for each of the NPCs above.

If any notable NPCs are present, they will be attended by 1d3+1 bodyguards/manservants each. The Judge can add other NPCs of note in his campaign to this roster at his discretion.

A staircase from the atrium leads to a round chamber connected to a pair of boiler rooms. The boiler rooms contain wood-burning furnaces that maintain the appropriate temperatures in the hot, warm, and dry rooms above. An attendant keeps the fire stoked in each furnace from sunup to sundown every day. Ash and waste are dispatched into the adjoining sewer tunnels which connect to the Mirmen.

52/52U. PUBLIC LATRINE / CESSPOOL

This large concrete facility services Tower scholars during peripatetic discourse as well as patrons en route to the Public Baths. A pair of archways afford entrance from the latrine's northeast side. Inside a series of cedar benches are built with a total of 20 toilets that drain into the cesspool below. A moat in front of the benches is furnished with sponges on sticks, with which patrons can wipe themselves. At any time, there will be 2d6 patrons using the facilities. Reaction rolls with patrons of the Public Latrine suffer a -2 penalty, as no one likes being bothered on the toilet.

A cesspool sits 30' beneath the Public Latrine. The cesspool wall and floor are coated with muck, mold, filth, and refuse from the latrines above. Ruined frescoes are dimly visible through the layer of sludge. Archways set in the northeast and southwest of the cesspool lead to large sewer tunnels carrying the sewer runoff. Any character who wipes away the mold and filth on the walls discovers an image of a white city amidst giant trees as tall as hills. A character who thereafter succeeds on a Loremastery proficiency throw can identify the city as Aodhan, the capital city of Northern Argollë, and knows that the elves who built Ancient Cyfaraun circa 650 BE were immigrants returning from that forest kingdom to reclaim the south.

NOTABLE RESIDENTS

TOWER OF KNOWLEDGE

The Tower of Knowledge is a monastic order devoted to philosophy and magic. All members of the order are considered initiates to Istreus, the Master of Secrets, and eligible to perform holy rites to the god. The order is organized by geography, into Chapters, and by specialty, into Colleges (Artifice, Divination, Enchantment, Illusion, Summoning, Transmogrification, and War). Each College is headed by a Grand Master, who in turn is assisted by various Masters. Each Chapter is headed by a Regent, selected from the ranks of the Masters, who in turn is assisted by a Provost and Treasurer. The Regents are organized into a Council of Regents. By tradition, the Regent of Aura is known as the Archregent, and is the head of both the Council of Regents and of all the Colleges.

Cyfaraun's local Chapterhouse of the Tower of Knowledge is called "the" Tower of Knowledge by the locals since it's the only one in the city. It was founded in the aftermath of the Argollëan War by a master of the College of War who fought alongside the conquering legions and remained behind to study the captured artifacts and arcane libraries of the defeated elves. Because of Cyfaraun's proximity to the Wastes, the Archregent of the Tower of Knowledge in Aura usually appoints a Master of War to serve as the city's Chapterhouse Regent. The Regent reports to the Archmage in matters dealing with administration of the Chapterhouse, and to the Grand Master of War for matters relating to that college's interests, but also helps advise the Prefect of Cyfaraun from time to time when dealing with an issue that may be outside the expertise of the Prefect's court magist.

REGENT AURËUS AMBADOR

The current Regent, Aurëus Ambador, was born into one of the leading patrician houses in the Empire. Tall and leanly built, he has an aquiline nose and receding brown hair cropped short. As a patriot and a Master of the College of War, he believes his primary responsibility is to collect information about potential threats to the Empire that may come from the Waste beyond the Borderlands.

Aurëus frequently hires adventurers to explore beyond the frontier. For such expeditions, he provides them with a stack of embossed iron spikes, each with a unique combination of sigils, with instructions to hammer these into the ground at any place that appears to be a point of interest (such as a ruin, place of power, or strategic landmark like a mountain pass or river ford). Aureus commits the unique sigils on each spike to memory beforehand so that he can use his *crystal ball* to scry on each marked location. He maintains a map in his private chambers recording these points. Aurëus will pay the adventurers between 100gp and 1,000gp per verified point of interest they

have marked. The exact fee will depend on the distance from Cyfaraun and the strategic value of the location. Marking a minor ford on the Blood River would be worth 100gp; marking a previously undiscovered pass up the Dark Wall would be worth 500gp; marking the secret entrance to the fortress of Gorgbad would be worth 1,000gp.

The Regent's older brother is Councilor Valens Icus Ambador, head of the loyalist faction of the Municipal Council. Valens has informed his brother of his suspicions regarding House Drakomir and would surely call on him should an uprising occur.

Aurëus Ambador: Mage 10; Str 10, Int 16, Wis 10, Dex 9, Con 13, Cha 16; MV 120', AC 6 (*bracers* and *ring*), HD 10**, hp 45, #AT 1 (dagger 7+ or spell), Dmg 1d4 or by spell, Save M10 (+1), ML +1, AL L, XP 2,200; Proficiencies: Battle Magic, Military Strategy, Siege Engineering, Leadership, Mapping, Navigation, Mystic Aura; Spells: 3 1st, 3 2nd, 3 3rd, 3 4th, 2 5th; Repertoire: 1st – *burning hands*, *detect magic*, *magic missile*, *shield*, *wall of smoke*, 2nd – *detect invisible*, *gust of wind*, *knock*, *stinking cloud*, *wizard lock*, 3rd – *dispel magic*, *fireball*, *lightning bolt*, *non-detection*, *protection from normal missiles*, 4th – *hallucinatory terrain*, *minor globe of invulnerability*, *massmorph*, *scry*, *wall of fire*, 5th – *conjure elemental*, *cloudkill*, *protection from normal weapons*, *wall of stone*; Equipment: *bracers of armor (AC 5)*, *ring of protection +1*, *potion of clairvoyance*, *crystal ball* (located in his private research room), iron-shod staff, officer's dagger, red warmage's cassock, leather belt, high boots, belt pouch with pair of keys (to Ground Story **4** and Basement **10**), 50pp, and 150gp

PROVOST MENTENUS CAVIË

Provost Mentenus Cavië, a Master of the College of Summoning, has become corrupted by the study of ancient elven lore and forbidden necromantic texts. He has come to believe that there is far more beneath Cyfaraun than old buildings and sewers – some deeper level, a sort of "nethercity" must lie below. As a result, he is working with a group of former members of the Tower of Knowledge to try to find a way into the ancient ruins of the old elven city beneath the sewers. Pursuant to this search, he and his protégés transformed themselves into wererats in order to be able to more easily travel in the sewers and become resistant to the many necromantic diseases they expect to encounter in their journey. For more information, see *Special Location #13u:* Shrine of the Horned Rat.

Mentenus works hard to maintain the pretense of being a respectable member of the Tower of Knowledge. If anyone alleges to the authorities that Mentenus is himself a wererat, he will defend himself by noting that he knows the *skinchange* spell and the accuser merely mistook his using this spell as an infection of lycanthropy. He will then quietly arrange for his accusers to be silenced by his wererat acolytes.

Mentenus Cavië: Mage 9; Str 10, Int 18, Wis 8, Dex 16, Con 12, Cha 13; MV 120', AC 2 or 4 (as wererat), HD 9***, hp 48, #AT 1 (*+1 dagger* 4+ or bite 5+ or spell), Dmg 1d4+1 or 1d4 or by spell, Save F9 (+1 from familiar), ML +1, AL C, XP 2,500; Special: spellcasting, wererat abilities; Proficiencies: Collegiate Wizardry, Familiar (rat), Knowledge (Argollëan history) 3, Knowledge (astrology), Language (Ancient Argollëan), Loremastery; Spells: 3 1st, 3 2nd, 3 3rd, 2 4th, 1 5th; Repertoire: 1st – *darkness*, *detect magic*, *magic missile*, *read languages*, *summon berserkers*, *unseen servant*; 2nd – *detect invisible*, *detect secret doors*, *ESP*, *summon hero*, *web*, *wizard lock*; 3rd –*dispel magic*, *infravision*, *nondetection*, *skinchange*, *summon winged steed*, *telepathy*, 4th – *charm monster*, *conjure ooze*, *curse*, *find treasure*, *summon fantastic creature*; 5th – *adaptation*, *conjure elemental*, *hold monster*, *passwall*; Equipment: rune-etched staff, *dagger +1*, *ring of command plant*, *helm of comprehending languages*, *wand of detecting magic* (12 charges), *potion of giant strength*, black summoner's cassock, low boots, leather belt, belt pouch with 200gp and pair of keys (to Ground Story **4** and Basement **10**)

TREASURER CLITUS OMNUS

Clitus Omnus is the Chapterhouse Treasurer, a position with authority over the Tower's collection of books, magical items, and treasure. Though possessed of neither patrician lineage nor physical prowess, Clitus was gifted with an exceptional intellect. He became a star pupil at the Tower of Knowledge in Aura, ultimately working as an assistant to the Grand Master of Divination himself. More than a few people believe that he will one day be head of that College, including Clitus himself. With such grand prospects awaiting him, he is an exceptionally risk-averse man. His first priority is always his own career and reputation. He is physically quite unattractive, with pinched eyes, thin lips, and splotchy skin. He pretends to be above the pleasures of the flesh, though the Argollëan Family knows otherwise.

Clitus Omnus: Mage 8; Str 9, Int 18, Wis 13, Dex 7, Con 7, Cha 10; MV 120', AC -1, HD 8**, hp 14, #AT 1 (*+1 dagger* 7+ or spell), Dmg 1d4+1 or by spell, Save M8 (+1), ML +1, AL N, XP 1,600; Proficiencies: Alchemy 3, Collegiate Wizardry, Knowledge (mathematics) 2, Loremastery, Magical Engineering; Spells: 3 1st, 3 2nd, 2 3rd, 2 4th; Repertoire: 1st – *detect magic*, *light*, *magic mouth*, *read languages*, *protection from evil*, *unseen servant*, 2nd – *detect evil*, *detect invisible*, *detect secret doors*, *ESP*, *locate object*, *wizard lock*, 3rd – *clairvoyance*, *clairaudience*, *dispel magic*, *non-detection*, *telepathy*, 4th – *find treasure*, *remove curse*, *scry*, *spell storing*, *wizard eye*; Equipment: *wand of illusion* (15 charges), *dagger +1*, rune-etched staff, blue diviner's cassock, leather belt, low boots, belt pouch with 100gp and pair of keys (to Ground Story **4** and Basement **10**)



INSPECTOR MARA RËAVUS

Mara Rëavus, of the College of Divination, is the current Inspector of the Games at Cyfaraun, charged with using *detect magic* and *dispel magic* to keep the arena free from arcane influence. Socially awkward and held in low regard by her peers at the Tower of Knowledge, Mara was easily seduced by the lanista Maximus Arjentüran and his criminal paramour Selene Nictorian. The besotted mage now merely pretends to cast the spells that police the games, regularly betraying her duty for her lovers' fiscal benefit. For more information see *Chapter 5: The Festival District* (p. 98-124).

> **Mara Rëavus:** Mage 5; Str 9, Int 14, Wis 9, Dex 9, Con 13, Cha 8; MV 120', AC 0, HD 5**, hp 15, #AT 1 (dagger 9+ or spell), Dmg 1d4 or by spell, Save M5, ML +1, AL N, XP 500; Proficiencies: Alchemy, Collegiate Wizardry, Knowledge (astrology), Loremastery; Spells: 2 1st, 2 2nd, 1 3rd; Repertoire: 1st – *detect magic*, *light*, *read languages*, 2nd – *detect evil*, *detect invisible*, *detect secret doors*, 3rd – *clairvoyance*, *dispel magic*; Equipment: Well-kept spellbook, dagger, rune-etched staff, blue diviner's cassock, leather belt, low boots, belt pouch with 50gp, *arcane scroll of four spells* (*shield*, *earth's teeth*, *growth of plants*, *phantasmal killer*), and keychain with 4 keys

OTHER COLLEGIANS

The Tower of Knowledge in Cyfaraun counts 123 mages, 17 apprentices, and 21 scholars on its roster. About one-third of the mages are members of the College of War, one-sixth belong to the College of Divination, and the remaining half are split between the other five Colleges.

Tower of Knowledge		
Level	Spellcasters	Scholars
10th	1	0
9th	1	0
8th	1	0
7th	4	0
6th	6	0
5th	7	0
4th	8	0
3rd	10	0
2nd	35	0
1st	50	0
0th	17	21*
Total	140	21

*Includes 3 masters (rank 3 or 4), 6 journeyman (rank 2) and 12 apprentice specialists (rank 1).

Members usually have proficiencies and spells associated with their College. Members of the College of War usually have Battle Magic, Elementalism, and/or Unflappable Casting along with spells such as *magic missile*, *fireball*, and *haste*. Members of the College of Divination usually have Loremastery, Sensing Power, and/or Soothsaying and spells such as *detect magic*, *scry*, and *contact other plane*. Collegiate Wizardry is common for mages of every College, especially those with political ambitions, although iconoclastic or adventuring wizards may ignore such formalities. As is true throughout the Empire, all members of the Chapterhouse are initiates to Istreus, god of knowledge,

learning, and magic, and may perform the god's holy rites when required. (Collegiate Wizardry proficiency includes knowing such rites and duties.)

JOINING THE TOWER OF KNOWLEDGE

It is possible for adventurers to join (or begin play) as members of the Tower of Knowledge. An applicant must be: (1) a citizen of the Auran Empire or sponsored by a patrician citizen; and (2) able to cast arcane spells, brew potions, or identify magic items *or* 0-level apprentices with INT 9+ seeking training. Applicants present themselves at the Grand Foyer and pay an application fee of 10gp. Each applicant is then interviewed by the Provost and the Regent after a waiting time of 1d4 weeks. During the interview, their spell books (if any) are inspected; applicants with any death or necromancy spells in their repertoire are ineligible for admission.

At the conclusion of the interview, an applicant deemed eligible must roll 2d6. Modify the roll by the applicant's INT bonus and the level of the most powerful spell in his repertoire. Add an additional +1 for each of the following proficiency selections: Alchemy 3, Loremastery, Magical Engineering. Add an additional +1 per 10,000gp of treasure or magic items gifted to the Tower. Add +4 if the applicant has Collegiate Wizardry (meaning he was trained at the Tower of Knowledge or similar academy). If the modified result of the roll is 12+, the applicant is admitted as a member. Applicants who are rejected can re-apply when they have improved their skills.

The Judge can assume 1st level mages with Collegiate Wizardry begin play as members. Mid- to high-level mages who have performed notable service to the Empire may be personally invited to join the Tower, bypassing the application process (Judge's discretion).

New members swear oaths to Istreus and are thereafter awarded a rank based on their spellcasting ability (arcanist, etc.); mundane scholars are awarded the rank of resident scholar. Mages are entitled to wear collegian cassocks based on their choice of college (artifice, gold; divination, blue; enchantment, indigo; illusion, white; summoning, black; transmogrification, green; war, red). They receive a key to access the Chapterhouse and rights to use the libraries and laboratories of their rank. New members of sorcerer (7th level) rank or above are assigned a private study in the basement.

In exchange for these rights, members undertake certain duties. They must agree not to study or practice death magic and necromancy, and to hand over to the Tower any black magic formula or items they discover. They must pay a fee of 10gp per month to the Tower of Knowledge; those unable to pay the fee may work for the Tower as assistants to earn their fee. (This is typical for 0-level apprentices.) If a member develops a new magic item, spell, or automaton, a copy of the formula must be left with the Treasurer. If a member creates magic items for sale, or offers spellcasting services, it must be done at the Tower's storefront and the profits shared 50/50 with the order. If a member creates magic items for personal use, the items must be bequeathed to the Tower upon the member's death. The member is also expected to attend weekly sacrifices to Istreus, and to learn the various rites and rituals by which the god is venerated, but this duty is more often breached than honored.

Residents of the Auran Empire are not obligated to join the Tower of Knowledge in order to practice magic, but arcane casters outside of the Tower are typically viewed as hedge wizards or, if powerful, untrustworthy occultists.

SPECIAL ENCOUNTERS

When a special encounter occurs in the Tower District, roll 1d10 and consult the entries below. Add 3 to the roll if after dark.

1: The party comes face to face with the grim terror of… the unwashed. 2d12 malodorous but jovial pedestrians carrying towels and scrubbers are en route to the Public Baths. Any attractive party members will be solicited to join in. "There's no excuse not to bathe - it's free admission day!"

2: An attractive and scantily dressed woman approaches whichever character has the lowest Charisma and asks if they might like to enjoy having her massage and anoint them at the Public Baths. The woman is a courtesan in the employ of the Argollëan Family. She has a Charisma score of 2d4+10 and will expect to be paid for her time – 5sp for an hour or 2gp for an evening. On a Friendly reaction roll (modified by Seduction, of course), a patron might learn a city rumor. Generous tippers (3gp+) will be invited to spend time with their new friend at the Mink.

3: Erantheus Celicato, a scholar from the Tower of Knowledge, is holding a philosophical dialogue with 1d4+1 apprentices as they stroll through the city. "When Gaius Tavus writes, 'a gem cannot be polished without friction; a sword cannot be tempered without fire; a man cannot be perfected without trials,' what does he mean? Does he assert that suffering is a good? Or merely a necessary evil?" (Judges with access to *AX1: The Sinister Stone of Sakkara* can roll on the Random Philosophical Meditations table to pick other topics.) Characters who make a meaningful contribution to the dialogue (through high INT, appropriate proficiencies, or simply good role-playing) might be invited to join the Tower of Knowledge, if they aren't already members.

> **Erantheus Celicato:** Str 9, Int 16, Wis 14, Dex 7, Con 6, Cha 13; MV 90', AC -1, HD 1-1, hp 2, #AT 1 (perturbing question 11+), Dmg philosophical anomie, Save NM (+1), ML +1, AL L, XP 5; Proficiencies: Collegiate Wizardry, Knowledge (history) 3, Knowledge (philosophy) 3, Naturalism, Theology; Languages: Common Auran, Classical Auran, Ancient Zaharan; Equipment: white scholar's cassock

4: A bird circles overhead, shadowing the party. The augurs teach that the flight of birds can offer an omen of things to come. Roll 1d10 to determine the species and the effects of the omen. The effects last 24 hours. On 1-3, it's an owl (+1 to all proficiency throws). On 4-6, it's a dove (+1 to all reaction rolls). On 7-8, it's an eagle (+1 to all attack throws). On 9-10, it's a raven (-1 to all saving throws). Characters with Beast Friendship can recruit the bird as a henchman with a successful reaction roll.

5: As the adventurers pass in front of a doorway, they trigger a *magic mouth*. Randomly choose a member of the party. The *magic mouth* spends the next turn (10 minutes) wildly insulting that character by name: "[Name], you're a leprous slime! Your mother's a sow, your father's a troll, and you're uglier than both!" Each round, 1d4 pedestrians stop to laugh at the incident. The Judge should determine who cast the spell and why.

6: There is a momentary shimmer in the sky, and then the Tower of Knowledge is replaced by a 75' tall pine tree. Nearby locals pay little heed to this seemingly momentous change except to say "what a good job, looks so life-like!" Adventurers who actively disbelieve their eyes may make a saving throw vs. Spells; those who succeed are able to see through the *hallucinatory terrain*. After 1d6 turns, the spell ends.

7: A lone dwarf is pushing a wheeled cart laden with strange apparatuses and contraptions. Hurgon Wharto is a dwarven machinist exiled from Azen Radokh for recklessly endangering his co-workers. He's on his way to a private spot where he can assemble and test his latest crazy invention: a 500-pound ornithopter (AC 1, Fly 120', HD 2, hp 10, #AT none, Dmg N/A, ML N/A; Special: requires an operator) that mounts one pilot of 20 st or less weight. On a Friendly reaction roll, Hurgon will invite the party to a demonstration of his bird-like automaton. Hurgon is adrift and lonely in exile (though he tries to hide it), and characters of 3rd level or higher can roll to recruit him as a henchman with a +1 bonus. The ornithopter is a personal automaton, so if Hurgon is slain it ceases functioning within a day and is worth only scrap value (90gp).

> **Hurgon Wharto:** Dwarven Machinist 3; Str 12, Int 16, Wis 10, Dex 13, Con 11, Cha 9; MV 90', AC 5 (chain), HD 3, hp 12, #AT 1 (crossbow 8+), Dmg 1d6, Save DM3, AL N, XP 50; Special: open locks 13+, find/remove traps 13+, design/repair/build automaton 12+; Proficiencies: Craft (aero-wright) 3, Personal Automaton, Riding (ornithopter), Siege Engineering 2; Equipment: ornithopter, crossbow, 2 cases with 20 bolts each, war hammer, chain mail, military cloak, wool tunic and pants, low boots, backpack with machinist's tools and weaponsmith's tools, belt pouch with 1gp and 20sp

8: An elderly and befuddled-looking sage named Tirius Mirasca shuffles over to the party and politely asks for directions back to the Tower of Knowledge. "No room for maps in this mind of mine… it's occupied with higher matters." If any of the adventurers are visibly carrying unusual or magical items, his glazed eyes will suddenly come into focus and he will ask to examine them. If the party agrees, Tirius will use his Alchemy (7+), Magical Engineering (7+) and/or Loremastery (11+) proficiencies to identify and appraise their items. On a Friendly reaction roll, he will also share one borderlands rumor.

> **Tirius Mirasca:** Str 7, Int 14, Wis 11, Dex 6, Con 6, Cha 10; MV 90', AC -1, HD 1-1, hp 2, #AT 1 (dismissive slap 12+), Dmg 1d3-1 nonlethal, Save NM, ML 0, AL N, XP 5; Proficiencies: Alchemy 2, Collegiate Wizardry, Loremastery, Magical Engineering 2, Knowledge (occult) 3, Theology; Languages: Common Auran, Classical Auran, Classical Argollëan, Ancient Argollëan; Equipment: white scholar's cassock, belt pouch with messily-written reminders of various errands

9: A frail-looking apprentice has been cornered by a gang of 1d4+1 local bullies. If the adventurers don't intervene, one of the thugs grabs his spellbook and begins tearing pages from it while the remaining bullies pummel the mage into unconsciousness, all the while shouting "Where's your magic now, you knave!" If the adventurers intervene, the bullies will flee. The mage, Nicus Cato, is a local boy whose high INT (17) secured him a place as a student at the Tower of Knowledge. His bullies have not taken kindly to his rise in station and shame has prevented him from alerting his masters. Nicus might become a henchman if he's promised a faster rise to power (+1 to recruit him).

> **Local Bullies:** MV 120', AC 0, HD 1-1, hp 4 each, #AT 1 (punch 11+ or kick 13+), Dmg 1d3 or 1d4 nonlethal, Save NM, ML 0, AL N, XP 5
>
> **Nicus Cato:** Mage 1; Str 8, Int 17, Wis 13, Dex 10, Con 12, Cha 9; MV 120', AC 0, HD 1**, hp 3, #AT 1 (punch 11+ or spell), Dmg 1d3-1 nonlethal or spell, Save M1 (+1), ML 0, AL N, XP 16; Proficiencies: Alchemy, Collegiate Wizardry, Knowledge (astrology), Loremastery; Spells: 1 1st; Repertoire: *detect magic*, *read languages;* Equipment: blue diviner's cassock

10: One of the notable NPCs of the Tower District happens to be on the same street corner as the party. Roll 1d10 to see who it is. On 1-3, it's Regent Aurëus Ambador. On 4-6, it's Treasurer Clitus Omnus. On 7-9, it's Provost Mentenus Cavië. On 10, it's Censor Mara Rëavus. The notable is accompanied by 1d4 apprentices and 1d4+1 guards. On a Friendly reaction roll, the NPC will share one borderlands rumor and invite any arcane casters in the party to join the Tower.

11: A leather-bound codex lies in a puddle of blood in an alleyway. Much of the codex has been ruined, but what remains is clearly a spellbook written in Ancient Zaharan. The following spell formulas survive: 1st – *choking grip*, *darkness*, 2nd – *deathless minion*, *necromantic potence*, 3rd – *dismember*. If the adventurers take the codex to the Tower of Knowledge, the scholars there will deny that any of their members practice forbidden magic, and demand to have the spellbook handed over for destruction. Mentenus Cavië will see to it personally…

12: An explosion tears through an abandoned building. Each adventurer must succeed on a saving throw vs. Blast or take 2d6 points of damage. If the adventurers investigate the source of the blast, they find a burned corpse in a blue mage's cassock and the remains of an illicit magical workshop. With one hour of work digging through the rubble, 2d6x100gp of workshop equipment and 2d6x100gp can be salvaged. Sadly, the mage's spellbook was destroyed in the conflagration. The Tower of Knowledge will pay 25gp for the corpse and market value for the salvage.

13: Fire and light cascade from a side street, where a pair of mages from the Tower of Knowledge are engaged in an illicit duel: Valeria Victa, of the College of War, intends to prove to the visiting Opelenean scholar Maharbal Bar Abedsh that the sorcery of the Sunset Kingdoms is no match for raw Auran power. The duel is a point of honor and any interference in their duel will cause both mages to attack the interlopers.

> **Valeria Victa:** Mage 5; Str 10, Int 16, Wis 10, Dex 13, Con 9, Cha 14; MV 120', AC 2 (*ring of protection*), HD 5**, hp 15, #AT 1 (staff 9+ or spell), Dmg 1d6 or spell, Save M5 (+1), ML 0, AL L, XP 500; Proficiencies: Battle Magic, Military Strategy 2, Siege Engineering 2; Spells: 2 1st, 2 2nd, 1 3rd; Repertoire: 1st *burning hands*, *magic missile*, *protection from evil*, *shield*, 2nd *gust of wind*, *levitate*, *stinking cloud*, *web*, 3rd *dispel magic*, *fly*, *lightning bolt*; Equipment: *ring of protection +1*, iron-shod staff, red warmage's cassock, high boots, leather belt, belt pouch with 10gp and 20sp
>
> **Maharbal Bar Abedsh:** Mage 5; Str 9, Int 17, Wis 13, Dex 10, Con 10, Cha 13; MV 120', AC 0, HD 5**, hp 14, #AT 1 (dagger 9+ or spell), Dmg 1d6 or spell, Save M5 (+1, +5 vs. illusions), ML 0, AL N, XP 500; Proficiencies: Illusion Resistance, Intimidation, Knowledge (occult), Mystic Aura, Theology; Spells: 2 1st, 2 2nd, 1 3rd; Repertoire: 1st *charm person*, *sleep*, *summon berserkers*, *wall of smoke*, 2nd *hypnotic pattern*, *mirror image*, *phantasmal force*, *uncanny gyration*, 3rd *command person*, *dispel magic*, *hold person*; Equipment: *brooch of shielding*, wavy-bladed dagger, black and gold robes, polished iron skullcap, low boots, leather belt, belt pouch with 10gp and 20sp

Valeria's spell signature presents as a flash of light, the rumble of distant thunder, and the smell of ozone. She intends to open with *stinking cloud*. Maharbal's spell signature presents as deep chanting from below the earth and a darkening of light. He intends to use *command person* to reduce Valeria to obeisance.

SPECIAL LOCATIONS

50/50U. TOWER OF KNOWLEDGE/ TOWER BASEMENT

After the Solar Citadel, the local Chapterhouse of the Tower of Knowledge is the oldest Auran-built building in continuous use within Cyfaraun, and – at 75' in height – is the tallest structure in the city. The Chapterhouse's history and location has made it a hub for the study of oracular astronomy, enchantment magic, and fantastic beasts. These specialties informed the design of the tower, as its height gives the stellar observatory at its apex a clear and unobstructed view of the heavens, as well as ample interior space for the storage of rare magical components, especially those taken from enchanted creatures. The astronomical observatory, among the finest in all the empire, also serves a military function, as it allows the resident Master of War to observe any large armies out to the horizon, particularly to the south, towards the Waste.

The Chapterhouse has five stories and a basement. The observatory lies on the fifth story. The fourth story has a great orrery for astrological investigation. The third story contains the living quarters for the Chapterhouse's collegians and scholars. The second story encompasses the main library of the tower. The ground story features a foyer for visitors who are not members of the Tower of Knowledge where adventurers can sell rare artifacts or magical components they collect from monsters they've slain. Servants and guards are also quartered on the ground floor. The basement contains a large magical research laboratory that can be used by all members of the Tower of Knowledge. The laboratory is flanked by several rooms hidden by magically warded secret doors. These secure magical components for arcane experimentation, private research laboratories for senior staff, a set of treasure vaults holding the bulk of the Chapterhouse's wealth and major magical items, and a restricted library containing captured elven magical research on necromancy and demonology.

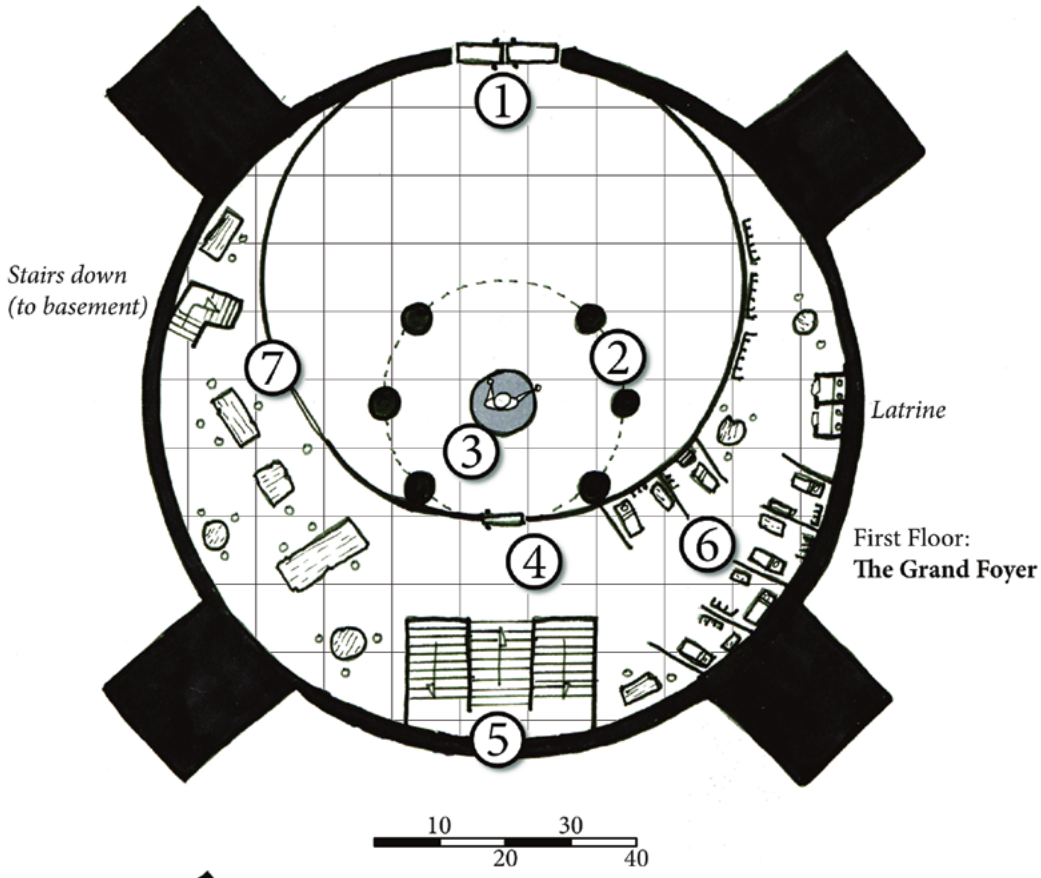
Libraries: See the *Codex & Scroll* supplement (available exclusively on Autarch's Patreon) for more information on books, collections, and libraries.

GROUND STORY MAP KEY

Construction: The tower is made of concrete masonry. The exterior walls are faced with white limestone. The interior walls are surfaced with stucco. The floors are tiled with polished grey-black granite while the ceilings are lined with carved hardwood.

1. Outer Doors. The hardwood, iron-reinforced doors are 17' wide and 15' tall, opening into a grand foyer with a 21' hardwood ceiling featuring ornately carved and gilded reliefs of celestial motifs. Surrounding the grand foyer is an equally ornate hardwood wall, 10' tall, laid out in a circle with a 75' diameter. This wall has carved and painted reliefs of historic scenes depicting Auran mages winning victories for the Empire. A pair of **tower guards** watch the outer doors at all times.

50. Tower of Knowledge



Tower Guards: AC 6 (banded plate & shield), MV 60', HD 1-1, hp 5 each, #AT 1 (spear or sword 11+), Dmg 1d6, Save NM, ML +1, AL L, XP 5; Equipment: belt pouch with key (to **4**), 2sp, and 20cp

2. Grand Foyer. The ceiling here opens up to the arcanist library on the second story. It is supported by 6 load-bearing columns of polished grey-black granite that continue to extend up through the second floor and beyond. Etched in large brass lettering upon the granite floor in between the columns is the admonition "I do not grant my favor easily. You must study the length and breadth of all creation if you wish to know the secrets of the gods!" scribed in Classical Auran.

3. Statue. A 21' tall bronze colossus of Istreus stands at the center of the tower. The god is depicted as an eyeless wizard in a hooded cassock. His eyeless gaze and left-hand point towards the viewer before him, while his right-hand, enchanted with *continual light*, points towards the heavens, extending into and illuminating the library on the second story above.

4. Inner Gate. A decorative wrought-iron gate, 8.5' wide and 7.5' tall, secures a doorway through the hardwood wall that surrounds the grand foyer. It is normally open from sunup to sundown and closed and locked after dark. All of the Chapterhouse's members, servants, and guards have a key. A second pair of **tower guards** stands on the north side of the Inner Gates, able to quickly reinforce the Main Door guards if needed.

5. Grand Staircase. The majestic steps here lead up to a landing, then double back to ascend to the second story (room 4). The wall of the landing carries a life-sized mosaic made with semi-precious stones depicting a mage and three companions. Any character with Collegiate Wizardry or Knowledge (history) recognizes the figures as Quintus Odysios, the mage who commissioned the construction of the Chapterhouse, and his companions Balbus, Marcus, and Viktir. A third pair of **tower guards** stands watch here at all times.

6. Lounge. This area is marked with painted wooden screens containing benches, cots, and weapons racks for the guards that are not on shift at the time. **1d6 tower guards** will be here during the day, typically gambling, practicing at arms, or napping.

7. Storefront. Chest-high windows cut through the 10' hardwood wall to reveal a storefront, through which the Chapterhouse buys and sells magic items, potions, scrolls, and special components. Anyone wishing to trade with the Tower of Knowledge, or to have a magical item identified, can do so here. A number of tables and chairs are stationed behind the storefront, so that the mages assigned to the shop can sit and work when no one requires their attention. During the day the storefront is staffed by **1d4 apprentice mages**, under the supervision of either a **thaumaturge**, **sage**, or **alchemist**. Additional members can be summoned as needed to provide services. At the storefront, adventurers can:

» Buy miscellaneous equipment, including blank spell books, parchment, papyrus, and ink and commission the manufacture of workshop and laboratory components, subject to Equipment Availability for a Class III market (***ACKS*** p. 40).

» Recruit henchmen, with 1d2 apprentice mages (0 level) available and a 25% chance for an arcanist available each month.

» Hire specialists, with an alchemist, an engineer, and a 65% chance for a sage available each month.

» Hire a mage to identify a magic item's properties at a cost of 2,000gp. The item will be returned with its powers identified after two weeks.

» Hire an alchemist to identify a potion at a cost of 40gp. The identification takes one turn (10 minutes).

» Hire a sage to identify a common magic item using Magical Engineering at a cost of 40gp. The identification takes one turn (10 minutes) and does not reveal command words or charges, merely the general nature of the item.

» Purchase arcane spellcasting services as noted in ***ACKS*** p. 54.

» Purchase spell formulas for standard spells of up to 4th level (excluding death/necromancy) at the following cost: 1st – 100gp, 2nd – 200gp, 3rd – 400gp, 4th – 1,000gp.

» Purchase any of the special components in the Arcane Vault (room 12 of the basement) at 110% of market value.

» Purchase any of the magic items, potions, and scrolls found in the Arcane Vault at twice base cost.

» Sell magic items, potions, or scrolls for their base cost, subject to Magic Item Transactions by Market Class (***ACKS*** p. 227).

» Sell special components at 90% of market value.

Northwest of the storefront, a set of stairs leads down to the basement (room **15**) and its component storerooms. A **tower subaltern** guards the stairs at all times. Only members of thaumaturge (5th level) rank or above are permitted to descend.

Tower Subaltern: Fighter 3; Str 16, Int 13, Wis 10, Dex 10, Con 14, Cha 13; MV 60', AC 6 (banded plate & shield), HD 3, hp 17, #AT 1 (spear or sword 7+), Dmg 1d6+4, Save F3, ML +3, AL L, XP 50; Proficiencies: Alertness, Combat Reflexes, Leadership, Manual of Arms; Equipment: belt pouch with key (to **4**), 1gp, and 20sp

SECOND STORY MAP KEY

1. Arcanist Library. This area serves as the main reading room for the Chapterhouse and is available to all members in good standing. The library contains 3,173 codices (476,000gp value) including the spell formulae for every standard 1st and 2nd level arcane spell of the blast, detection, enchantment, illusion, movement, protection, summoning, and transmogrification types. The books are distributed across a series of 15' tall floor-to-ceiling oak bookcases that run along the northern, eastern, and

western walls of the library. The reading area contains enough desks, chairs, and couches to comfortably seat 120 researchers. There are always at least **1d6 apprentice mages**, **1d4 apprentice scholars**, **2d8 arcanists**, **2d4+1 seers**, **1d3 theurgists**, **1d3-1 magicians**, and **1d3-1 thaumaturges** here between sunup and sundown. There is a 5% chance for each officer of the Chapterhouse to be present working with their assistants.

2. Atrium. The floor here opens to give a view of the grand foyer below. The load-bearing columns continue upwards to support the third story above.

3. Arm of Istreus. The right arm of the bronze statue of Istreus extends into the second floor here, its upward pointing right-hand illuminating the space with *continual light*.

4. Grand Staircase. The steps here lead down to the ground story (room 5).

THIRD STORY MAP KEY

Magical Protections: When the officers of the Tower are asleep in the bedrooms, their doors will be *wizard locked* and warded with *magic mouth* spells that trigger if the door is opened to wake the mage within.

1. Provost's Quarters. The living quarters of the Chapterhouse Provost feature fine-quality furniture imported from Aura. In the center of the room is a sitting table with an incense burner to aid in daily meditations. **Mentenus Cavië** has a 25% chance to be here by day, and a 75% chance to be asleep here by night.

2. Regent's Quarters. The luxurious living quarters of the Chapterhouse Regent are furnished with finely crafted furniture worthy of the great patricians of the land. In the room's center is a small stand with a marble bust of Quintus Odysios, first Regent of the Chapterhouse, fragrant oils burning before it. Next to the Regent's great bed is a sitting table with a *kyrpeges* set mid-game upon it. Upon that same table are a stack of open letters from the Archregent of Aura, written on small pieces of parchment, each only containing one sentence detailing the next move on the board. **Aurëus Ambador** has a 30% chance to be here by day, and a 95% chance to be asleep here by night.

3. Treasurer's Quarters. The living quarters of the Chapterhouse Provost are modest and sparse, to impress upon the holders of the office that, since they are responsible for all the treasure of the Chapterhouse, they must be above greed. **Clitus Omnus** has a 30% chance to be here by day, and a 95% chance to be asleep here by night.

4. Recreation Lounges. Mages tend to take their recreation indoors. These lounges are furnished with couches, small tables, comfortable chairs, and bookcases stocked with books, tabletop games, and dice for their entertainment. During the evening there will be **1d2 apprentices**, **1d10 arcanists**, and **1d6 seers** relaxing in the lounges. There is a 50% chance a **theurgist** will be present, a 33% chance for a **magician** or **thaumaturge**, and a 25% chance for an **enchanter** or **sorcerer**. Reaction rolls in the recreation lounges are at +1 due to the convivial atmosphere.

There is a 5% chance that **Aurëus Ambador** will be here running a role-playing game in which 1d4+1 members are pretending to be the crew of an astral warship on a five-year mission to explore other celestial spheres. The adventurers will be invited to join the campaign. Those who play in the RPG earn ***ACKS*** XP equal to 1% of the XP that the character's character earns inside the game, because playing RPGs makes them better in real life. (The real means by which mages advance without adventuring…)

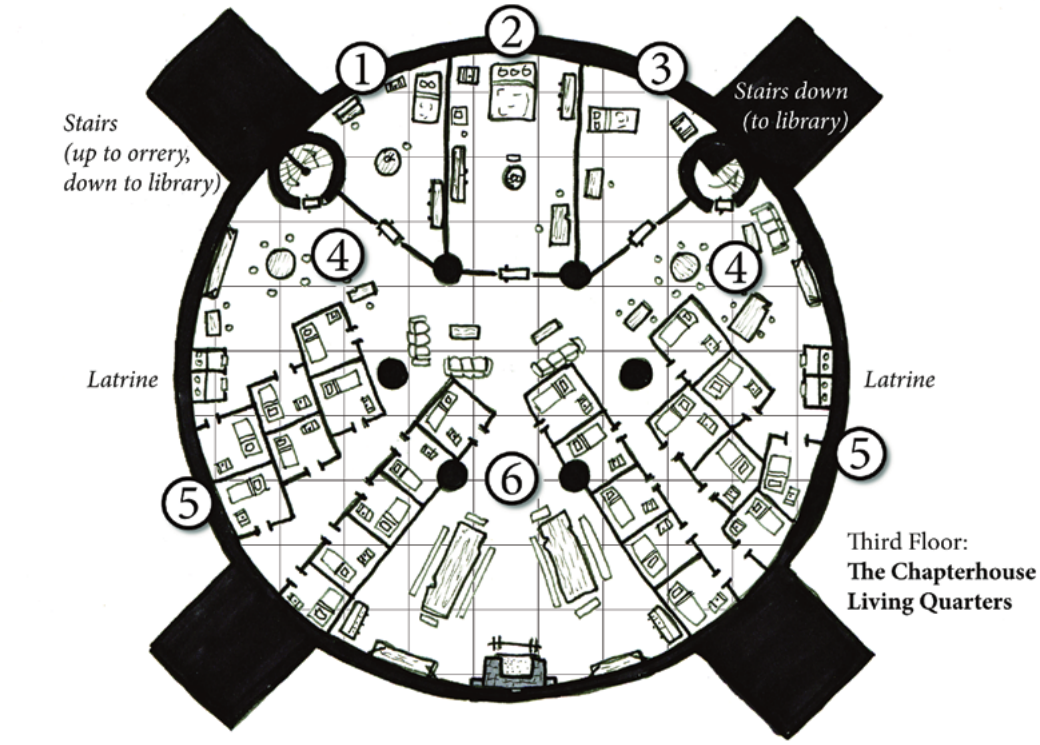
5. Dormitories. Most of the mages live in townhouses owned by the Tower of Knowledge and located within walking distance of the Chapterhouse. However, the order requires apprentices (0-level men and women studying to be mages) to dwell within the Chapterhouse, where they can be closely supervised and more easily tasked with the many mundane errands that are the lot of every apprentice. Each apprentice is afforded a small room with a sleeping couch and a chest for personal belongings. The rooms are divided by thin wooden screens that do little to diminish sounds, and those who make noise late at night are often victimized by *sleep*. There is a 15% chance of finding apprentices during the day, a 50% chance during the evening, and a 95% chance during the night.

6. Kitchen and Refectory. The communal dining area of the Chapterhouse has two long tables with seating for 10 diners each. A masonry stove surmounted by a grill is built into the wall. On either side of the oven are a pair of counters holding terracotta bowls, cauldrons, cook-pots, kettles, pans, and jars. Below the counters are various food items, including 6 bags of vegetables (3gp, 24 st total), 10 wheels of local cheese (3gp, 3 st), 10 bricks of salt (7gp, 5 st total), 2 pouches of herbs and spices (10gp total), 2 amphorae of olive oil (40gp, 12 st), 2 amphorae of honey (40gp, 12 st total), and 2 amphorae of fish sauce (40gp, 12 st total). Past the pantry counters are a pair of wine racks each holding 20 bottles of wine (200gp, 8 st). The chore of buying, preparing, and cleaning up each days' meals is delegated to the apprentices, who rotate through the duties each week. One of the three officers will be present at any given meal, while all three will be present for dinner once per week.

