



Castles & Crusades



GARY GYGAX'S

BIGFISH

Castle ZAGYG

GREENRIDGE

MOUND
ISLAND

GREAT
LEECH
MARSH

BY JEFFREY TALANIAN



The Free Town of Yggsburgh:

COLD SPRINGS RUN

Town Halls

EAST
UPLANDS

CASTLE ZAGYG™ – YGGSBURGH: TOWN HALLS DISTRICT

BY JEFFREY P. TALANIAN

CONTENT EDITING: JON CREFFIELD

ART DIRECTION/ CARTOGRAPHY DEVELOPMENT AND COVER: PETER BRADLEY

With special thanks to:

Jeffrey Binder, Don MacVittie, and Lori MacVittie, for creative collaboration.

Robert “serleran” Doyel, for co-creating the “man-catcher” monster found in the appendix of this volume.

Jon Creffield, for making it all make sense.

Gary Gyax, for direction and inspiration.



P.O. Box 251171 LITTLE ROCK, AR 72225

501-680-6597 — WWW.TROLLLORD.COM

EMAIL:TROLL@TROLLLORD.COM

WWW.CASTLESANDCRUSADES.COM



Interested in Castles & Crusades® the role playing game? Want to learn more? There is a large online community of gamers who post home brewed rules, discuss adventures and help incoming players digest the game and its potential. Please visit our online forums at the web address mentioned above and get involved. All are welcome!!!

© 2007 Troll Lord Games. All Rights Reserved. Castles & Crusades® is a Registered Trademark of Troll Lord Games. All Rights Reserved, C&C, Castle Keeper, SIEGE Engine, Troll Lord Games, and the Castles & Crusades, SIEGE Engine, and Troll Lord Games Logos are Trademark of Troll Lord Games. All Rights Reserved. Castle Zagyg, Castle Sagyg Logo and Yggsburgh are Trademarks of Trigece Enterprises 2007. All Rights Reserved. © 2007 Trigece Enterprises Company. All rights reserved.

ISBN N/A

Printed In The United States of America

OGL

This book is published under the Open Game License version 1.0a by permission of Wizards of the Coast, Inc. The Open Game Content appearing in this book is derived from the System Reference Document v 3.0, copyright 2000 Wizards of the Coast, Inc. This publication is copyright 2007 Troll Lord Games. All Rights Reserved. Castles & Crusades, C&C, SIEGE Engine, Castle Keeper, Troll Lord Games, and the Castles & Crusades and Troll Lord Games logos, and products published by Troll Lord Games are Trademarks of Troll Lord Games. All Rights Reserved. All text is copyright 2007 Trigece Enterprises Company. Castle Zagyg, the Castle Zagyg logo, and Yggsburgh are Trademarks of Trigece Enterprises Company. All Rights Reserved. All interior artwork is copyright Peter Bradley 2007.

Designation of Open Game Content: The following is designated Open Game Content pursuant to the OGL v1.0a: all stat block information of characters, monsters, and traps that appears in the parenthetical following the character, monster, or trap, including the names of items and spells and monster type, but not the specific names of any character or monster. Also, the following open game content related words, phrases, and abbreviations wherever they appear: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Cha), Class, Fighter, Ranger, Rogue, Assassin, Barbarian, Monk, Wizard, Illusionist, Cleric, Druid, Knight, Bard, Paladin, Race, Demi-human, Dwarf, Elf, Gnome, Half-Elf, Halfling, Half-Orc, Hit Dice (HD), Hit Points (HP), Alignment, Lawful Good (LG), Lawful Neutral (LN), Lawful Evil (LE), Neutral (N), Neutral Good (NG), Neutral Evil (NE), Chaotic Good (CG), Chaotic Neutral (CN), Chaotic Evil (CE), Level, "to hit", Damage, Experience Point, Saving Throw, Player Character (PC), Non-player Character (NPC), Turn Undead, Spell, Arcane, Divine, Magic, Spell Resistance, Item, Equipment, Armor, Weapon, Potion, Rod, Staff, Wand, Scroll, Ring, Wondrous Item, Artifact, Cursed, Bonus, gold piece (GP), silver piece (SP), copper piece (CP), platinum piece (PP), electrum piece (EP), d4, d6, d8, d10, d12, d20, d%, round, and turn.

Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names and other names, including Castles & Crusades, C&C, Castle Keeper (CK), Castles & Crusades: Player's Handbook, Castles & Crusades: Monsters and Treasures, Castles & Crusades: Castle Keeper's Guide, Castle Zagyg, Yggsburgh, Zagyg, Workhouse, City Expansions, East Mark Folio Edition, Mouths of Madness; (B) logos, identifying marks, and trade dress; (C) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations; (D) logos and trademarks, including Castles & Crusades, Castle Keeper, SIEGE engine, and Troll Lord Games, and Trigece Enterprises Company and any and all Trigece Enterprises Company logos, identifying marks and trade dress, or any other trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content; (E) the story, storylines, plots, thematic elements, dialogue, incidents, language, depictions, likenesses, concepts, world and campaign descriptions, proper names of the characters, creatures,

groups, spells, enchantments, personalities, teams, personas, likenesses, skills, items, deities, and special abilities other than those designated as open game content above, as well as places, locations, settings, and environments and their descriptions and other accompanying text, though not their stat blocks.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and

the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Castles & Crusades: Players Handbook, Copyright 2005, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 2nd Printing, Copyright 2006, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 3rd Printing, Copyright 2007, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades Monsters & Treasure, Copyright 2005, Troll Lord Games; Authors Robert Doyel Stephen Chenault.

Castles & Crusades Monsters & Treasure, 2nd Printing, Copyright 2007, Troll Lord Games; Authors Robert Doyel Stephen Chenault.

Castle Zagyg: Yggsburgh, Copyright 2005, Trigece Enterprises Company; Author Gary Gyax.

Yggsburgh Town Halls, Copyright 2007, Trigece Enterprises Company; Author Jeffrey Talanian

TABLE OF CONTENTS

INTRODUCTION	2
I. OVERVIEW OF TOWNSFOLK AND STREETS	2
II. YGGSBURGH MUNICIPAL STOREHOUSE BLOCK	5
III. OFFICIAL ENTERTAINMENT BLOCK	8
IV. GOVERNMENT CENTER	20
V. THE WORKHOUSE	36
APPENDICES	40

INTRODUCTION

THE TOWN HALLS DISTRICT of the Free Town of Yggsburgh is the government center of town, with official entertainment, municipal warehousing, and correction facilities. Among the many locations of this sector are the town Hall and courts, the gaol, the workhouse, the library, town museum, a major inn, a theater, and a menagerie.

The size of this sector belies its scope, for here the bold adventurer may seek legends and lore of the East Mark (including those pertaining to a certain Mad Archmage), meet prominent town officials, and, should the characters find themselves on the wrong side of the law, be imprisoned. This module offers a comprehensive view of Crime & Punishment in Yggsburgh, from accusation to arrest, from trial to sentence. Crime may result in a monetary fine, a flogging at the cart, pillory time, bondage, gaol time, or (at its extreme) capital punishment.

Legal officials, law enforcers, and bureaucrats abound herein, and not a few of them are “on the take,” for indeed the Thieves’ Guild and the Assassins’ Guild hold much sway in the Free Town. Politics, intrigue, ambition, and corruption — welcome to the Town Halls District of Yggsburgh!

NOTE ON YGGSBURGH MONETARY EXCHANGE: The Castle Keeper should note that the prices reflected in this volume overrule those presented in the Yggsburgh hardback. Gold was undervalued in the hardback, resulting in inflated prices. Note that the exchange rate in Yggsburgh is this: 1 gp = 50 sp = 500 cp

The second printing of *Castle Zagyg, Vol. I: Yggsburgh* will present the correct prices for all shops and services, but should the CK elect to repair those prices on his or her own, the following formula should be used: Take any gold price, double it, and that becomes its silver value. Here is an example:

(from CZY #65. *Hyde & Hare Tannery Goods*).

Whip, 6-foot length. Price = 5 gp.

$2 \times 5 = 10$. So, 10 sp is the correct value for the 6-foot whip. The same formula may be used to correct prices in silver prices in the Yggsburgh hardback: Take the listed item’s price in silver, double it, and that becomes its copper piece price. To correct copper piece prices in the Yggsburgh hardback, simply reduce the price by about one-half or one-quarter.

Here is another example:

(from CZY #62. *Elite Arms & Armor*)

Sword, long. Price = 4,200 gp.

$4,200 \times 2 = 8,400$. The sword costs 8,400 sp. To bring its price back to gold, divide the product by 50. The result is 168 gp. 168 gp is the correct cost for a long sword at Elite Arms & Armor.

I. OVERVIEW OF TOWNSFOLK AND STREETS

Disambiguation — Knighthood: Throughout this module you will find “knights” that are not of the knight player character class as listed in the *Castles & Crusades* PHB. “Knighthood” is a title of nobility that the Lord Mayor may bestow upon any person of gentle-born status he chooses to thus honor.

TOWNSFOLK

THERE ARE NUMEROUS PEOPLE described in this volume, and many are simple townsfolk who are unclassified, though not without ability. They are as follows:

ACADEMICIAN, PROFESSOR (These are 0 level humans whose vital stats are HP 4, AC 10. They are Knowledge Specialists in their respective professorships, and perhaps more. The equipment they typically use is a cowled gown of navy blue with gold trimming, a gold skullcap with colored piping and tassel that indicate school of professorship, a featherstaff*, and 4d4 pieces of gold in mixed coin. Senior faculty also wear a gold shoulder cape embroidered with a torch burning red.)