FOURTH STORY MAP KEY

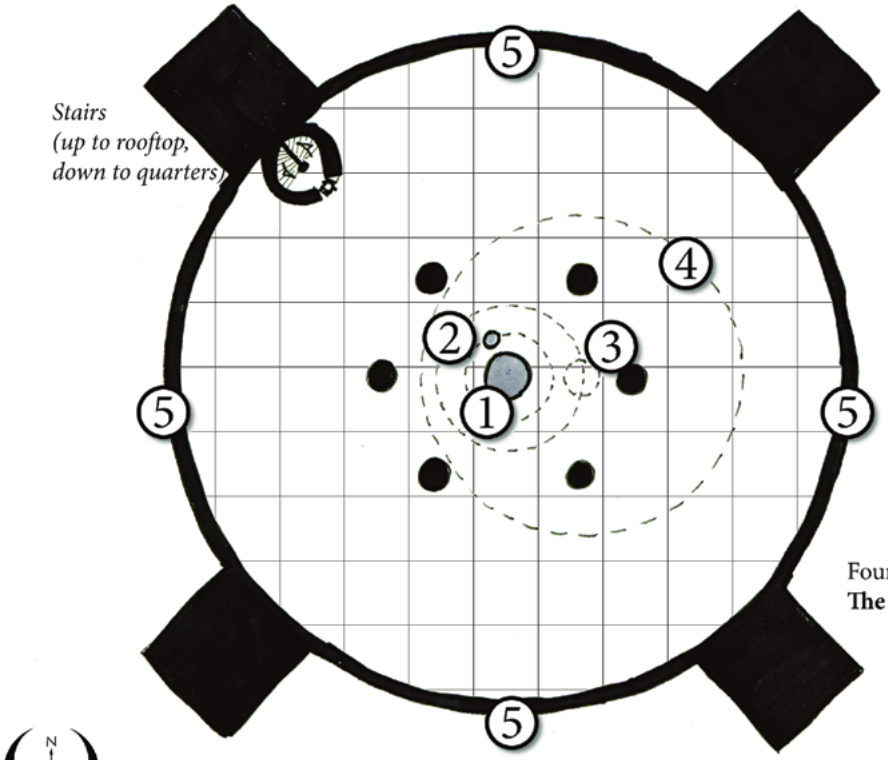
The entire floor is dominated by a great orrery that accurately charts the passage of the sun, moon, and planets through the heavens. The astrologers of the Tower recognize seven *quellari* ("planets", literally "wandering lights") in the celestial sphere of Cybele. The seven planets are named for the Empyrean gods (or the gods are named for the planets, or *are* the planets, depending on which cosmogonist is asked); they are Ammonar, Mityara, Naurivus, Ianna, Türas, Istreus, and Calefa.

50. Tower of Knowledge



Third Floor:
The Chapterhouse Living Quarters

10 30
20 40



Fourth Floor:
The Great Orrery



Prior to the 2nd century IY, the Tower believed that all seven planets orbited around Cybele, but the contemporary cosmological model holds that Ammonar (the sun) and Mityara (the moon) orbit around Cybele, while the other five planets orbit around Ammonar, and it is this model that is used here. The world, the moon, and the sun are physical objects that move through their orbits on tracks of golden-hued brass while the other planets and the stars are projected into the room by a dynamic *permanent illusion* that makes the celestial bodies appear to float in the air. When the position of the orrery changes, so does the illusion change to match. The orrery's illusion is multi-sensory and visitors hear the chiming harmonics of the Celestial Spheres and feel the gentle warmth of the Empyrean fires.

The fourth story is frequently used to train and practice divination, enchantment, illusion, and protection magic. From sunup to sundown, there will be an **apprentice**, **1d3 arcanists**, and **1d3 seers**. There is a 50% chance a **theurgist** will be present, a 33% chance for a **magician** or **thaumaturge**, and a 25% chance for an **enchanter** or **sorcerer**. Each officer of the Chapterhouse has a 5% chance to be present offering instruction. In addition, **1d2 journeyman scholars** and **1d4 apprentice scholars** will be present here most times, making records of the astrological movements.

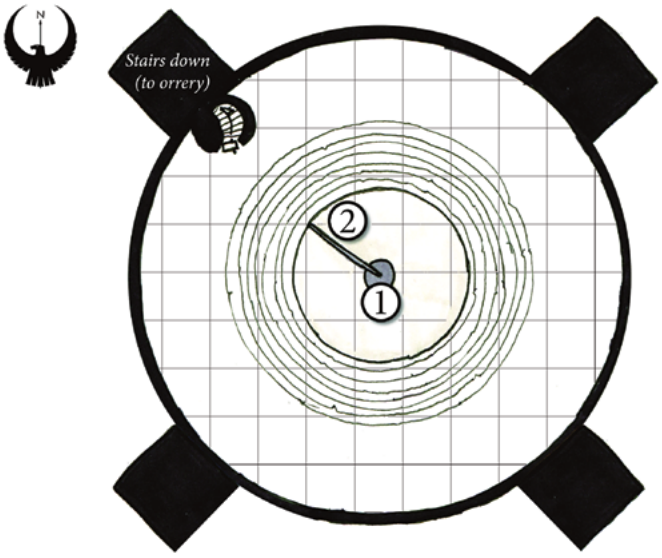
1. Cybele. The central globe of the orrery represents Cybele, the world of the Auran Empire. It sits motionless at the center of the orrery, simulating its central position with the Celestial Sphere. The globe itself is made of a mosaic of stones that depicts the known continents and oceans. The seas are represented by aquamarine stones and the land by sardonyx. Only one city is marked on the globe, Aura, represented by a diamond and labeled in gold filigree. The cartography of the globe is relatively accurate around Aurëpos, but the rest is merely conjecture by the order's mapmakers.

2. Moon and Lunar Orbit. The moon, Mityara, is represented by an orb of silver. The dotted line marks the orbit of the moon around Cybele every 30 1/3 days.

3. Sun and Solar Orbit. The sun, Ammonar, is represented by an orb of gold. The dotted line marks the orbit of the sun around Cybele every 364 days. All of the other planets orbit the sun.

4. Planetary Orbits. The region within the dotted line encompasses all of the orbits of the sphere's outer planets (Naurivus, Ianna, Türas, Istreus, and Calefa) around the sun. As the sun orbits the world, the illusory orbits of the planets also shift so that they always remain centered on it, forming intricate epicycles of beauty and harmony.

5. Celestial Sphere. The orrery projects the nighttime panorama of the celestial sphere onto the walls of the Chapterhouse. Along the ecliptic of the planetary orbits around the celestial sphere, the stars are organized into eleven great *zeogramma* ("constellations") – The Empress, the Cowl, the Eye, the Manticore, the Scorpion, the Naga, the Prince, the Wolf, the Kraken, the Egg, and the Thunderbolt – each encompassing approximately 1/12th of the complete ecliptic. A starless patch of darkness known as the Void takes up the last twelfth of the ecliptic and is considered the twelfth constellation.



50. Tower of Knowledge

10 20 30 40

FIFTH STORY MAP KEY

The open-air fifth story is frequently used to train and practice blast, summoning, transmogrification, and wall magic. From sunup to sundown, there will be an **apprentice**, **1d3 arcanists**, and **1d3 seers**. There is a 50% chance a **theurgist** will be present, a 33% chance for a **magician** or **thaumaturge**, and a 25% chance for an **enchanter** or **sorcerer**. Each officer of the Chapterhouse has a 5% chance to be present offering instruction. During these times, a **tower guard** will also be on post and using the sextant to watch the lands. At night, a **sage**, **1d2 journeyman scholars** and **1d4 apprentice scholars** will be here making astrological observations and records.

1. Sextant of Cyfaraun. The bronze Sextant of Cyfaraun is at the top of a 7-step platform at the center of the tower's rooftop. The sextant is permanently enchanted with *eyes of the eagle*. Although primarily designed to track the movement of the heavenly bodies, it can be set to observe the land beyond the city walls and out to the horizon to watch for the movement of enemy armies.

2. Sextant Mechanisms. The sextant is moved by complex gear mechanisms, both within the sextant and under the platform on which it is placed, to ensure the absolute accuracy of the astrological measurements taken. A hollow bronze rod extends

out from the base of the sextant to the edge of polished brass plates forming a circular dial with a 40' diameter that is divided into 360 degrees, subdivided further into 60 second intervals between each degree mark.

BASEMENT MAP KEY

Construction: The Tower of Knowledge lies outside the borders of Ancient Cyfaraun. Its Basement was delved by Auran engineers from the volcanic tuff. The rough-hewn walls, floor, and ceilings were then surfaced with stucco.

Doors: All of the secret doors in the basement are *wizard locked* (8th level) except the Regent's Private Study (**1**) and the Provost's Private Study (**2**). Those are *wizard locked* at 10th and 9th level respectively.

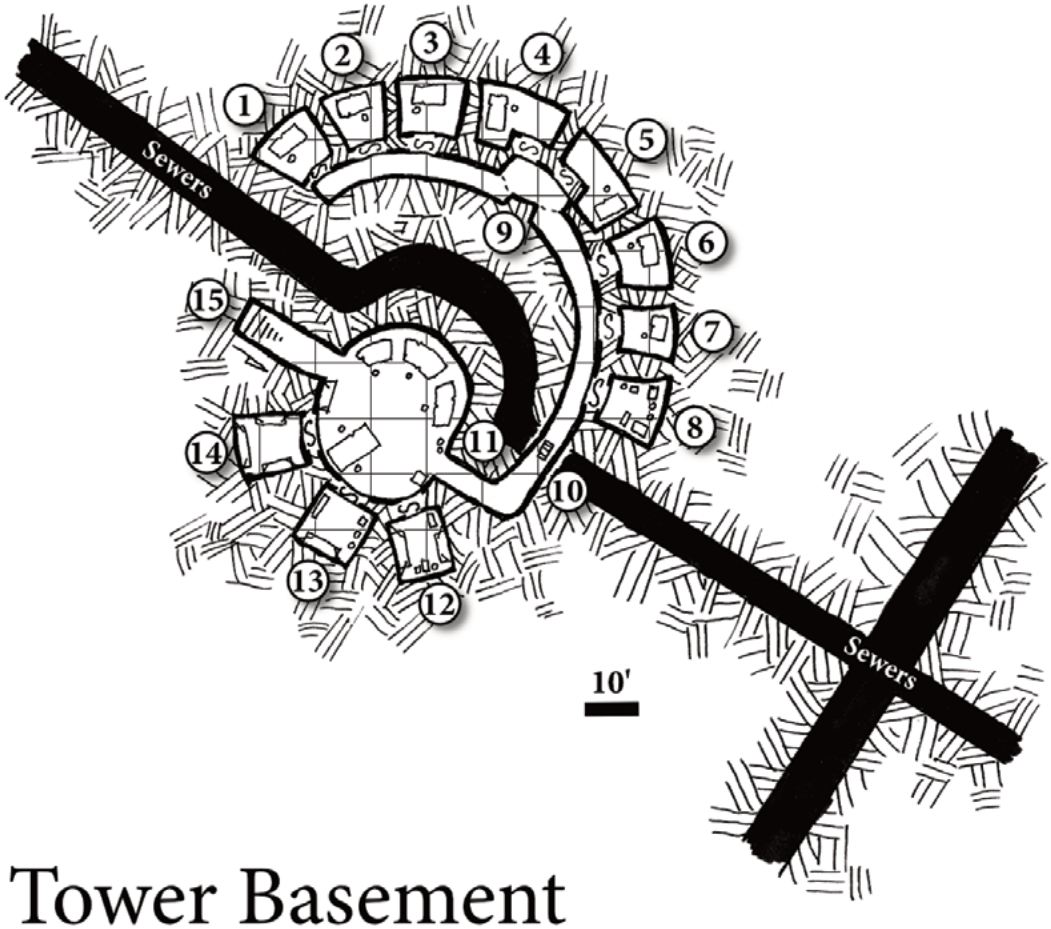
Lighting: Each room in the basement is illuminated by *continual light* cast on its ceiling. The hallway between the rooms is illuminated by *continual light* every 30'. With over 30 mages capable of casting 2nd level spells, the magic is easy to sustain.

1. Regent's Private Study. Hanging on the wall opposite the secret door is a large map, painted with oil-based pigments on the leathered hide of a massive bull, depicting the Borderlands and what little has been charted of the Wastes beyond. Various points across the map are cryptically marked with strange combinations of sigils.

A table next to the map holds a *crystal ball* and a stack of embossed iron spikes, each with a unique combination of sigils, along with a variety of hard iron stamping tools and hammers. Adventurers who travel into the Wastes on behalf of the Regent are given an assortment of the iron spikes to hammer into the ground at any place that appears to be a key landmark, such as mountain passes or river fords. The coordinates on the map mark such points.

Against the wall to the left of the secret door is a large 7' tall oak bookshelf with the Regent's private journals, as well as his notes on suspected locations of beastmen tribes and appraisals of their war-chiefs and shamans. His shelf also holds 30 codices covering topics related to battle magic, military history, siege engineering, and cartography (4,500gp and 15 st total). Next to the bookshelf is a *wizard locked* chest containing 4,300gp.

There is a 25% chance that **Aurëus Ambador** is here by day.



50u. Tower Basement

2. Provost's Private Study. On the wall opposite the secret door, a resplendent 15'x10' tapestry depicts Aura at dawn, the sun and its rays woven with literal gold thread (1000gp value). Hidden on the tapestry's reverse side are four detailed anatomical drawings of human and elven vivisection, of both males and females, rendered life-sized on large panels of vellum (150gp each). A character with Healing proficiency who undertakes a study of the drawings can ascertain that they are highly accurate and must have been drawn either from personal experience or from forbidden tomes.

A set of shelves runs along the wall to the left of the secret door. The shelves hold a dozen glass jars containing small dead animals (frogs, rats, and snakes) preserved in concoctions of embalming fluids. The shelves also contain ten small glass-stoppered bottles, each filled with blood-colored fluids (6gp each), all labeled "rat lycanthropy." On the center research table are three frogs, all pinned belly-up within small arcane circles of rare mineral salts, in various stages of vivisection. Beneath the table is a *wizard locked* chest filled with 2,300gp.

On the wall to the right of the secret door is a 7'-tall bookshelf filled with the Provost's research journals, along with 25 books covering topics related to astrology, history, lycanthropy, and summoning (3,750gp and 12.5 st total). A fine life-sized tapestry depicting the Provost in his luxurious wizard robes hangs next to the bookshelf (250gp).

The Provost's journals are written in a cipher, decipherable only with magic or a successful proficiency throw to read languages. Decrypting the Provost's journals reveals his research into the fragments of ancient elven knowledge occasionally found across the borderlands. He has concluded that the agelessness of the elves is due to the necromantic experiments that their ancient ancestors conducted and seeks to replicate those experiments in order to give himself and the rest of mankind the blessings of eternal youth. Later entries discuss the existence of ancient elven tombs beneath Cyfaraun and the Provost's work with recently expelled adjuncts and scholars to find possible entrances to the ancient ruins in the city's sewers. The final pages note that he has infected his associates with wererat lycanthropy in order to make them more effective in their search, as well as to protect them from the lethal diseases of the sewers. Delivering the journals to the Prefect, the Regent, or the Patriarch will result in Mentenus Cavië's arrest.

There is a 50% chance that **Mentenus Cavië** is here by day, and a 25% chance he is present at night.

3. Chapterhouse Treasure's Private Study. Against the wall opposite the secret door and to the left of the room are shelves filled with the Treasurer's private collection of monster parts, consisting of 100 giant hawk feathers (445gp and 4 st total), 25 sphinx feathers (405gp and 5 st total), 24 griffin feathers (170gp and 2 st total), 16 owl bear feathers (60gp and 4/6 st total), 8 wyvern horns (320gp and 4 st total), 2 yali horns (250gp and 4/6 st total) and a gorgon horn (540gp, 9 st). The wall to the right of the secret door features a large bookshelf with his personal library of 21 books focusing on alchemy, mathematics, and magical engineering (3,150gp and 10.5 st total). In the center of the room is a large table stacked with files tracking the Chapterhouse's finances and pages of notes on inventory items (including detailed descriptions of the treasure in the Wizard's Library, Engineering Laboratory, and Treasury). Underneath the table is a *wizard locked* chest containing 750gp.

4. The Wizards' Library. The Wizards' Library is a private collection of 226 books (34,000gp and 113 st) restricted to the use of the Regent, Provost, and Treasurer of the Chapterhouse and to visiting members of wizard rank (9th level or higher). Of note, it contains two forbidden necromantic spell formulas and a mysterious text of epic poetry captured from the elves during the conquest. Hundreds of years ago, when the Aurans first captured these tomes, they were deemed to be too dangerous for young adjuncts and scholars to be kept in open distribution. The first necromantic book contains the spell formulae for *necromantic potence* (100gp), while the second contains *animate dead* (1,500gp). The mysterious book of epic poetry is *the Dawn and Dusk of Argollë*; ostensibly merely a poetic narrative of elven history, the book carries esoteric knowledge on the black arts (Format: Codex; Language: Ancient Argollëan; Apparent Topic: Performance (epic poetry); Esoteric Topic: Black Lore of Zahar, Knowledge (history - Ancient Argollë) 4; Apparent Scope: 1; Esoteric Scope: 3; Apparent Complexity: 2; Esoteric Complexity: 6; Length 500 pages; Reading Time/Reference Time 3 days/3 turns, Apparent Value 5,000gp; Esoteric Value 25,000gp; Weight 2.5 st).

5. Unassigned Private Study. This chamber is set aside for future use by members of sorcerer rank (7th level) or above. It is furnished with a large table, a pair of chairs, and an empty bookcase. Adventurers of 7th level or higher who join the order might be assigned this room for their use.

6. Warmages' Private Study. This chamber serves as a private research room for two collegians from the College of War (both 7th level mages). The center of the room features a large table with an intricate brass orrery (1000gp, 1 st), a miniature of the one in the observatory of the Chapterhouse. Under the table are two chests (both *wizard locked*), one with 1,280gp and the other with 2,280gp.

A bookcase standing against the wall to the left of the secret door holds a number of codices on battle magic and elemental magic, along with the collegians' research journals (4,260gp and 14 st total). A character with Elementalism proficiency who spends one hour (6 turns) reading the research journals will learn that that the collegians believe that *fireball* spells may do greater than expected damage at high noon on the summer solstice. The wall opposite the secret door displays large panels of vellum depicting how elemental spell signatures appear at different times of

the year, depending on the position of the celestial bodies. The vellum panels are worth 300gp each. The wall to the right of the secret door has several buckets of sand, along with charred rags and other burnt refuse.

There is a 50% chance for each mage to be here by day. These warmages are willing to pay spellcasting fees to any adventuring mages willing to write-up detailed accounts of the elemental spells they cast, when they cast them, where they cast them, and the observed effects in order to compile the reports into a comprehensive study on the matter.

7. Transmogrifiers' Private Study. This chamber is the private research room for two resident collegians from the College of Transmogrification (both 7th level mages). Unlike the other studies, the room has two tables, one against each wall left and right of the secret door. Both tables feature a wide assortment of highly specialized and expensive alchemical apparatuses – alembic, calcinatory, and retort, plus beakers, flasks, and vats (7,200gp and 24 st total). Underneath each table is a *wizard locked* chest containing 1,000gp. Against the wall opposite to the secret door, between the two tables, is a bookcase featuring 30 codices dealing with alchemy, animal husbandry, baking, cooking, and dwarven brewing (4,500gp and 15 st total).

8. Chapterhouse Treasury. This vault contains much of the mundane wealth of the tower. A pair of *wizard locked* chests holds 5,000gp each (10,000gp total). Next to the chests is a crate of fine porcelain (500gp, 2 st) used only for banquets in the refectory. Hanging on the walls are 30 pieces of ivory (1,800gp and 18 st total).

9. Magic Mouth. The area marked by the dotted lines is secured by a *magic mouth* spell. The *magic mouth* is triggered if any creature enters the area without first donning a mage's cassock, and says in Common "Salutations, trespasser! Your presence here is forbidden. If you do not return to the upper level immediately, your obliteration is inevitable." The mouth is loud enough to alert the tower guards at the stairs (Ground Story 7) and any mages on this floor.

10. Sewer Gate. A locked iron grate leads to the sewers below. Although all of the officers have a key, Aurëus has secured the grate with *wizard lock* (10th level) to prevent anyone from opening it.

11. Thaumaturge Library. This round chamber serves as the reading and research room for members of thaumaturge rank and above. The 906-book library (136,000gp and 453 st), including the spell formulae for every standard 3rd and 4th level arcane spell of the blast, detection, enchantment, illusion, movement, protection, summoning, and transmogrification types. The books are chained to three large bookcases that encircle the northeast wall. The library is furnished with a set of reading stools near the bookcases, and with a large work desk with two more stools along the southwest wall. From sunup to sundown, there will be **1d3 thaumaturges** here studying, with a 60% chance of an **enchanter**, 40% chance of a **sorcerer**, and 5% chance for each officer of the Chapterhouse as well.

12. Arcane Vault. The Arcane Vault is used to store special components and magical items. A pair of long tables on either wall display a variety of metamphorae laden with special components. Six chests (all *wizard locked* by the Treasurer) on the floor contain magical items owned by the Chapterhouse. These items were either captured by Auran mages from the elves during the conquest of Southern Argollë, sold off by ignorant adventurers, or created by collegians of the Chapterhouse. The room contains the following items:

» Chest #1: *potion of ESP*, *potion of extra healing*, *potion of gaseous form*, *2 potions of healing*, *2 potions of poison*, *potion of polymorph*, *potion of sweet water*, *potion of treasure finding*

» Chest #2: *arcane scroll of burning hands*, *arcane scroll of sleep*, *arcane scroll of mirror image*, *arcane scroll of stinking cloud*, *arcane scroll of web*, *arcane scroll of wall of ice*, all written in Classical Auran; *scroll of ward against elementals*; *scroll of ward against magic*; *treasure map* to an elven shrine in the Viaspen Forest (Borderlands Gazetteer #21) written in Common Argollëan; and *treasure map* to an elven watchtower in the Madoan Hills (Borderlands Gazetteer #45), written in Common Argollëan

» Chest #3: *ring of fire resistance*, *ring of protection +1*, *ring of water walking*

» Chest #4: *wand of detecting magic* (15 charges), *wand of detecting metals* (10 charges), *wand of detecting secret doors* (9 charges), *wand of magic missiles* (14 charges)

» Chest #5: *bracers of armor AC 4*, *brazier of commanding fire elementals*, *elven cloak*, *rope of climbing*

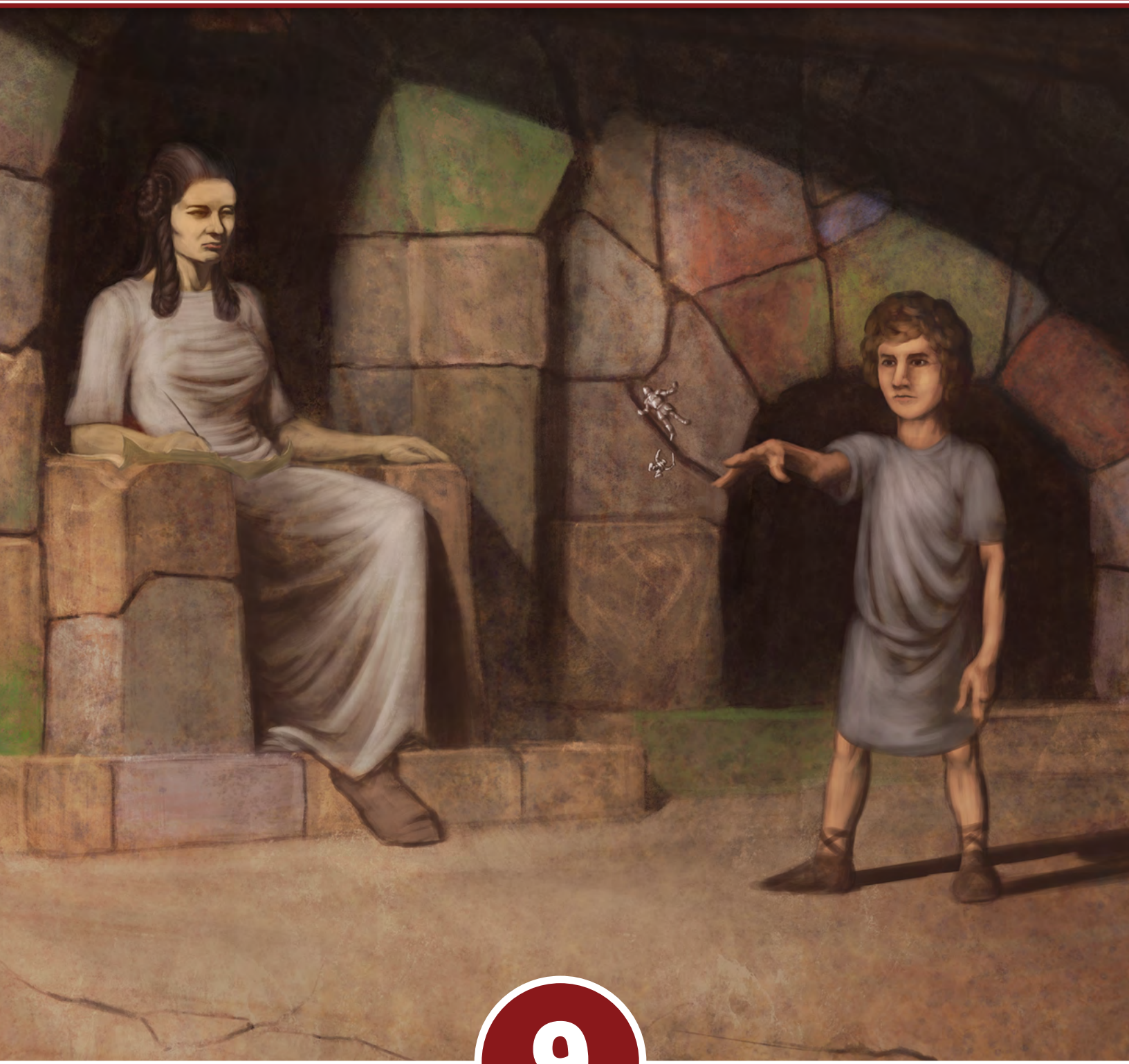


» Metamphorae: amphisbaena's carcass (340gp), chimera's wingtips (400gp), basilisk's gizzard (500gp), ettin's y-shaped spinal cord (850gp), gorgon's horns (400gp), great white shark's skull (600gp), hill giant's pituitary gland (700gp), a lamia's tongue (400gp), sabre-tooth tiger's tusks (300gp), skittering maw's dorsal fin (500gp), sphinx's heart (1200gp), wyvern's stinger (360gp), wyvern's talons (360gp), and wyvern's wingtips (300gp).

13. Arcane Workshop. This room is cluttered with magical contraptions and apparatuses meant for use in creating magical items (45,000gp value, 150 st). The stucco walls have scorch marks in numerous places, as if fiery accidents had repeatedly taken place. From sunup to sundown, there will be **1d3 thaumaturges** here engaged in magic research, with a 60% chance of an **enchanter**, 40% chance of a **sorcerer**, and 5% chance for each officer of the Chapterhouse as well.

14. Crossbreeding Laboratory. A pair of large vats line the north and south walls of this room, each filled with embalming fluids. Hoses, tubes, and other contraptions connect the vats to a worktable on the far wall. The worktable is littered with embryos in vats, anatomical drawings of dissected animals, surgical tools, and other devices. The items collectively constitute a small crossbreeding laboratory (15,000gp and 50 st). The lab is only infrequently used as none of the current members are of sufficient level to crossbreed monsters.

15. Stairs. The stairs here ascend 15' to the ground story of the Chapterhouse (room **7**).



9

TEMPLE DISTRICT

The Temple District encompasses the southeastern portion of the city. Its borders are marked by the Cesta Vothë ("South Street") to the north, the Imperial Walls between the Pylos Gollë ("East Gate", #53) and Pylos Stodia ("Watchful Gate", #57) to the south and east, and the Old Walls to the west, where the Pylos Nymfë ("Lake Gate", #69) connects it to the Lake District. The densely built Temple District contains the Temple of the Hearth Fire (#58), the Hospital of the Keepers (#59), the Almshouse of the Keepers (#60), the Orphanage of the Keepers (#61), the House of Mourning (#62), the Temple of Justice (#63), the Hall of Travelers (#64), the Temple of the Blade and Veil (#65), and the Shrine of the Ancestors (#68). Most of the city's ecclesiastic and clerical workers reside here.

POINTS OF INTEREST

53. PYLOS GOLLË ("EAST GATE")

The East Gate controls traffic entering the Temple District along the Cesta Türaduaran ("Street of the Mighty Dawn"). The gate itself consists of an iron portcullis and iron-reinforced oak doors painted with seven-pointed stars. It is bracketed by a pair of 20' tall, 50' square gatehouses (each with 1,500 SHP and Unit Capacity 2) of concrete masonry rendered with white stucco. The gate is only open from sunup to sundown; a reasonable justification and Friendly reaction roll is required to persuade the Watch to open it by night.

Merchants traveling to Türos Orn and the eastern border forts often depart from this gate. Characters transporting loads of merchandise must pay a toll of 4d6+2gp per 5,000 st of merchandise each time they enter or exit with goods. If they are importing goods, they must also pay a customs duty equal to 2d10% of their merchandise's market price. See Doing Business in Cyfaraun (p. 56).

Funeral processions pass through the East Gate almost daily. The city's crematoria are located outside the city walls. The grey-robed Sisters of Mourning carry the bodies of the dead from the House of Mourning (#62) through the East Gate to the crematoria daily, then return with the cremated remains for interment.

15 City Watch officers are based in the gatehouses. At any time, 4 will be on patrol, 4 will be on duty at the gate, and 7 will be off duty in the ground story barracks. The people of Cyfaraun take their faith seriously, and the officers of the Temple District tend to be conscientious in their duties. The district's subaltern, Justirio Komnaurius, is particularly devout and secretly wishes to be a Knight of the Winged Sun. Lawful clerics and paladins gain a +2 to reaction rolls with him.

54. CITY WATCHTOWER XIII

Watchtower XIII is a 20'-tall two-story tower with a 25' diameter seated at the interior vertex of two segments of the Imperial Walls. It is built of concrete rendered with white stucco (850 SHP and Unit Capacity 0.5) and connects to the Walls on its second story. 5 City Watch officers are based here. At any time, 1 will be manning the tower, 2 will be on patrol and 2 will be off duty in the ground-story barracks.

55. CITY WATCHTOWER XIV

Watchtower XIV is a three-story, 30'-tall, 40'-diameter teardrop-shaped tower built from concrete and rendered with white stucco (1,875 SHP and Unit Capacity 1.5). It connects to the Imperial Walls on its second story. Stationed on the top story, below the terracotta roof, is a repeating light ballista on a rotating platform. 5 City Watch officers are based in Watchtower XIV. At any time, 1 will be manning the ballista, 2 will be on patrol and 2 will be off duty in the ground-story barracks.

56. CITY WATCHTOWER XV

Watchtower XV is a 20'-tall two-story tower with a 25' diameter that extends like a cupola from the Imperial Walls. It is built of concrete rendered with white stucco (850 SHP and Unit Capacity 0.5) and connects to the Walls on its second story. 5 City Watch officers are based in Watchtower XV. At any time, 1 will be manning the tower, 2 will be on patrol and 2 will be off duty in the ground-story barracks.

57. PYLOS STODIA ("WATCHFUL GATE")

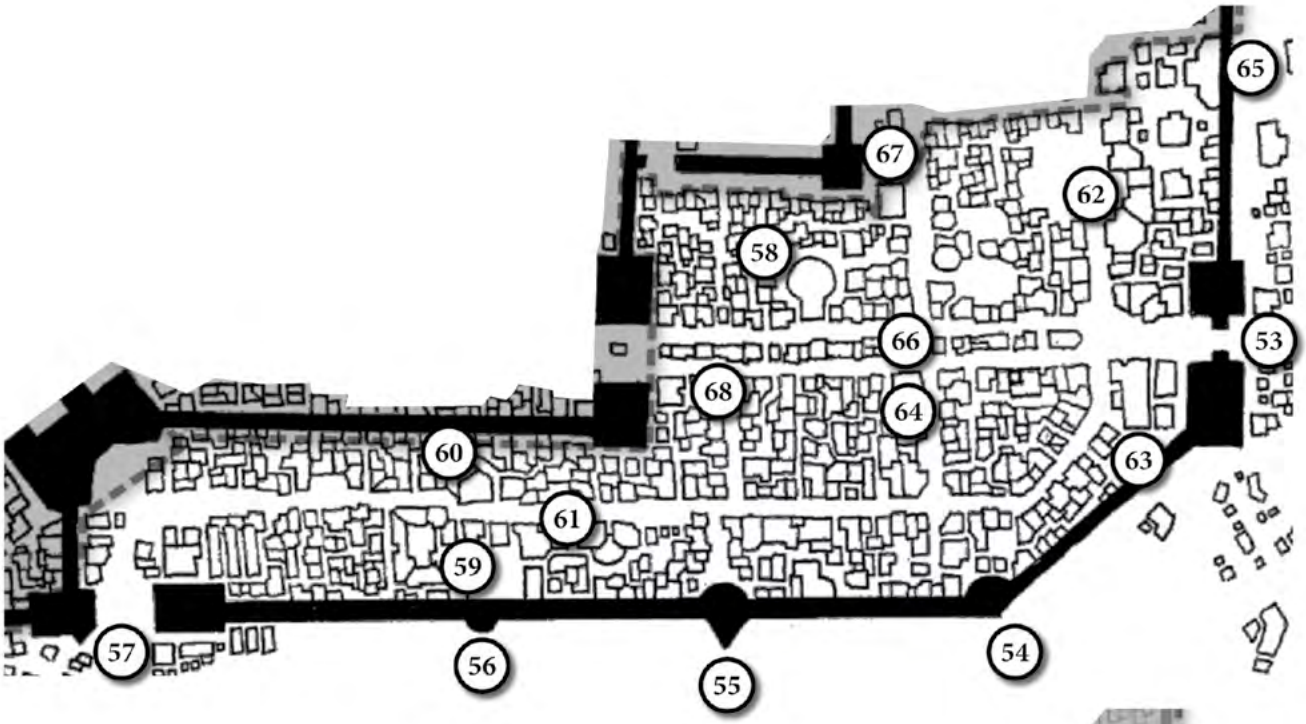
The Watchful Gate was built to afford the nearby City Watch Headquarters (#5) with an expeditious sally point. The gate itself consists of an iron portcullis and iron-reinforced oak doors painted with the symbol of the City Watch (an eye over two crossed spears). It is bracketed by a pair of 20' tall, 30' square gatehouses (each with 1,500 SHP and Unit Capacity 2) of concrete masonry rendered with white stucco. The gate is only open from sunup to sundown; a reasonable justification and Friendly reaction roll is required to persuade the Watch to open it by night. 10 City Watch officers are based in the gatehouses. At any time, 3 will be on patrol, 2 will be on duty at the gate, and 5 will be off duty in the ground story barracks. The Watchful Gate is not connected to any major roads and is closed to mercantile traffic; traders who attempt to use it are directed to the nearby Plaza Gate. Between the proximity of the City Watch and the lack of commercial traffic, the Watchful Gate is the worst gate in the city for smugglers and thieves to ply their trade.

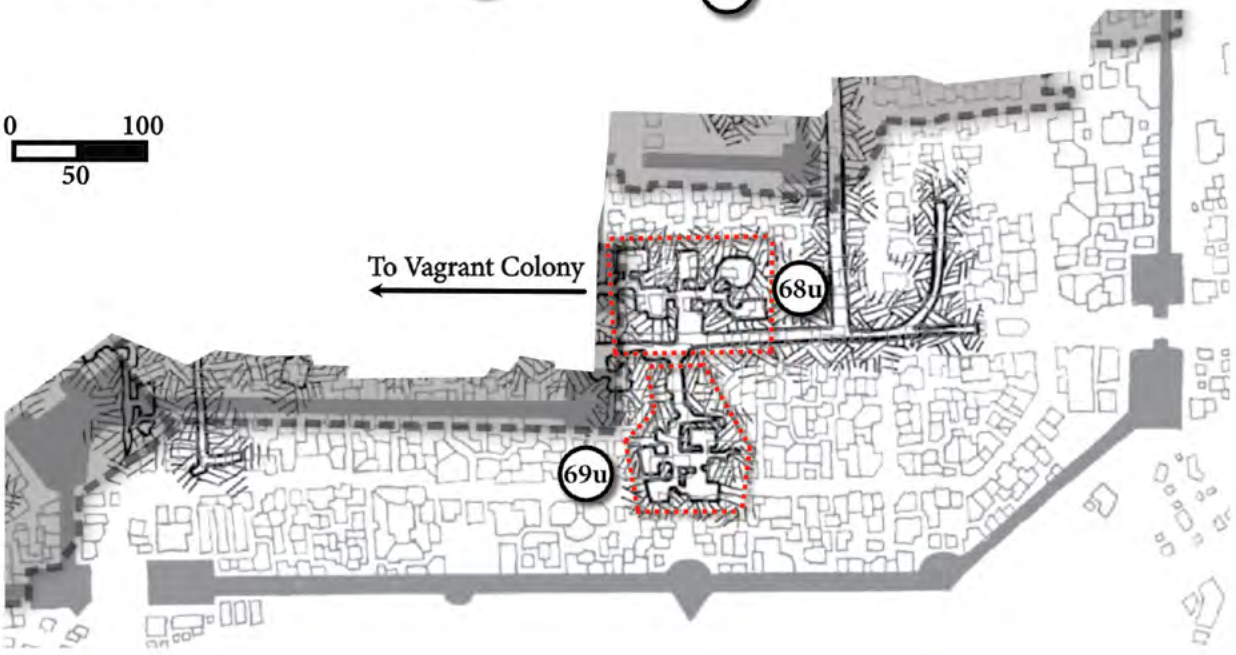
58. SARAOS BELLËDORAN ("TEMPLE OF THE HEARTH FIRE")

The Temple of the Hearth Fire is built of concrete masonry faced with fired brick that forms an intricate pattern of repeating seven-pointed stars. The Temple's imposing narthex opens into a great rotunda with a capped oculus at its apex that allows the smoke of its sacred fire to vent. The perimeter of the rotunda has seven apses, each containing a marble altar dedicated to one of the seven Empyrean gods. The alter dedicated to Mityara has the central position opposite the narthex. The rotunda is illuminated by an eternal flame that rises from a brazen brazier

Temple District

City





Undercity

at the center of the rotunda, directly under the capped oculus. The Temple counts as an *illuminated pinnacle of good*. Divine spellcasting services are available here from the staff (prices as per ***ACKS*** p. 54).

By day, the Temple and its sacred fires are maintained by 3 daughters, 4 novices, and 4 aspirants of Mityara, with a 60% chance each for a sister-initiate and/or a sister to be present. At night, the sacred fires are maintained by a daughter, 2 novices, and 2 aspirants, with a 25% chance each for a sister-initiate and/or a sister. There is a 15% chance for Matriarch Aundëmë herself to be present here at any time.

59. MACULOS CETENANI ("HOSPITAL OF THE KEEPERS")

The Hospital is a two-story 75' square building with a 25' square interior courtyard, where an 8' tall marble statue of Mityara holds up an ever-burning torch. While the torch burns, the courtyard counts as an *illuminated pinnacle of good*. The courtyard is surrounded by a two-story arcade with 10 wards on each story (20 wards total). Up to four patients can be treated in each ward (80 total). The beds in each ward are separated by white linen curtains embroidered with prayers. At each of the outer corners of the arcade is a staircase between the first and second stories. At each of the inner corners of the arcade are 5' x 10' storerooms for medical supplies. All the rooms in the hospital have large open windows, facing either the exterior of the city or the interior courtyard of the hospital depending on their arrangement on the arcade. Roll 8d10 for the number of patients being treated at the hospital at any time.

By day, the Hospital is staffed by a chirugeon, a physiker, 2 healers and 2 novices of Mityara. There is a 60% chance each for a daughter, a sister-initiate, a sister, and/or a mother to be here attending patients. There is a 15% chance for Matriarch Aundëmë to be here supervising. At night the Hospital is staffed by a physiker, a healer, and a novice of Mityara. There is a 25% chance each for a daughter, a sister-initiate, a sister, and/or a mother to be present. The mother, Drakima, runs the Hospital and reports directly to the matriarch.

60. DEPREFANOS CETENANI ("ALMSHOUSE OF THE KEEPERS")

The Almshouse is a two-story building of concrete masonry faced with plain fired brick. The first floor has a large dining hall austerely furnished with long wood tables with benches. A serving counter separates the dining hall from the kitchen, where meals of porridge, soup, and stew are prepared for the aged and infirm residents. A small pantry in the backroom contains stores of grains and vegetables. The second floor has a dormitory with pallets where homeless residents of Cyfaraun can find a bed for the night.

2d6x10 impoverished paupers arrive at the Almshouse at breakfast, lunch, and dinner in the hopes of a hot meal. 60% of the paupers are children, 20% are adult men, and 20% are adult women. 4d6 paupers live at the Almshouse more-or-less full-time. Maintaining the Almshouse is expensive and the Keepers warmly welcome charitable assistance; characters who donate funds to the Almshouse can count their donation towards their reserve XP.

By day, the Almshouse is staffed by 3 aspirants and 2 novices of Mityara. There is a 60% chance each for a daughter, a sister-initiate, a sister, and/or a sister disciple to be here attending patients. There is a 15% chance for Matriarch Aundëmë to be here supervising. At night the Almshouse is staffed by 2 aspirants and a novice of Mityara. There is a 25% chance each for a daughter, a sister-initiate, a sister, and/or a sister disciple to be present. The sister disciple, Rianna, runs the Almshouse and reports directly to the matriarch.

61. PROSFYGOS CETENANI ("ORPHANAGE OF THE KEEPERS")

This large two-story building is clean and well maintained despite its humble appearance. Built with concrete masonry faced with plain fired brick, it serves as a home for Cyfaraun's orphans. The children here are cared for by the Keepers of the Hearth and their lay servants. As with the Almshouse, characters who donate funds to the Orphanage can count their donation towards their reserve XP.

Roll 1d12	Gift	Skill
1	Divine Blessing	Acrobatics
2	Divine Health	Contortionism
3	Elven Bloodline	Eavesdropping
4	Familiar	Endurance
5	Magical Music	Intimidation
6	Mystic Aura	Language
7	Prestidigitation	Lip Reading
8	Prophecy	Lockpicking
9	Sensing Evil	Mimicry
10	Sensing Power	Running
11	Soothsaying	Skulking
12	Chosen character class	Wakefulness

At any time, a total of 40+2d10 orphans live here under the supervision of the staff. The orphans' ages range from toddlers to teenagers, though most are pre-adolescent (roll 3d6-1 to determine any orphan's age in years). 1d6 of the children have been identified by the priestesses as having special gifts. The children are not aware of these gifts. Another 2d6 of the children know they have special skills, which they hide from their supervisors. The Judge can choose or roll for gifts and skills on the table above. Adventurers who wish to recruit the gifted or skilled orphans as henchmen face a formidable obstacle in Aundëmë. The

matriarch of the Keepers knows that most orphans who apprentice themselves to adventurers with dreams of becoming heroes actually die screaming in the dark. Only characters who achieve Friendly (12+) reactions with Matriarch Aundëmë will be allowed to recruit any orphans.

By day, the Orphanage is staffed by 3 aspirants and 2 novices of Mityara. There is a 60% chance each for a daughter, a sister-initiate, a sister, and/or a priestess to be here educating, healing, or playing with the orphans. There is a 15% chance for Matriarch Aundëmë to be here supervising. If either the priestess or matriarch is present, 2d10 orphans will be out playing on the sidewalk and alleys around the building. At night, the Orphanage is staffed by 2 aspirants and 1 novice of Mityara. There is a 25% chance each for a daughter, a sister-initiate, a sister, and/or a priestess to be here attending to administrative duties or doing rounds. The priestess, Pendara, runs the Orphanage and reports directly to the matriarch.

62. DOROS MAKRIMORO ("HOUSE OF MOURNING")

The House of Mourning is a somber structure built of concrete masonry and faced with black-speckled grey limestone. Led by Revered Mother Doarë of the Grey Sisters, it is an important venue for drawing up and executing wills and managing the funerary needs of the dead. A pair of bronze double doors engraved with the seven-spoked wheel of Calefa open into an interior courtyard. A marble statue of the goddess stands in the center of the courtyard, at the axis of a seven-spoked wheel depicted in mosaic on the floor. A small altar in front of the statue contains candles, goblets of wine, coin, and other offerings. Prayers for the dead can be offered here. An arcade encircles the courtyard with 12 small and 3 large chambers. 10 of the small chambers are funerary shrines, where the dead can lie in repose so that mourners can grieve and pay respects. The other 2 small chambers are meeting rooms where citizens can meet with the Grey Sisters to draw up or modify their will and testament. Of the 3 large chambers, 2 are assembly halls with small podiums and pews of seats. These are used for ceremonial reading of wills. The final chamber is a clerical archive where the Grey Sisters maintain the city's death records and the citizens' wills.

By day, the House of Mourning is staffed by 10 aspirants, 5 novices, 3 daughters, a sister-initiate, and a sister of Calefa. There is a 60% chance each for a sister-disciple, priestess, and/or revered mother. 1d10 of the funerary shrines will contain someone recently deceased with 3d6 mourners grieving under the care of a lay servant and a novice. 1d2 of the meeting rooms will be in use by one of the daughters of Calefa working with 1d2 citizens formalizing or updating their wills. 1d2 of the assembly halls will be occupied by 5d6 family members listening to a ceremonial reading by a sister-initiate or sister. Any remaining staff will be in the clerical archive.

At night, the House of Mourning is staffed by 3 aspirants and 2 novices of Calefa. There is a 60% chance each for a sister-initiate or sister, and a 25% chance for a sister-disciple, priestess, and/or revered mother. These women will be working in the clerical archive or praying in the courtyard. 1d6+3 knights of the Winged Sun, 1d2+1 veteran knights (1st level paladin), and a subaltern (2nd level paladin) guard the House of Mourning at all times.

63. SARAOS RECTAN ("TEMPLE OF JUSTICE")

The Temple of Justice is a majestic basilica built of concrete faced with white marble run by the templars of Türas, Marshal of Justice and Judge of Valor. A short staircase ascends through a vaulted arch into an atrium on the north wing of the building, where a 12' tall marble statue of Türas holds the scales of justice in his left hand and the hammer of judgment in his right. Past the statue, a long nave extends south, supported by a colonnade of white marble pillars on either side. The nave terminates at its south end in a grand apse with a semidome inscribed with the Laws of Light. A throne of whitewood and brass in the apse serves as the seat of judgment for the presiding templar. A series of rooms can be accessed along either side of the nave. These include an archive with written records of the ongoing and closed cases at the Temple; a vestry with accoutrements for the templars; a vault where fines and fees are collected; and a library with codices of Auran laws and statutes.

The templars have jurisdiction over charges of bribery, conspiracy, corruption, diabolism, heresy, necromancy, treason, and any other crimes or delicts committed against the Empire, the gods, or any officers and representatives thereof. There are no public prosecutors in the Auran Empire, so it is generally up to private citizens to initiate legal proceedings (though when an important matter lacks a citizen-prosecutor, a templar might step into that role provisionally). The process begins with a formal denunciation of the defendant by the citizen-prosecutor before the presiding templar in the Temple. A denouncer must have the same or higher legal status as the defendant. This is to avoid the lower classes continuously alleging bribery or corruption against the patrician class. The presiding templar is responsible for making a preliminary investigation into the denunciation. This typically takes 1d6+1 days. If the denunciation is preliminarily qualified, the defendant is then brought to the Temple - by force if necessary – for trial. Trials are presided over by the ranking templar but guilt is determined by a jury drawn from the ranks of retired magistrates, councilors, and clergy.

Trials in the Temple of Justice are weightier but less frequent than trials held in the Imperial Courthouse (#82), where dozens of contractual and tortious disputes are resolved every month. By day the Temple of Justice is staffed by 2d6 lay servants, 1d8 catechists, 1d4 acolytes, 1d2 priests, and 1d2 curates of Türas. There is an 40% chance for Prelate Ezelus to be here presiding over trials.

1d4 master lawyers, 1d6 licensed lawyers and 1d6 apprentice

lawyers can be found throughout the day, researching in the archives and library, representing clients, or soliciting for business. Lawyers are not required for either the prosecutor or defendant, but Cyfaraun's eligible attorneys do their best to make sure to get a fee at every trial.

64. IKAN VANDELUS ("HALL OF TRAVELERS")

Situated conveniently on the Boulevard of Icons just two blocks from the East Gate (52), the Hall of Travelers is a modest structure built with concrete masonry and faced with fired brick. The Order of Travelers maintains this hall to aid the explorers, scouts, sailors, merchants, caravaneers, and other brave men and women who journey throughout the Auran Empire and beyond.

The main door of the Hall opens onto a small shrine to Naurivus, Lord of the Winds, featuring a statue of the god atop a floor tiled in mosaic to form a compass of the winds. The rest of the floor is given over to a document repository. Here the members of the Order collect atlases, charts, gazetteers, illustrated itineraries, and travel guides for the Ammas Aurë region. The information is quite accurate for areas within the Empire's borders but almost comically incomplete in the regions north of the Jutting Mountains, south of the Meniri, and east of the Dark Wall. The in-world information available in the document repository roughly corresponds to the game world information provided in the Auran Empire Primer. Adventurers who spend a day charting a particular route from point to point within the Empire gain a +4 bonus to avoid getting lost for the duration of that trip. However, this bonus is lost if the adventurers stray from their planned route.

The second floor of the Hall contains a 10-bed hostel where weary travelers can find affordable, if austere, lodging (2sp per night). 2d6+2 patrons will be present on any given night. Explorers, land surveyors, navigators, pathfinders, ship captains, and venturers regularly stay at the Hall of Travelers. There is a 15% chance of a specialist (roll randomly for type) being a guest each night. Otherwise, the Order permits job notices to be posted in the hostel for a fee of 1d8+5gp (per the rules for recruiting hirelings in ***ACKS***, p. 49).

Rector Süromus has an 85% chance to be found in the document repository by day, along with 1d8 cartographers (0 level characters with Mapping), 1d2 catechists, and 1 acolyte. There is a 60% chance for a priest, curate, or vicar to be present. At night, there will be 1d2 catechists on duty, with a 30% chance each for a priest, curate, or vicar to be present. Divine spellcasting services are available to travelers seeking the blessings of Naurivus (prices as per ***ACKS*** p. 54).

65. SARAOS BALANDËAN IN FËLANDËAN ("TEMPLE OF THE BLADE AND VEIL")

The Temple of the Blade and Veil is a two-story structure of concrete masonry faced with fired brick depicting a repeating pattern of geometric lions and 9-pointed stars. The main entrance is via the 12' tall portico on the west wall, which is flanked at either end by a statue of Ianna. The left-hand statue depicts the goddess naked save for jewelry and veils, poised as if in dance; the right-hand statue depicts the goddess in gladiatorial armor with a pair of blades poised to strike.

The portico opens into a luxurious seraglio with silk divans and upholstered settees, its air fragrant with myrrh and lavender. Draping silk curtains conceal a series of nine private rooms built around the seraglio. It is on this floor that the courtesans of Ianna practice their sacred arts. At any time, there will be 1d8 aspirants (0 level normal women), 1d6 novices, and 1d2 sister-initiates engaged with 2d6 male and female patrons. There is a 33% chance for Mother Aurëlyn to be found here, a 33% chance for a priestess, and 67% chance for a sister and sister-disciple. Roll 1d100 on the General/Street column of the Random Occupant by Building Type table (p. 52) to determine the occupation of patrons if relevant; add 25 if any of the leaders are present, treating rolls of 101+ as 100.

The priestesses sing, dance, recite poetry, play music, make love, and otherwise bring beauty into the lives of the men and women who patronize the temple. Payment for such services is made by tossing coin into a bubbling fountain of sparkling water in the room's center. 1sp per hour is customary. (The fountain is littered with 1dx1,000sp, but heretics who steal from the temple are invariably *cursed* by Ianna, thereafter suffering a -4 penalty to reactions with anyone they are attracted to until they return the stolen coin.) Patrons who are disrespectful to the courtesans are either dealt with by magic or thrown out forcibly by a cohort of bladedancers from upstairs. Patrons who attempt to assault or harm a courtesan are slain without mercy, and the slayer then immediately pardoned by a priestess of Mityara. (Don't mess with the sacred courtesans of the goddess of war.)

A staircase ascends to the second story, which is taken up entirely by a training hall. Here the bladedancers of Ianna train in the graceful fighting style of their goddess. A dozen pells are organized into a formation of alternating rows, while a variety of swords, daggers, spears, and pole arms hang from weapon racks on the walls. By day, there will be 1d6+2 aspirants, 1d3+1 blade-initiates, 1d2 blade-daughters, 1 blade-singer, and 1 blade-weaver in training here. There is an 85% chance that Blade-Dancer Valara to will be found here. At night, the bladedancers focus on guarding the courtesans. There will be 1d3 blade-initiatives and 1 blade-daughter under the supervision of a blade-sister, with a 60% chance each for a blade-singer and a blade-weaver.

66. BOULEVARD OF ICONS

This stretch of the Cesta Türaduaran is packed with dozens of shops, stalls, and stands selling religious trinkets and paraphernalia to local congregants and visiting worshippers. Adventurers may purchase holy symbols and holy books for the Empyrean gods here, as well as medicinal herbs, fragrant oils, incense, bouquets of fresh-cut flowers, and baskets of fruit. Doves, calves, kids, and lambs are brought in from the countryside daily and made available to the district's augers, soothsayers, and petitioners offering sacrifices. If the Judge is using ceremonial magic from *Heroic Fantasy Handbook,* talismans, trinkets, and traditional implements for the antiquarian and theurgic traditions could be bought and sold here.

67. KYRDOROS SARAOSAN ("TEMPLE BARRACKS")

The Temple Barracks houses the 60-strong Knights of the Winged Sun in Cyfaraun. It is a squat and formidable-looking building built of concrete masonry and faced with fired brick; the banner of the winged sun flutters across its peaked roof. Access to the Barracks is closed to the public and the bronze doors are guarded at all times by a pair of knights (0 level heavy infantry with +4 ML). Those that force their way will confront 1d6+3 knights, 1d2+1 veteran knights (1st level paladin), and a subaltern (2nd level paladin). By day, Centurion Celle has a 70% chance to be present. The interior of the Temple Barracks includes a pair of platoon dormitories, a pair of private quarters for the subalterns, an armory, and a two-room suite for the centurion.

68/68U. SARAOS VECTIONË ("SHRINE OF THE ANCESTORS") / CATACOMBS OF THE ANCESTORS

The Shrine of the Ancestors is an ornate building constructed of concrete masonry and faced with fired brick with brass trimming. The interior of the Shrine forms a single long nave surrounded by an arcade of small alcoves and annexes. These small rooms contain braziers, incense burners, and bronze statuettes that represent archetypes: family patriarchs and matriarchs, fathers and mothers, sons and daughters. Many of the alcoves are adorned with engraved plaques with engravings indicating the generosity of a particular patrician in honoring his or her ancestors. From sunup to sundown there will be 2d6 citizens here, praying for the souls of deceased family or friends who have died or asking their ancestors to intercede on their behalf with the gods to secure some blessing.

Stairs at the far side of the nave lead down to the Catacombs of the Ancestors below, where the living can pay respects to the dead by praying before their interred ashes. The interment of ashes is broken out in different sections, with the ashes of patricians, merchants, commoners, advocates, and members of ecclesiastic orders each having their own areas. See *Special Location #68u:* Catacombs of the Ancestors for more details.

69U. ECLIPSE HIDEOUT

An enigmatic sect of Calefa, known as the Order of the Eclipse, ushers souls to the afterlife under the terms of ritualized religious contracts. As a prefectural capital, Cyfaraun is important enough to merit its own chapter of the Order of the Eclipse. The location of the Order's hideout (south of the Catacombs of the Ancestors) is a closely held secret, known only to Revered Mother Doarë, Prelate Ezelus, a few trusted lieutenants, and the members of the Order itself. See *Special Location #69u:* Eclipse Hideout.

NOTABLE RESIDENTS

The clerics of Ammonar are based at the Solar Citadel of the Bridge District (#36), and the scholars of Istreus at the Tower of Knowledge in the Tower District (#49). The other five religious orders are based in the Temple District.

MATRIARCH AUNDËMË

Matriarch Aundëmë, a priestess of Mityara, is the ranking member of the Temple of the Hearth Fire clergy, and is responsible for the propitiation of each of the gods on their holy days and festivals. She heads the Keepers of the Hearth Fire in the city, and the sisters who run the Hospital (#58), Almshouse (#59) and Orphanage (#60) report to her. She has an ageless beauty that makes her seem younger than her 41 years, with long black hair and brown eyes that offer compassion without judgment. A faded claw-scar is visible on her throat, a reminder of a battle with ghouls when she was young and adventurous.

Matriarch Aundëmë is childhood friends with the Lady Syrena Basilio, and brought her husband, the Prefect, back from death at Syrena's request. Her heart breaks for the sad consequences of that decision. Aundëmë has heard rumors of a shrine to her goddess that might be able to help but has been unable to locate it. Adventurers who befriend her will be tasked with finding it. (This location is detailed at Borderlands Gazetteer #21: Shrine of the White Lady.)

Due to her rank, Aundëmë is no longer required to remain chaste and celibate, but she has so far refused to take a husband. The Keepers have the legal power to grant mercy to convicted criminals, which makes a marriageable priestess a valuable asset to the city's great houses. Last month, Council Arjenus Ionicus Drakomir approached Aundëmë to arrange a match with his eldest son, but the Matriarch has politely declined. Shortly thereafter, one of her novices was hired to poison her with a *philter of love*. The girl confessed and gave her the potion bottle instead.

Matriarch Aundëmë: Priestess of Mityara 9; Str 8, Int 9, Wis 18, Dex 8, Con 10, Cha 16; MV 120', AC 1, HD 9*, hp 23, #AT 1 (*staff* 9+), Dmg 1d4-1/1d6-1, Save C9 (+5), ML +2, AL L, XP 1300; Proficiencies: Divine Blessing, Divine Health, Healing, Leadership, Righteous Turning, Theology; Spells: 5 1st 5 2nd, 5 3rd, 3 4th, 3 5th; Repertoire: as 9th level priestess; Equipment: holy symbol (white lady of Mityara), slender whitewood *staff of healing*, matriarch's head dress (250gp value), white silk chiton, gold silk sash, white *cloak of protection +2*, high leather boots, leather belt, belt pouch with pair of keys (to Catacombs **8** and **9**) and 100gp for alms

REVERED MOTHER DOARË

59-year-old Revered Mother Doarë leads the Sisterhood of Mourning in Cyfaraun. She has the voice of a bard, strong, sonorous, and reassuring, but her face seems always overcast as with some great sadness. Doarë is an oracle, blessed with the gift of prophecy, and for decades, citizens of Cyfaraun have sought her foresight. Her *medallion of ESP*, inherited from the prior Revered Mother, made her able to discern the real answers her congregants needed to learn, whether it be for planning their wills, engaging in business enterprises, or gauging their fortunes. In recent years, however, all of the omens have darkened. Perhaps it is merely that age has begun to take its toll on her once-hearty body. Whatever the case, she now prefers to spend her days in prayer rather than share word of ill fortune to come. Adventurers who manage to befriend her make a valuable ally, as she is one of the few leaders in the city that believes the Awakening may be nigh. She is also one of only two people in the city (along with Prelate Ezelus) who can introduce adventurers to the Order of the Eclipse (*Special Location #68u*) should the occasion warrant it.

Doarë: Priestess of Calefa 8; Str 5, Int 17, Wis 16, Dex 6, Con 14, Cha 13; MV 120', AC -1, HD 8*, hp 32, #AT 1 (dagger 10+), Dmg 1d4-2, Save C8 (+4, +8 v. Illusions), ML +1, AL L, XP 1100; Proficiencies: Divine Blessing, Illusion Resistance, Performance (storytelling) 3, Prophecy,

Theology; Spells: 5 1st, 5 2nd, 3 3rd, 3 4th, 2 5th; Repertoire: as 8th level priestess; Equipment: wavy-bladed dagger, *medallion of ESP*, holy symbol (wheel of Calefa), grey chiton, low sandals, belt pouch with 100gp and keychain with 8 keys (to Catacombs **6**, **8**, **9**)

BLADE-DANCER VALARA

The youngest of the Temple District leaders at 23, Valara has the supple strength and grace of a dancer. Her fair skin and auburn hair betray Rornish ancestry. Valara was promoted to her current position after leading a successful crusade to annihilate beastmen from several key mountain passes in Krysea. The promotion has not been to her taste: She'd prefer to be with the Auran Army fighting in Somirea. What chance for glory is there in administration? In the course of her duties, she trained young Zeodarë Ambador and is mystified that the promising young bladedancer has vanished (see *Special Location #14u*: Doppelgänger Den).

Blade-Dancer Valara: Bladedancer of Ianna 7; Str 13, Int 9, Wis 12, Dex 16, Con 14, Cha 17; MV 120', AC 8 (leather), HD 7*, hp 32, #AT 1 (*+1 sword* and dagger 3+), Dmg 1d6+2, Save C7, ML +2, AL L, XP 790; Proficiencies: Fighting Style (two weapons), Performance (dancing), Seduction, Swashbuckler; Spells: 2 1st, 2 2nd, 2 3rd, 1 4th, 1 5th; Repertoire: as 7th level bladedancer; Equipment: gracefully curved *sword +1*, dagger, holy symbol (9-pointed star of Ianna), polished leather armor, *ring of fire resistance*, bladedancer's head dress (20gp value), golden silk cloak, white chiton, high leather boots, belt pouch with 50gp

MOTHER AURËLYN

Aurëlyn is a petite 32-year-old woman with long brown hair, a narrow waist, and a beautiful smile. She trained as a sacred courtesan in Aura, where her beatific radiance and natural charms made her a favorite among the elite of the Empire. Her swift rise to celebrity and influence provoked jealousy among the Revered Mothers, who arranged for her to be appointed far, far from the capital of the Empire. Aurëlyn bides her time here, nursing her spite and awaiting the day she will return to power in the capital. She admires ambition and may well support Councilor Drakomir's coup should his family strike for the Tarkaunship.

Mother Aurëlyn: Priestess of Ianna 7; Str 7, Int 13, Wis 14, Dex 14, Con 10, Cha 18; MV 120', AC 1, HD 7*, hp 22, #AT 1 (stiletto 9+), Dmg 1d4-1, Save C7 (+1), ML +3, AL L, XP 790; Proficiencies: Divine Health, Mystic Aura, Performance (dancing) 2, Seduction; Spells: 3 1st, 3 2nd, 3 3rd, 2 4th, 2 5th; Repertoire: as 7th level priestess; Equipment: stiletto, holy symbol (9-pointed star of Ianna), gold silk cloak, veil, and sash, scarlet silk chiton, gold bangles (20gp value), gold earrings (20gp), high sandals, belt pouch with 50gp

PRELATE EZELUS

Prelate Ezelus is a grave and serious man of 38 years. His chiseled face is as unmoving as a marble bust, and when passing judgment his deep voice can readily issue decrees of both mercy and obliteration without emotion. In his youth he was a valiant crusader against chthonic forces throughout the Meniri Mountains, but now he spends much of his time hearing court cases relating to crimes and delicts against the Empire and its gods. Adventurers who recover the Assassins' Ledger from the doppelgängers (*Special Location #14u*) and bring it to Prelate Ezelus may be introduced to the Order of the Eclipse (*Special Location #69u*).

Ezelus: Cleric of Türas 7; Str 10, Int 16, Wis 18, Dex 10, Con 9, Cha 13; MV 120' or 60', AC 0 or 7 (plate & shield), HD 7*, hp 27, #AT 1 (*+1 war hammer* 6+), Dmg 1d6+1, Save C7 (+3), ML +1, AL L, XP 790; Proficiencies: Diplomacy, Intimidation, Profession (judge) 3, Sensing Evil; 2 1st, 2 2nd, 2 3rd, 1 4th, 1 5th; Repertoire: as 7th level cleric; Equipment: if readied for battle, plate armor and steel shield; at all times, *war hammer +1*, holy symbol (hammer of Türas), blue priest's cassock, low leather boots, leather belt, belt pouch with 2 flasks of holy water and 50gp

RECTOR SÜROMUS

29-year-old Rector Süromus has the rugged build of a mountain shepherd, with olive skin weathered to dark leather and curly black hair framing a wind-beaten face. He dislikes living in the city and looks forward to being able to return to wilderness exploration when a new rector arrives. He knows much about the borderlands and constantly learns more from the travelers who visit his shrine; adventurers who befriend him find him an ongoing source of 1d3 borderlands rumors every month. He will refer adventurers heading into the Waste to consult with Regent Aurëus Ambador at the Tower of Knowledge before departing (see p. 145).

Rector Süromus: Cleric of Naurivus 6; Str 13, Int 9, Wis 13, Dex 13, Con 13, Cha 14; MV 120', AC 4 (leather scale), HD 6*, hp 32, #AT 1 (staff 7+), Dmg 1d4+1/1d6+1, Save C6 (+1), ML +1, AL L, XP 570; Proficiencies: Animal Husbandry, Beast Friendship, Laying on Hands, Navigation; Spells: 2 1st, 2 2nd, 2 3rd, 1 4th; Repertoire: as 6th level shaman; Equipment: holy symbol (gallery of Naurivus), wooden walking staff, leather scale armor, green traveler's cloak, green cassock, sandals, belt pouch with 25gp

CENTURION CELLË

Cellë was raised in an orphanage run by Mityaran priestesses who instilled in him the habits of duty, honor, and service to the gods and Empire. Patriarch Arëtar noticed his prowess at arms during a visit to the orphanage and had him trained as a Knight of the Winged Sun. Now, at age 28, he is the commander of the knights in the district. He is a titan of man, standing over 6'4" tall, with the power, vigor, and speed of a lion. Ammonar has blessed him with ability to see through the phantasms that cloud the minds of lesser men. Though curt and dour in affect, Cellë is a deeply loyal man with a near-religious veneration of the Patriarch. He is distraught at the recent disappearance of one of his most promising young pupils, Tavis Drakomir (see *Special Location #14u*: Doppelgänger Den).

Cellë: Paladin 6; Str 18, Int 13, Wis 14, Dex 14, Con 13, Cha 9; MV 60', AC 9 (*banded plate +1* & shield), HD 6, hp 30, #AT 1 (flail 4+), Dmg 1d6+6, Save F6 (+1, +5 v. Illusions), ML +4, AL L, XP 320; Proficiencies: Command, Fighting Style (weapon & shield), Leadership, Illusion Resistance, Manual of Arms, Riding; Equipment: holy symbol (winged sun), sword, *banded plate armor +1*, shield bearing winged sun, yellow cloak with purple fringe, high boots, leather belt, belt pouch with 20gp and pair of keys (to Catacombs **8** and **9**)

OTHER MEMBERS

With 58 members, the **Keepers of the Hearth Fire** are the second-most numerous religious order (after that of Ammonar) and the most public-facing. Virgin priestesses of Mityara, the Keepers maintain the sacred fires and pure waters of the city, regulate the public morals, oversee marriages and births, and supervise the city's Hospital (#59), Almshouse (#60), and Orphanage (#61), as well as their own Temple of the Hearth Fire (#58).

The Temple of Justice is the religious order of Türas, the Marshal of Justice. Its 38 clerics, known as Templars, administer the eponymous Temple (#63). While the civil courts have jurisdiction over disputes between individuals (including contract disputes and delicts or felonies against person and property), the Temple of Justice has jurisdiction over apostasy, bribery, conspiracy, corruption, diabolism, heresy, necromancy, regicide, subversion, treason, and other crimes against the Empire and its gods. It has 38 members.

The Sisterhood of Mourning is sacred to Calefa, goddess of fortune, wealth, and funerary rights. Its 38 priestesses are commonly called the Grey Sisters due to their ash-hued robes. From the House of Mourning (#62), the Grey Sisters manage funerals, oversee wills and estates, and offer prayers for the dead. They also oversee the Shrine of the Ancestors (#68). A covert sect of Calefa known as the **Order of the Eclipse** operates from a hideout in the Undercity (#69u) and is discussed there.

The **Temple of the Blade and the Veil**, sacred to Ianna, is actually two orders in one, reflecting Ianna's dualistic aspects of love and war. The Temple of the Veil employs 29 priestesses as sacred courtesans and advisors to the great noble families. The Temple of the Blade retains 29 bladedancers to serve as an elite fighting force against the chthonic darkness. They are based in the Temple of the Blade and Veil (#65).

The **Knights of the Winged Sun** consist of faithful warriors and paladins sworn to the service of Ammonar. The majority of its 180 members have been tasked with duties across the Borderlands, but two platoons (60 knights, of which 15 are paladins) are kept in the city to protect the Citadel and the Temple District. The Knights are based out of the Temple Barracks (#67).

Class Level	Priestesses (Mityara)	Priestesses (Calefa)	Priestesses (Ianna)	Bladedancer (Ianna)	Clerics (Türas)	Cleric (Naurivus)	Paladin (Ammonar)	Total
9th	1	-	-	-	-	-	-	1
8th	-	1	-	-	-	-	-	1
7th	-	-	1	1	1	-	-	3
6th	1	1	-	-	-	1	1	4
5th	2	1	1	1	1	1	-	7
4th	3	2	2	2	2	1	-	12
3rd	4	2	2	2	2	1	2	15
2nd	7	5	4	4	5	2	-	27
1st	15	10	7	7	10	5	13	67
0th	25	16	12	12	16	8	45	134
Total	58	38	29	29	37	19	61	271

Finally, **the Order of Travelers**, sacred to Naurivus, is a mendicant order of wandering clerics who have taken vows to carry the light of the Empyrean faith beyond the borders of the Empire. The members of their order are few, though with 19 members, Cyfaraun has more than its share due to its proximity to the Waste. They run the Hall of Travelers (#64).

SPECIAL ENCOUNTERS

When a special encounter occurs in the Temple District, roll 1d10 and consult the entries below. Add 3 to the roll if after dark.

1: A grave-looking crone in the grey robes of the Sisters of Mourning looks at the adventurers, then does a double take. "Death hangs over you like a storm cloud," she croaks. "And its rain is blood." Her name is Sister Ethlyn and she has the gift of Prophecy. If the adventurers agree to donate 500gp to her temple (#62) she will offer to commune with Calefa on their behalf, answering up to three yes-or-no questions they might have.

2: A pair of inquisitors from the Temple of Justice are nailing a man to a crucifix. His cries of agony are loud enough to be heard over the jeers of the crowd of 4d10 spectators. The condemned is a cultist of Dirgion, sentenced to death for his chaotic heresies. If the party seeks out the Inquisitors after the crucifixion and achieves a Friendly reaction roll, the inquisitors will explain that they believe there is a Death Cult of Dirgion operating within the city's grounds.

3: 2d6 young hospitalists of Mityara in white robes are administering divine magic to aid the locals. A long line has formed. Characters willing to wait 1d6 turns will be rewarded with a free 1st level spellcasting of their choice. On a Friendly reaction roll, the hospitalists will also share a city rumor.

4: A leprotic and maimed vagrant, his arms both ending in stumps, calls out for alms. "Give a little for old legionary Milos." Characters who donate 1sp or more receive a Friendly reaction and will learn a city rumor. Adventurers who thereafter inquire why Milos is not living at the nearby poorhouse will be told he fled "because of the cult that's moved in." If the adventurers offer to help, he will lead the party to the Vagrant Colony (#75u). Adventurers who heal Milos of his wounds can automatically take him as a henchman with +1 loyalty.

5: The gods send a messenger to one of the adventurers. Roll 1d10: On a 1-2, Calefa sends a grey raven. It croaks what sounds like one of the adventurer's names, then flies off. On a 3-4, Ianna sends a falcon with golden feathers. It soars over the head of one of the adventurers, then flies off. On a 5-6, Mityara sends a white dove with a fiery red tail feather. It lands on a nearby windowsill and seems to gaze at one of the adventurers before departing. On a 7-8, Naurivus sends a hawk, its feathers wet if the weather is sunny and dry if the weather is rainy. It swoops down towards one of the adventurers and then soars away. On a 9-10, Türas sends a mastiff with bull horns. It barks at one of the adventurers and then runs off, vanishing when it rounds the corner. The Judge should choose the affected adventurer based on the god (e.g. if it's Türas, choose a fighter or paladin, if it's Naurivus choose an explorer or ranger, etc.) The adventurer is affected as if by a *fate* spell. Characters with Theology proficiency can identify the event as a message from the correct god. Characters with Soothsaying or Prophecy who worship the deity in question can identify the adventurer's *fate* by prayer.

6: 5d6 malnourished paupers are trekking to the Almshouse of the Keepers (#60) in the hopes of a hot meal and shelter for the night. Several of them show signs of illness. If the adventurers give them alms of 1gp or more or treat their sickness, roll 1d10. On 1, the adventurers must save vs. Death at +4 or become sick with the bloody flux. On 10, the Empyrean gods smile on their charity; the entire party is *blessed* for 24 hours. On any other result, the paupers thank them graciously and offer to pray to Mityara on their behalf.

7: A patrician funeral procession is winding its way through the streets. The deceased is wrapped head to toe in fine linens and borne upon a litter carried by 8 pallbearers and accompanied by 2d10 grieving family members, 1d3 bards playing musical instruments, and 1d6+1 Sisters of Mourning emoting ritual-

ized wails and tears of sorrow. If the funeral takes place at night, the Sisters are carrying torches and 7 bladedancers accompany them.

8: A somber gathering of 2d4 dignified citizens is traveling to the Shrine of the Ancestors (#68). They are carrying votive candles and small offerings. On a Friendly reaction roll, they will share one city rumor and offer to say a few prayers for the party's ancestors.

9: A disheveled vagrant stumbles towards the party and collapses at their feet. His skin is pallid and sweaty, his mouth red from coughing blood, and his neck swollen with a grotesque bubo. A Healing proficiency throw of 11+ diagnoses him with the plague. Any adventurer who touches the victim must make a saving throw vs. Death. If the saving throw fails, the character becomes incapacitated after 1d6 hours, recovering 1d8 days later. If the saving throw fails by 6 or more or on a natural 1, the character dies rather than recovers. If the party does not cure the victim, take him to the Hospital (#59), or burn his body, a plague outbreak strikes Cyfaraun in 1d4 days. All PCs and NPCs in Cyfaraun when that occurs have a 25% chance of being exposed (as above).

10: One of the notable NPCs of the Temple District happens to be on the same street corner. Roll 1d10 to see who. On a 1, it's Matriarch Aundëmë. On a 2, it's Revered Mother Doarë. On a 3, it's Blade-Dancer Valara. On a 4, it's Mother Aurëlyn. On a 5, it's Prelate Ezelus. On a 6, it's Rector Süromus. On a 7-10, it's Temple Captain Cellë. The NPC is accompanied by 1d6 0-level NPCs of the appropriate order.

11: 1d4+1 travelers in rain-stained clothes and battered boots approach the party and ask for directions to the Hall of Travelers (#64). They've just come from the fortress of Türos Drav and on a Friendly reaction roll will share two borderland rumors. (Judges who own *AX4: Ruined City of Cyfandir* or *AX5: Eyrie of the Dread Eye* can substitute rumors from those adventures if desired.)

12: 2d4+1 marshals of the Temple of Justice march past, escorting a disheveled-looking merchant. As they pass the party, the merchant screams, "Help me please, I'm innocent!"

13: The night sky is brightened by dozens of flames. 4d12 Keepers of the Hearth Fire in white robes are bearing torches and marching through the city streets. The Keepers are priestesses of Mityara, and each week they hold a solemn torchlight procession. The lit flame represents the light of civilization. Harming one of the priestesses, or even interfering with the rite, is punishable by death, and not even Sand & Bones would dare.

SPECIAL LOCATIONS

68U. CATACOMBS OF THE ANCESTORS

The Catacombs of the Ancestors afford the living the opportunity to pay respects to the dead by praying before their interred ashes. The interment of ashes is broken out in different sections, with the ashes of patricians, merchants, commoners, advocates, and members of ecclesiastic orders each having their own areas. The Catacombs are under the care of the Sisterhood of Mourning, and guarded from vandals by the Knights of the Winged Sun.

MAP KEY

Construction: The Catacomb of the Ancestors lies in an excavated portion of Ancient Cyfaraun where the volcanic ash has been cleared to reveal the ruins. It originally (circa 650 BE) consisted of six separate buildings, each with stucco interior walls and tiled floors. Here and there, window holes with pointed arches dot the room walls to reveal unexcavated black tufa. The tunnels between the rooms follow the line of the ancient elven streets, and have cobblestone surfacing beneath the covering ash.

Lighting: Each of the five catacombs is brightly lit by *continual light* emanating from its ceiling. The tunnels in between are dimly illuminated by the glow from the rooms. The Vault (room **6**) is not lit, and a Grey Sister who visits the Vault will use *light* or a torch for the errand.

Prayers for the Dead: At all times, a pair of **novices of Calefa** are in the Catacombs chanting prayers honoring the dead. They have an equal chance to be found in room **2**, **3**, **4**, or **5**.

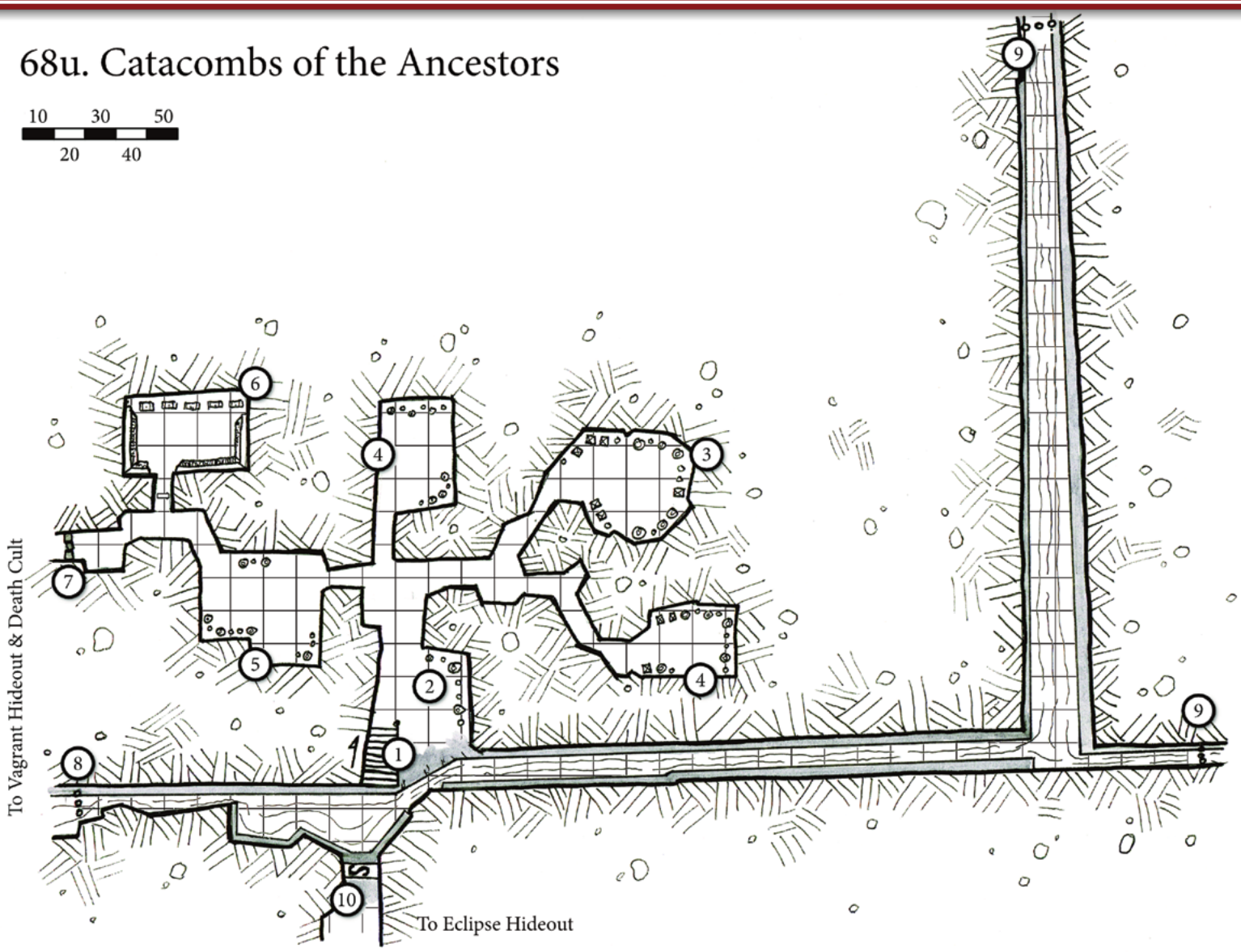
> **Novice of Calefa:** Priestess 1; MV 120', AC 0, HD 1*, hp 2 each, #AT 1 (dagger 10+), Dmg 1d4, Save C1 (+2), ML +1, AL L, XP 13; Proficiencies: Divine Blessing, Theology; Equipment: holy symbol (wheel of Calefa), grey chiton, low sandals

1. Stairs. The stairs descend from the Shrine of the Ancestors (#67). At all times, the stairs are protected by a **knight of the Winged Sun**.

> **Knight of the Winged Sun:** MV 60', AC 6 (banded plate and shield), HD 1-1, hp 5, #AT 1 (spear or short sword 11+), Dmg 1d6, Save NM, ML +4, AL L, XP 5; Equipment: spear, short sword, shield bearing winged sun, banded plate armor with winged light helmet, yellow cloak with purple fringe

2. Catacomb of the Prominent. Scores of cinerary urns are stored in 8 large columbaria along the walls. The urns hold the ashes of those notable citizens of Cyfaraun whose remains receive regular visits. The city's champion gladiators are interred here when they die and receive many visitors from those praying for strength or courage. The tunnel to the north is guarded

68u. Catacombs of the Ancestors



by **2 knights of the Winged Sun**. During the day, there is a 25% chance for 1d4 worshippers to be present paying respects.

3. Catacomb of the Travelers. Hundreds of cinerary urns are stored in this room's 18 columbaria. The urns hold the remains of travelers, adventurers, foreigner merchants, and vagrants who died in Cyfaraun. Such folk leave behind few who remember them, and the catacomb is infrequently visited. Many of the urns are covered with dust.

4. Catacombs of the Commoners. Hundreds of cinerary urns are housed in the thirty columbaria in this part of the catacombs. The urns here are plain and undecorated, for they hold the ashes of commoners.

5. Catacombs of the Clergy. 11 columbaria here contain two centuries worth of cinerary urns housing the remains of clerics, priestesses, paladins, and lay servants. During the day, there is a 25% chance for 1d4 worshippers to be present paying respects.

6. Vault of the Grey Sisters. A locked iron door blocks access to this room. The door cannot be broken down without magical weapons, nor forced open except with giant strength (-20 to proficiency throws to open doors). Revered Mother Doarë holds the only key. The vault is a repository for goods held in trust by the Sisterhood, including the treasury of the other temples and many items deposited by testators when they wrote their wills. It contains five locked chests, all of which are protected by 8th-level *blast glyphs of warding*. Doarë has the only keys to the chests.

» Chest #1: 8,000ep.

» Chest #2: 8,000gp.

» Chest #3: 9,000gp.

» Chest #4: 8,000pp.

» Chest #5: An aquamarine (500gp), a crystal geode (2,000gp), amber with a preserved extinct butterfly (1,500gp), a flawless facet cut blue diamond (10,000gp), two wrought silver armbands (400gp each), a wrought gold circlet (1,100gp), and a platinum necklace studded with diamonds, sapphires, and emeralds (5,000gp).

Bookcases on the walls are filled with hundreds of scroll cases. These contain secure copies of the wills by Cyfaraun residents and property deeds for lots in Cyfaraun and other prominent locales in the Borderlands.

7. Empyrean Temple Wall. Erected by the clergy of the Temple District, the wall marks the boundary of Temple authority and serves to keep the "undesirables" in the adjacent Vagrant Colony (Special Location #75u) from traversing into the Temple's subterranean holdings.

8. Iron Gate. The gate controls access to room 2 of the Vagabond Colony (Special Location #75u). The gate is locked by night, but it is left open (though guarded) by day, allowing vagrants to pass through and up to the city above via the Shrine of the Ancestors. The opening of the gate was a mercy ordered by the chief priestesses of the Keepers of the Hearth Fire. There are **2 knights of the Winged Sun** stationed here at all times. Aundëmë, Doarë, Cellë, and the guards on duty have keys to the gate.

9. Iron Gates. These two gates are locked at all times. A **knight of the Winged Sun** patrols the sewer tunnels between the two gates, completing a round trip every turn (10 minutes). Aundëmë, Doarë, Cellë, and the guards on duty have keys to the gate.

10. Entrance to Eclipse Hideout. This secret door is disguised as a panel of concrete wall. It leads to the hideout of the Order of the Eclipse (Special Location #69u).

69U. ECLIPSE HIDEOUT

Calefa, the Lady of Fortune, is goddess of wealth and protector of the dead. Her priestly order, the Sisterhood of Mourning, manages funerals, oversees wills and estates, and offers prayers for the dead. Its members are known as the Grey Sisters and are a respected part of Imperial life. But a lesser-known sect of Calefa also exists, the Order of the Eclipse, a secretive guild of ancient lineage. Its members, known as deathbringers, usher souls to the afterlife under the terms of ritualized religious contracts.

The Order of the Eclipse originated in the earliest days of Aura. Vendettas and feuds were frequent among the patrician families, sometimes resulting in the decimation of entire bloodlines. In order to prevent these incidents, the Order of the Eclipse was created to serve as an outlet and channel for violence. It exists in parallel with, and as an alternative to, the more civilized courts and trials of Auran law, and in many ways the Order is less susceptible to corruption by the rich and powerful.

The Order of the Eclipse accepts contracts only under very strict conditions. The most common of these is the *contract of righteous retribution*. For righteous retribution to apply, the contractor must prove that the target of the assassination is responsible for the wrongful death of a family member or close friend of the contractor; and the death to be avenged must not have been compensated for in court or tribunal, by previous assassination, or by personal action already taken. A death by righteous retribution is never wrongful, so the Order never is in a position where it must revenge against its own deeds.

A few other circumstances also provide an opportunity to retain the services of the Order. These include the *contract of merciful release* (when the Order slays a person being kept alive against their will to the benefit of others); the *contract of honorable passage* (when the Order slays a person at his own request in redemption of shameful deeds); and a few esoteric and seldom used options.

The Order will also, at the request of the Emperor, perform assassinations abroad against enemies of state. Because the Emperor is the embodiment of the Empire, actions against the Empire are deemed actions against the sacrosanct person of the Emperor – and hence punishable by death.

All contracts are recorded in the Codex of Calefa; the Order maintains scrupulous records of who it has killed and why, though only the members of the Order, and the Emperor, are privileged to access these records. The Calefan Codex provides several famous accounts of righteous and unrighteous retribution:

» A patrician of House Varias murdered a rival of House Lazar in a fit of jealous envy. Though sentenced to death at trial, the patrician was pardoned by his sister, a Keeper of the Hearth, and suffered no penalty. The son of the deceased Lazar was granted righteous retribution, and the Order assassinated the murderous Varias.

» While an armiger was on campaign with the legions, his daughter was raped and murdered by his neighbor. No one stood to prosecute, and by the time the armiger returned from war, it was too late to press his claim in court. The armiger was granted righteous retribution, and the Order assassinated the murderous neighbor.

» A prominent templar was trialed at court for the murder of his wife and was found guilty. The sentence laid down was confiscation of property and indenture for five years. The wife's father was not granted retribution, as the templar had already been punished in court.

» A knight of House Valerian learned that a patrician of House Drakomir had killed his brother in a drunken duel. Outraged, he assaulted the Drakomir, cutting off his hand. Later, the Valerian sought righteous retribution and attempted to contract for the Drakomir's assassination. He was refused, as he had already taken personal action against the Drakomir.

Among patricians use of the Order is known as "the old justice". Among the commoners, it is never directly referenced, but mentioned only as "the workings of fate".

Over the centuries, many reformers and civil-minded leaders have attempted to reform or abolish the Order, claiming it to be bloody, barbaric, unnecessary, or evil; but none have succeeded. Some who tried have mysteriously disappeared, while others have suffered terrible turns of misfortune until their efforts ended. For good or ill, the Order remains embedded in Auran life and politics.

THE LOCAL CHAPTER

As a prefectural capital, Cyfaraun is important enough to merit its own chapter of the Order of the Eclipse. The location of the Order's hideout (below the Empyrean Temple Undercity) is a closely held secret, known only to Revered Mother Doarë, Prelate Ezelus, a few trusted lieutenants, and the members of the Order itself.