ACADEMICIAN, STUDENT (These are 0 level humans whose vital stats are HP 3, AC 10. They are en route to becoming Knowledge Specialists in their respective courses of enrollment, and some may be so already. The equipment they typically use is a cowled gown of navy blue and a gold skullcap with colored piping and tassel that indicate school of study, and 1d4 pieces of gold in mixed coin.)

ARTISAN, (APPRENTICE, JOURNEYMAN, MASTER) (These are 0 level humans whose vital stats are HP 5, AC 10. They possess some degree of mastery in their respective craft or trade with appropriate Secondary Skill indicating so [level 1 – 4, apprentice to master]. The equipment they typically use is clothing, artisan’s tools, possibly small sword or other hand weapon, and 1d6 cp [apprentice], 2d6 sp [journeyman], and 1d6 gp [master], respectively).

COMMONER, BUREAUCRAT (These are 0 level humans whose vital stats are HP 4, AC 10. They possibly have some degree of Business, Esoteric Ability, Judgment, Knowledge or other appropriate Secondary Skill. The equipment they typically use is a featherstaff*, and 4d4 pieces of gold in mixed coin.)

COMMONER, GENTLEMAN (These are 0 level humans whose vital stats are HP 4, AC 10. The equipment they typically use is noble clothing, featherstaff*, 4d6 pieces of gold in mixed coin.)

COMMONER, SIMPLE (SERVANT, LABORER) (These are 0 level human whose vital stats are HP 4, AC 10. The equipment they typically use is clothing, dagger, and 1d20 pieces of copper.)

COURTESAN (These are 0 level female humans whose vital stats are HP 3, AC 10. All have high charisma, and some Thespian Ability and Swindling Ability. The equipment they typically use is a lady’s clothing [of the suggestive variety], a folding, 2-inch pen knife, and 2d6 pieces of silver.)

HARLOT (These are 0 level female humans whose vital stats are HP 3, AC 10. Many have high charisma and some Swindling ability. The equipment they typically use is clothing [of the suggestive variety], a folding, 2-inch pen knife, and 2d6 pieces of copper.)

LADY OF QUALITY (GENTLEWOMAN) (These are 0 level female humans Ability whose vital stats are HP 2, AC 10. They have some degree of Judgement Ability. The equipment they typically use is fine clothing, 4d6 pieces of gold in mixed coin and 50 gp worth of jewelry. When traveling abroad, a lady of quality may don a poniard.)

2 CASTLES & CRUSADES

NOBLE GENTLEMAN, UNCLASSED (These are 0 level humans whose vital stats are HP 6–15 (d10 +5), AC 10. They have some degree of Leadership Ability [thus equal to 2nd to 5th level fighters in combat]. The equipment they typically use is clothing, a featherstaff*, and 5d6 pieces of gold in mixed coin.)

TRADESMAN (These are 0 level humans whose vital stats are HP 5, AC 10. All have some Business Ability. The equipment they typically use is clothing, small sword and/or dagger, and 1d20 pieces of silver in mixed coin.)

URCHIN (These are 0 level immature humans whose vital stats are HP 2, AC 10. The equipment they typically use is patchwork clothing and 1d3 pieces of copper.)

VAGABOND (These are 0 level humans whose vital stats are HP 3, AC 10. The equipment they typically use is clothing, staff, and 1d10 pieces of copper.)

*NEW WEAPON: THE FEATHERSTAFF.

The featherstaff is the favored weapon of many young bravos and gentlemen. It is a walking stick of about 4-foot length with a metal head portion. The wielder can at will depress a catch near the end knob and, with a firm rap of the butt of the featherstaff, release three blades that fan out from the upper portion. These blades are slender, sharp-edged, and thinly pointed; the central one is of 18-inches in length, the two angling side blades of 5 or 6-inches in length, meant to catch an opponent's weapon or deliver slashing damage if a thrust with the main blade misses its mark.

WEAPON	COST	DMG.	RNG.	WGT.	EV
Featherstaff:	50 gp	1d8	—	2 lbs.	2

This weapon is usually wielded two-handed and is designed to disarm opponents, thus providing +3 to a disarm attempt.

TRAFFIC ON THE STREETS (DAYTIME)

The daytime streets of the Town Halls District are busy with activity. The following details who can be found on any given street during the daytime.

ALLEYWAYS:

(ROLL A D6)

There will always be 2–8 servant commoners (D6, 1–4) or children (D6, 5) or both (D6, 6) in these alleyways.