Accidentally stumbling upon the Order's hideout is often fatal for those unfortunate enough to do so. Anyone that finds the hideout entrance and attempts to enter without permission will be warned away once and then remorselessly attacked if they do not head those warnings. If the intruders seem powerful or numerous enough to overwhelm the hideout, the members will evacuate with their copy of the Calefan Codex and strike back later at a time and place of their choice. If faced with a threat beyond their means, the members will alert the senior chapter in the exarchate capital of Arganos in order to initiate powerful retribution against the intruders.

Adventurers who recover the Assassins' Ledger from the doppelgängers (*Special Location #14u*) and bring it to Prelate Ezelus at the Temple of Justice might be introduced to the Order as prospective candidates. If so, the characters will be bound, blindfolded, and brought into the hideout under the cover of darkness. There they will be vetted by the chapter's head, Destrio. After reviewing and discussing the incriminating evidence, Destrio will explain that the Brotherhood of Knives was started by a heretic, Zene, a Nicean assassin that left the Order and had been hunted ever since. The members of the Eclipse will be gratified to learn that she and her fellows met a just fate at the hand of doppelgängers and that those vile beasts were also dispatched.

Roll	Result of Vetting
2	Candidate considered a threat, attacked and killed if possible
3-5	Candidate rejected as unworthy of admission to the Order
6-8	Candidate rejected as not yet worthy but may reapply after advancing in level
9-11	Candidate deemed worthy but watched for 1d4 days before offered admission
12	Candidate immediately invited to become an acolyte

Depending on the course of the conversation, Destrio may invite the adventurers to become acolytes (provisional members) of his chapter. The Judge can randomly determine the results of the party's conversation with Destrio by having the party make a reaction roll on the adjoining table. Use the leader's Charisma bonus. Apply a +2 bonus if the party includes at least one assassin, another +2 bonus if it includes at least one Lawful divine caster or paladin, and another +2 bonus if it has acquired a reputation for honorable deeds in the city (Judge's discretion). Apply a -2 penalty if the party has a reputation for dishonorable deeds and a -4 penalty if the party is suspected of including Chaotic members or worshipping Chthonic gods.

Adventurers who receive and accept an invitation to become acolytes are administered oaths of utter secrecy and faithful adherence to the lawful judgments of the Order. Acolytes are typically used as spies, scouts, assistants, and specialists for the Order's various missions. They are considered too secular to fulfill the sacred contracts for outside parties. In order to become deathbringers (full members) who perform righteous retribution, acolytes must undertake a *sacred initiation*, which requires them to fulfill a contract of righteous retribution wherein the Order itself is the petitioner on behalf of otherwise forgotten victims.

If the characters responsible for bringing the Assassins' Ledger to the Order of The Eclipse choose to become acolytes, Destrio will order them to perform their sacred initiations against the criminals revealed in the ledger:

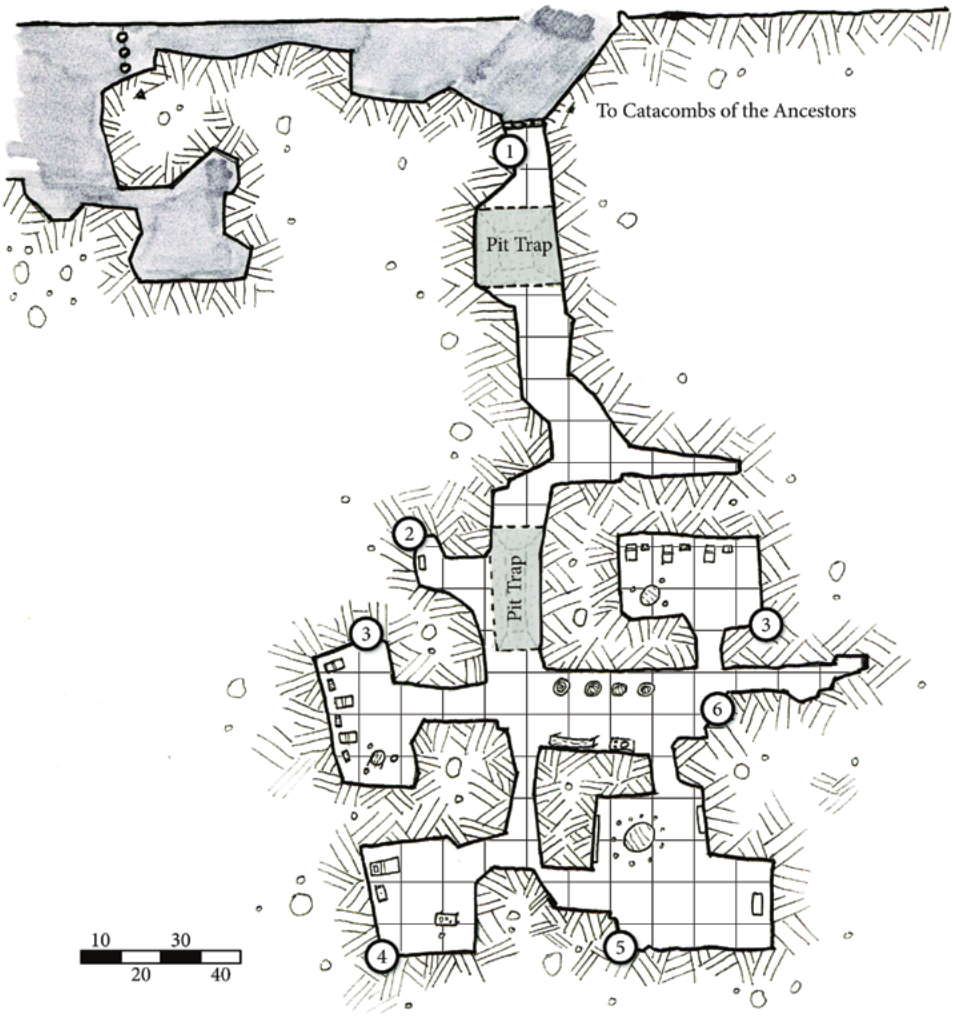
» Liber Faunus, the owner of The Mink tavern who is responsible for the murder of various merchants and a member of the Order of Travelers.

» Mentenus, the provost of the Tower of Knowledge, for the murder of 2 elven travelers who did not deserve death.

» Selene, the owner of the Silk Pony Inn, who is responsible for the murder of one of her servants and a priestess of Mityara.

Adventurers who refuse to become acolytes, or who are rejected, will instead be offered a flat reward of 1,500gp for the Ledger, with payment granted in exchange for an oath of secrecy about the Order, the Brotherhood, and the Ledger. Adventurers who refuse the reward and oath, or who received a reaction roll

of 2 with Destrio, will be attacked and slain, immediately if possible or later if necessary. Otherwise, the adventurers will be bound, blindfolded, and returned to the surface.



69u. Eclipse Hideout

MAP KEY

Construction: The Eclipse Hideout is located within a set of elven ruins south of a main sewer canal. Each of the rooms is the excavated interior of what was (back in 600 BE) a free-standing elven building. Frescoed stucco walls and tiled floors are visible through grime and ash, along with occasional window holes with pointed arches that reveal unexcavated tuff. The long tunnels between the rooms follow the lines of the ancient elven streets; the walls and ceilings are rough-cut tuff, though here and there the exterior wall of some unexcavated elven ruin is visible. The floor of the tunnels is the old elven road surface of cobblestone.

Light: The Dormitories, Assembly Chamber, and Supply Corridor (rooms 3-6) are kept lit by oil lamps. The secret entrance and the corridor south of it are dark. The deathbringers will use lamps or torches when heading out into the Undercity.

1. Secret Entrance. The entrance to the Eclipse Hideout appears as a concrete wall in a sewer tunnel near the Catacombs of the Ancestors. Just past the entrance, a wide hall conceals a **pit trap** triggered by a cobblestone pressure plate.

2. Shrine of the Seven-Spoked Wheel. A seven-spoked wheel, holy symbol of Calefa, hangs on the wall here. The wheel is made of ash and painted black; a successful Theology proficiency throw recognizes this as praising Calefa in her aspect of deathbringer.

3. Deathbringer Dormitories. Each dormitory is furnished with three sleeping couches, chests for personal effects, and round tables with stools. An oil lamp on each table illuminates the room.

4. Destrio's Dormitory. The bedroom for the local leader of the Order, furnished with a bed, a chest for his personal effects, and a writing desk littered with correspondence written in cipher. A lit oil lamp glows on the writing desk.

5. Assembly Chamber. A round table, large enough for 10 people to gather, is stationed on the north side of this room. A large map of the borderlands painted upon stitched-together leather panels hangs on the west wall. On the northeast wall is a ground-level map of Cyfaraun painted on one large leather panel. Against the southeast wall is another shrine dedicated to Calefa, with a small golden wheel (4,000gp) mounted atop a strong rectangular oak table. Beneath the shrine, a locked chest contains 5,000gp. The area before the shrine is relatively open and used for training and prayer. Oil lamps on the table and on either side of the shrine illuminate the room.

6. Supply Corridor. This hallway has four small barrels stationed along the north wall filled with cured pork, pickled vegetables, hardtack, and wine respectively. A narrow table and a small stove are set against the southern wall between the two exits. An oil lamp on the table illuminates the room.

MEMBERS OF THE ORDER OF THE ECLIPSE

Destrio (Cult Deathbringer): Assassin 8; Dex 18; MV 120', AC 9 (*leather +2*), HD 8, hp 31, #AT 1 (*+2 sword* and shortsword -1+ or crossbow 2+), Dmg 1d6+6 or 1d6+3, Save F8, ML +1, AL L, XP 600; Special: move silently 8+, hide in shadows 10+, backstab x3; Proficiencies: Arcane Dabbling, Swashbuckling, Theology, Tracking, Weapon Finesse; Equipment: *amulet vs crystal balls and ESP*, *sword +2*, shortsword, crossbow, case with 20 bolts, dagger in wrist sheath, *leather armor +2* under grey cassock with hood, holy symbol (eclipsed sun), long leather gloves, soft-soled shoes, leather belt, belt pouch with 200gp

Elite Deathbringers (3): Assassin 5; MV 120', AC 3 (leather), HD 5, hp 24, 19, 17, #AT 1 (sword and dagger 6+ or crossbow 7+), Dmg 1d6+2, Save F5, ML +1, AL L, XP 200; Special: move silently 13+, hide in shadows 15+, backstab x3; Proficiencies: Arcane Dabbling, Swashbuckling, Theology, Tracking; Equipment: Crossbow, case with 20 bolts, wavy-bladed sword and short sword, dagger in wrist sheath, leather armor under grey cassock with hood, holy symbol (eclipsed sun), long leather gloves, soft-soled shoes, leather belt, belt pouch with 10gp and 20sp

Deathbringers (3): Assassin 3; MV 120', AC 2 (leather), HD 3, hp 17, 15, 15, #AT 1 (sword and dagger 8+ or crossbow 9+), Dmg 1d6+2, Save F3, ML +1, AL L, XP 50; Special: move silently 15+, hide in shadows 17+, backstab x2; Proficiencies: Arcane Dabbling, Combat Trickery (Incapacitate), Theology; Equipment: Crossbow, case with 20 bolts, wavy-bladed sword and short sword, dagger in wrist sheath, leather armor under grey cassock with hood, holy symbol (eclipsed sun), long leather gloves, soft-soled shoes, leather belt, belt pouch with 1gp and 20sp

FUTURE ASSIGNMENTS FROM THE ORDER OF THE ECLIPSE

Characters who complete their sacred initiation and become deathbringers may receive additional assignments in the future. Roll 1d4 each week for each deathbringer in Cyfaraun. On a 4, the character receives an assignment from the Order. Assignments are typically contracts for righteous retribution. Roll 1d6 on the Contract of Righteous Retribution table. Each time a particular contract is awarded, remove it from the table; if that number is rolled again, use the Random Righteous Retribution Tables, afterwards, to roll up a fresh contract. A deathbringer who succeeds on a contract is paid a commission of 500gp per level of the target.

Balkar, Theurgist at the Tower of Knowledge: Mage 3; Int 13; MV 120', AC 0, HD 3**, hp 11, #AT 1 (dagger 10+ or spell), Dmg 1d4 or by spell, Save M3, ML +1, AL N, XP 80; Proficiencies: Alchemy, Collegiate Wizardry, Quiet Magic; Spells: 2 1st, 1 2nd; Repertoire: 1st – *charm person*, *light*, *read languages*, 2nd – *ESP*; Equipment: belt pouch with 1gp and 20sp

Kalbo aka "Baldy," City Watch Subaltern: Fighter 4; MV 60', AC 6 (chain & shield), HD 4, hp 20, #AT 1 (weapon 8+), Dmg (spear or short sword) 1d6+2, Save F4, ML 0, AL N, XP 80; Proficiencies: Fighting Style (weapon & shield), Manual of Arms; Equipment: belt pouch with 4gp and 25sp

Larce, Mercenary Hero: Fighter 4; MV 120', AC 6 (chain & shield), HD 4, hp 23, #AT 1 (short bow 8+ or sword 7+), Dmg 1d6+2, Save F4, ML +1, AL N, XP 80; Proficiencies: Fighting Style (weapon & shield), Riding; Equipment: belt pouch with 4gp and 25sp

Virathos, the Krysean Trader: Venturer 2; Cha 13; MV 120', AC 0, HD 2, hp 8, #AT 1 (dagger 10+), Dmg 1d4, Save V2, ML +1, AL N, XP 20; Proficiencies: Animal Husbandry, Bargaining 2; Equipment: belt pouch with 16sp

Hrad the Blood Axe: Barbarian 4; Str 16; MV 120', AC 4 (or 2 berserk), HD 4, hp 22, #AT 1 (*+1 great axe* 5+ or 3+ berserk), Dmg 1d10+6, Save F4, ML +4, AL N, XP 80; Proficiencies: Berserkergang, Fighting Style (two-handed weapon), Leadership; Equipment: belt pouch with 4gp and 25sp

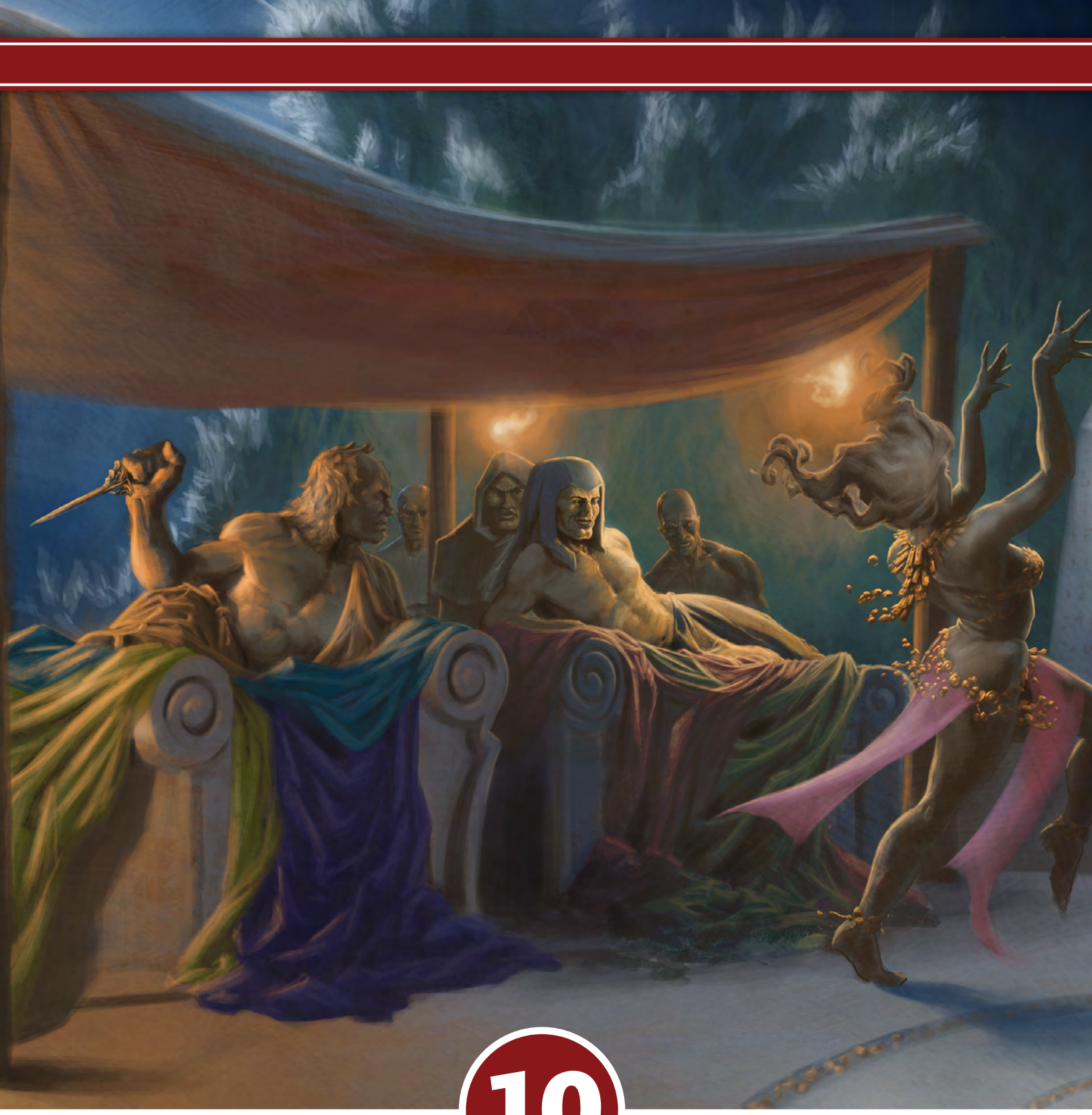
Una, the Mysterious Woman: Fen Witch 4; Str 8, Int 13, Wis 16, Dex 9, Con 13, Cha 16; MV 120', AC 0, HD 4*, hp 16, #AT 1 (dagger 10+), Dmg 1d4-1, Save C4 (+2), ML 0, AL C, XP 135; Special: fearful visage, spell-like ability (*choking grip* once per 8 hours); Proficiencies: Contemplation, Knowledge (occult), Naturalism, Quiet Magic; Spells: 3 1st, 2 2nd; Repertoire: As 4th level fen witch; Equipment: belt pouch with 4gp and 25sp

Una is the last survivor of an old patrician family that turned to chthonic worship in the hopes of reviving its fortunes. Una has entirely given herself over to chthonic madness. In addition to her own powers, she is protected by a **wraith** (the spirit of the ancestor who first became a chthonic cultist) who wanders the grounds of the family villa.

Contract of Righteous Retribution Table	
Roll	Contract
1	Against Balkar, a Krysean theurgist, for repeatedly bewitching Oma, a young woman, pressing her to engage in certain acts against her will, until she killed herself out of despair and shame. Retribution sought by the victim's father, a traveling merchant who was away when his daughter killed herself. He produced her handwritten journal, documenting the daily humiliation and shame she suffered until her death.
2	Against Kalbo, also known as "Baldy," a veteran subaltern in the City Watch, for killing Vel, a merchant seeking to enter the city in the dead of night who refused to pay a bribe. Retribution sought by the merchant's adult son, who escaped that night and entered into the city a few days later in disguise.
3	Against Larce, an adventurer and mercenary, for killing Aranth, a fellow adventurer, in a dispute over the fair division of a payment they had received. Retribution sought by the victim's wife, who saw her husband get murdered as she approached her home.
4	Against Virathos, a Krysean merchant, for killing Azeo, a horse trader, in a dispute over a stallion's proper value. Retribution sought by the victim's daughter, who overheard their argument and the subsequent murder.
5	Against Hrad, a Jutland barbarian, who killed Umic, a young noble, in an unsanctioned and possibly illegal duel in The Mink. The death was witnessed by Umic's friends, who confessed the sad news to Umic's father, the patrician Zeodan Lausa, who seeks retribution. Lausa wishes to pursue retributive justice instead of the courts in order to avoid the scandal of declaring that his son was killed in one of the thieves' quarters.
6	Against a mysterious woman living in the abandoned and allegedly cursed villa of the old Thelesa patrician family southwest of Cyfaraun, for deliberately and maliciously frightening the horse of Kyrus Lipsus, a young patrician seeking refuge from a rainstorm on his journey home to Cyfaraun, such that he fell off his horse and fatally struck his head. The death was witnessed by the victim's travel companions and the commission is sought by the victim's distraught mother, Lady Lipsus.

Random Righteous Retribution Table 1: Reason for Contract of Righteous Retribution	
Roll	Reason
1	The target murdered a family member of the petitioner.
2	The target murdered someone who would not submit to his threats of extortion.
3	The target murdered his lover (and/or his lover's lover) in a fit of jealous rage.
4	The target murdered someone during the commission of a robbery or burglary or other such crime.
5	The target murdered someone in an unsanctioned duel or bar fight or similar public disturbance.
6	The target, through the wanton disregard for the life of others, caused the death of the victim(s).

Random Righteous Retribution Table 2: Petitioner Requesting Righteous Retribution	
Roll	Petitioner
1	Father or Mother of the victim
2	Son or Daughter of the victim
3	Brother or Sister of the victim
4	Wife or Husband of the victim
5	Close personal friend or lover of the victim
6	Professional associate, business partner, or traveling companion of the victim.



10

LAKE DISTRICT

The Lake District includes the whole of Nymfë Zeo ("Star Lake," #71). It is narrowly separated from the Old District by the Cesta Tirenium ("Capital Street") to the west. To the east, the Old Walls separate it from the Palace and Temple Districts, with passage to the latter afforded by the Pylos Nymfë ("Lake Gate", #70). Many of the wealthiest families in Cyfaraun live on the shores of Star Lake, including both Ambador and Drakomir. The patricians' servants and retainers live in the row of tenements at the southern tip of the district. In recent years, a colony of vagrants (#75u) has begun to dwell in the Undercity below the tenements.

POINTS OF INTEREST

70. PYLOS NYMFË ("LAKE GATE")

The Lake Gate controls passage between the Lake District and the adjacent Temple District. The gate itself consists of an iron portcullis and iron-reinforced oak doors painted with a fresco of the lake, bracketed by a pair of 20' tall, 30' square gatehouses (each with 1,250 SHP and Unit Capacity 1) of concrete masonry rendered with white stucco. The gate is only open from sunup to sundown; a reasonable justification and Friendly reaction roll is required to persuade the Watch to open it by night. 10 City Watch officers are based in the gatehouses. At any time, 3 will be on patrol, 2 will be on duty at the gate, and 5 will be off duty in the ground story barracks. The Lake District subaltern, Gundus Balicato, receives generous donations from the patrician families to guarantee that their petty misdeeds and improprieties are overlooked. The Watch in the district will always side with the patricians in any incident.

71. NYMFË ZEO ("STAR LAKE")

A legacy of the city's ancient elven splendor, Star Lake is an artificial lagoon some 600' long, 200' wide, and 30' deep. The lagoon is fed by warm mineral springs that give Star Lake's waters a pleasant temperature and effervescent sparkle. The northeast shore of Star Lake laps against the stunning two-story portico of the Prefectural Palace (#78). Huge villas, owned by the city's most prominent families, line the rest of the shore, including those of Ambador (#73) and Drakomir (#72). A small man-made islet known as Nymfënasos ("Lake Isle") rises from the center of the lake. Nymfënasos is pleasantly wooded with purple lilac bushes and white-flowered plum trees. Patrician families often picnic there. At any time, 1d10 gondolas, 1d10 sailboats, and 1d10 pleasure barges dot the sparkling waters.

72. DRAKOMIR VILLA

Every enterprising and ambitious patrician admires the Drakomir family villa for its contemporary style, assertive lines, and opulent grandeur. Its exterior walls are constructed of concrete faced with a veneer of black-spackled red marble capped by a tiled roof plated with red brass. The interior courtyard features a sizeable collection of marble statuary, the largest of which is a black marble statue of a segreant dragon atop a red brass stand. The hypocaust-heated floors are tiled with mosaics depicting the great deeds of the Drakomir's revered ancestors.

All of the Cyfaraun branch of the Drakomir clan maintain quarters here: Councilor Arjenus Ionicus Drakomir; his ambitious wife, Tara Drandanna Drakomir; his cousin, Gundus Azeo Drakomir; his first son, Tribune Narmirio Drakomir (though the Tribune frequently barracks at the City Watch Headquarters); his second son, Malynurio Drakomir; his daughter, Adara Drakomir; and his third son, the paladin Tavis Drakomir (see Special Location 14u: Doppelgänger Den). The family is served by a cook, 2 scullions, 3 maidservants, and 10 household guards under the supervision of the Jutlandic mercenary Chief Osvald Ulfreksson.

By day, Arjenus Drakomir has a 25% chance to be at the villa meeting with clients and attending to his duties as head of household. Tara, Malynurio, and Adara have a 75% chance to be present. At night, Arjenus, Tara, Malynurio, and Adara have a 95% chance to be present. Tribune Narmirio has only a 5% chance to be present by day or night. 6 guards are always present, with 3 on duty at any time. Chief Ulfreksson and the remaining guards will be with Councilor Drakomir.

73. AMBADOR VILLA

Every tasteful and refined patrician admires the Ambador family villa for its classical style, harmonious lines, and understated elegance. Its exterior walls are constructed of polished gold marble blocks that rise to a sloping roof tiled in red marble. The symbol of House Ambador, a golden lion rampant on a field of crimson, waves from a flagpole at the peak of the roof. Inside, the villa has a classical layout with an interior courtyard featuring a reflecting pool and garden. The floors are hypocaust heated and inlaid with mosaic tile depicting scenes from Empyrean myth.

The villa has private chambers for all of the family members who reside in Cyfaraun: Councilor Valens Icus Ambador; his wife, Aria Nuvilyn Ambador; his elderly mother, Oma Zelluin Ambador; his younger brother, Aurëus Ambador (though the Regent mostly resides at the Tower of Knowledge); his second son, Jonus Ambador; and his daughter, the bladedancer Zeodarë Ambador (see *Special Location #14u*: Doppelgänger Den). The family is served by a cook, 2 scullions, 4 maidservants, and 8 household guards under the supervision of retired centurion Unibelos Colchas.

By day, Valens Ambador has a 25% chance to be at the villa meeting with clients and attending to his duties as head of household. Aria, Oma, and Jonus have a 75% chance to be present. At night, Valens, Aria, Oma, and Jonus have a 95% chance to be present. Regent Aurëus has only a 5% chance to be present by day or night. 4 guards are always present, with 2 on duty at any time. Centurion Colchas and the remaining guards will be with Councilor Ambador.

74. IMPERIAL CHARTER INN

This luxurious inn caters to the rich and powerful of Cyfaraun: councilors, guildmasters, magistrates, merchants, patricians, and visiting dignitaries. Its spacious common room has 12 small tables, 3 large tables, and 3 private booths. Food costs range from 1gp for an appetizer to 10gp for a five-course feast. Drinks are 2sp for a mug of Dwarf-brewed beer, 1gp for a glass of good local wine, and 5gp to 100gp for a bottle of fine Northern Argollëan wine. The inn has 12 private rooms, each available for 2gp per night, with a private bath available for an additional 1gp. The stables have 26 stalls, each available for 1gp per horse per night. A carriage house has four berths for wagons, each available for 2gp per night.

During the day, 1d3 tavernworkers will be serving 3d6+2 patrons while 1d4 prostitutes ply the crowd. (It costs 1gp for an hour or 5gp for a night of companionship here; these workers are often sacred courtesans trained at the Temple of the Veil.) During the evening, 3 tavernworkers and 2d4 prostitutes will be working the common room to serve 6d6+2 patrons. There is nightly entertainment (use the table for The Mink) that can draw even larger crowds. Roll 1d100+25 on the General/Street column of the Random Occupant by Building Type table (p. 52) to determine the occupation of patrons, treating rolls of 101+ as 100 (e.g. virtually none will be laborers and about 25% will be patricians).

75U. VAGRANT COLONY AND DEATH CULT HIDEOUT

Several years ago, a colony of homeless and impoverished vagrants arose in the Undercity near the Temple of the Hearth Fire (#58), an ideal venue offering shelter, warmth, and proximity to the nearby almshouse (#59). The priestesses of Mityara aid the vagrants as much as possible but have been forced to construct a wall between their colony and the Catacombs of the Ancestors (#67) to avoid unwanted beggars in those sacred tombs. Unbeknownst to anyone on the surface, a death cult of Dirgion has established itself in the midst of the vagrant colony and is planning to launch a religious killing spree throughout the city. See *Special Location 75u:* Vagrant Colony and Death Cult Hideout.



NOTABLE RESIDENTS

MUNICIPAL COUNCIL

The **Municipal Council** is made up of eight members, each ostensibly representing one of the city's districts. By law, council members are drawn exclusively from the 60 wealthiest patricians of the city and the Council largely looks after their oligarchic interests. Historically the Municipal Council has supported Prefect Basilio with near unanimity, but in recent months the Council has become less agreeable.

ARJENUS IONICUS DRAKOMIR

Councilor Arjenus Ionicus Drakomir has built a faction of council members who clamor for Prefect Basilio to be replaced. Drakomir uses the Prefect's quixotic conduct as the pretext, but his goal is to bring the Borderlands under Drakomir control. His uncle, the Exarch of Southern Argollë, is planning to have himself acclaimed Tarkaun as soon as the suspicions of Tarkaun Valros Valuin's death in Somirea are confirmed. If it comes to civil war, he knows his eldest son, Tribune Narmirio Drakomir, will bring the City Watch to his faction. But the powerful Tower of Knowledge is led by the brother of his rival, Valens Icus Ambador, and the Prefectural Guard may prove recalcitrant. Councilor Drakomir has begun to probe Legate Jannion's willingness to support regime change.

Ambitious, calculating, and ruthless, 50-year old Councilor Drakomir has an aquiline nose, a high brow, and gaunt features, with a receding hairline worn swept back. He maintains an iron grip over his own emotions at all times and expects the same of his family. However, he has a troubled relationship with his youngest son, Tavis Drakomir. Against his father's wishes, Tavis entered the service of Ammonar, taking up arms as a paladin of the Winged Sun. It was bad enough that the boy tossed aside his chance for a political career in exchange for lofty ideals of Empyrean honor, but now word has reached the Councilor that his son was seen leaving the city with none other than Zeodarë Ambador, daughter of his loathed rival. It seems certain that the Ambador bladedancer has ensnared the naïve boy into her seductive web, probably so that he can be used as a pawn against his own father. The outrage!

Arjenus Ionicus Drakomir: Fighter 6; Str 10, Int 16, Wis 14, Dex 9, Con 11, Cha 13, MV 120' or 60', AC 0 or 7 (plate & shield), HD 6, hp 31, #AT 1 (masterwork sword 6+), Dmg 1d6+4, Save F6 (+1), ML +1, AL N, XP 320; Special: battlefield prowess; Proficiencies: Alertness, Command, Diplomacy, Intimidation, Leadership, Military Strategy 2; Equipment: if readied for battle, plate armor, shield; at all times, masterwork sword, dagger, signet ring (550gp value), patrician's tunic and pants of red linen with black stitching, high leather boots, leather belt, belt pouch with 50gp

VALENS ICUS AMBADOR

Drakomir is opposed by Councilor Valens Icus Ambador, who leads a loyalist faction that supports the Prefect. Ambador suspects House Drakomir's ambitions but has no proof.

House Ambador has a reputation for honor and loyalty within the Auran Empire, and many an Ambador patrician has died fighting for their Tarkaun. Ambador fears that his eldest son – serving in the Emperor's Talons in Somirea – may have joined the ranks of the fallen. He fears for his daughter, Zeodarë, as well. He had hoped to see Zeodarë safely wed to one of the other great houses, but she insisted on serving the Empire. Ultimately, he loved her too much to deny her dream of becoming a blade-dancer. But now the servants gossip that dear Zeodarë has run off with the youngest of Drakomir's sons. Why must she make him suffer so? Doubtless that villain Arjenus Ionicus Drakomir has encouraged his son to impregnate her as part of a scheme to embarrass and humiliate the family.

Councilor Ambador is scrupulously lawful and will not countenance treachery or misdeeds, but he is flawed by an overbearing pride that blinds him to risk and folly. He is a stern-faced 52-year old man with broad shoulders and a strong grip, though his belly has gone soft from too many sweet breads at council meetings.

> **Valens Icus Ambador:** Fighter 6; Str 10, Int 13, Wis 10, Dex 10, Con 8, Cha 16; MV 120' or 60', AC 0 or 7 (plate & shield), HD 6, hp 31, #AT 1 (masterwork sword 6+), Dmg 1d6+4, Save F6, ML +1, AL N, XP 320; Special: battlefield prowess; Proficiencies: Alertness, Command, Diplomacy, Intimidation, Leadership, Military Strategy 2; Equipment: if readied for battle, plate armor, shield; at all times, masterwork sword, signet ring (500gp value), patrician's tunic and pants of yellow linen with crimson stitching, high leather boots, leather belt, belt pouch with 50gp

OTHER MEMBERS

The other six members of the Municipal Council are Drusus Komnaurius Balefanabrio, Tiresio Culchas Durato, Nicus Celdor Lazareo, Jonus Valerian Cellëppes, Bellos Umicato Zeodan, and Nuvicus Ionnicato Ommador. Balefanabrio, Durato, and Lazareo support Drakomir in the Council, while Cellëppes, Zeodan, and Ommador support Ambador. Apart from Drakomir and Ambador, the councilors are all bards or fighters with 1d4 class levels, but ability scores diminished by middle age or more. Note that the councilors all live in the Lake or Palace districts – Auran law doesn't require residency in the district a councilor represents.

Councilor	District	Council	District
Arjenus Ionicus Drakomir	Lake District	Valens Icus Ambador	Old District
Drusus Komnaurius Balefanabrio	Bridge District	Jonus Valerian Cellëppes	Palace District
Tiresio Culchas Durato	Festival District	Bellos Umicato Zeodan	Temple District
Nicus Celdor Lazareo	Plaza District	Nuvicus Ionnicato Ommador	Tower District

SPECIAL ENCOUNTERS

When a special encounter occurs in the Lake District, roll 1d10 and consult the entries below. Add 3 to the roll if after dark.

1: An attractive and extravagantly wealthy patrician crosses paths with the party and takes a prurient interest in whichever adventurer has the highest Charisma. A few minutes later, the patrician dispatches a lackey with a missive. Roll 1d10. On 1-2, the adventurer is invited to join the patrician in the Prefect's box at the next games. On 3-4, the adventurer is requested to accompany the patrician to a gala held at the temple of Ianna, goddess of love and war. On 5-6, the adventurer is invited to join the patrician on a pleasure barge on Star Lake. On 7-9, the adventurer is asked to come to a dinner party at the patrician's estate. On 10, the adventurer is asked to come to a dinner party that turns out to actually be a secret initiation ceremony for devotees of Nasga, Chthonic goddess of lust and decadence.

2: Gargoris the Halfman is a beggar whose left arm, ear, eye, and cheek got burned off years ago. With his remaining arm, he shakes an empty bowl and begs for alms. Gargoris is actually a spy for the Argollëan Family. If the adventurers have earned the ire of the Family, he'll limp off to rat out their location to the boss as soon as they leave. Otherwise, he'll chat them up hoping to learn something useful. On a Friendly reaction roll, he'll share a city rumor.

3: Two rival groups of household guards are having a rowdy argument. "Drakomir men suckle at the teats of their wives like infants!" "Lies! They're far too busy screwing their Ambador mistresses!" "Ambador women wouldn't rut with Drakomirs if Ianna herself commanded it." It quickly degenerates into a brawl. After 1d10 rounds, a platoon of the City Watch will arrive and break up the scuffle. None of the household guards are arrested. However, if the adventurers intervene on either side, the Watch might arrest them for outrage, trespassing, and/or assault.

4: A well-dressed and impeccably groomed man interrupts one of the adventurers. "My friend! It is so good to see you." He offers hugs all round. The adventurers have never seen him be-

fore. Roll 1d10. On 1-3, he's a cutpurse and someone just got pickpocketed. On 4-7, it's just a case of mistaken identity – he thinks the adventurer is someone else (maybe from Imperial Vanguard). On 8-10, the man is actually one of the doppelgängers from *Special Location #14u* who knows the adventurer under another guise – oops!

5: A small crowd of 3d6 domestic servants is traveling between the servants' quarters at the edge of the district and the villas by the lake. If the adventurers approach them, they'll be surprised but eager to chat. On a Friendly reaction roll they not only will share a city rumor, they might ask if their access to the villa is worth anything (wink, wink, nod, nod). Roll 1d10 to see who they work for. On 1-4, it's Arjenus Drakomir. On 5-7, it's Valens Ambador. On 8-10, it's Liber Faunus.

6: A gang of 2d4 youths (each 1d4+11 years old) is beating a mangy dog for fun. If any of the adventurers has Beast Friendship or *speak with animals*, they hear the dog barking desperately as a call for help. If left unchecked, the youths will kill the dog in 1d10 rounds, then kick its corpse a few times before drifting off bored. If the adventurers intervene, the youths will scatter and the dog can be kept as a pet or companion. However, 1d6 turns later, if the adventurers are still in the Lake District, they'll be confronted by a squad of household guards. The size of the squad will be equal to the size of the party. The guards will demand to know why the adventurers are harassing the children of their betters. If fighting breaks out, 4d6 officers of the City Watch will intervene in 1d10 rounds, arresting any adventurers for assault, mayhem, and/or murder.

7: 1d4 patricians are en route to the Noble Charter Inn. They are accompanied by two household guards per patrician. They flag the party and ask if they'd like to join them. It's not just a frivolous invitation - the patricians want something. If the party joins them at the Inn, roll 1d10. On 1-3, they offer to share a treasure map to a random point of interest in the Borderlands in exchange for 50% of any plunder discovered there. On 4-6, they ask to sponsor the party's most fearsome fighter in the games. On 7-9, they'd like to invest in the party's ventures (offering up to 10,000gp at 9% monthly interest). On 10, they want to hire the party to assassinate an NPC known to them. If the adventurers attack the patricians, they flee while their household guards cover their retreat. 4d6 officers of the City Watch will intervene in 1d10 rounds, arresting any adventurers for assault, mayhem, and/or murder.

8: A disgruntled bard with a black eye is playing discordant music on the street corner. His name is Avaro Lagnuas and he was thrown out of the Noble Charter Inn for puncturing the patrician class's sensibilities a bit too successfully. Avaro knows a lot of interesting things about the Borderlands, and on a Friendly reactions roll will share two borderlands rumors. Avaro will hastily depart the area in 1d10+10 minutes when a patrol of 2d4 City Watch comes to silence him.

9: Raucous laughter rings through the air. A crowd of 1d4+1 drunk patricians with a retinue of 2d6 guards and servants is embarking on a pleasure barge docked at the lakeshore. If any of the adventurers is particularly attractive (Charisma 16+ and Mystic Aura or Seduction proficiency), one of the patricians catcalls them. If the party acts fast, it might parlay that into an invitation to join the festivities. The patricians know 2d4 borderland rumors but offer them up languidly like gossip. "Only the dumb or desperate would *ever* holiday on the Lonely Island. I hear there's *demons* there. Can you imagine?" If the adventurers rob and kill the patricians (not hard to do) they probably need to find a new city, because Cyfaraun will get hot.

10: One of the notable families of Cyfaraun happens to be walking near the adventurers. Roll 1d10 to see who it is. On 1-2, it's the Drakomir family. On 3-4, it's the Ambador family. On 5-6, it's the Faunus family. On 7-10, it's another family (one of the minor municipal councilors or a patrician house of the Judge's own devising). The household will be accompanied by a guard captain and 1d6+2 household guards.

11: A burst of fire and heat lights up the night sky over Star Lake. A drunken mage is standing atop the castle of a pleasure barge, attempting to impress his patrician patrons. Roll 1d10 each round the party watches, adding +1 each consecutive round. On 1-3, the crowd cheers as he sets off a *fireball* that almost hits the Tower of Knowledge. On 4-6, the crowd laughs as he blasts a *gust of wind* at a small boat nearby, capsizing it and dunking its occupants. On 7-9, the crowd screams in mock terror as an (illusory) sea monster erupts out of the river. On 10+, the crowd screams in genuine terror as his *burning hands* accidentally set the pleasure barge aflame. 2d6 patricians leap into the waters of Star Lake; most don't know how to swim. Another 1d6 are trapped on the barge, caught between flames, or pinned under burning planks.

12: A pair of patricians confront each other in an alleyway. Both carry short swords and daggers. Behind them stand a pair of seconds, ensuring a fair duel. Young Jonus Ambador has accused his rival, Malynurio Drakomir, of deflowering his betrothed. Malynurio has declared Jonus a liar and his betrothed not worth the effort. There will be blood.

> **Jonus Ambador:** Bard 4; Str 13, Int 13, Wis 9, Dex 14, Con 10, Cha 13; MV 120', AC 3 (leather), HD 4, hp 17, #AT 1 (sword 7+), Dmg 1d6+2, Save T4, ML +1, AL L, XP 80; Special: inspire courage (bonuses already included), Proficiencies: Command, Leadership, Performance (oration), Riding, Swashbuckling; Equipment: belt pouch with 4gp and 25sp
>
> **Malynurio Drakomir:** Fighter 3; Str 16, Int 10, Wis 13, Dex 9, Con 14, Cha 10; MV 120', AC 2 (leather), HD 3, hp 18, #AT 1 (sword 7+), Dmg 1d6+4, Save F3 (+1), ML 0, XP 59; Proficiencies: Command, Riding, Weapon Focus (swords); Equipment: belt pouch with 1gp and 20sp

13: Figures in cowled robes skulk in the shadows. If they outnumber the party, or if it seems weak or off guard, they attack. Roll 1d10. On 1-3, it's 1d8 wererats in human form from the Cult of the Horned Rat (*Special Location #13u*). On 4-7, it's 1d6+1 enforcers from the Death Cult of Dirgion (*Special Location #73u*). On 8-10, it's 1d3 doppelgängers disguised as the Brotherhood of Knives (*Special Location #14*). If the adventurers take captives, they can lead the party back to the lair.

SPECIAL LOCATIONS

75U. VAGRANT COLONY AND DEATH CULT HIDEOUT

Over the years, a colony of homeless and impoverished vagrants has grown up in the Undercity near the Temple District. The vagrants gathered initially to beg for alms and mercy from petitioners and mourners at the Shrine of the Ancestors. Their numbers swelled further when the Keepers of the Hearth, the merciful priestesses of Mityara, opened a poorhouse dedicated to feeding the desperate and the destitute.

As years passed and more vagrants settled in Undercity rooms for shelter, warmth, and proximity to the alms givers and poorhouse, the priestesses built a thick brick wall to separate the consecrated catacombs from the colony, followed by an iron gate to restrict access to the catacombs and the Shrine of the Ancestors to daylight hours only.

7 years ago, a vagrant named Velus settled among the vagrants. Velus was tortured by vivid nightmares that nearly drove him mad. As a means of finding solace, he lovingly built a small shrine to Mityara, a focal point in the colony near the iron gate, allowing vagrants to gather and pray when access to the Temple of the Hearth Fire is blocked. Elsewhere in the colony, vagrants sleep, loiter, eat donated food, ramble or scream incoherently, and sometimes even break out into song to keep their spirits up.

Last winter, a band of outsiders arrived, strong enough to intimidate the vagrants and ruthless enough to kill any who disturbed them. They carved out a niche deep within the colony and painted mysterious symbols on the walls at the entrance to their territory as a warning to others. Any who trespass into the area they have claimed are never heard from again. Any who displease the strangers as they enter and exit the colony are likewise dragged into the backrooms and never heard from again.

The ominous newcomers are members of a Dirgion death cult led by Malthusia the Diabolist (4th level warlock). Her chief lieutenant and lover is the chaotic warrior Rhankur (3rd level anti-paladin). Together they lead a murderous party of four cultists and seven cult enforcers. Years of secrecy have taught them that the best place to hide is among the vagrants of a town. As outcasts, vagrants are easy to cow into silence or otherwise dominate, and even if they speak it matters little: No one but the foolish priestesses of Mityara pays heed to the sad ravings of those with no family or fortune of their own.

The cult has created a shrine and altar dedicated to Dirgion the Doombringer, Lord of Death and Undeath, and worship him there by sacrificing innocents. Their first sacrifice was Velus, whom they murdered in front of the other vagrants as a warning to stay silent and away from their area. Velus's rotting body serves as an ever-present reminder of their brutality. The cult dragged away those vagrants who protested against Velus's murder and sacrificed them upon the newly built altar, first decapitating them, then adorning the altar with their skulls, and afterwards dumping the headless bodies into the sewer trench that empties into the river. The decapitated cadavers were eventually discovered floating in the river near the southern wall, creating a bit of a stir in the city, but not otherwise prompting any action on the part of the authorities since the victims were, after all, just impoverished vagrants.

The cult has recently worked to make contacts with both the Argollëan Family and the Sand & Bones Syndicate, as well as civilians with blood-soaked intentions, to solicit murder contracts. Their hope is to begin accepting requests for contract killings, then abduct the intended victims to be used as sacrifices to the Doombringer.

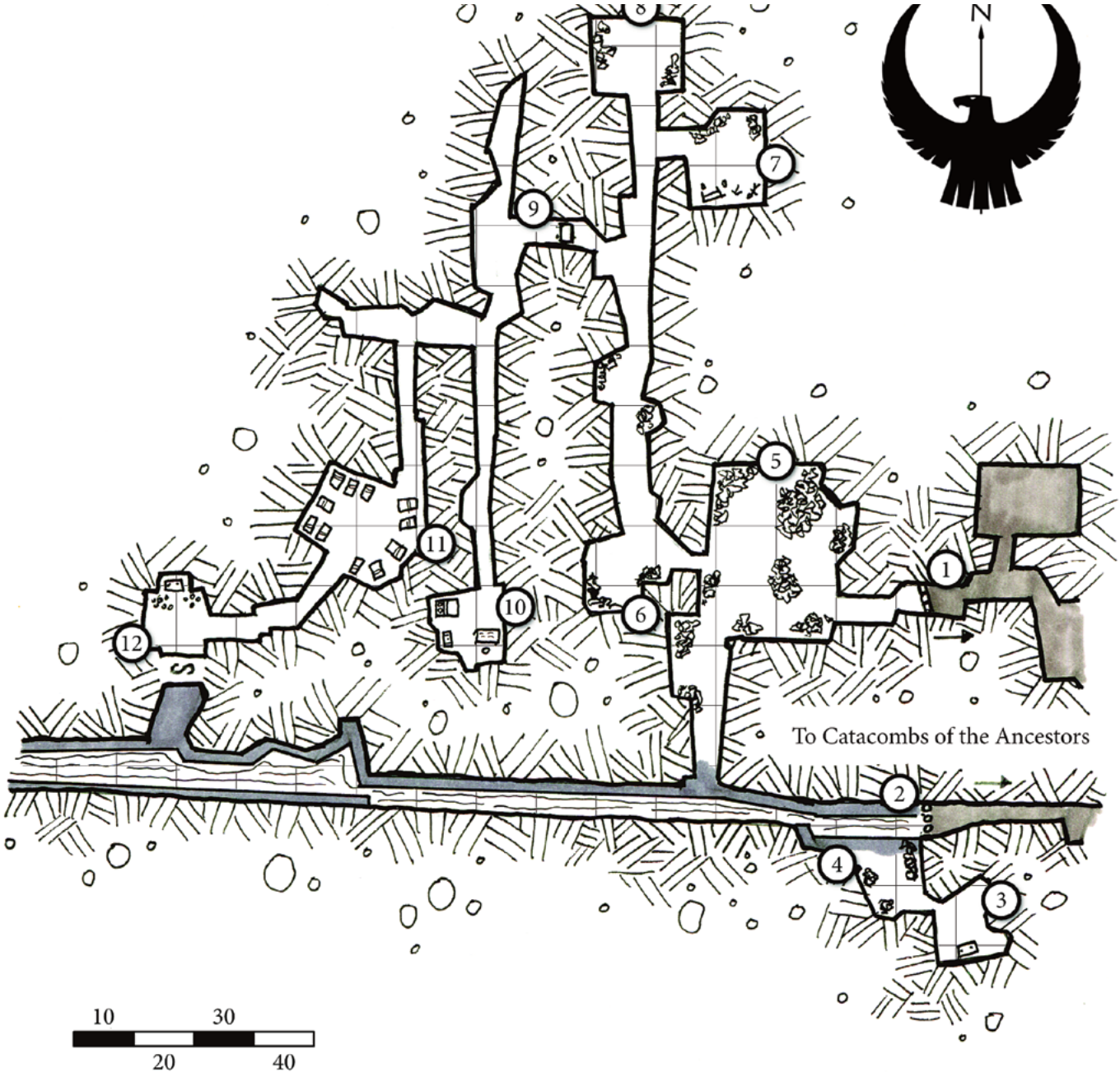
Should the PCs find the death cult hideout, kill the cultists present, and destroy the altar to their chthonic god, the cult survivors will abandon the site and temporarily pose as travelers and rent beds in either The Mink or the Silk Pony Inn. From there, they will work to identify the characters responsible for the murder of their co-religionists and defilement of their holy space, then assassinate them in the name of Dirgion.

MAP KEY

Construction: The vagrants dwell in a section of excavated ruins north of a main sewer canal. Each of the rooms is the excavated interior of what was (back in 600 BE) a freestanding elven building. Frescoed stucco walls and tiled floors are visible through grime and ash, along with occasional window holes with pointed arches that reveal unexcavated black tuff. The long tunnels between the rooms follow the lines of the ancient elven streets; the walls and ceilings are black tuff, though here and there the exterior wall of some unexcavated elven ruin is visible. The floor of the tunnels is ancient and eroded cobblestone.

Lighting: The vagrants use cheap, smelly candles and metal canisters with burning trash to light their portion of the complex. There is dim light (15') throughout areas 1 – 8. The cultists use brass oil lamps that illuminate a 30' radius around them. The intervening corridors are unlit.

1. Empyrean Temple Wall. Erected by the clergy of the nearby Temple District, the wall marks the boundary of Temple authority and serves to keep the "undesirables" here from traversing into the Temple's subterranean holdings (Special Location #67u).



75u. Vagrant Colony and Death Cult Hideout

2. Iron Gate. The gate controls access to room **8** of the Catacombs of the Ancestors (Special Location #67u). The gate is locked by night, but it is left open (though guarded) by day, allowing vagrants to pass through and up to the city above via the Shrine of the Ancestors. The opening of the gate was a mercy ordered by the chief priestesses of the Keepers of the Hearth Fire. There are **2 knights of the Winged Sun** stationed on the east side of the gate at all times.

Knights of the Winged Sun (2): MV 60', AC 6 (banded plate & shield), HD 1-1, hp 5 each, #AT 1 (spear or short sword 11+), Dmg 1d6, Save NM, ML +4, AL L, XP 5; Equipment: spear, short sword, shield bearing winged sun, banded plate armor with winged light helmet, yellow cloak with purple fringe

3. Alcove of Mityara. This informal shrine, made of stained but lovingly carved reclaimed wood, is dedicated to Mityara, the goddess of mercy. At any given time, **1d4 vagrants** will be found here praying. They will approach any adventurer they see to beg

for alms. If the adventurers ask the vagrants who is responsible for the altar, the vagrants will explain that it was created by a virtuous martyr named Velus as a sanctum that all vagrants can venerate freely when the Iron Gate (**2**) is locked.

> **Vagrants (1d4):** MV 120', AC 0, HD 1-1, hp 2 each, #AT 1 (feeble blows 11+), Dmg 1d3 nonlethal, Save NM, ML -4, AL N, XP 5

4. Den of Misery. At any given time, **3d4 vagrants** can be found here (as above). Vagrants will be either sleeping, huddling over make-shift fires for warmth and light, eating scraps of food from the Almshouse (#59), rambling incoherently to themselves, screaming incoherently at others, singing folk songs to keep their spirits up, and otherwise suffering their miserable lot in life. They will approach any non-vagrant character they see to beg for alms.

5. Fetid Hall. The cracked stucco walls of this excavated chamber are caked in dirt and filth. Occasional clean spots reveal faded floral frescoes, tragic in their ruined grandeur. Tiled flooring, uneven from ancient earthquakes, is barely discernable through litter and waste. **20d4 vagrants** can be found here (as above).

6. Dank Home. The walls here are of black tuff, rough and undecorated. Through ash and dirt, cobblestone flooring is visible, suggesting a street once ran north here. **5d4 vagrants** live in this dank chamber (as above).

7. Horrid Hovel. A nauseating scent exudes from this chamber, noticeable even before rounding the corner. The northern half of the chamber resembles the Den of Misery (**4**). 5D4 vagrants, most showing symptoms of rotting disease, are huddled against the north walls. The south walls of the room, however, are cleaner than those elsewhere in the vagrant colony, and covered with sinister paintings depicting a fiery scarab beetle surrounded by worms. A decomposing body is sprawled on a rotting mattress in front of the paintings. An overturned stool and table are adjacent to the mattress. Papers are scattered about the floor between the table and the body.

A character with Healing proficiency who inspects the rotting corpse can identify that it was a middle-aged human male; the cause of death is a gaping slash across the throat. The papers scattered near the body all repeat variants of the phrase "Behold the Scarab on Two Legs, the Living Death Immortal." Searching under the mattress near the body will reveal a leather-bound journal.

The first page of the journal has a rough sketch of a woman holding up a torch. A character with Theology proficiency can identify this as a symbol of Mityara. The remaining pages hold passages in Classical Auran, and the writer's education is evident in his penmanship.

» "Oh, Divine Lady of Mercy, did you bless me or curse me with your gift? I see nothing but death, decay, destruction, and despair! My sleep is never restful, my meditations never serene."

» "Oh, Divine Lady, I see now that I am the instrument of your mercy and must warn your servants of the temple. I have done as you willed, but they do not listen to me! They think me mad and show mercy by feeding me stew of the beast given as holy sacrifices in your honor."

» "Oh, Divine Lady, show mercy on me! Free me from your visions, for I cannot bear them any longer! I now see visions of my own demise, my throat sliced open, drowning in my blood. Why must I live to suffer death more than once? Have I not done your will?"

» "A witch, a warrior, and a score of acolytes who call forth and bind the spirits of the dead. Do they come for the scarab? Do they come for me? I will never know peace while they live."

» "Oh, noble travelers, I have dreamt of you and seen your faces, one and all. Forgive me, though, for I know not your names, only your kindness. I have foreseen it. The Lady has sent you to my remains as a final act of kindness and mercy for my faithful service to her. Please take my body to the Grey Sisters for the proper rites and show them this journal. Have mercy on me. I am no priest nor prince, only a pauper, and a dead one at that. I am Velus of the sacked and bloodied lands."

The last page of the journal carries a cryptic cypher. An adventurer who is able to decipher the script (through proficiency or magic) discovers the following text: "Be it known that the bearer of this document is the designated heir of my estate." If the adventurers show this cyphered paper to the Grey Sisters when they turn over his body for the proper rites, then they inherit the deed to the Ionicus estate, which now lies abandoned beyond the Krysivor River, overrun by a tribe of beastmen. If the adventurers clear the beastmen from the estate, the Empire will recognize and honor their lawful claim. The Judge can place the Ionicus estate near the Ruined Imperial Fortress (**#40**) or other hex of his choice.

8. Moldy Home. This chamber is almost identical to the Den of Misery, save for the fact that its north wall is carpeted with a blanket of unwholesome-looking taupe mold. **5d4 vagrants** live here (as above).

9. Hideout Entrance. Someone has recently installed a door across this excavated elven street. The door is painted in black and emblazoned with a red skull. A successful Theology proficiency throw recognizes this as the symbol of Dirgion, Chthonic god of death and undeath. The door is locked (all cultists have a key) and barred from the other side. A **cult enforcer** stands guard on the opposite side of the door. Adventurers who converse with the vagrants in areas *7* or *8*, bash at the door, or otherwise act without utter stealth, will cause him to rouse his fellow cultists to prepare for battle.

10. Diabolist's Chambers. This chamber lies at the end of an excavated elven street with tuff walls and ceiling and cobblestone floor. The chamber has been thoroughly cleaned, revealing the tile floor and the floral frescoes on the stucco walls. It is furnished with a well-kept double bed, a plain oak desk and chair, and an iron-banded wood chest. Two jars of lamp oil (20gp, 1 st each) and minor personal effects are piled in the room's corner. The chest is locked (Malthusia has the key) but not trapped. It contains 1,000gp and 1,800sp. **Malthusia** and **Rhankur** will be asleep here by day, unless the alarm is raised. If so, they will be armed, armored, and ready for battle in the Cult Barracks (**11**). At night, the pair will be worshipping in the Cult Shrine (**12**).

11. Cult Barracks. This chamber has also been cleaned and furnished. 11 cots form a loose circle around its perimeter, and chests for the other members of the Death Cult of Dirgion. Each of the chests contain 500sp (5,500sp total). 1d4 cultists and 1d6 cult enforcers will be here. If it is day and the alarm has not been raised, half will be asleep; none will be in armor. At night, or if the alarm has been raised, all will be awake, armed, and armored. If any cultists or enforcers are absent, they are running errands on the surface, and will return in 1d6+1 turns.

12. Cult Shrine. An altar of bone fastened together by human sinew has been erected here. The decapitated heads of numerous victims, all in various states of decomposition, are piled upon the altar. A single **vagrant** is stripped naked and chained to the altar; he will be the next sacrifice. Until the altar is destroyed, this area is a *shadowed sinkhole of evil*. At night, Malthusia and Rhankur will be here praying if the alarm has not been raised. A secret door in the south wall leads to the sewer tunnels. The cultists use it to enter and exit their hideout without passing through the vagrant colony. If hard-pressed, the cultists will flee via this door and seek revenge later.

MEMBERS OF THE DEATH CULT OF DIRGION

Malthusia the Diabolist: Warlock 4; Str 9, Int 16, Wis 13, Dex 9, Con 9, Cha 13; MV 120', AC 0, HD 4**, hp 10, #AT 1 (dagger 9+ or spell), Dmg 1d4 or by spell, Save M4 (+4), ML +1, AL C, XP 190; Special: secrets of the dark arts, familiar (bat), hex (1/day); Proficiencies: Divine Blessing, Knowledge (occult), Seduction, Theology; Spells: 2 1st, 1 2nd; Repertoire: 1st – *choking grip*, *darkness*, *protection from good*, *summon berserkers*, 2nd – *deathless minion*, *summon hero*, *web*; Equipment: leather and bone spellbook, wavy-bladed silver dagger, long leather whip, grey warlock's cassock, polished iron skullcap, leather gloves, high leather boots, leather belt, belt pouch with 60gp and pair of keys (to 4 and **10**)

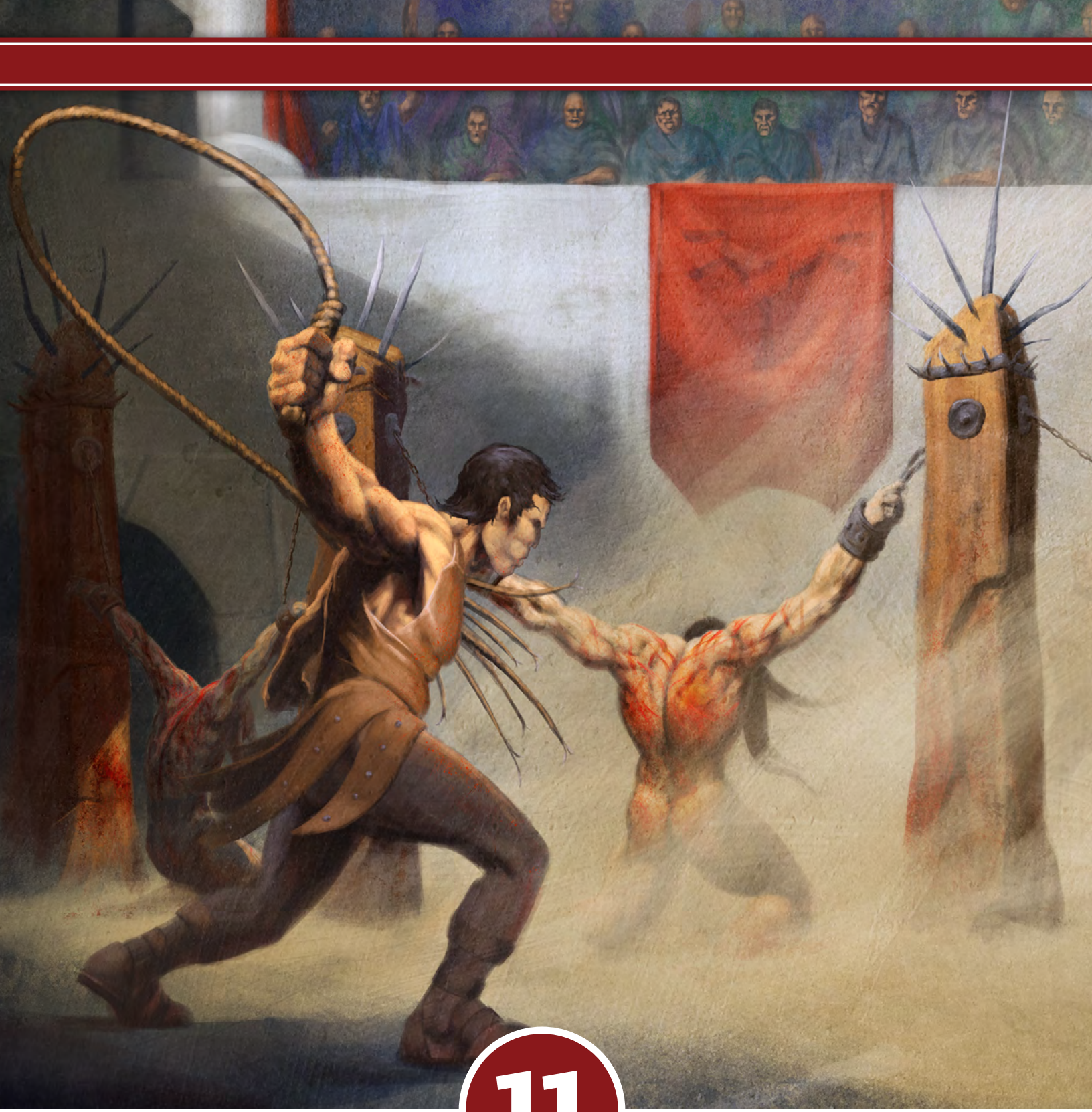
Malthusia's Bat Familiar: MV 9'/120' flying, AC 3, HD 2, hp 5, #AT 1 (bite 11+), Dmg 1, Save NM, ML -2, AL N, XP 5; Proficiencies: Caving, Knowledge (history), Loremastery, Theology

Rhankur the Doombringer: Anti-Paladin 3; Str 14, Int 14, Wis 12, Dex 13, Con 14, Cha 14; MV 60', AC 10 (*plate +1* & *shield +1*), HD 3, hp 15, #AT 1 (sword 7+), Dmg 1d6+3, Save F3 (+1), ML +1, AL C, XP 50; Class Abilities: aura of protection (included in AC and saves), command undead, detect good; Proficiencies: Combat Reflexes, Intimidation, Kin-Slaying (included in attack throw), Theology; Equipment: *black plate armor +1*, *black shield +1* crudely painted with white skull, barbed sword, grey hooded leather cloak, unholy symbol (skull on black circle of Dirgion), grey armiger's tunic and pants, high leather boots, leather belt, belt pouch with flask of unholy water, key (to **9**), and vial of rockfish venom (save +1, onset 1 round, dmg 4d6)

Cultists (4): Warlock 1; Int 13; MV 120', AC 0, HD 1**, hp 4 each, #AT 1 (dagger 10+ or spell), Dmg 1d4 or by spell, Save M1 (+3), ML +1, AL C, XP 16; Special: secret of the dark arts, familiar (bat); Proficiencies: Divine Blessing, Knowledge (Occult), Theology, Spells: 1 1st; Repertoire: 1st – *choking grip*, *summon berserkers*; Equipment: sacrificial dagger, unholy symbol (skull on black circle of Dirgion), grey warlock's cassock, polished iron skullcap, leather gloves, high leather boots, leather belt, belt pouch with key (to **9**), 6sp and 20cp

Cultists' Bat Familiars: MV 9'/120' flying, AC 3, HD ½, hp 2 each, #AT 1 (bite 11+), Dmg 1, Save NM, ML -2, AL N, XP 5; Proficiencies: Caving, Loremastery, Theology

Cult Enforcers (7): Assassin 1; MV 120', AC 2 (leather), HD 1, hp 5 each, #AT 1 (pair of daggers 8+), Dmg 1d4+1, Save F1, ML +1, AL C, XP 10; Special: backstab x2; Proficiencies: Fighting Style (two-weapon fighting), Theology; Equipment: pair of sacrificial daggers, leather armor, grey hooded leather cloak, unholy symbol (skull on black circle of Dirgion), grey armiger's tunic and pants, high leather boots, leather belt with belt pouch with key (to **9**) and vial of hellebore (save +2, onset 1 turn or 1d3 turns ingested, dmg 1d6 + sick 1d10 days)



11

PALACE DISTRICT

The Palace District is bordered by the Old Walls to the west, the Imperial Walls to the east, the Cesta Tirenium ("Capital Street") to the northeast, and the Cesta Vothë ("South Street") to the south. The Pylos Tirenium ("Capital Gate", #76) affords exit through the New Walls while the Pylos Aurigëus (Patrician Gate, #1) connects to the Old District through the Old Walls. The Palace District contains the Tirendoros Harbitan ("Prefectural Palace," #78), the Prefectural Guard Barracks (#81), the Imperial Courthouse (#82), and many villas owned by wealthy patricians, bureaucrats, and officers.

POINTS OF INTEREST

76. PYLOS TIRENIUM ("CAPITAL GATE")

The Capital Gate controls access to the road to Arganos, capital of Southern Argollë and seat of its exarch. The gate itself consists of an iron portcullis and iron-reinforced oak doors painted with the winged sun, bracketed by a pair of 20' tall 30' square gatehouses (each with 1,500 SHP and Unit Capacity 2) of concrete masonry rendered with white stucco. The gate is only open from sunup to sundown; a reasonable justification and Friendly reaction roll is required to persuade the Watch to open it by night.

Merchants arriving from the Arganos often enter the city here. Characters transporting loads of merchandise must pay a toll of 4d6+2gp per 5,000 st of merchandise each time they enter or exit with goods. If they are importing goods, they must also pay a customs duty equal to 2d10% of their merchandise's market price. See Doing Business in Cyfaraun (p. 56).

10 City Watch officers are based in the gatehouses. At any time, 3 will be on patrol, 2 will be on duty at the gate, and 5 will be off duty in the ground story barracks. The Palace District subaltern, Avaro Urcebas, knows that his boss, Tribune Drakomir, is an ambitious man. He keeps an ear out for anything that might interest him.

77. CITY WATCHTOWER XVI

Watchtower XVI protects the approaches towards the Palace District from the northeast. A four-story, 40'-tall, 50'-diameter tower, it is built of concrete rendered with white stucco (3,000 SHP and Unit Capacity 3). It connects to the Imperial Walls on its second story. Stationed on the top story, below the terracotta roof, is a repeating light ballista on a rotating platform. 10 City Watch officers are based in Watchtower XVI. At any time, 4 will be on patrol, 1 will be manning the ballista on the top floor, and 5 will be off duty in the ground story barracks.

78. TIRENDOROS HARBITAN ("PREFECTURAL PALACE")

The Prefectural Palace is a very old structure, having been constructed by the elves when they re-founded the city after the Beastman Wars. It is built of perfect-cut blocks of white marble and features an awe-inspiring two-story portico stretching across its southwest face, overlooking Star Lake (#71). The ground story portico has a colonnade of ten 20'-tall, 3'-diameter columns while the second story portico has a colonnade of sixteen 15' tall, 2'-diameter columns, more organic, naturalistic, and feminine. An entablature between the two colonnades supports an 8' tall statue of Demara, the White Lady (the elven cognate to Mityara). On either side hang enormous banners of purple bearing the winged sun stitched in gold.

The Palace is encircled on three sides by the Prefectural Walls, with access controlled via the Prefectural Gate and Prefectural Bastion. Between the walls and the palace is a terraced garden of purple lilac bushes and white-flowered plum trees. In the shade of the trees a dozen smaller buildings – barracks, shrines, stables, servants' quarters, storehouses, etc. – abut the Prefectural Walls.

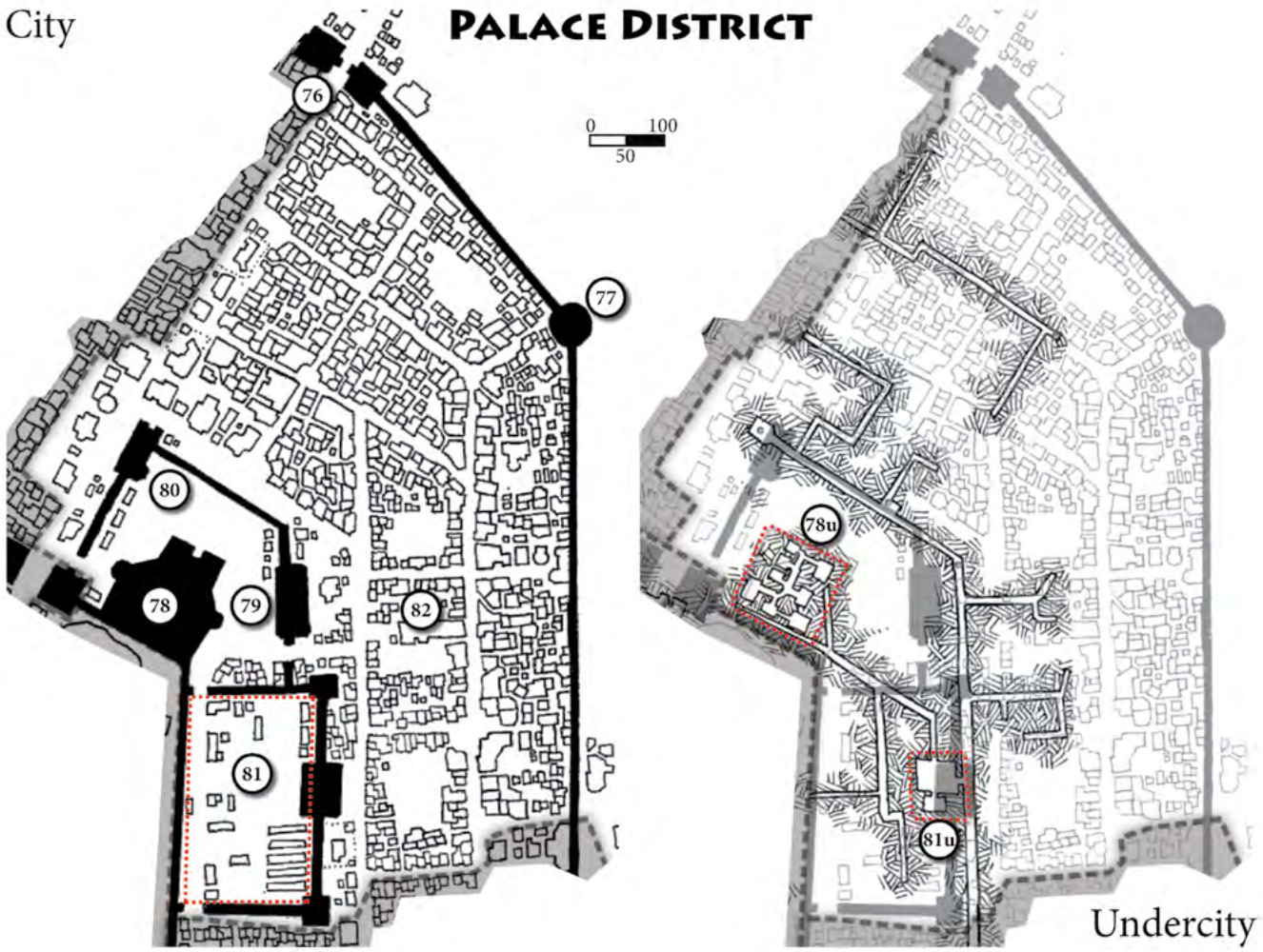
The Prefectural Palace is home to Prefect Justirius Tavicus Basilio, his wife Syrena Austiria Basilio, their children, and the household's servants. The court magist, Nicodos Essir, also resides in the palace, so that he can assist the Prefect in magical detection and defense. 60 Prefectural Guards are quartered within the walls, with 30 on duty at all times and the other 30 at ease.

78U. PREFECT'S DUNGEON

The elves who built what is now the Prefectural Palace excavated the area below it, uncovering a variety of ruins from the Ancient City preserved in the volcanic ash. These were carefully restored to the original grandeur with pastoral frescos and tiled flooring and used as a museum to their ancestors. The Aurans have, somewhat barbarically, re-purposed it as a dungeon for prisoners of the Empire. At any time, 4d10 prisoners will languish here awaiting trial. About 65% of the prisoners here are charged with capital crimes (such as murder or treason), 30% with serious felonies (such as assault, mayhem, racketeering, and robbery), while the last 5% are just unlucky fools imprisoned here despite lesser charges (such as drunken outrage, gambling, vandalism, or trespass). 10 Prefectural Guards from the Palace maintain order, and the connection to the rest of the Undercity is heavily guarded.

79. PYLOS HARBITAN ("PREFECTURAL GATE")

The formidable Prefectural Gate secures the entrance to the Prefectural Palace from the east. The gate itself consists of an iron portcullis and iron-reinforced oak doors painted with the winged sun; it has a single gatehouse, 100' long, 30' wide, and 20' tall, with 5' thick walls of concrete masonry rendered with white stucco (2,000 SHP and Unit Capacity 3). 90 veteran heavy infantry and 30 composite bowmen of the Prefectural Guard are stationed here. At any time, 54 of the infantry and 9 of the bowmen are deployed at the watchtowers around the city. 23 infantry and 10 bowmen are on duty in the Palace District, while the remainder are off duty.



80. TÜROS HARBITAN ("PREFECTURAL BASTION")

The Prefectural Bastion is a concrete redoubt built into the northwest corner of the Prefectural Walls. It is 100' long, 30' wide, and 20' tall, constructed of concrete rendered with white stucco (2,000 SHP and Unit Capacity 3). It connects with the Prefectural Walls on its second story, ultimately reaching the iron portcullis and oak doors that afford passage from the northwest. Another 90 veteran heavy infantry and 30 composite bowmen of the Prefectural Guard are stationed here. At any time, 54 of the infantry and 9 of the bowmen are deployed at the watchtowers around the city. 23 infantry and 10 bowmen are on duty in the Palace District, while the remainder are off duty.

81. KYRDOROS TAVUSANI HARBITAN ("PREFECTURAL GUARD BARRACKS")

The Prefectural Guard Barracks is a multi-building compound encircled by the Prefectural Walls on all sides. The largest building is the Cataphract Barracks, a 75' long, 50' wide, and 20' tall structure of concrete masonry rendered with white stucco (2,000 SHP and Unit Capacity 3) that houses the men of the cataphracts (120 total). North and south of the Cataphract Barracks are a pair of 30' tall, 40'-square Barracks Towers (1,875 SHP, Unit Capacity 1.5), each of which houses 90 men – 60 horse archers and 30 veteran heavy infantry. Between the Cataphract Barracks and the South Barracks Tower, a series of five half-timbered stables hold 240 horses for the cataphracts and horse archers and an additional 60 horses in reserve. The remainder of the compound is given over to officer's quarters, granaries, warehouses, and workshops. At any time, 18 of the veteran cataphracts, 18 of the cataphracts, 72 of the horse archers, and 18 of the heavy infantry barracked here are deployed at the watchtowers around Cyfaraun. 6 veteran cataphracts, 6 cataphracts, 9 horse archers, and 21 infantry are on duty, while the remainder are at ease.

81U. BARRACKS VAULT

An underground vault, consisting of two chambers totaling 65,000 cubic feet of storage space, lies below the Prefectural Guard Barracks. Excavated into the volcanic tuff, the vault has been lined with concrete and its entrances reinforced with iron portcullises. The Barracks Vault is used to store the payroll of the Prefectural Guard as well as a supply of grain, wine, and other goods useful in the event the city is besieged. The Barracks Vault is guarded at all times by 10 infantry from the Barracks.

82. RECTANDOROS TARKAUNAN ("IMPERIAL COURTHOUSE")

The Imperial Courthouse is a 100' long, 25' wide, and 20' tall building of concrete rendered with white stucco, with an inner courtyard encircled by a peristyle of columns. All legal disputes between individuals, including all property and contract disputes and all delicts and felonies against private person and property, are handled here. Adultery, assault, breach of contract, burglary, defamation, embezzlement, kidnapping, murder, rape, robbery, theft, trespass, and vandalism are among the many causes of action.

There are no public prosecutors in the Auran Empire, so it is up to private citizens to initiate legal proceedings. To initiate a proceeding, a citizen makes an accusation before one of the Courthouse's seven magistrates. The magistrate will then conduct a qualification of the claim, in which he makes a preliminary assessment of whether the claim is actionable under law. If the accusation is qualified, the defendant is brought to the court, by force if necessary. Trials are presided over by the patrician magistrates, but juries of citizens determine guilt or liability. The jurors receive a fee of 1sp per day for serving and consequently are often poor or elderly citizens with no other income. A patrician defendant who fears his wealth and rank will alienate the jury has the right to have the magistrate determine his guilt or liability instead.

2d10 trials run on any given day, with about 40% for contract and property disputes, 40% for delicts, and 20% for felonies. Lawyers are not required for either the prosecutor or defendant, but Cyfaraun's eligible attorneys do their best to make sure to get a fee at every trial. 1d6+1 master lawyers, 2d6+1 licensed lawyers and 4d6+3 apprentice lawyers can be found here throughout the day, representing clients or soliciting for business.

NOTABLE RESIDENTS

PREFECTURAL HOUSEHOLD

PREFECT JUSTIRIUS TAVICUS BASILIO

44-year-old Justirius Tavicus Basilio has the weary look of a man who's been to hell and back. That's because he has. Basilio's hell began six months ago when he fell from his horse during a day of pleasure riding with his wife. The fall snapped his neck, killing him instantly. His despondent wife brought his corpse to her friend Aundëmë, matriarch of the Keepers of the Hearth Fire. Despite the matriarch's grave warnings about the perils of tampering with mortality, Lady Basilio insisted he be brought back.

Something came back with him. Now the Prefect is plagued by constant whispers from the beyond. They urge him to maim himself, to murder his wife and children, to set fire to the city he loves, to do deeds too unspeakable to share. Once an able and honest administrator who capably exercised his civil and military authority, Prefect Basilio now walks on the edge of madness. He wanders the Palace at night, whispering back to the unseen voices. More than once he has contemplated falling on his sword to end it. But fear stays his hand – fear of what awaits him in the Outer Darkness.

Were he not going mad, Prefect Basilio would be a valuable ally to adventurers in the Borderlands. If the Prefect learns of the curative powers of the Shrine of the White Lady (Borderlands Gazetteer #21) from an adventuring party, his gratitude will be great. The adventurers will be repaid with all the titles, lands, and offices that an Auran Prefect can offer (Judge's discretion based on PC level).

> **Justirius Tavicus Basilio:** Fighter 11; Str 14, Int 15, Wis 11, Dex 9, Con 12, Cha 16; MV 120' or 60', AC 0 or 10 (*plate +1* & *shield +1*), HD 11, hp 52, #AT 1 (*+1 sword* 1+ or lance 2+), Dmg 1d6+6 or 1d10+5, SV F11, ML +2, AL L; XP 1000; Special: battlefield prowess, whispers from beyond (-2 to hear noise, -2 to surprise); Proficiencies: Command, Diplomacy, Fighting Style (weapon & shield), Manual of Arms, Military Strategy 2, Riding; Equipment: If readied for battle, *plate armor +1*, *shield +1*, *sword +1*, dagger; at all times, white tunic and pants, purple cloak, high boots, leather belt, belt pouch with 100pp and 100gp, house ring (200gp value)

LADY SYRENA AUSTIRIA BASILIO

Though she has never trained for battle nor studied the arcane arts, Lady Syrena Austiria Basilio is a formidable and accomplished woman – diplomatic and cunning. In her mid-30s, she is tall and slender, with high cheekbones and grey eyes under long black hair. She is fiercely loyal to her husband and is using all of her charms and guile to maintain the pretense that the Prefectural household is in order. If the adventuring party rises to prominence in Cyfaraun, Lady Basilio will seek them out and charge them with finding a cure for her husband, offering whatever they desire (Judge's discretion) if they succeed. She has a misplaced trust in Nicodos Essir.

> **Lady Syrena Austiria Basilio:** Str 8, Int 16, Wis 13, Dex 9, Con 10, Cha 14; MV 120', AC 0, HD 1-1, hp 3, #AT 1 (dagger 12+), Dmg 1d4-1, Save NM (+1), ML +1, AL L, XP 5; Proficiencies: Art (interior decorating), Diplomacy, Knowledge (history), Performance (singing), Profession (household management), Riding, Theology; Equipment: white silk chiton, purple silk sash, high strapped sandals, headdress of golden chains with amethyst bangles (2,000gp), golden arm-bangles (500gp), purse with 100gp

COURT MAGIST NICODOS ESSIR

Nicodos Essir was born into poverty in the ghettos of Aura. From his tenement, he could see the villas of the great and powerful. Young Nicodos vowed to join their ranks. He earned admission into the Tower of Knowledge despite his low social

class when he demonstrated an uncanny ability to contact other spheres of existence without formal training. His position as court magist to an Auran Prefect is as prestigious a position as a mage can secure, short of taking up regency of a Chapterhouse. Short and gaunt from his undernourished youth, 34-year old Nicodos now affects a carefully shaped goatee, manicured nails, and clean-shaven head and wears only the finest robes and garments.

Nicodos is a trusted confidant of the Prefect and his wife, and is aware of what ails his governor. He is more than aware - he is making Basilio's madness worse. A viciousness born of too much communion with the Outer Darkness has touched Nicodos's soul. He has learned black magic and placed a curse upon the Prefect that leaves him psychically weakened to the depredations of the whispers. As the Prefect's mind grows weaker, Nicodos claims more and more authority. Soon he will rule the Borderlands in all but name. If Nicodos learns of an expedition to cure his victim, he will certainly seek to stop it by whatever means he can muster.

> **Nicodos Essir:** Mage 7; Str 10, Int 18, Wis 13, Dex 10, Con 11, Cha 17; MV 120', AC 0, HD 7**, hp 17, #AT 1 (staff 8+ or spell), Dmg 1d6 or spell, Save M7 (+1), ML +2, AL N, XP 1,140; Proficiencies: Collegiate Wizardry, Diplomacy, Knowledge (history), Military Strategy, Sensing Power, Siege Engineering, Soothsaying; Spells: 3 1st, 2 2nd, 2 3rd, 1 4th; Repertoire: 1st –*charm person*, *light*, *magic missile*, *read languages*, *protection from evil*, *unseen servant*, 2nd – *continual light*, *detect evil*, *ESP*, *knock*, *wizard lock*, 3rd – *dispel magic*, *fireball*, *hold person*, *nondetection*, *telepathy*, 4th – *bestow curse*, *scry*, *summon fantastic creature*; Equipment: *staff of striking* (9 charges), finely-made blue diviner's cassock, blue leather sandals, blue leather belt, belt pouch with 50gp

PREFECTURAL GUARD

The primary purpose of the Prefectural Guard is to maintain the security and sovereignty of the Prefect. In time of war, it serves as the vanguard of his legions. In peacetime, it patrols the roads around Cyfaraun and mans the 18 watchtowers that run along the nearby roads. It consists of 60 veteran cataphracts, 60 cataphracts, 120 horse archers, 120 composite bowmen, and 240 veteran heavy infantry. Each unit has a 5th level commander and four 3rd level lieutenants. A small number of 2nd level warriors strengthen the ranks of each unit (about 3-5 such in each).

The Prefectural Guard watchtowers all have stables for cavalry, and are manned by 1d3 cataphracts, 2d3 horse archers, 1d3 composite bowmen, and 3d3 veteran heavy infantry. The other 42 veteran cataphracts, 42 cataphracts, 48 horse archers, 84 composite bowmen, and 132 veteran heavy infantry are garrisoned in the Palace District. See Military Forces of the Borderlands on p. 15 for more details.

LEGATE GUNDUS ZELICUS JANNION

The Prefectural Guard is commanded by Legate Gundus Zelicus Jannion, a veteran comrade of Prefect Basilio. The pair fought together in border skirmishes in Opelenea as young officers, and again as junior commanders during the pirate raids that swept Corcano in the 370s. He is troubled by his old friend's seeming madness and suspects Essir of having laid some sort of spell upon the Prefect. He has vowed to find evidence of Essir's culpability before the situation degenerates further. He knows time is short; already, Councilor Drakomir has asked the Legate if he thinks the Prefect needs to step down for the good of the city. Legate Jannion is a 34-year-old Tirenean with curly black hair, rippling muscles, and a broken nose that adds a brutish edge to his patrician features.

> **Gundus Jannion:** Fighter 7; Str 17, Int 11, Wis 13, Dex 13, Con 14, Cha 13; MV 60', AC 10 (masterwork plate & *shield +1*), HD 7, hp 45, #AT 1 (*+1 spear* 3+ or masterwork sword 3+), Dmg 1d6+6, Save F7 (+1), ML +1, AL L, XP 790; Special: battlefield prowess; Proficiencies: Command, Fighting Style (weapon & shield), Leadership, Military Strategy 2; Equipment: masterwork plate armor, *shield +1*, *spear +1*, masterwork sword, dagger, purple prefectural guard cloak, high sandals, belt pouch with 50gp

SPECIAL ENCOUNTERS

When a special encounter occurs in the Palace District, roll 1d10 and consult the entries below. Add 3 to the roll if after dark.

1: The City Watch is administering a public flogging. Three men, stripped to rags, are being whipped by a stern-faced centurion in banded plate. They are (roll 1d10): 1-3 smugglers from the Argollëan Family; 4-6 thieves from Sand & Bones; 7-9 paupers who stole bread; 10 NPCs the party has met previously. A large crowd is enjoying the show, and the convivial atmosphere makes everyone talkative. Adventurers who chat with the members of the crowd can learn a city rumor (see p. 41).

2: An elderly patrician borne on a litter carried by eight burly servants is heading right at the party. One of the servants shouts "stand aside, make way for your betters." If the party hesitates even for a moment, the patrician spits at them and says "learn some manners." If the party doesn't make way, the litter halts and the patrician begins to berate them for their disrespect to the elderly, the nobility, and the Empire. If the party lingers to listen his rants, 1d4+1 officers of the City Watch will arrive after 1d6 minutes to arrest them for public outrage. If the party attacks, 4d6 officers of the City Watch will arrive in 1d10 rounds and side with the patrician. Adventurers might be arrested for assault, mayhem, and/or murder.

3: Prefect Basilio is making a public pronouncement on the steps of the Prefectural Palace to an assembled crowd of 100+1d100 city denizens. He is protected by 4d10 prefectural guards. Roll 1d10 to determine the Prefect's pronouncement. On 1-2, he

awards the Silver Spear with Laurels to the members of Imperial Vanguard (or another rival adventuring party) for their service to the realm. On 3-4, he declares that gladiatorial games will be held next month in honor of the passing of his father, Gaius Tavicus Basilio. On 5-6, he lectures that proper functioning of the city sewer system is essential to the hygiene of the city and warns citizens not to vandalize or obstruct sewer grates or tunnels. On 7-8, he announces that "to improve public hygiene" the Public Baths will be free to all citizens for the remainder of the month. On 9-10, he bans the city's temples from offering *restore life and limb*. "The ill that comes of tampering with mortality exceeds any good." The effects of these pronouncements are at the Judge's discretion.

4: 1d3 patricians are out for a stroll, each accompanied by a household guard for protection. Roll 1d10: 1-4, the nobles are being followed by a pack of 2d4 thugs intent on robbery; parties who assist will earn their favor. On 5-8, the patricians are lost and will ask for directions to the Mink; a party with ill intent could lead them down an alley and mug them. On 9-10, the patricians offer a cheery wave and shout "Imperial Vanguard!" Each patrician knows a city rumor.

5: A pair of attorneys, Essirio Marasca and Galen Tavicus, are offering public orations in support of their patrons as part of negotiations for land sales. "My patron is a man well-known throughout Cyfaraun for his fairness in all dealings!" "For twenty generations this land has been in the family's care! Such a price is an insult to the honored ancestors!" 2d10 onlookers are enjoying the spectacle. Thieves might find these attorneys to be valuable contacts if a hijink ever goes wrong. Both have three ranks in Profession (attorney).

6: A mob of 1d100+100 plebeian laborers and workers are angrily marching through the streets towards the Prefect's Palace. If by night, the mob is carrying torches. What are they complaining about? Roll 1d10. On 1-2, rising prices for fast food at the Amphitheater. On 3-4, the high cost and limited hours of the Public Baths. On 5-6, corruption and incompetence in dealing with the city's crime syndicates. On 7-8, punitive tolls and duties making bread and ale unaffordable. On 9-10, dwarven imports from Azen Radokh driving down demand for local craftsmen. When the mob reaches the Prefectural Palace they will be confronted by a cordon of officers from the City Watch. Make a reaction roll to see if things get settled with diplomacy or hostility.

7: A formation of 120 prefectural guards in full panoply marches past the party en route to the nearest gate. The guards are led by 4 subalterns and a centurion. They refuse to answer questions and shove aside any adventurers who try to block their path.

> **Prefectural Guard Legionaries (120):** Fighter 1; MV 60', AC 7 (banded plate & shield), HD 1, hp 6 each, #AT 1 (spear or shortsword 10+), Dmg 1d6+1, Save F1, ML +2, AL L, XP 10; Proficiencies: Fighting Style (weapon & shield), Manual of Arms

> **Prefectural Guard Subalterns (4):** Fighter 3; Str 13, Cha 13; MV 60', AC 8 (plate & shield), HD 2*, hp 13, #AT 1 (spear or shortsword 8+), Dmg 1d6+3, Save F3, ML +3, AL L, XP 50; Proficiencies: Command, Fighting Style (weapon & shield), Manual of Arms

> **Prefectural Guard Centurions (2):** Fighter 5; Str 16, Con 13, Cha 14; MV 60', AC 8 (plate & shield), HD 5, hp 30, #AT 1 (spear or shortsword 5+), Dmg 1d6+4, Save F5, ML +3, AL L, XP 200; Proficiencies: Command, Fighting Style (weapon & shield), Manual of Arms 2

8: Lazareo Ravil, a spy in the employ of the Argollëan Family, is skulking about the Palace District. What's he up to? Roll 1d10. On 1-3, he's hassling a merchant about the whereabouts of a particular NPC known to the party. On 4-7, he's shadowing the party at a distance of 60' to see if they lead him to the NPC. On 8-10, he's coming to ask the party if they've seen the NPC lately.

> **Lazareo Ravil:** Thief 4; Str 11, Int 13, Wis 10, Dex 11, Con 10, Cha 13; MV 120', AC 0, HD 4, hp 11, #AT 1 (pair of daggers 8+), Dmg 1d4, Save T4, ML +1, AL N, XP 80; Special: open locks 15+, find/remove traps 15+, pick pockets 14+, move silently 12+, climb walls 4+, hide in shadows 14+, hear noise 11+; Proficiencies: Bribery, Diplomacy, Lip Reading, Skulking; Equipment: belt pouch with thieves' tools and 50gp for bribes

9: 1d4+1 members of the City Watch are escorting a battered-looking prisoner towards the nearest guard tower. As the prisoner passes by the adventurers, he shouts "The Argollëan Family will pay handsomely if-" before a hand is clamped over his mouth. The man is Tarcalus, one of the best smugglers in the Family, and he was ratted out by members of Sand & Bones. If the adventurers rescue him by any means (bribery, charm, fighting, etc.) Tarcalus will arrange for them to be paid 200gp and offer to introduce them to "the boss," Liber Faunus.

> **Tarcalus:** Thief 3; Str 9, Int 14, Wis 11, Dex 16, Con 10, Cha 9; MV 120', AC 0, HD 3, hp 8, #AT 1 (punch 9+), Dmg 1d3 nonlethal, Save T3, ML 0, AL N, ML +1, AL N, XP 50; Special: open locks 16+, find/remove traps 16+, pick pockets 15+, move silently 13+, climb walls 5+, hide in shadows 15+, hear noise 12+; Proficiencies: Labor (dockworking), Skulking, Seamanship

10: One of the notable NPCs of the Palace District is traveling with a large entourage and they've ended up on the same street corner as the party. Roll 1d10 to see who just dropped by. On a 1-2, it's Prefect Basilio with 12 prefectural guards. On 3-4, it's Lady Basilio borne on a litter by six servants and guarded by 6 prefectural guards. On 5-6, it's Nicodos Essir accompanied by 6 prefectural guards. On 7-8, it's Legate Jannion accompanied by 2 centurions. On 9-10, it's Prefect Basilio, Lady Basilio, Nicodos Essir, and Legate Jannion accompanied 12 prefectural guards and 2 centurions.

11: A handsome elven courtier in elegant leather armor with embossed leaf-like patterns is walking down the street. As soon as he catches sight of the adventurers he darts into a nearby alley. If the adventurers follow him, they find the alleyway empty of anything except a pox-covered leper who points towards the rooftops. In fact, the elf and the leper are the same person, one of the trio of doppelgängers that has taken up residence in Cyfaraun. (See *Special Location 14u:* Doppelgänger Den.)

12: 2d4 household guards are making a sweep of the streets to ensure no derelicts or vagabonds are loitering about their patrician's property. If the party looks suspicious, they will be hassled by the guards until they leave the block. If the party doesn't leave, there will be a fight, and no matter the outcome it's likely the City Watch will take the guards' side.

Household Guards (2d4): MV 90', AC 5 (chain & shield), HD 1-1, hp 4 each, #AT 1 (short sword 11+), Dmg 1d6, Save NM, ML 0, AL N, XP 5; Equipment: armiger's tunic with house crest, belt pouch with 2sp and 20cp

13: 2d4 household guards (as above) are beating 1d6+1 homeless beggars and tearing down the ramshackle shelter they've constructed for the night. The household guards weren't looking for actual opposition, so if the party intervenes, they will "order" the adventurers to "take care of these scum" and leave. The beggars will explain that they would like to return to the Vagrant Colony (#73u) but are terrified to do so because murderers are hiding out there.

Homeless Beggars (1d6+1): MV 120', AC 0, HD 1-1, hp 2 each, #AT 1 (futile resistance 11+), Dmg 1d3 nonlethal, Save NM, ML 0, AL N, XP 5 (you monster)





A

NEW MAGIC ITEMS

Clockwork Auto-Stabilizing Light Ballista: This miniaturized man-portable ballista is light enough to fire from the shoulder and accurate to 120' due to auto-stabilizing gears that improve accuracy. It fires light ballista bolts dealing 1d10 points of damage. Each bolt weighs 1 lb (treat as 1 item due to size) and costs 1gp each. The operator must be a machinist or trained in the use of the ballista and must be proficient with arbalests. The operator makes attacks using his normal attack throw but gains a +2 bonus to hit from the auto-stabilizer. Any proficiencies or abilities affecting arbalests or missile fire can be applied to the ballista. If a cleave is triggered, the bolt penetrates the enemy struck and strikes the enemy directly behind the current one (if any); this can occur no more than twice per round. The ballista takes one round to reload due to the size of its bolts, but the operator may move freely while loading or firing. (effect: automaton, base cost 4,000gp, base time 11 days)

Healing Salve: The **healing salve** is an enchanted liniment based on camphor, wormwood, and oil. If rubbed on a wound, it heals the creature of 1 point of damage. Any given creature can only benefit from the *healing salve* once per day. (effect: *cure minor wounds* cantrip; base cost: 100gp; base time: 1 ½ days)

Herbal Tonic: The **herbal tonic** resembles an amber-hued tea or infusion and smells of garlic, ginger, honey, and vinegar. If drunk, an *herbal tonic* aids the drinker in recovering from minor acute illnesses such as the common cold. The drinker immediately makes a saving throw versus Death. If the save succeeds, the drinker will recover in half the usual time. If the save fails, the drinker receives no benefit. A character can only drink one *herbal tonic* per day; additional *tonics* cause stomach distress and cannot aid recovery. (effect: *remedy* cantrip; base cost: 100gp; base time: 1 ½ days)

Moon Tea: This herbal tincture causes the creature that drinks it to immediately enter menses unless it succeeds on a saving throw versus Poison. The tea is used by women to end unwanted pregnancies. If the pregnancy had advanced to more than 50% of its term, the subject will have to suffer through a stillbirth in 2d6+7 days; otherwise, the pregnancy ends with the menstruation. If **moon tea** is drunk by a creature incapable of entering menses, the drinker begins bleeding from his nose and suffers 1 point of damage. (effect: *moon's call*; base cost: 100gp; base time: 1 ½ days)

Mother's Tea: When drunk by a woman in labor, this herbal tincture eases the pain of childbirth. The drinker enjoys a mild analgesic-like effect until she either gives birth or dies. When drunk by anyone that is not giving birth, *mother's tea* causes the drinker to begin bleeding from his nose and suffer 1 point of damage. (effect: *mother's ministry* cantrip; base cost: 100gp; base time: 1 ½ days)

Shield of the Underwatch: Once born by the storied Captain of the Underwatch, this *shield +1* is fashioned of wood in an archaic hourglass shaped style and plated with silver. When borne by a character of Lawful alignment, the *shield* radiates *protection from evil*, granting an additional +1 bonus to AC and saving throws to the bearer and any allies within 10' against attacks made by evil creatures and preventing bodily contact by enchanted creatures. The *shield*'s protection against contact by enchanted creatures temporarily ends if the bearer or any protected creature makes an attack against, casts a spell on, or tries to force the barrier against a blocked creature, but it recharges after one turn (10 minutes). (effect: +1 protection, 1st level spell 1/turn; base cost: 21,500gp; base time: 100 days)

Spear of the Underwatch: The mysterious Captain's famous weapon resembles an archaic Auran spear with a bronze butt-spike and silver-coated steel head. It is a *spear +2, +3 vs lycanthropes*, and if the command word is spoken ("audar"), the spear illuminates with *light*, or extinguishes itself if already illuminated. (effect: +2, +3 weapon, at-will 1st level effect; base cost: 50,000gp; base time: 122.5 days)





B

NPC PARTY

The Imperial Vanguard first appeared during the original Auran Empire campaign with the Bloody Band (player characters) in 2010. They were a lark intended to cover up an error on my part. One session, the Bloody Band decided to follow an old map they'd found to a dungeon nearby. Unfortunately I had forgotten to stock the dungeon; I had a floorplan but no monsters or treasure. So I improvised. When the Bloody Band got to the dungeon, they found it thoroughly swept clean of monsters or treasure. I mean that literally: It had been swept free of dust and cobwebs; a series of graves had been dug outside; and a large sign had been posted "This dungeon cleared by Imperial Vanguard". The Bloody Band were furious! "What sort of obsessive adventurers were *tidy* and *respectful of the dead*? How dare they *loot first*?!" Like any good Judge, I ran with it. When they got back to town, they found the Prefect of Cyfaraun feasting with Imperial Vanguard to celebrate their success… and so the legend was born.

Up until this point, the Bloody Band had been murder hobos in the classic mold, and while they occasionally did some good, their noble deeds were by and large side-effects of their ruthless pursuit of power and loot. The very existence of this rival party changed how the Bloody Band pursued adventure. Like gentlemen-adventurers racing to the North Pole, the Band prioritized beating Imperial Vanguard over all other concerns. They hated the Imperial Vanguard more than they hated the Sorcerer-King of Zahar, and soon transformed into the noblest party of heroes in the Borderlands just to spite their rivals. "Let's see who has the favor of Ammonar now, bitches!" The Imperial Vanguard ultimately met their demise on an expedition to the ruined city of Zahar, and its broken survivors were recruited as henchmen by the Bloody Band. Even in death, the IV influenced play, as the Bloody Band delayed exploration of Zahar for fear they'd meet the same fate. Unfortunately that delay caused the Bloody Band to miss the deadline to stop the Awakening. Oops.

I believe every adventuring party deserves to have foils worthy of them, rivals who tap into their competitive instincts and drive them forward to greatness. I hope that this revised presentation of the Imperial Vanguard helps your adventuring party be all that they can be. A special thank you to ***ACKS*** backers Charles Myers and Bobloblah for funding the inclusion of Imperial Vanguard in the book and to ***ACKS*** judges Joshua Goodlink and Matthew Morris for helping build the party.

IMPERIAL VANGUARD

Imperial Vanguard ("IV") is an adventuring party acclaimed for its daring exploits throughout the Borderlands. Courageous, charitable, honorable, and always impeccably attired, the members of IV see themselves as heroes of old whose deeds of renown will save the Empire. This overconfidence in their own destiny will likely get them killed one day. In the meantime, they irritate the more bloody-minded and mercenary adventurers of Cyfaraun with their wholesome antics and aggressive kindness. When not combating the foul spawn of Chaos, they balance their time between celebrating their successes with patriotic patricians and charitably helping those less fortunate than themselves.

MEMBERSHIP

There are currently six members of Imperial Vanguard: the founder, Gabriol Eirenikos, a wizard; Aghilas, a former gladiator called "the Lion of the Desert;" Asrya Raija, a priestess of Mityara, called "the Lotus of Somirea;" Irial Ui Aedon, an elven courtier from Northern Argollë; Nikolaus the Nican, a hero apparently gifted with special powers by the gods; and Valenus Mirens, an antiquarian who dabbles in many things. They are actively seeking a paladin to join as their seventh member, so that they can have one member for each of the seven Empyrean gods.

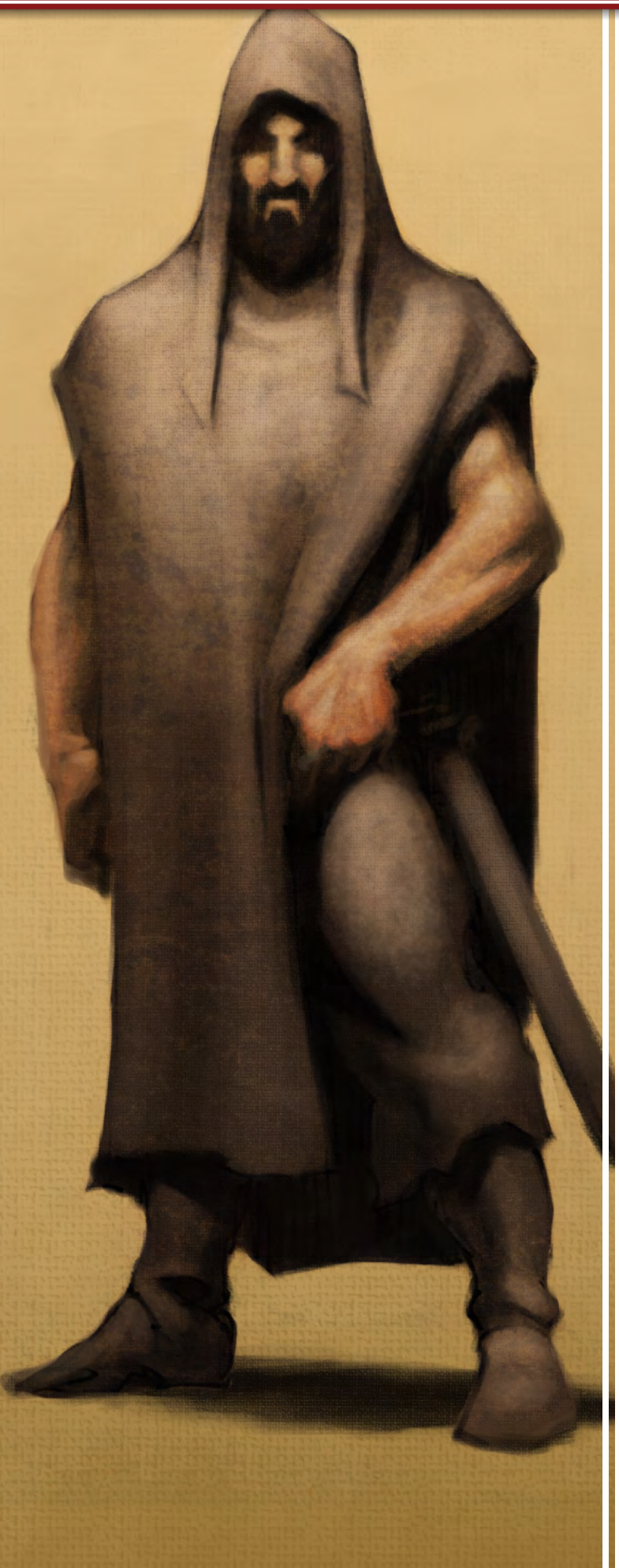
SYMBOL

The symbol of Imperial Vanguard is a red inverted chevron on a field of gold.

WEALTH AND EQUIPMENT

In addition to the individual wealth noted for each member, Imperial Vanguard collectively has 19,400gp worth of coin, gems, and jewels on deposit with the Merchant Guild.

If encountered in the wilderness, the members of Imperial Vanguard will be mounted. Those with Riding proficiency will have light warhorses while those without will have light riding horses. At the Judge's discretion, the members might carry additional equipment relevant to the expedition.



GABRIOL EIRENIKOS

Gabriol Eirenikos is an athletic man in his late 20s with olive skin, curly dark hair, and a well-groomed, medium-length dark beard. He wears well-made robes of fine linen, without any of the glyphs or runes commonly used by mages to mark their craft. The hilt of a sword can be seen on his left hip, where his robe parts. When adventuring, he dons an enchanted golden cloak bearing the inverted chevron of the company; it never gets wet or muddy.

He hails from a patrician family of Pireus with a proud lineage that includes many famous philosophers and metaphysicians. As a young man, he was initiated into a mystery cult of Istreus that practiced a classical school of magic unlike that taught at the Tower of Knowledge. Gabriol claims that during his initiation, he gazed upon the Logos itself and in the divine words of creation he saw the imminent danger of the chthonic Awakening. This farseeing vision inspired him to create Imperial Vanguard, a company of adventurers that plunges like the tip of the spear into the advancing armies of chaos. He recruited the other members.

> **Gabriol Eirenikos:** Wizard* 5 (Fellowship); Str 13, Int 18, Wis 16, Dex 13, Con 18, Cha 12; MV 120', AC 8 (*bracers*, *+1 cloak*, & *+1 ring*), HD 5, hp 33, #AT 1 (*+1 sword* dagger or staff 8+), Dmg 1d6+1, 1d4, or 1d6, Save M5 (+2), ML 0, AL L; Class Abilities: prestidigitation (as proficiency), inspire courage (5/day), martial training (short swords, swords, two-handed swords), cast *sustained protection from evil* (1/day), shaded magic; Proficiencies: Bright Lore of Aura*, Diplomacy, Healing 3, Theology; Spells: 3 1st, 2 2nd, 1 3rd; Repertoire: 1st - *chameleon*, *detect magic*, *light*, *sharpness*, *sling stone**, *unseen servant,* 2nd – *ESP*, *flaming sphere**, *knock*, *mirror image*, *ogre power;* 3rd – *dispel magic*, *fly*, *hold person*, *lightning bolt*; Equipment: *bracers of armor AC 5*, hooded *cloak of protection +1*, *ring of protection +1*, *sword +1, +3 versus beastmen*, masterwork staff (+1 to hit), masterwork dagger (+1 to hit), *wand of magic missiles* (11 charges), *potion of extra-healing*, *scroll of flaming sphere*, *hold person*, and *lightning bolt*, wide-brimmed hat, cassock, leather belt, low boots, gloves, belt pouches with 1lb birthwort, 3lb comfrey, 1lb goldenrod, 2lb woundwort, 25gp, backpack with blanket, 5 wax candles, ink and quill, 2 weeks' iron rations, spellbook, tinderbox, 12 torches, and waterskin

*NOTES ON GABRIOL

Wizard: Gabriol is a wizard, a class originally found in *Axioms 1* and later presented for use with eldritch magic in *Heroic Fantasy Handbook*. Judges without those works should simply treat Gabriol as a mage by ignoring his class abilities. Alternatively, he can be modified to be a Nobiran wonderworker.

Bright Lore of Aura: This new proficiency appears in *Heroic Fantasy Handbook*. The character has studied the white magic of the Empyreans. The character can turn undead as a cleric of one half his class level (rounded up). If the character casts spells that require a saving throw versus Paralysis, his targets suffer a -2 penalty on the save. When the character casts protection spells, the spell effects are calculated as if he were two caster levels higher than his actual caster level.

Sling Stone Spell: This spell is presented in *AX2: Secrets of the Nethercity* (p. 159) and *Heroic Fantasy Handbook* (p. 145). Judges without access to these works should replace this spell in his repertoire with *magic missile*.

Flaming Sphere Spell: This spell is presented in *AX2: Secrets of the Nethercity* (p. 135). Judges without access to *AX2* should replace this spell in his repertoire with *gust of wind*.

AGHILAS, THE LION OF THE DESERT

Aghilas is a lean, exceptionally athletic man in his early 20s, with light brown skin, close-cut dark hair, and a clean-cut face. He wears exquisitely made lion-themed gladiatorial armor and carries the traditional weapons of his Besheradi people, nomads who ply the trackless sands of the Sunset Kingdoms. Like his friend Gabriol, he possesses an enchanted golden cloak bearing the inverted chevron of the company.

According to popular rumor, Aghilas's mother was a tribeless exile who died in childbirth, and Aghilas only survived because a lioness nursed him like one of her own cubs until he could fight like a lion. Whether this story is true is unknown, but Aghilas certainly has a lion-hearted courage and longing for glory. When he became an adult, he left his tribe, declaring "I shall fight in every realm under the sun until every man shall know my name." In time, he became a gladiatorial champion known as "the Lion of the Desert" and earned glory in every arena from Alakyrum to Aura. His only regret from that era is that he did not have the opportunity to face his rival Maximus Arjentüran in the arena. After a spectacular triumph on the Day of the Undying Sun in the Arena of Victory in Aura, Aghilas was recruited to join the Imperial Vanguard.

Aghilas travels in the company of a lion he calls Brother, whom he claims to be the offspring of the same lioness that suckled him. When Aghilas is in Cyfaraun, Brother lives in a comfortable pen in the Imperial Amphitheater under the care of Maximus, with whom he often reminisces about the days of cheering crowds and triumphant glory. (He is utterly unaware of the terrible fate which has befallen the former champion.)



Region	Natural Proficiency	Weapons Permitted	Fighting Styles Permitted
Besherad	Swashbuckling	Club, composite bow, dagger (jambiya), hand axe, javelin, lance, short sword (scimitar)	Two-handed weapon, two weapons

Aghilas: Barbarian 5 (Besheradi*); Str 16, Int 9, Wis 12, Dex 11, Con 18, Cha 16; MV 90', AC 6 (*+1 gladiatorial armor*, *+1 cloak*, & *+1 ring*), HD 5, hp 41, #AT 1 (*+2 spear* 3+, masterwork scimitar and masterwork jambiya 1+, or masterwork composite bow 6+), Dmg 1d8+6, 1d6+4, or 1d6+1, Save F5, ML +2, AL L; Class Abilities: animal magnetism (+1 ML to henchmen and mercenaries), animal reflexes (+1 to initiative and surprise), natural proficiency (Swashbuckling), naturally stealthy (-1 surprise to opponents), savage resilience; Proficiencies: Beast Friendship, Fighting Style (two weapon fighting), Riding, Survival; Equipment: lion-themed *light gladiatorial armor +1*, *cloak of protection +1*, *ring of protection +1*, *spear +2*, masterwork scimitar (+1 to hit), masterwork jambiya (+1 to hit), masterwork composite bow (+1 to hit), quiver with 20 masterwork arrows (+1 to damage), *potion of extra-healing*, adventurer's harness, tunic and pants, leather belt, leather sandals, pouch with 10gp and 20sp, backpack with 2 weeks' iron rations, tinderbox, 12 torches, and waterskin

Brother, Animal Henchman: Str 13, Int 16, Wis 10, Dex 16, Con 12, Cha 13; MV 180', AC 5, HD 5, hp 40, #AT 3 (2 claws, 1 bite 5+), Dmg 1d4+2/1d4+2/1d10+1, Save F3, ML +2, AL N, XP 200

*NOTES ON AGHILAS

Barbarian Regional Origin: Aghilas is one of the Besheradi, nomadic barbarians who travel between Opelenea, Kemesh, and the Waste. The natural proficiency, weapons permitted, and fighting styles permitted are listed above.

ASRYA RAIJA, THE LOTUS OF SOMIREA

Asrya Raija stands only 5' tall but has a magnetic presence that makes her seem far taller. A scion of the most refined Somirean caste, she has aristocratic features, dark brown almond-shaped eyes, wavy blue-black hair, and light olive skin. She wears a well-made but simple linen chiton and modestly covers herself with a linen veil in public.

According to those who have endured their mystery rites, the Keepers of the Hearth Fire believe that one day Mityara will bring to them a prophetess who will light the world with the flame of the Noble Lady. More than one Matriarch whispers that Asrya Raija might be that prophetess. The Keepers of the Hearth Fire learned of "the Lotus of Somirea" when a diplomatic mission took them to Uttar. Asrya, the daughter of a wealthy Deshmukh, could have spent her life in an opulent luxury that others can only dream of. Instead, prophetic visions had led her to take an oath of poverty in order to serve the Noble Lady, whom the Somireans call Mitra. The young prophetess was quickly inducted into the Keepers, and for many years she journeyed throughout the Sunset Kingdoms.

A year ago, Asrya had a vision of the Mother of Mercy warning her of terrible peril in the Borderlands and traveled east to investigate. Arriving in Cyfaraun, she met Gabriol Eirenikos and joined his newly formed adventuring company. Even as her fame and fortunes rise, Asrya still sacrificially gives all she can to those less fortunate.

Asrya Raija: Priestess 5; Str 9, Int 10, Wis 18, Dex 10, Con 16, Cha 16; Move 120', AC 0, HD 5, hp 24, #AT 1 (*+1 staff* 8+), Dmg 1d4+1 or 1d6+1, Save C5, ML +2, AL L; Class Abilities: turn undead; Proficiencies: Endurance, Healing, Laying on Hands, Prophecy; Equipment: Holy symbol (white lady of Mityara), whitewood *staff +1* (sheds light 30' radius), linen veil, linen chiton, red cotton sash, leather sandals, backpack with altar cloth, 3 candles, prayer beads, 5 lbs birthwort, 5 lbs comfrey, 5 lbs goldenrod, 5 lbs woundwort, scroll of *ward against undead*, *potion of sweet water*, 3 flasks holy water, leather pouch with 10gsp and 25sp (for alms-giving)

IRIAL UI AEDON

Irial Ui Aedon is a tall, willowy elf with golden hair, green eyes, and graceful poise. In Cyfaraun she bedazzles patricians with the finest fashions of high society. On the battlefield, she wears elven chain mail enchanted to gleam as if it were just polished and a high winged helmet with a flowing gold cloak embroidered with IV's inverted chevron. She has a magnetic charisma that enchants and enthralls any in her company.

Irial claims descent from the great elf-lord Aedon Lann, hero of the Beastman Wars, and since childhood has dreamed of doing deeds of renown and courage. When she turned of age, she volunteered to travel to the Borderlands where Aedon had once fought, serving an emissary of peace and friendship from the elven kingdom of Northern Argollë. After spending a decade embroiled in the pettiness of Cyfaraun's high society, she fell into a listless depression, worried that dark forces were rising while she danced the nights away. When Gabriol Eirenikos offered her a chance to join Imperial Vanguard, she found her purpose. Through her rank and majesty, Irial connects the Imperial Vanguard to the powerful and prestigious, and her keen ears learn many secrets which she exploits to the advantage of her comrades.

Irial Ui Aedon: Elven Courtier 5; Str 13, Int 13, Wis 12, Dex 16, Con 11, Cha 18; MV 90', AC 8 (*+1 chain* & shield), HD 5, hp 21, #AT 1 (masterwork composite bow or *+1 sword* 5+), Dmg 1d6+1, Save EC5, ML +3, AL L; Class Abilities: classical weapons training (+1 with melee attacks), diplomacy and protocol, inspire courage (5/day), magical music, perform (included in proficiencies), spellcasting; Proficiencies: Eavesdropping, Knowledge (history), Mystic Aura, Performance epic poetry) 2, Riding; Spells: 2 1st, 1 2nd; Repertoire: 1st – *burning hands*, *charm person*, *sleep*, 2nd – *hypnotic pattern*, *invisibility*; Equipment: gracefully curved *sword +1*, masterwork composite bow (+1 to hit), quiver with 20 masterwork arrows (+1 to damage), gleaming *chain mail +1*, light steel shield with IV symbol, winged light helmet, golden cloak embroidered with Imperial Vanguard symbol, sunset red armiger's tunic and pants, high boots, belt, belt pouch with 10gp and 25sp. backpack with 5 wax candles, ink and quill, 2 weeks' iron rations, spellbook

NIKOLAUS THE NICEAN

Nikolaus is a well-muscled man of medium height (5'6") who lithely moves with a cat-like grace. He has typical Nicean features, but of the most pleasing sort in every category – dominating deep-set green eyes, glossy straight black hair (cropped short on campaign), and flawless bronze skin, ageless despite years as a soldier and adventurer. He speaks in a mellifluous tenor which commands attention without him having to raise his voice. Nikolaus has a breezy, welcoming demeanor, seemingly and effortlessly daring those he encounters to join his circle. He wears an enchanted linen cuirass that never gets dirty or bloodstained.

Nikolaus was born into tragedy. Just days after he entered the world, his hamlet was ravaged by pox; he was the sole survivor. The infant was rescued from the dead settlement by relatives from the next valley over. Already alert and seemingly untouched, Nikolaus was found with a sprig of acacia on his swaddling clothes - a good luck charm from his deceased mother.

Nikolaus was taken to be reared with his relatives, a family of shepherds dwelling in the foothills of the Meniri Mountains. When he was three years old, a viper slithered into the grass while he was playing with little wooden spearmen; it bit him thrice, but Nikolaus simply grabbed the serpent and twisted its head off. By the time his shrieking aunt came running into the side-yard, he had gone back to playing with his soldiers, with only six small welts which had faded by sunset.

Tragedy stuck again when a resurgence of the pox wiped out Nikolaus's new family. At the age of five he ended up at an orphanage associated with the Temple of the Winged Sun. It stood adjacent to the temple library and the drill-yard for the Knights of the Winged Sun. Nikolaus spent as much time as possible in both and had mastered several languages by the age of 9. He was fascinated by the arms and armor of the guards but also by the tales and histories in the many books and scrolls in the library. As the years passed, by day he drilled with the soldiers and by night he read the classics.

At 14, Nikolaus left the orphanage and joined a mercenary band as a light spearman. At 17 he struck out on his own as an adventurer, joining this or that adventuring band and fighting beastmen that had come down from the Achaean Mountains. At 23, he was recruited to join the Imperial Vanguard to help them expand into a full-fledged military force.

Nikolaus the Nicean: Chosen 5; Str 13, Int 18, Wis 13, Dex 14, Con 16, Cha 17; MV 120', AC 6 (*+1 linothorax*, *+1 acacia*, & shield), HD 5, hp 35, #AT 1 (*+2 spear* 4+ or masterwork falcata 5+), Dmg 1d6+5 or 1d6+3, Save F5 (+3), ML +2, AL L; Class Abilities: courage (immunity to fear), divine blessing (+2 saves), divine health (immunity to disease), martial training (swords and daggers), martial training (spears and pole arms), mystic bloodline (longevity and immunity to paralysis), wholeness of body (immunity to poison); Proficiencies: Armor Training (leather), Command, Leadership, Manual of Arms, Military Strategy 3; Equipment: white *linothorax +1*, light steel shield with IV symbol, masterwork falcata, masterwork dagger, ash-shafted *spear +2*, *acacia spring of protection +1*, white flaxen tunic, sturdy hobnailed sandals, adventurer's harness, goatskin pouch with 10gp and 20sp, backpack with large tent, 2 weeks' iron rations, tinderbox, 12 torches, and waterskin

*NOTES ON NIKOLAUS

Chosen: Nikolaus is a chosen, a class presented in the *Heroic Fantasy Handbook*. Judges without access to that book can still use Nikolaus as is; all of his powers function as either the proficiency or the Mystic class ability of the same name.

Enchanted Acacia Spring: Nikolaus has carried this since childhood. It functions for all purposes as a *ring of protection +1*.

Linothorax: A cuirass made by gluing many layers of linen together. It functions for game purposes as leather armor.

VALENUS MIRENS, THE ANTIQUARIAN

The scion of a patrician household, Valenus Mirens stands just shy of 6' tall, with an aquiline nose proudly resting on a handsome and clean-shaven face. He is always impeccably dressed in the latest fashions from the capital and speaks with the cadence and accent of the Auran upper classes.

A man of eclectic interests and refined tastes, Valenus has dabbled in many trades but mastered none. He is a cartographer, a diplomat, an equestrian, a historian, and – on a good day - a magician of mediocre skill. He calls himself an antiquarian, one who seeks out the mysteries of the ancient past and recovers artifacts lost to history. Less charitable minds might call him a tomb raider and thief. But the objects he acquires for the Imperial Vanguard aren't taken from the hands of *rightful* owners. How can it be a crime to rescue cherished artifacts and precious

relics from the clutches of beastmen or the rot of ruins? Such items deserve to be in museums, or in the hands of heroes who can use them for the betterment of the Empire. That's why he was recruited by Gabriol Eirenikos to serve as the Imperial Vanguard's dungeoneer, mapper, and trap finder.

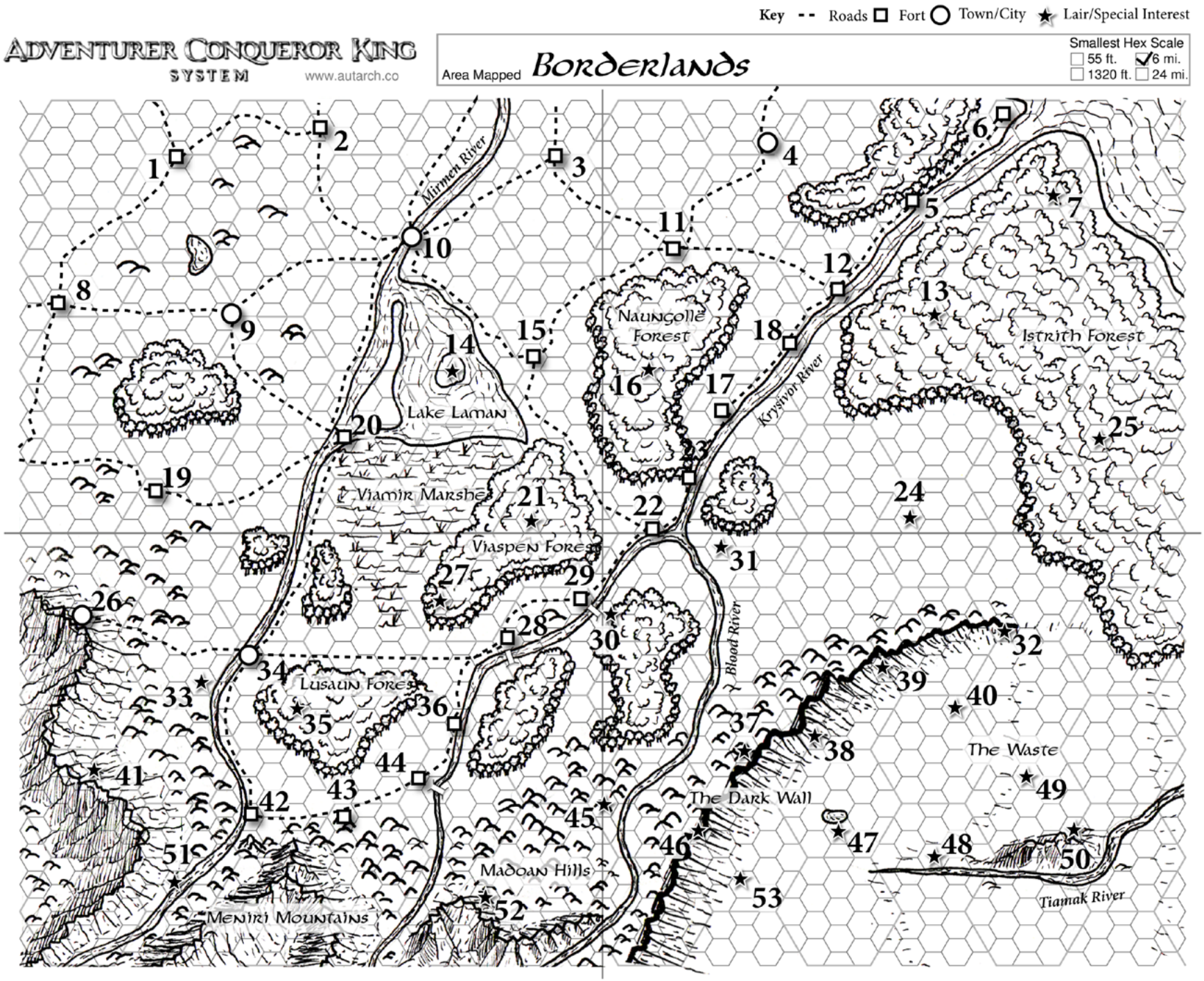
Valenus Mirens: Thief 6; Str 9, Int 17, Wis 9, Dex 18, Con 13, Cha 16; MV 90', AC 7 (masterwork leather & *+2 ring*), HD 6, hp 23, #AT 1 (masterwork shortsword and *+1 dagger* 5+ or crossbow 4+), Dmg 1d6, Save T5, ML +2, AL L; Class Abilities: backstab x3, open locks 12+ (10+ w/ tools), find/remove traps 11+ (9+ w/ tools), pick pockets 12+, move silently 12+, climb walls 4+, hide in shadows 14+, hear noise 9+; Proficiencies: Arcane Dabbling (8+), Diplomacy, Knowledge (history), Mapping, Riding, Trap Finding; Equipment: masterwork leather armor, *ring of protection +2*, masterwork shortsword (+1 to hit), *dagger +1*, crossbow, case with 20 bolts, patrician's tunic and pants, sandals, belt, belt pouch with *wand of detecting secret doors* (8 charges), masterwork thieves' tools (+2 to open locks and find/remove traps), and 150gp, backpack with 50' rope, 12 iron spikes, 2 weeks' iron rations, tinderbox, 12 torches, and waterskin



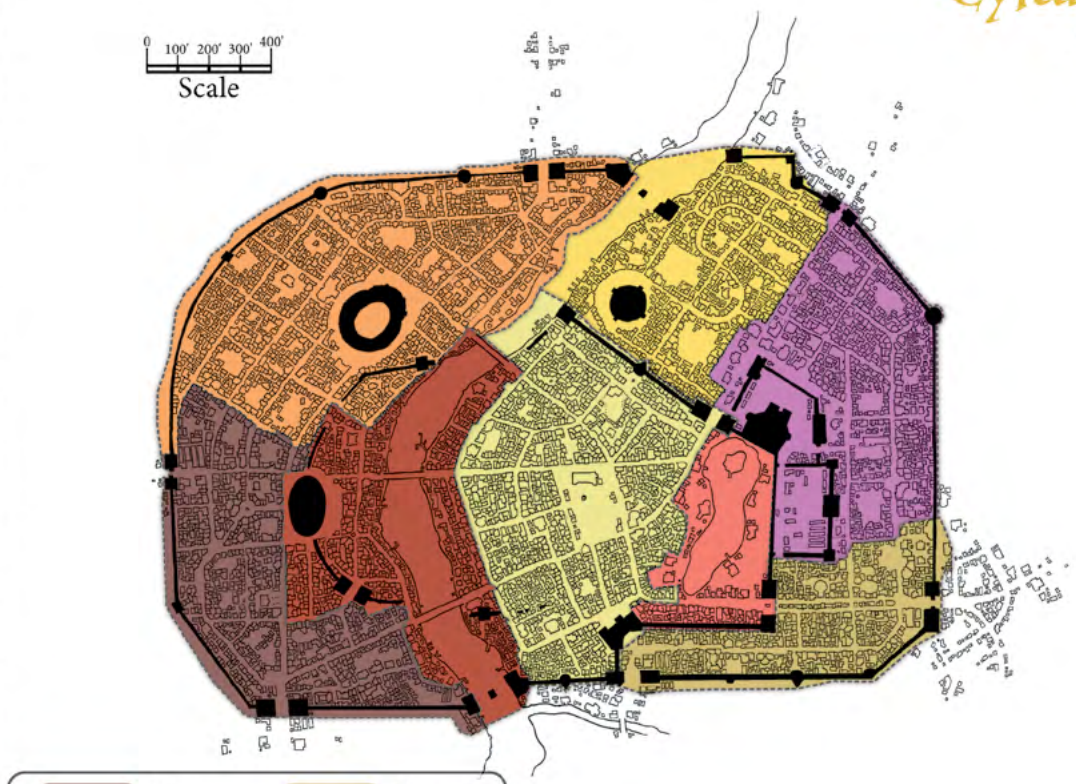
RANDOM IRRITATING RUMORS

Anytime the Judge would normally offer a city rumor, he can substitute one of the following instead. Nothing goads adventurers into action more than hearing good things about other people!

Roll (1D10)	Rumor
1	"Gabriol Eirenikos, you know him? No, no, he's not a mage. He's something different. Something… more."
2	"They say Aghilas was nursed like a cub by a lioness. They say that animals kneel and bow their heads when he gazes on them. They say he is born to be a king." (partly true)
3	"Has a kinder soul ever trod the streets of Cyfaraun? How can anyone think ill of Asrya Raija!"
4	"Irial Ui Aedan is a reincarnation of the elf-lord Aedon Lann! She's come to reclaim the Waste for her people." (false)
5	"Nikolaus the Nicean is a chosen of the gods. Neither age, nor fear, nor sickness, nor poison ever ails him."
6	"Don't be fooled by his gentleman-scholar act. Valenus Mirens is a powerful sorcerer trained at the Tower of Knowledge!" (mostly false)
7	"Every member of Imperial Vanguard is a sworn servant of the Emperor. A Talon of the Eagle." (false)
8	"The Imperial Vanguard just donated an entire treasure haul to the Orphanage of the Keepers. The hearth fires will burn bright in their honor. Praise Mityara and praise Imperial Vanguard!" (true – they needed the reserve XP…)
9	"Their name is scrawled in gold across the Logos itself. Thank the Gods that they sent us such heroes in times like these." (false)
10	"Are you here to join Imperial Vanguard? I saw a sign at the Mercenary Guildhouse that they were looking for henchmen." (true)

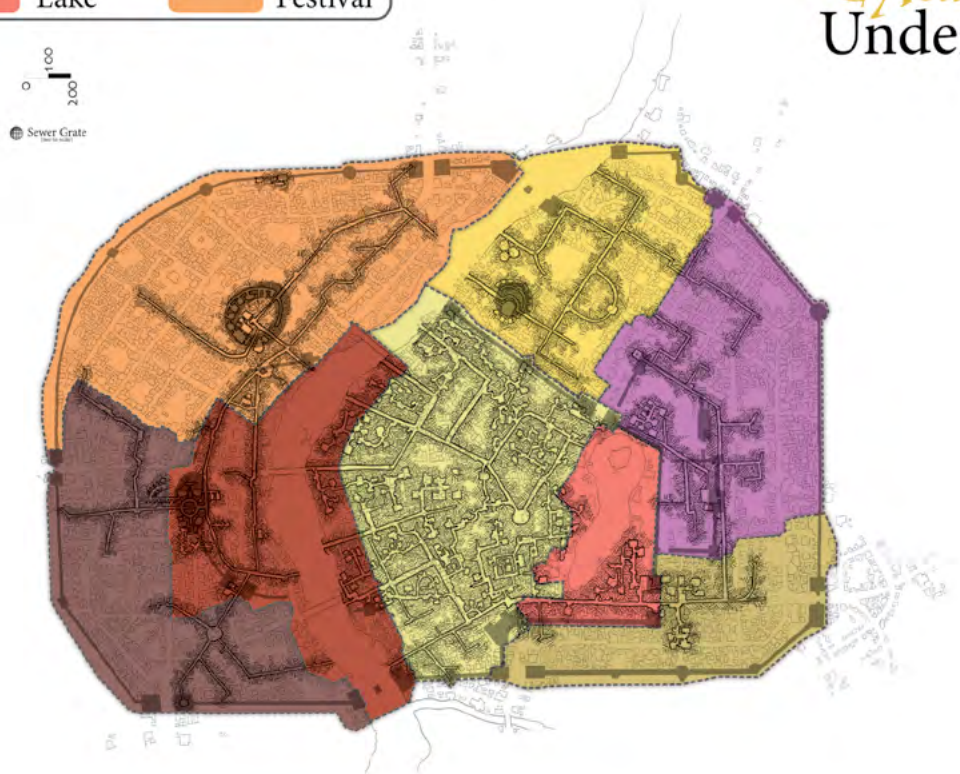

Key -- Roads Fort Town/City Lair/Special Interest
Adventurer Conqueror King
System
www.autarch.co
Area Mapped
Borderlands
Smallest Hex Scale
55 ft.
6 mi.
1320 ft.
24 mi.
Mirmen River
Naungollë Forest
Istrith Forest
Krysivor River
Lake Laman
Viamir Marshes
Viaspen Forest
Lusaun Forest
Blood River
The Dark Wall
The Waste
Madoan Hills
Menin Mountains
Tiamak River
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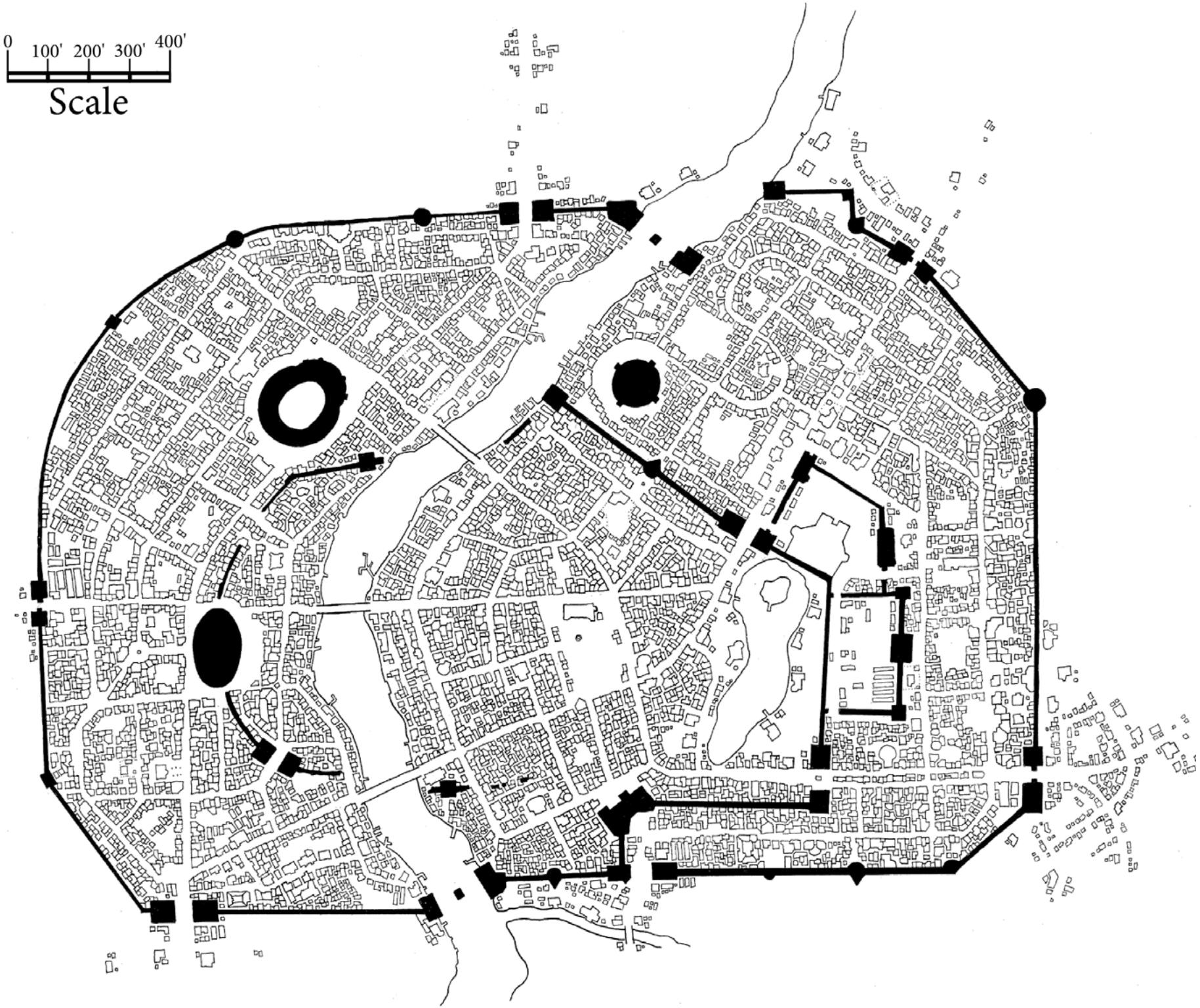
Cyfaraun City



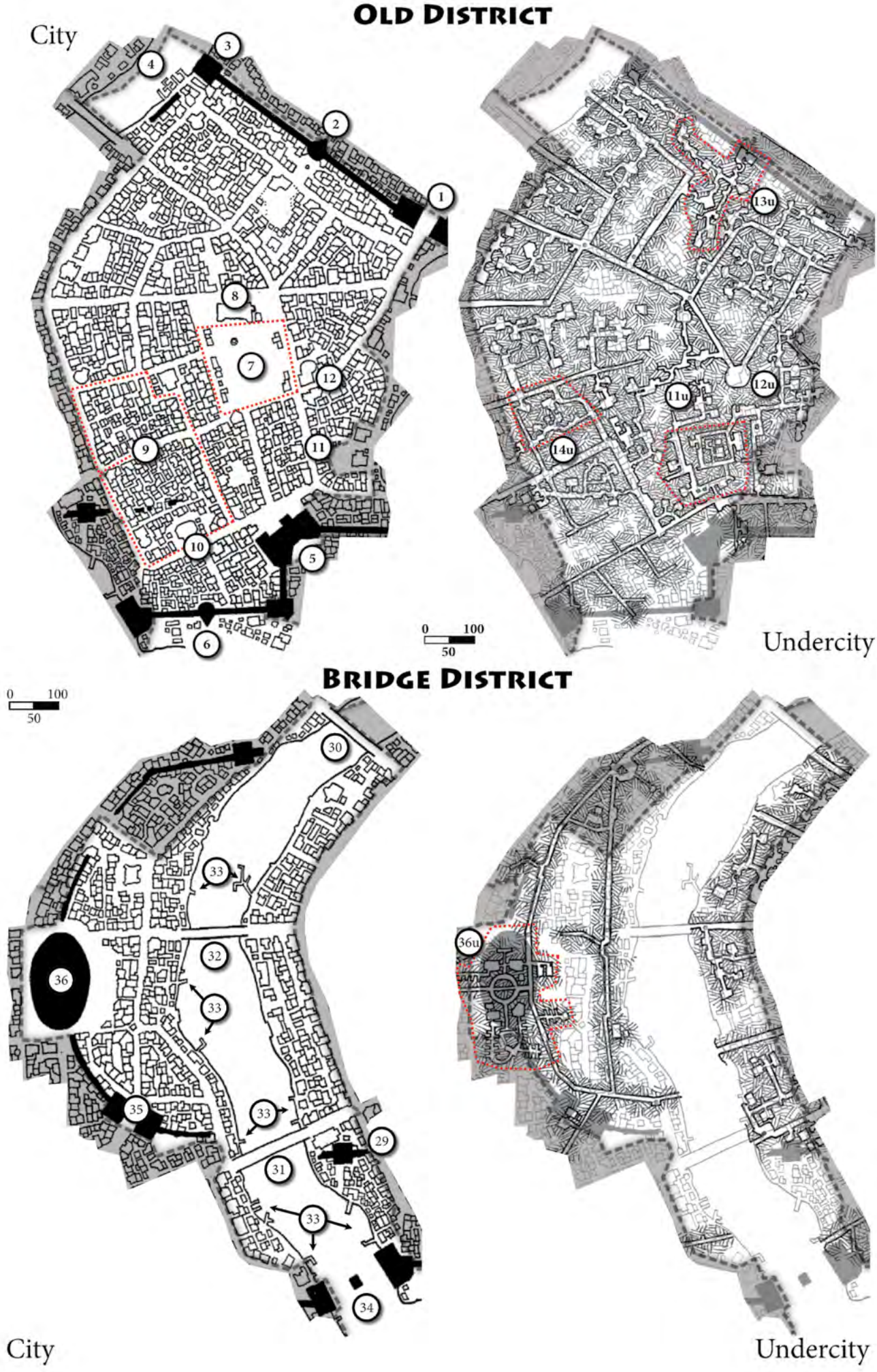
Plaza
Bridge
Temple
Palace
Old
Lake
Tower
Festival

Cyfaraun Undercity



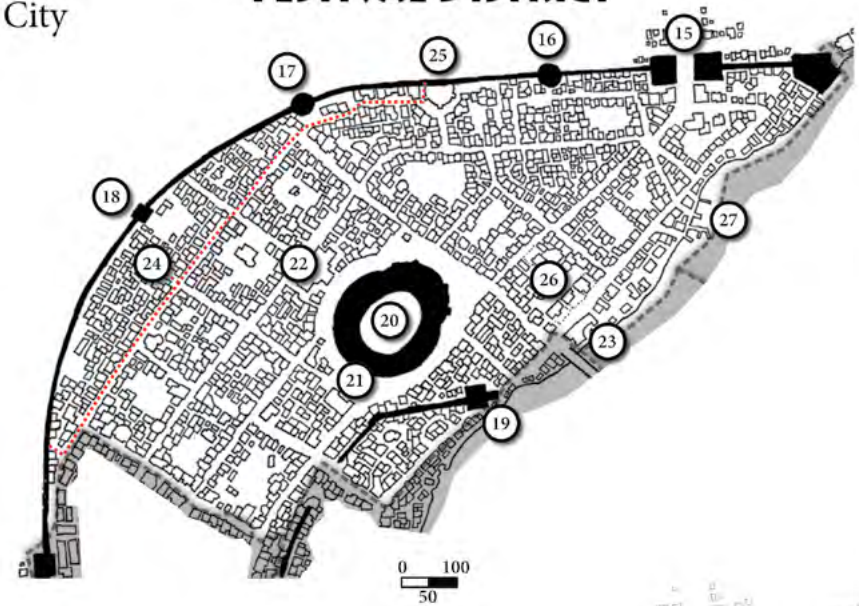

0
100'
200'
300'
400'
Scale


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100
200


Old District
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Undercity
Bridge District
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City
Undercity

Festival District

City

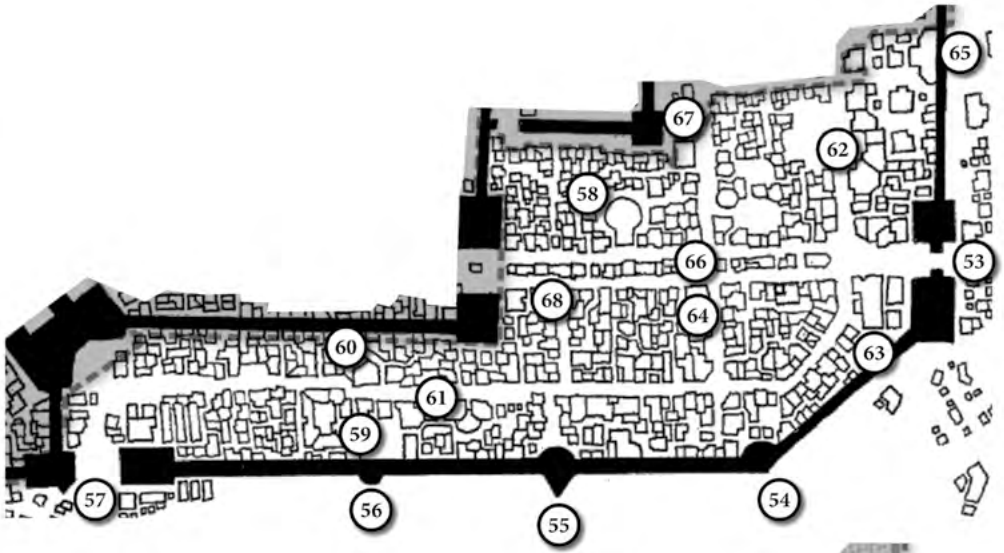


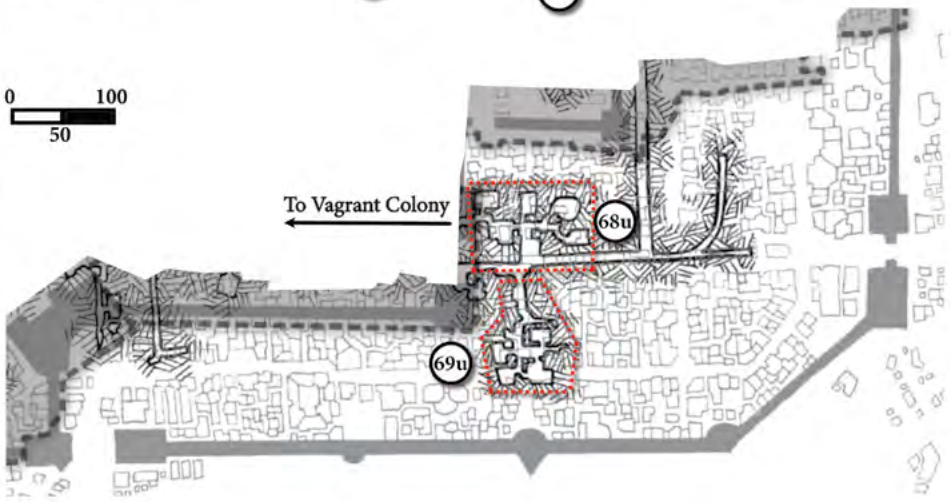


Undercity

Temple District

City

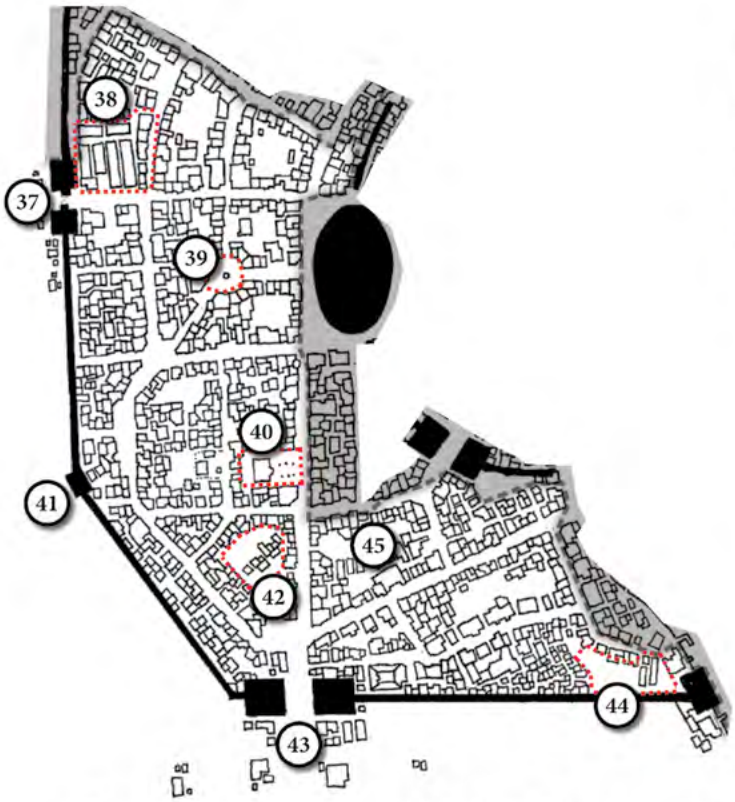




Undercity

Plaza District

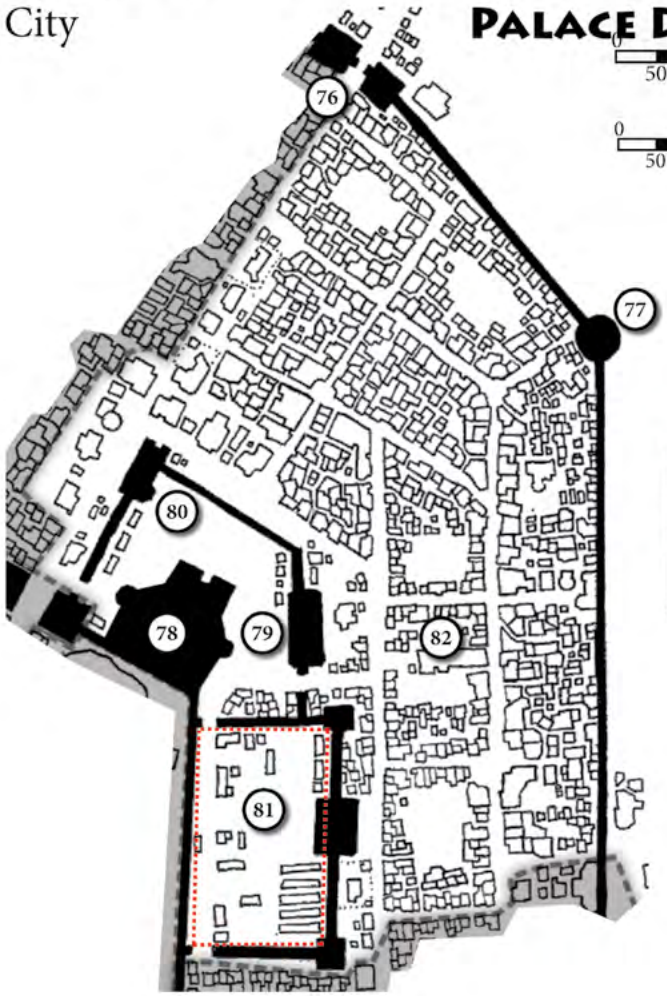
City



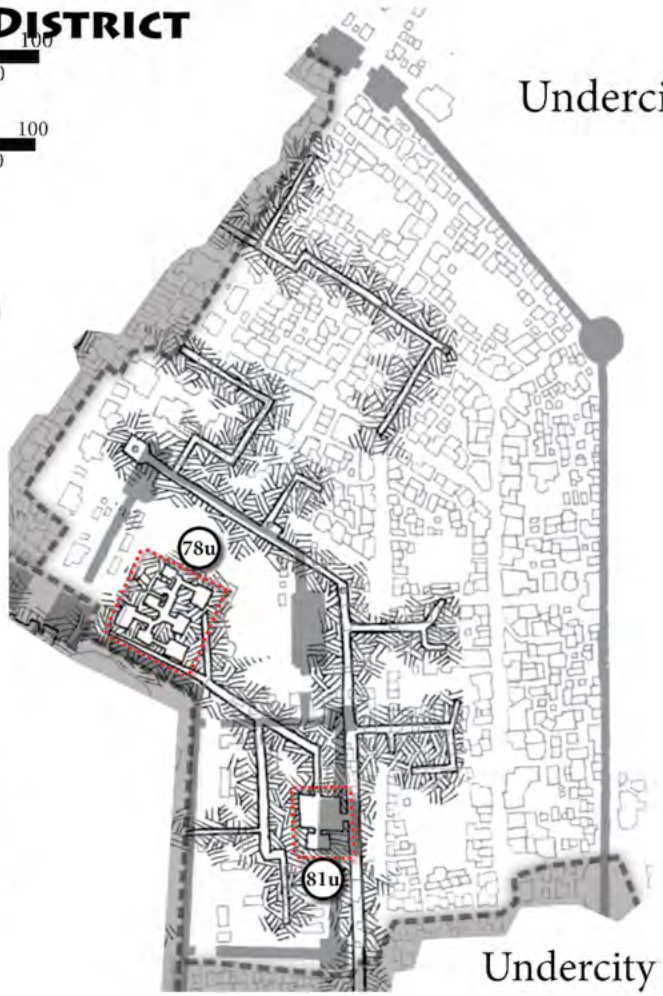


Palace District

City



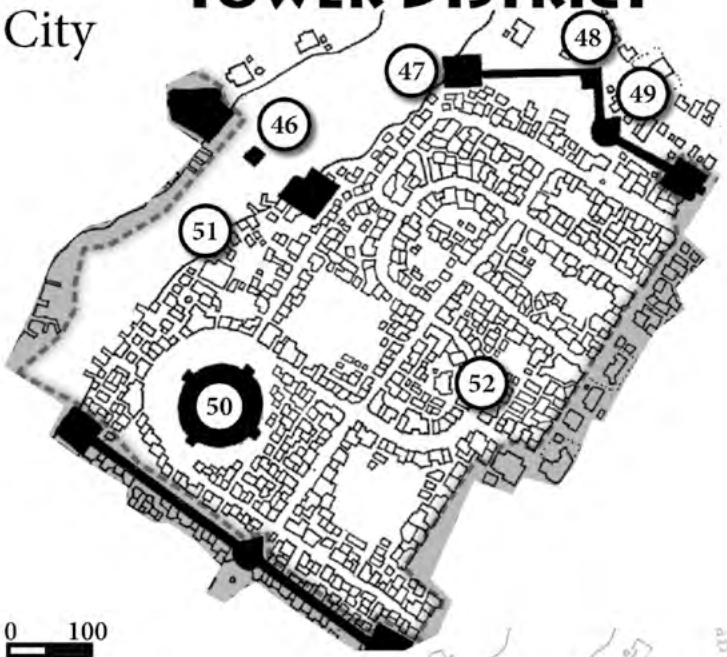
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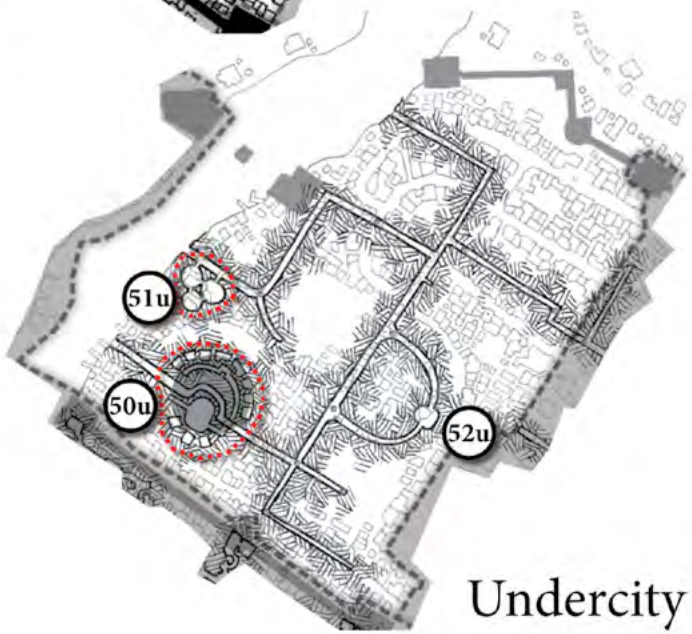


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Tower District

City

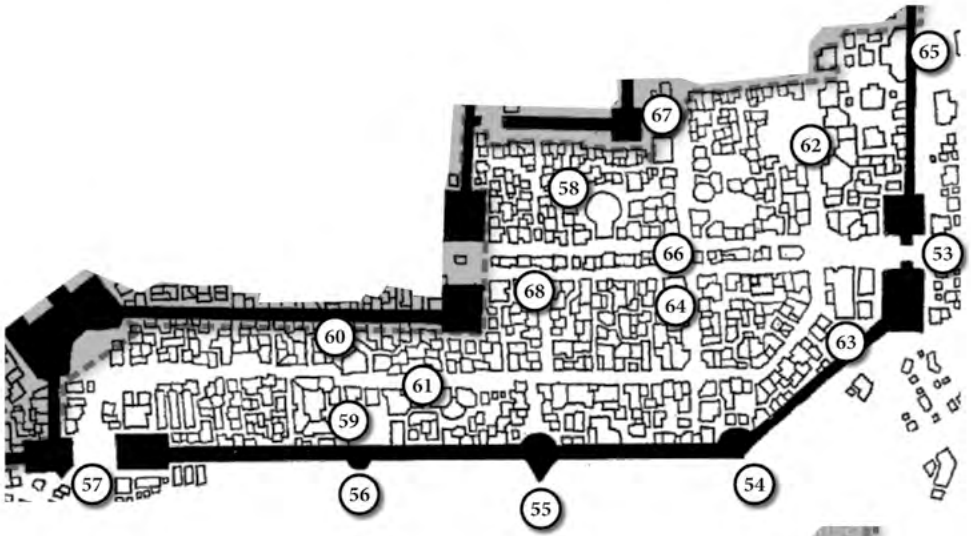


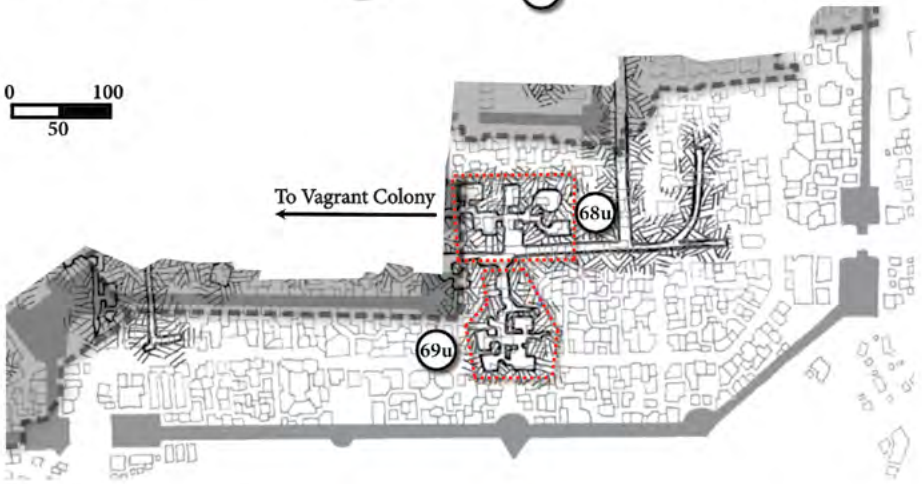


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Temple District

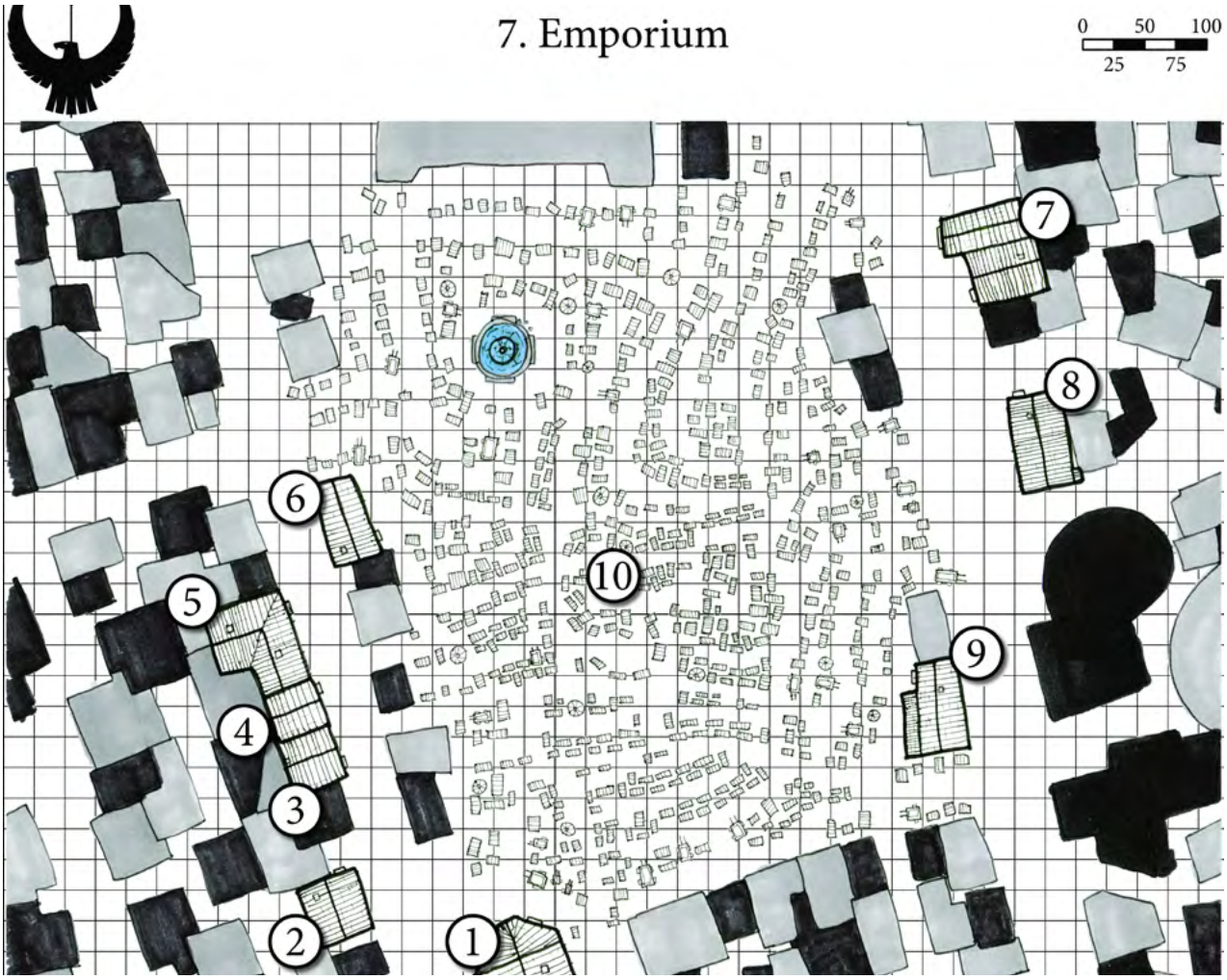
City

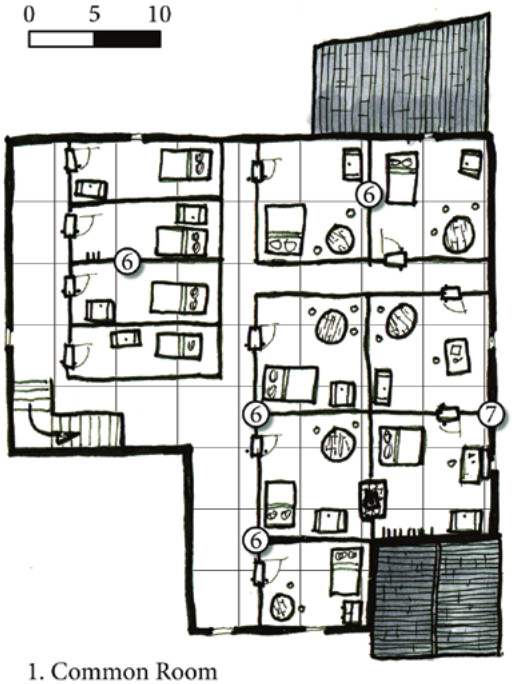




Undercity

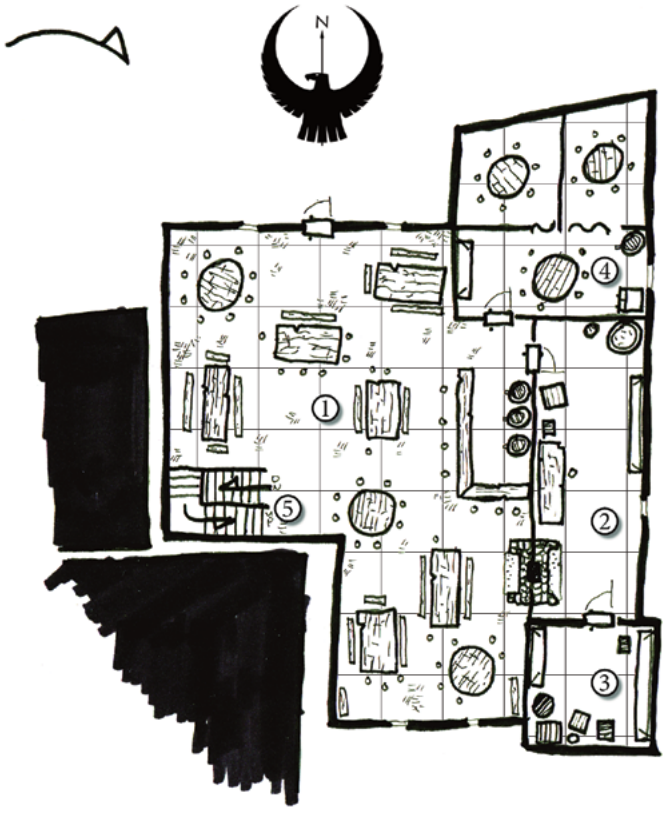
7. Emporium

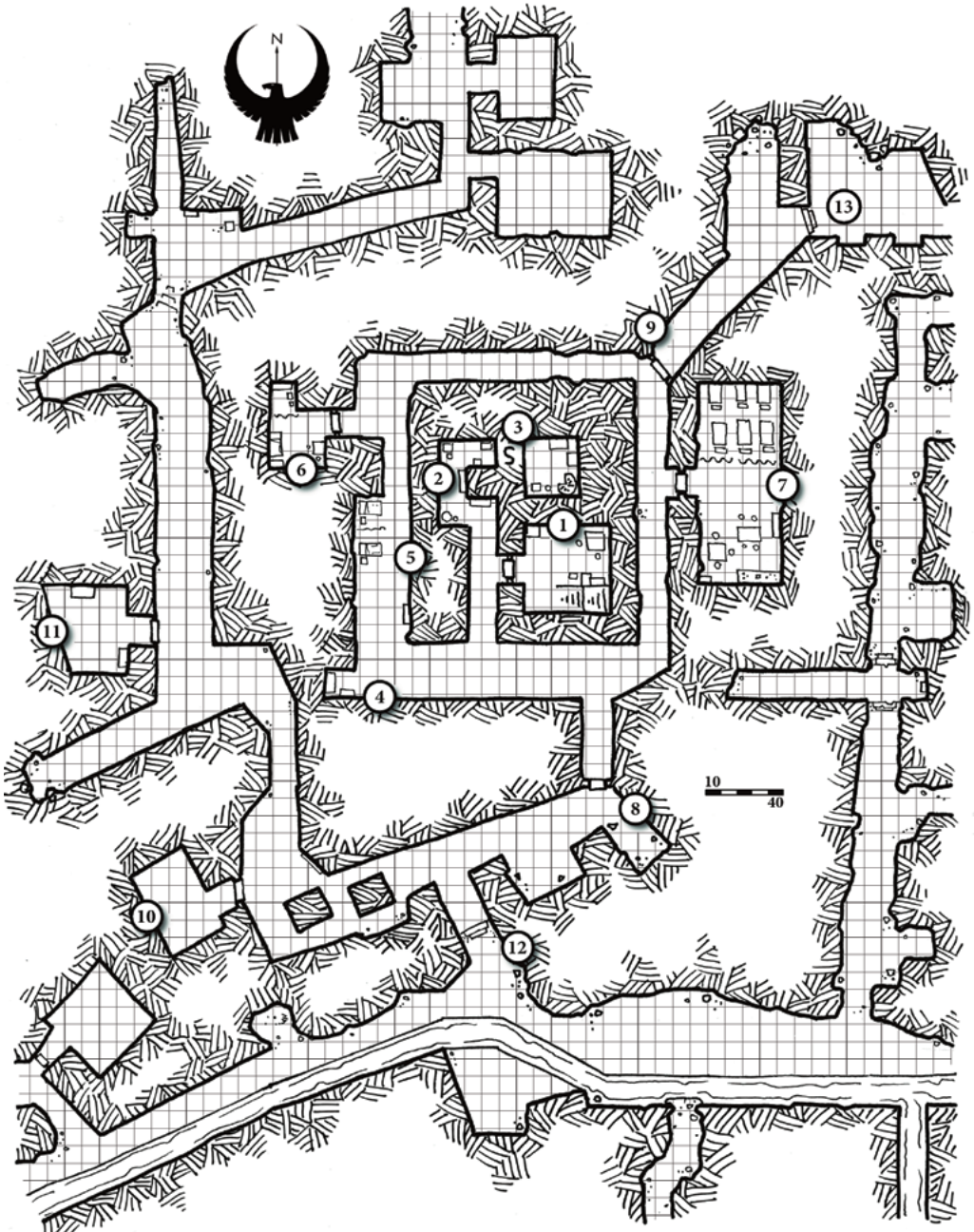




1. Common Room
2. Kitchen
3. Pantry
4. Gambling Snug
5. Stairs (up to private rooms, down to cellar)
6. Private Rooms
7. Backroom/Office

11.The Mink



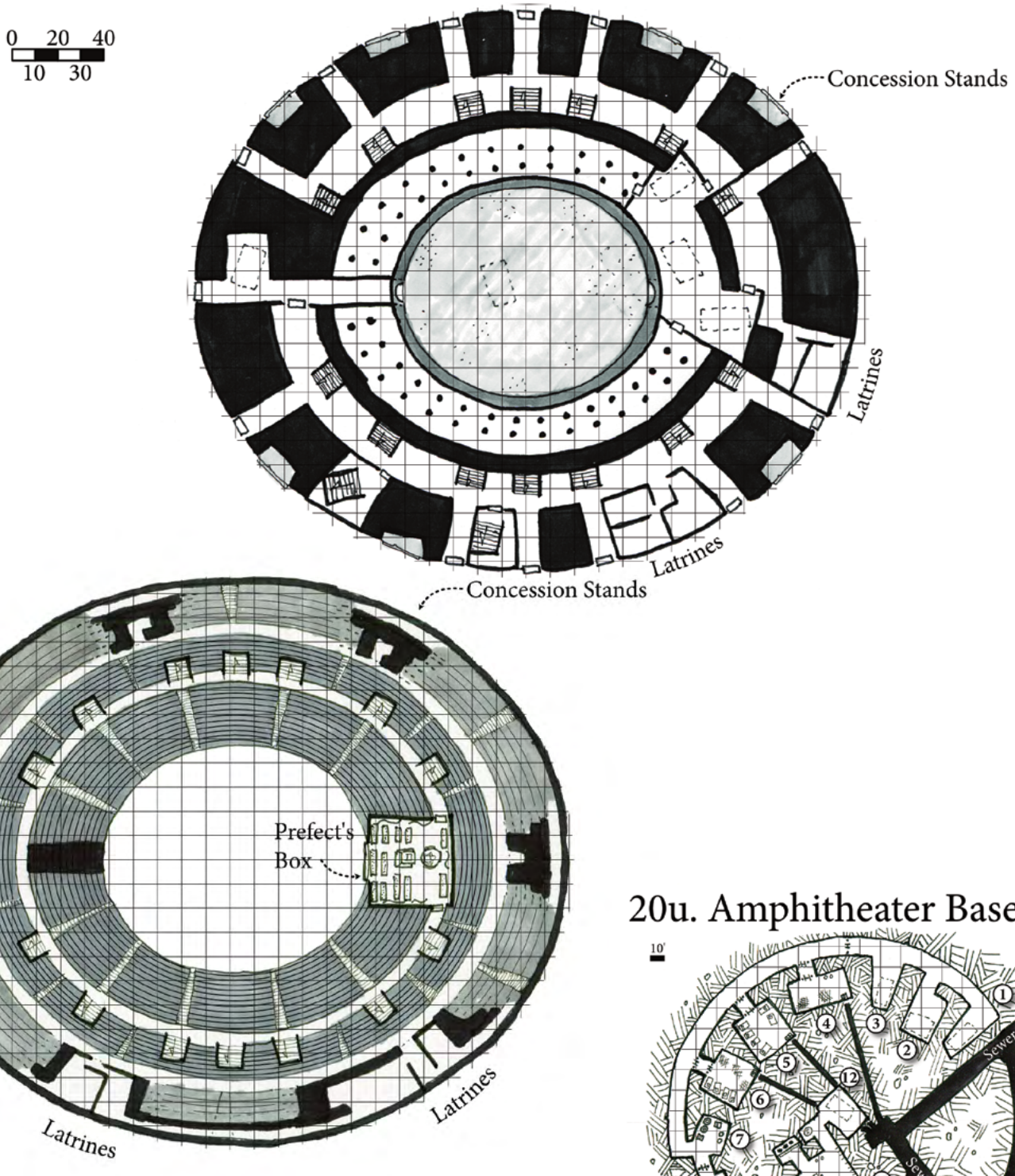


11u. Argollëan Family Hideout

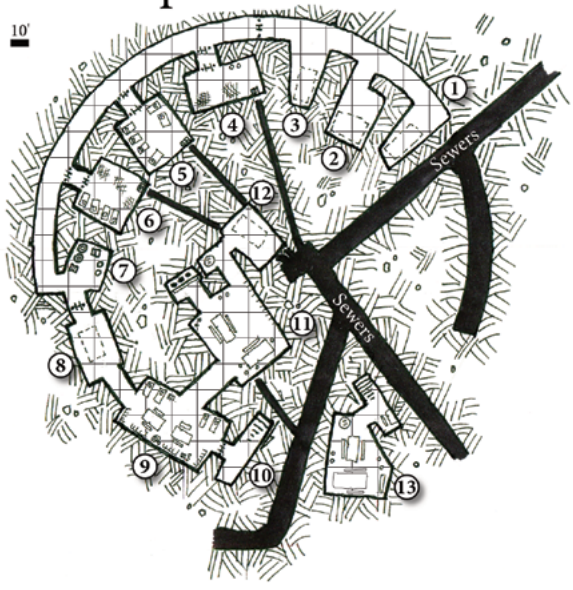
13u. Shrine of the Horned Rat

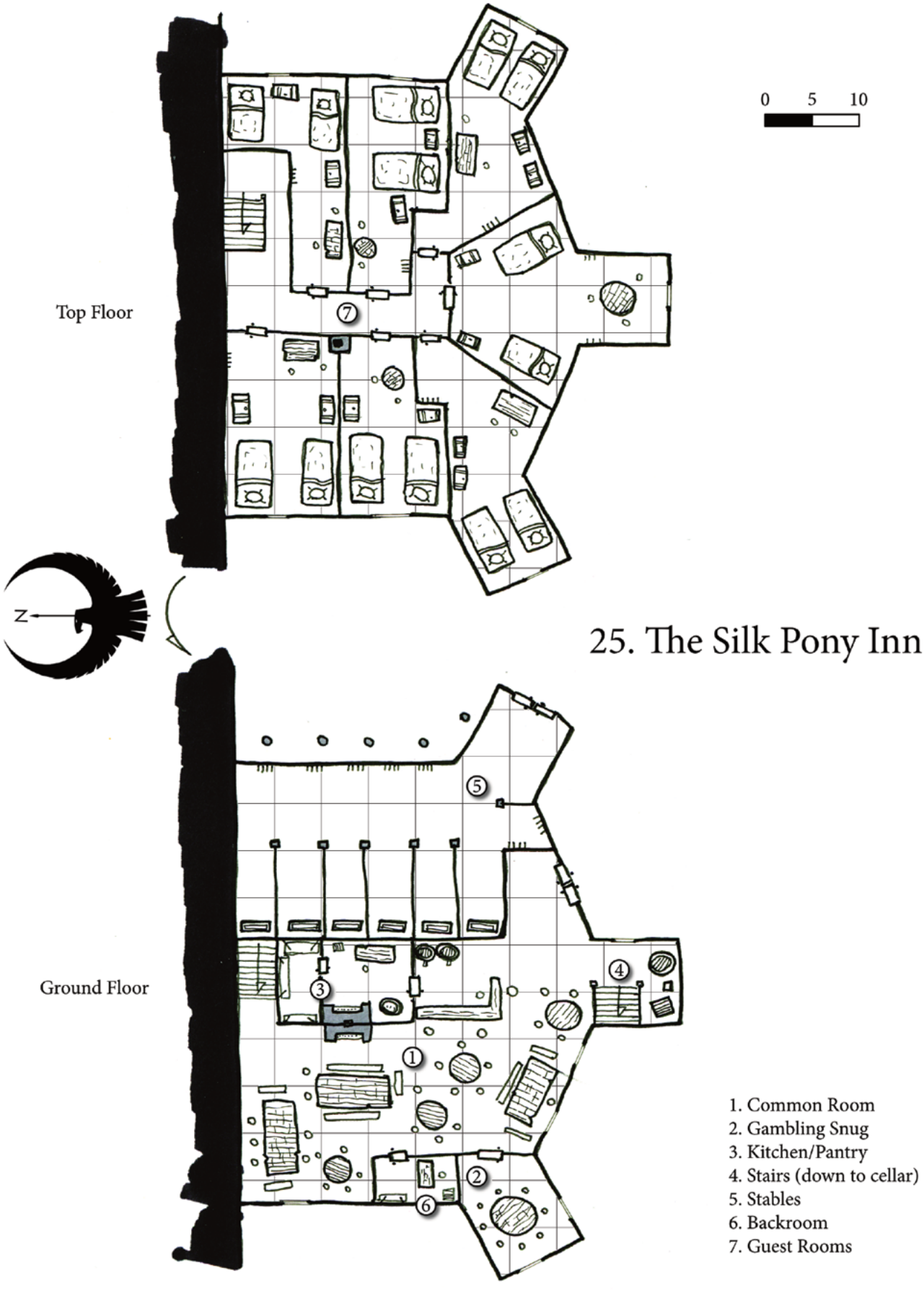


20. Imperial Amphitheater



20u. Amphitheater Basement

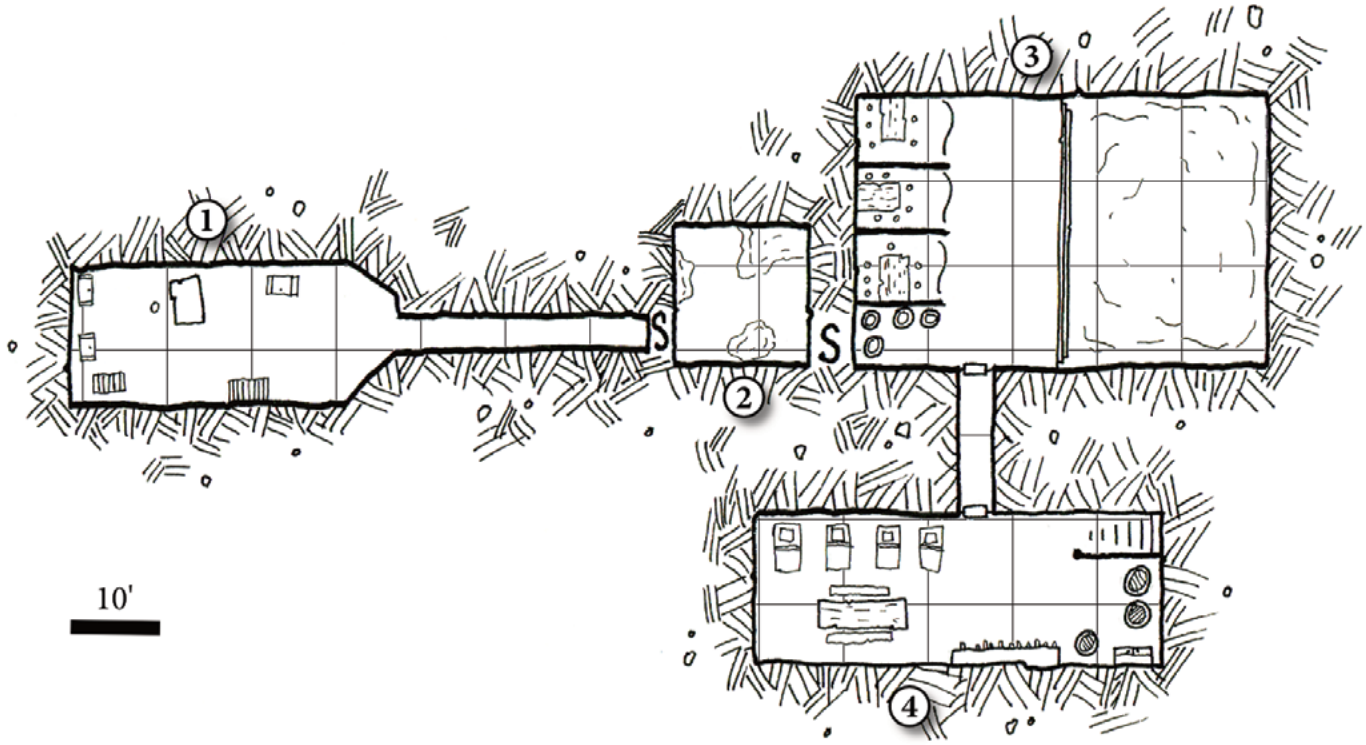




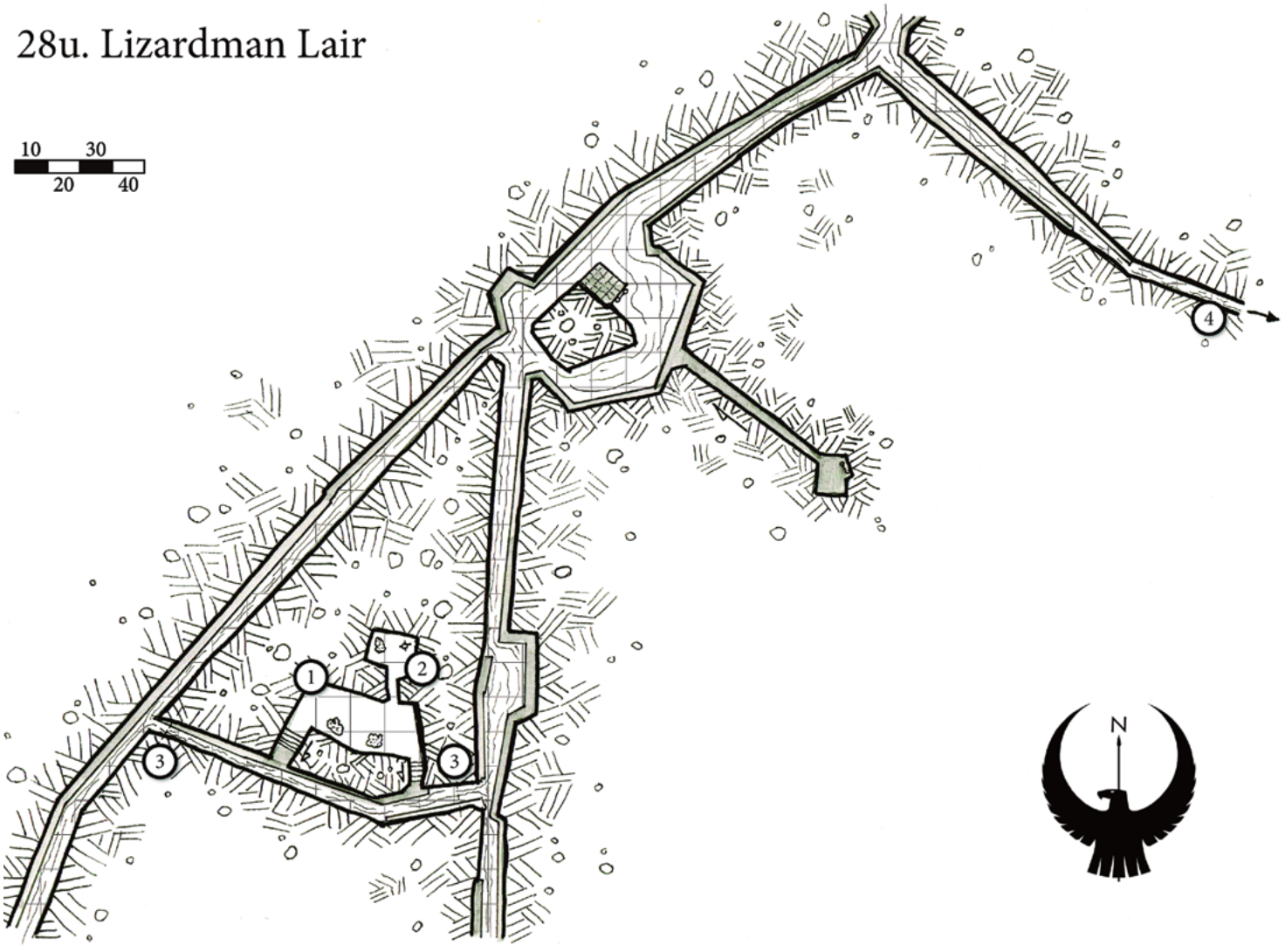
25. The Silk Pony Inn

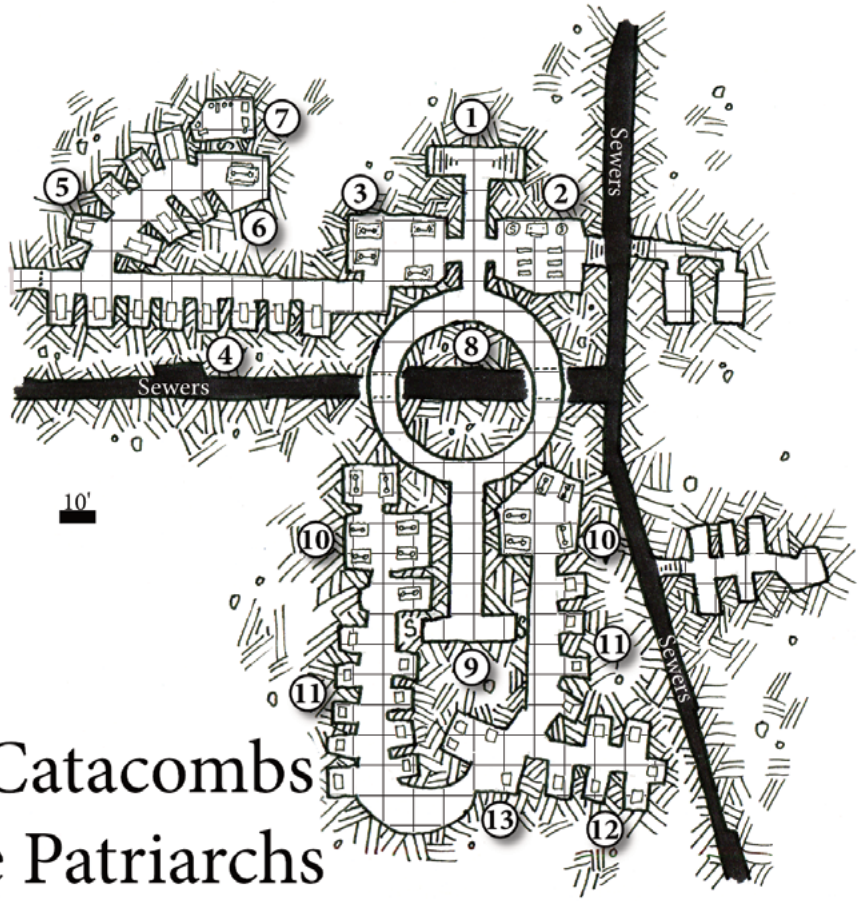
1. Common Room
2. Gambling Snug
3. Kitchen/Pantry
4. Stairs (down to cellar)
5. Stables
6. Backroom
7. Guest Rooms

25u. Sand & Bones Hideout



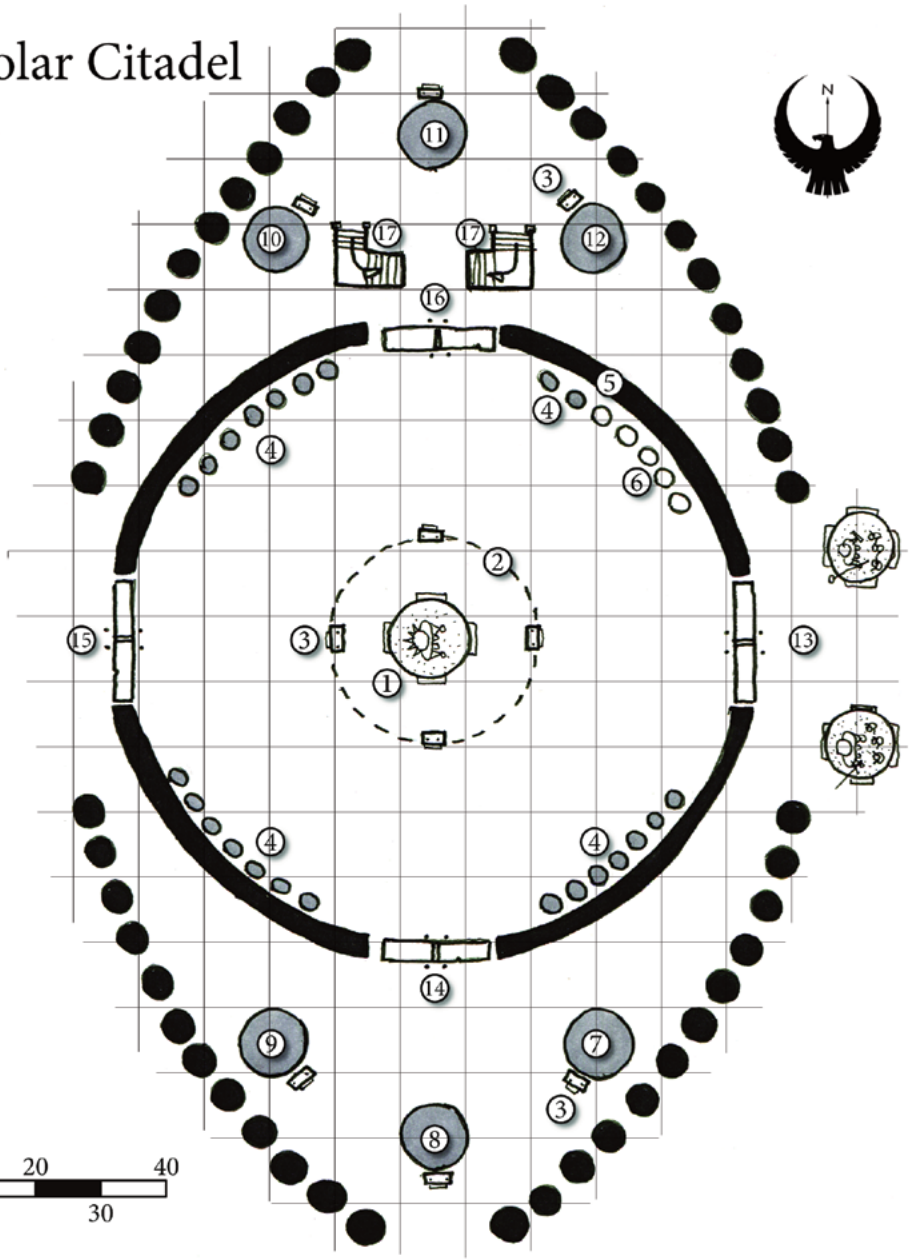
28u. Lizardman Lair



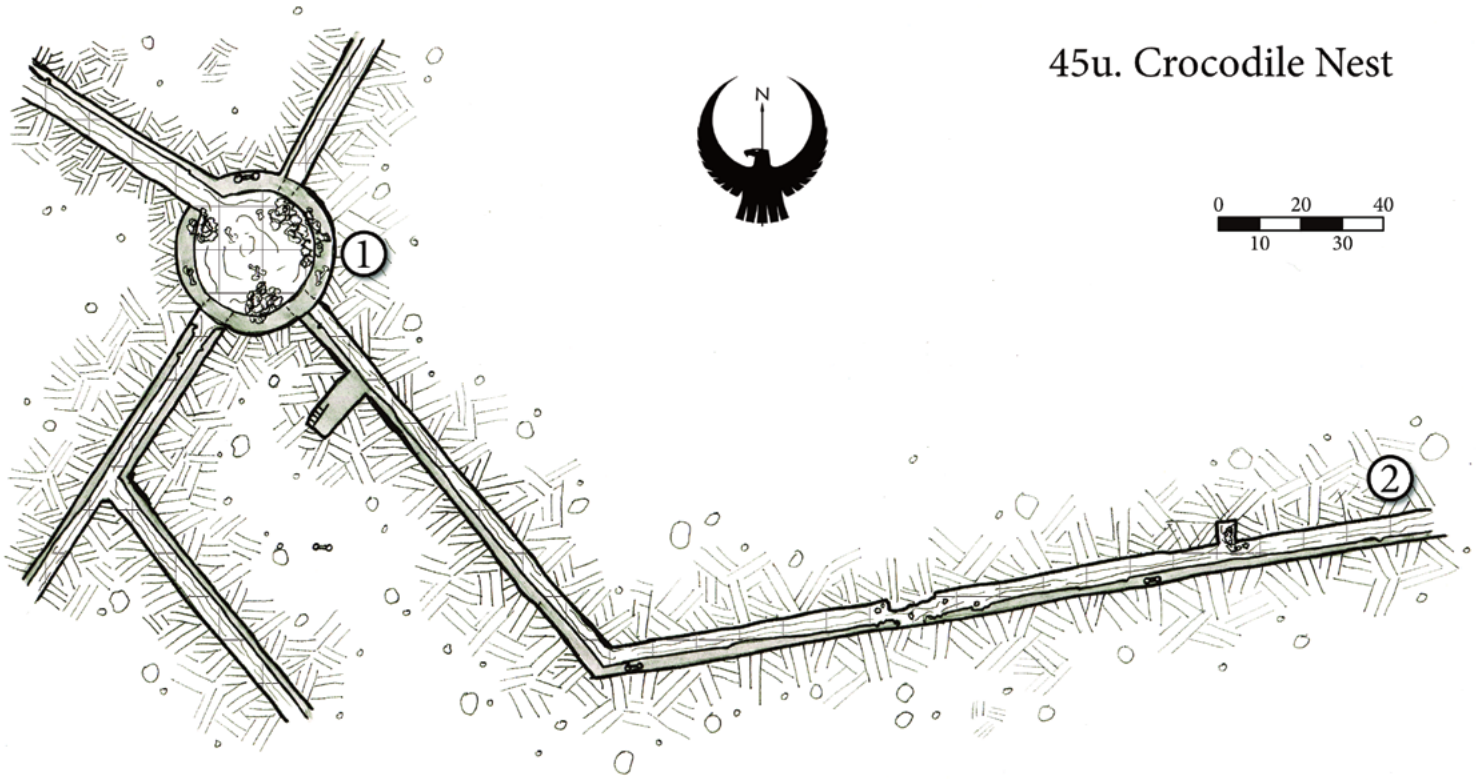


36u. Catacombs of the Patriarchs

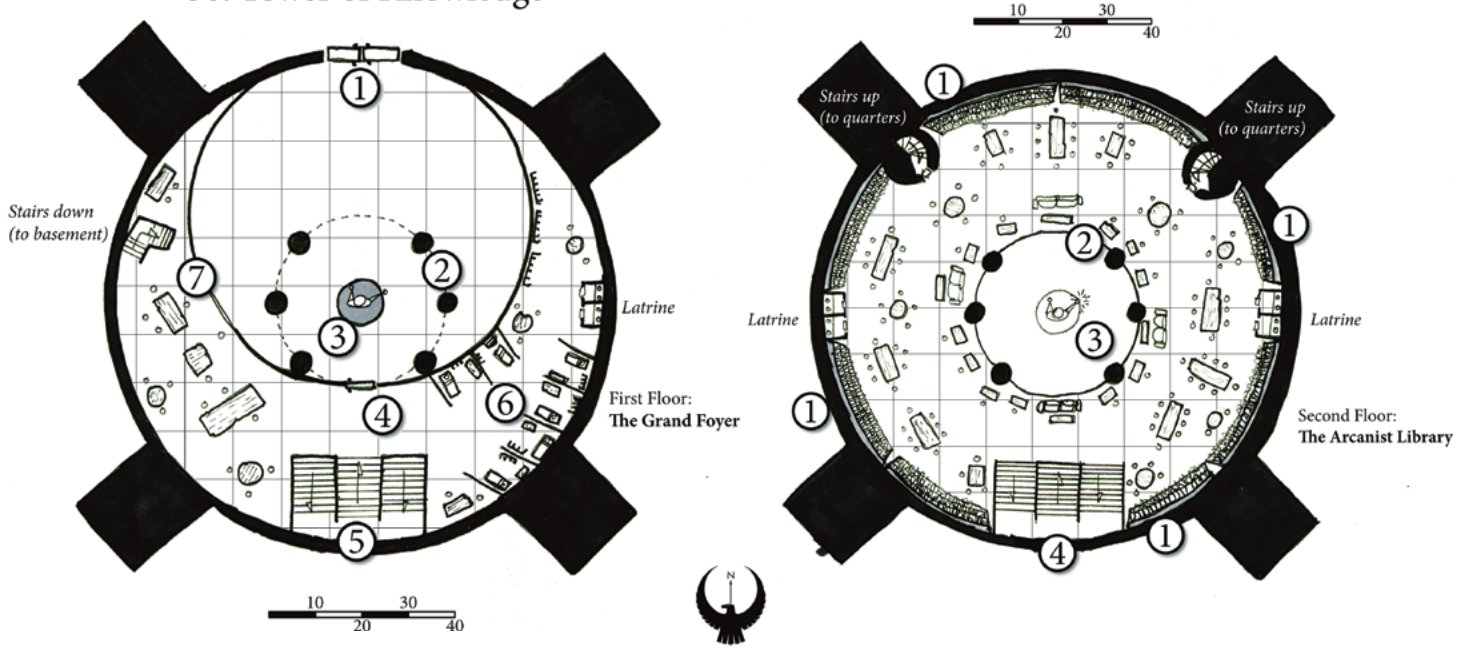
36. Solar Citadel

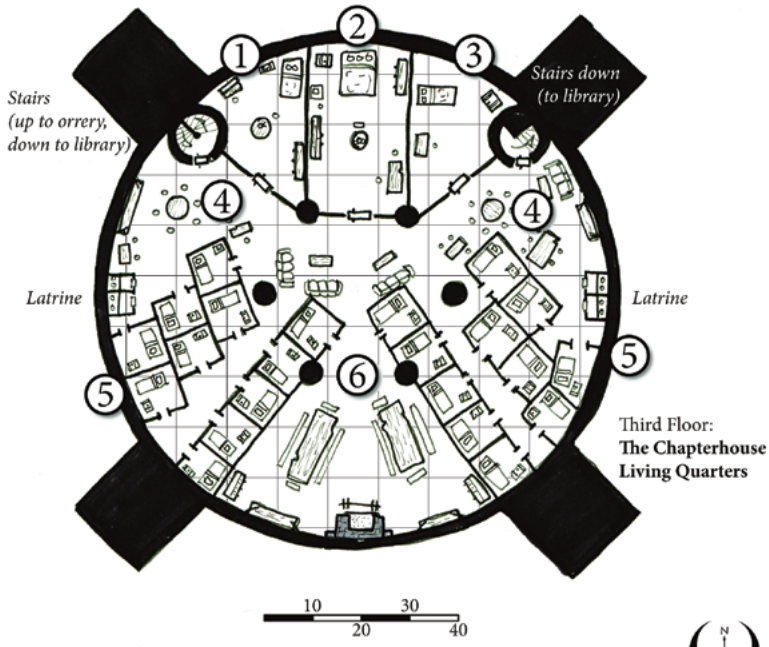


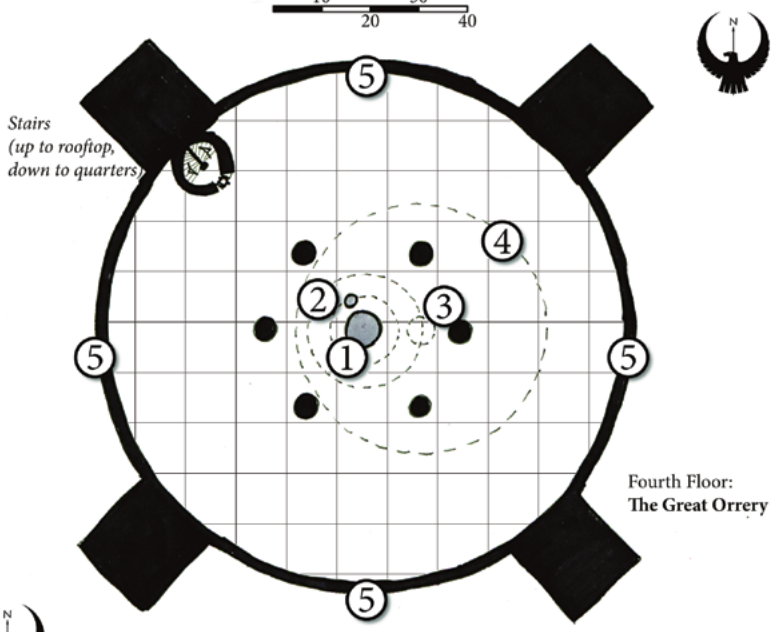
45u. Crocodile Nest



50. Tower of Knowledge



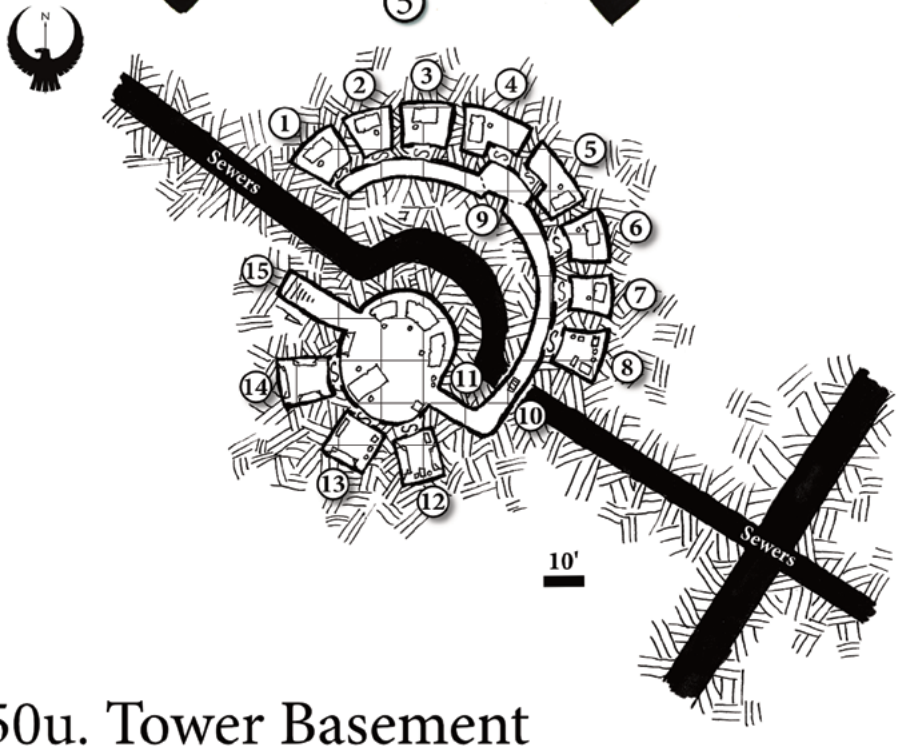






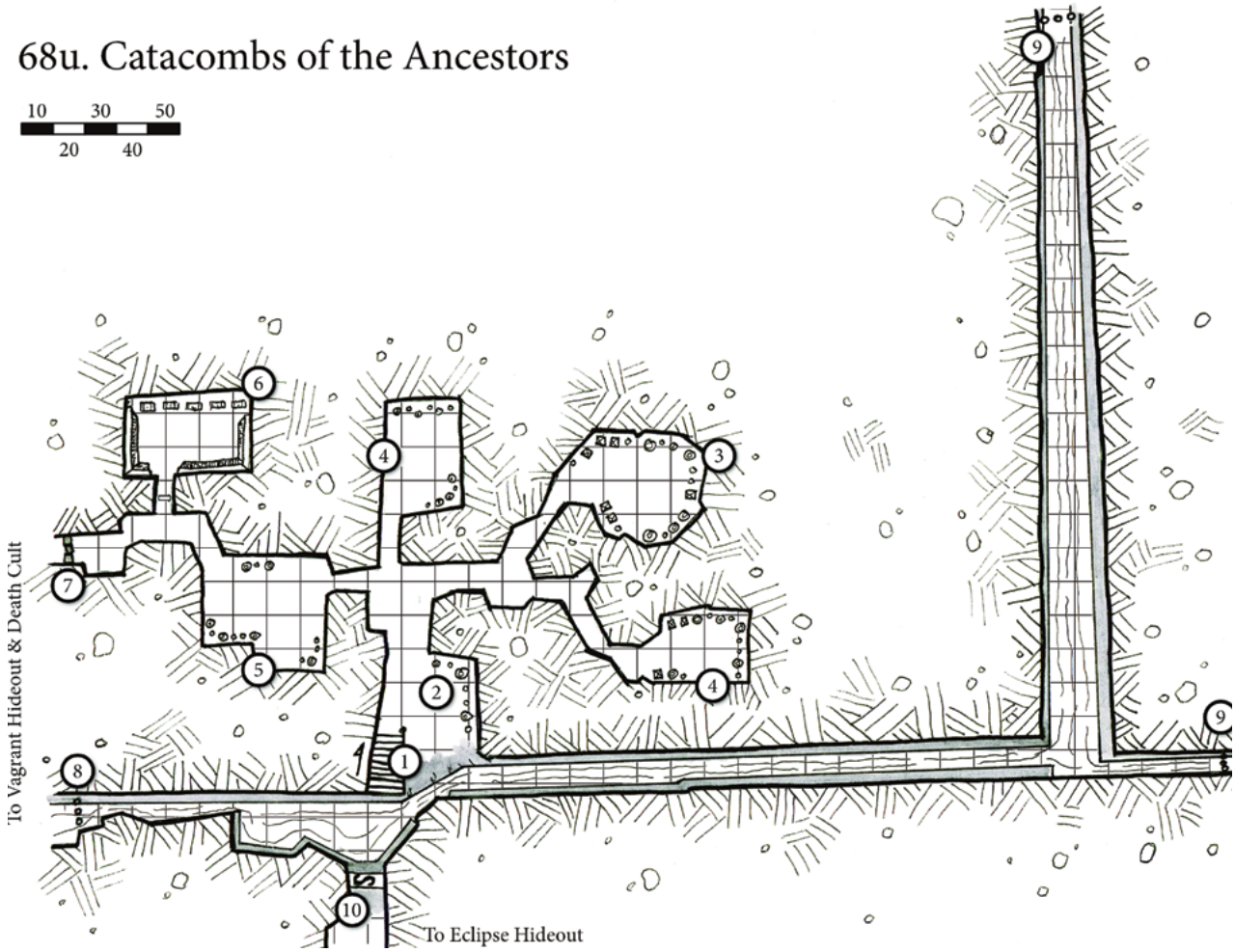
50. Tower of Knowledge

10
20
30
40

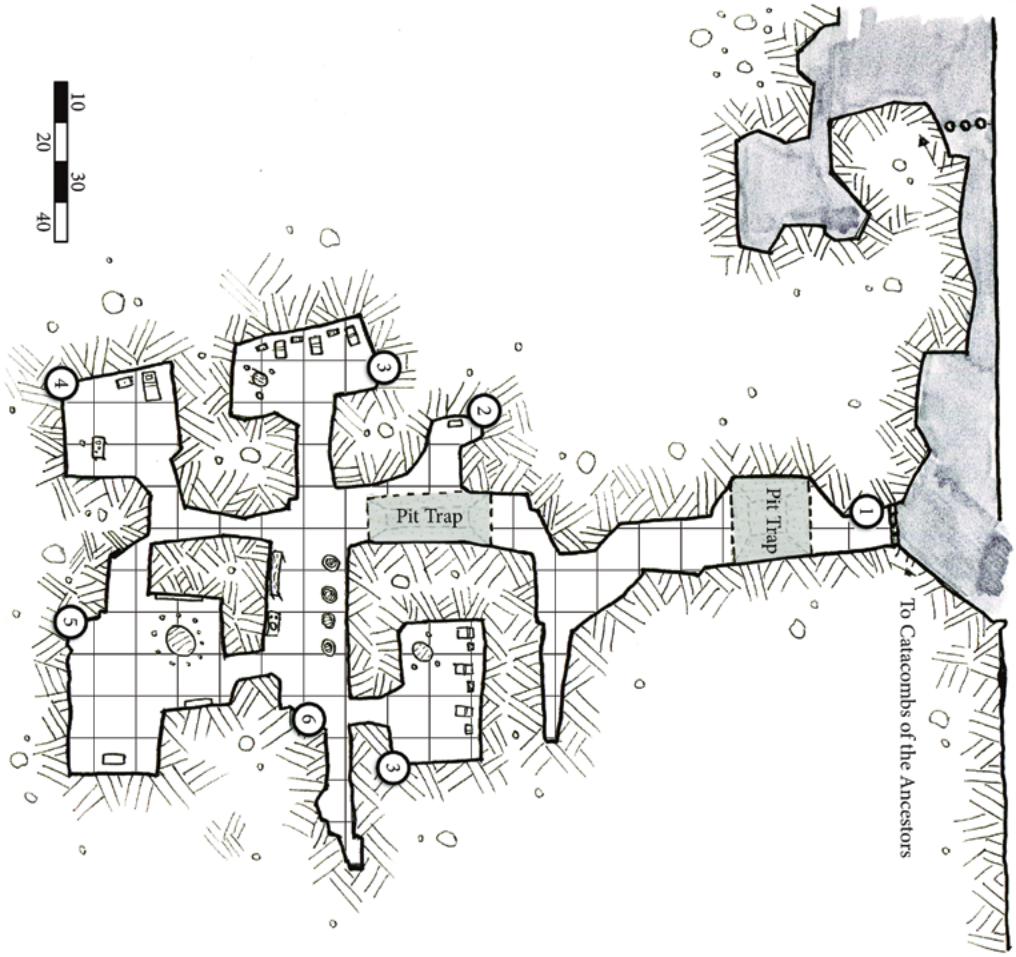


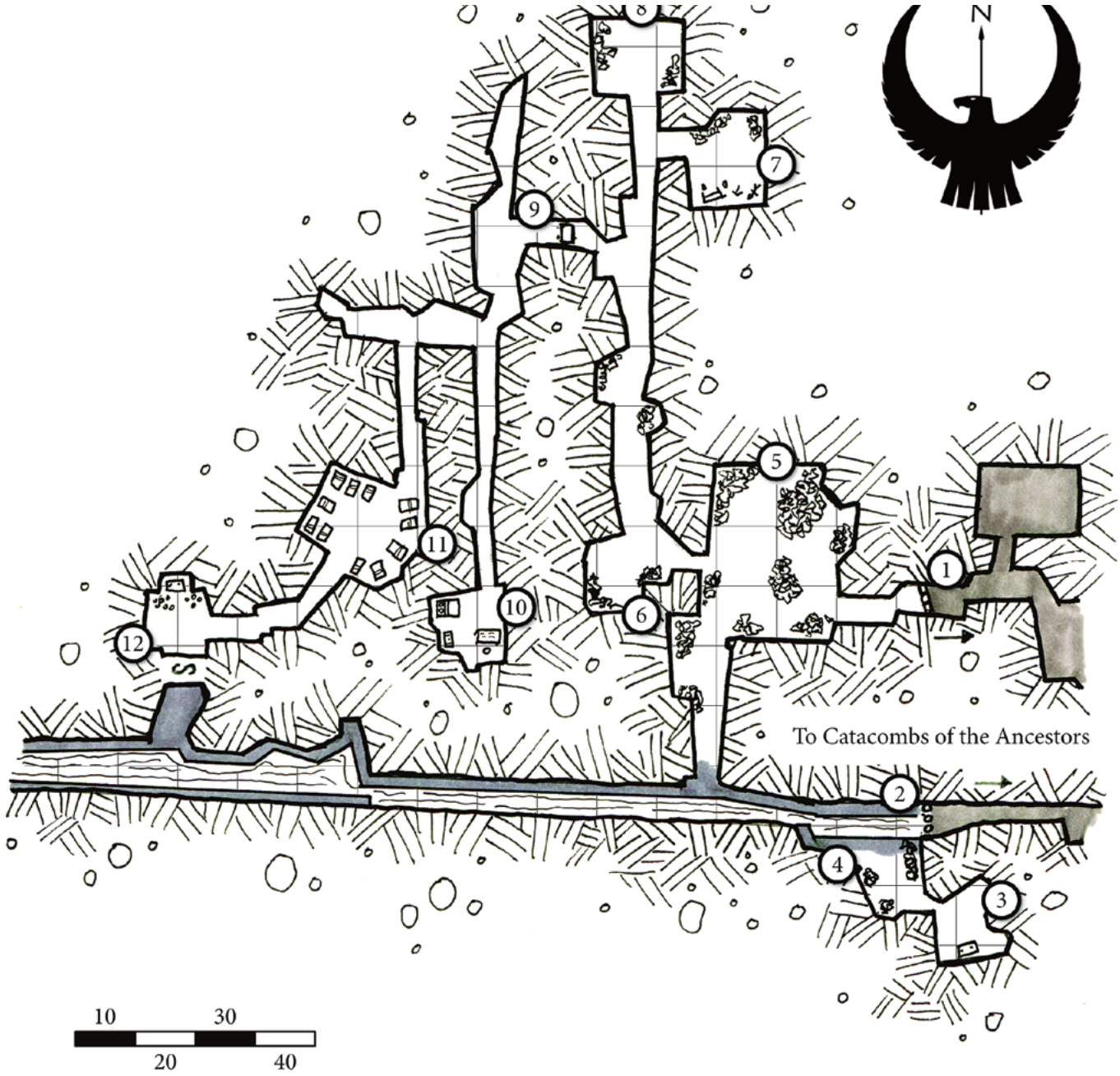
50u. Tower Basement

68u. Catacombs of the Ancestors



69u. Eclipse Hideout





75u. Vagrant Colony and Death Cult Hideout

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BORDERLANDS DEMAND MODIFIERS TABLES

Merchandise	Sarotem	Kruantem	Mityethtem	Menicos	Türos Veren	Türos Aurë	Andrastem	Samos	Cyfaraun	Luseatum	Türos Gundan	Türos Orn	Türos Zera
Grain, vegetables	-1	-1	-1	+1	0	0	-1	+2	+2	+1	0	+1	-1
Fish, preserved	-2	-2	-2	-2	-2	-2	0	0	-2	-1	-2	-1	-2
Wood, common	+1	+1	+1	-2	-4	-2	+1	+1	+2	0	-2	+2	-2
Animals	-2	-2	-2	-1	-2	-1	-2	-2	-1	-1	-1	-1	-1
Salt	0	0	0	0	-1	-1	0	0	0	0	0	0	-1
Beer, ale	0	0	0	-1	-1	0	-1	-1	-1	-1	-1	-1	-1
Oil, lamp	0	0	0	0	0	+1	-1	-1	0	0	-1	0	-1
Textiles	-2	-2	-2	-2	-1	-1	-2	-2	-2	-1	-1	-1	-1
Hides, furs	+1	+1	+1	0	-1	-1	0	+1	+1	+1	0	+1	-1
Tea or coffee	+2	+2	+2	+2	+1	+1	+2	+2	+2	+1	+1	+1	+1
Metals, common	+2	+2	+2	+3	+2	2	+2	+2	+3	+2	+1	+2	1
Meats, preserved	-1	-1	-1	-1	0	0	-1	-1	-1	0	-1	0	-1
Cloth	-2	-2	-2	-2	-1	-1	-2	-2	-2	-1	-1	-1	-1
Wine, spirits	-1	-1	-1	-1	0	+1	-1	-1	-1	-1	-1	-1	-1
Pottery	-2	-2	-2	-1	-1	-1	-2	-2	-2	-1	-1	-1	-1
Tools	-3	-3	-3	-4	-2	-2	-3	-3	-3	-3	-2	-3	-2
Armor, weapons	-3	-3	-3	-3	-2	-2	-3	-3	-3	-2	-1	-3	-1
Dye & pigments	-3	-3	-3	-3	-2	-2	-3	-3	-3	-3	-2	-3	-1
Glassware	-3	-3	-3	-2	-1	-1	-3	-3	-3	-3	-2	-3	-1
Mounts	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	0	-1	-1
Monster parts	+1	+1	+1	+1	-2	-2	+2	+2	+2	0	-2	+1	-2
Wood, rare	+1	+1	+1	-2	-4	-3	+1	+1	+2	-1	-2	+1	-2
Furs, rare	+2	+2	+2	0	-1	-1	+1	+1	+2	+1	0	+1	-1
Metals, precious	+1	+1	+1	+3	+1	0	-1	+1	+2	+2	+1	+2	0
Ivory	+3	+3	+3	+3	0	-1	+3	+3	+3	+2	+1	+2	+1
Spices	+2	+2	+2	+2	0	-1	+2	+2	+3	+2	+1	+2	0
Porcelain, fine	-2	-2	-2	-2	-1	-2	-2	-2	-2	-1	-1	-1	-1
Books, rare	-2	-2	-2	-2	0	0	-2	-2	-2	-1	-1	-1	0
Silk	-1	-1	-1	-2	0	-3	-1	-2	-2	-2	-1	-2	0
Semiprecious stones	+1	+1	+1	+2	0	-1	+1	+1	+2	+2	+1	+2	0
Gems	+1	+1	+1	+2	0	-1	-1	-1	+2	+2	+1	+2	0
Market Class	VI	VI	VI	IV	V	V	VI	VI	III	VI	VI	IV	VI

Notes: Azen Radokh is the region's major supplier of beer, common metals, precious metals, semiprecious stones, and gems. Zelictum is surrounded by rangeland that make it a major source for animal products. Türos Aster is an excellent source of monster parts because of its frequent forays across the river, while Türos Veren is the leading source for timber. Türos Aurë's ocean location allows it to import spices and ivory from the Pirate Cities of Ulrukan to the south. Siadanos is a hub for distribution of grain, vegetables, and herbal teas. Cyfaraun is the region's major supplier of tools, armor, weapons, dyes, glassware, and rare books and its major consumer of common metals, common woods, monster parts, rare woods, precious metals, ivory, spices, stones, and gems. Samos, a town in decline, is mostly overshadowed by Cyfaraun. Menicos survives on its remaining wood trade. (Cont.)

BORDERLANDS DEMAND MODIFIERS TABLES

Merchandise	Türos Augil	Zelictum	Türos Quell	Türos Spen	Türos Morn	Azen Radokh	Türos Tem	Siadanos	Türos Luin	Türos Telle	Türos Erin	Türos Drav
Grain, vegetables	0	-2	+2	0	0	0	-1	0	-2	0	-1	-1
Fish, preserved	-2	-1	0	-1	-1	0	0	0	0	0	0	+1
Wood, common	-2	0	+1	+1	0	+1	0	0	0	-1	0	0
Animals	-1	-3	-2	0	0	-2	-1	-1	-2	-1	-2	-1
Salt	-1	+1	0	+1	+1	+1	+1	+1	+1	+1	+1	+1
Beer, ale	-1	-2	-2	+1	+1	-3	0	0	-1	0	-1	0
Oil, lamp	-1	-1	-1	+1	+1	+1	+1	+2	+1	+1	+1	+1
Textiles	-1	-2	-2	+1	+1	0	0	+1	0	+1	0	0
Hides, furs	0	0	+1	+1	+1	0	+1	+1	0	0	0	0
Tea or coffee	+1	+1	+2	-1	-1	-1	-1	-1	-2	-1	-2	-1
Metals, common	+1	0	+2	+1	+1	-2	0	0	0	0	0	0
Meats, preserved	-1	-2	-1	+1	+1	0	0	0	-1	0	-1	0
Cloth	-1	-1	-2	+1	+1	0	0	0	0	0	0	0
Wine, spirits	-1	-2	-1	0	0	0	-1	0	-2	0	-2	-1
Pottery	-1	-3	-2	0	0	0	-1	0	-2	0	-2	-1
Tools	-2	-1	-4	-2	-2	-2	-2	-2	-2	-2	-2	-2
Armor, weapons	-1	-1	-3	-1	-1	-2	-2	-2	-2	-2	-2	-2
Dye & pigments	-1	-1	-3	-1	-1	-2	-2	-2	-2	-2	-2	-2
Glassware	-1	-1	-3	-1	-1	-2	-2	-2	-2	-2	-2	-2
Mounts	0	-1	-1	-1	-1	0	-1	-1	0	-1	0	-1
Monster parts	-2	-1	+3	-1	-1	0	-1	-2	0	-1	-1	-1
Wood, rare	-2	0	+1	0	-1	+1	0	0	0	-1	0	0
Furs, rare	-1	0	+1	0	-1	0	0	0	+1	-1	0	0
Metals, precious	0	-1	+2	0	0	-2	0	0	0	0	0	0
Ivory	+1	1	+3	+1	+1	+1	+1	+1	+2	+1	+2	+1
Spices	0	1	+3	+1	+1	+1	+1	+1	+1	+1	+1	+1
Porcelain, fine	-1	-2	-2	+1	+1	0	+1	+1	0	+1	0	0
Books, rare	-1	0	-3	0	0	0	0	0	-1	0	0	0
Silk	0	0	-2	0	0	0	0	0	0	0	0	0
Semiprecious stones	0	-1	+1	0	0	-2	0	0	0	0	0	0
Gems	0	-1	0	0	0	-2	0	0	0	0	0	0
Market Class	VI	V	VI	VI	VI	IV	V	VI	IV	VI	VI	VI

Notes (cont.): The main arbitrage opportunities (20%+ plus price difference) are: shipping grain from fields around Siadanos (-2) to Cyfaraun (+2); common wood from Türos Veren (-4) to Cyfaraun (+2); herbal tea from Siadanos (-2) to Cyfaraun (+2); common metals from Azen Radokh (-2) to Cyfaraun (+2); monster parts from Türos Aster (-2) to Cyfaraun (+2); rare wood from Türos Veren (-4) to Cyfaraun (+2); precious metals from Azen Radokh (-2) to Cyfaraun (+3); ivory arriving at the port of Türos Aurë (-1) to Cyfaraun (+3); spices arriving at the port of Türos Aurë (-1) to Cyfaraun (+3); semiprecious stones from Azen Radokh (-2) to Cyfaraun (+3); and gems from Azen Radokh (-2) to Cyfaraun (+3).