There is a 10% chance that there will be 1d3 carts or wagons (D6, 1–3), carriages or coaches (D6, 4–5) or both (D6, 6) in any given alley making deliveries or being cleaned.

AVENUES/THOROUGHFARE/STREET:

(ROLL A D6 TWO TIMES, IGNORING REPEAT RESULTS)

During the day there will be (D6, 1) 1d8 children, or (D6, 2–3) 3d6 commoners (laborers, servants), or (D6, 3–4) 1d6 tradesmen or artisans, or (D6, 5) 1d8 mix of gentlemen and bureaucrats (each with 0–3 servants attending), or (D6, 6) 1d4 noble unclassified gentlemen (each with 0–3 servants attending).

There is a 70% chance that there will be 1d4 carts or wagons (D6, 1–3), carriages or coaches (D6, 4–5) or both (D6, 6) traveling the avenues, streets and lane of this district.

RANDOM DAYTIME ENCOUNTERS

The following list of notables may wander the daytime streets of the Town Halls District. The Castle Keeper is advised to modify this list as necessary. Select or roll a d20 once per two hours; full descriptions found at their respective encounter areas.

D20 NPC

- FRAG IRONBEARD**, the dwarfish guard of Sugio Laone (#17) riding his pony.
- INMATES OF THE WORKHOUSE**. A dozen men in blue pinstripe uniforms being led by a pair of guards to or from the Workhouse (#29) to the lumberyard (#4) or plumbing supply (#1).
- BASIL “HALF-A-HAND” BASS**. This boss of the Yggsburgh Municipal Fish Exporters (#5) is leading a wagon of barreled fish to his town operated warehouse.
- MASTER ENGINEER, CUTHBERT WATERMAN** of the Survey Department (#7). He is out looking for bodyguards to accompany his group of surveyors and engineers to the Norvale or Broadview Valley.
- KILI BIGAXE** (#8). This dwarf is out to do a bit of drinking at the Dwarf Brewmeister Tavern (CZY #56). If he sees a dwarf in the party, he invites all to join him in revelry.
- A WIZARD** of Clean Chimneys & Ash Removal (#9) with his (or her) apprentice riding a red wagon.
- CUTHBERT ESQUIRE**, an elderly wizard (#14) walks about muttering to himself.
- THE WIZARD NIGEL SMITH** (#9), on his way to the apothecary. He may (50% of the time) be accompanied by his apprentice, Dorothy Carpenter.
- A CRIER** of the menagerie (#13) shouting, “See the Wonder of the World, the gargantuan ape, Killer Kang! Only at Marvin’s Marvelous Menagerie!”
- MARVIN “THE MARVELOUS” ASHWOOD**, owner of the menagerie (#13) on horse, about to trek in the wilderness. He wears an explorer’s outfit of browns, greens, and grays.
- JUDGE PENWICK** in coach or carriage, with coachman driving and two bodyguards. He is in transit between the Penwick Inn (#14) and the Courts (#27). 50% of the time he is accompanied by Justice of the Peace, Ronald Glenforth (also #14).
- SIR LYLE BEEKMAN, HERALD AND LORD MASTER OF ARMS OF YGGSBURGH**, riding his warhorse to or from his office at Administrations & Records (#21). 75% of the time he is accompanied by his younger brother Hugh, also mounted.
- FIRE CHIEF THEOBALD BRIMSTONE** (#18) in a rush to attend to a matter of urgency; he suffers no delays.
- A MESSENGER BOY** (#9) racing tirelessly down the street, wearing a light blue uniform embroidered with the Yggsburgh coat of arms.
- STREET CLEANERS** (#20) at work. They have a wheeled cart, large broom and shovel, collecting refuse or sweeping it into a gutter drain.
- CITY ATTORNEY, HERBERT LEWIS**, a handsome, stately sort riding in coach, en route between The Ball & Mallet (#12) and Court (#27).
- BAILIFF SERJEANT AND TWO DEPUTY BAILIFFS** conveying a chain gang of four convicted criminals from the Court (#27) to the City Gaol (#25).
- ACADEMICIANS** (2–5) en route to the Yggsburgh Library (#26).
- TOWN COUNCILOR** (#27) of the Castle Keeper’s choice riding alone or in coach, en route to Town Hall (#27).
- THE LORD MAYOR, DRUID LOCHINVAR BEECHWOOD** and retinue en route to or from the Town Halls (#27).

NIGHTTIME ENCOUNTERS

Check twice per night, d10, (4–10 encounter), followed by a d% roll. The Castle Keeper should adjust numbers to suit difficulty of those encounters potentially involving combat.

01–60 PATROL (CITY GUARD)

There will be a pair of city guards (one halberdier, one crossbowman) on patrol (D6, 1–2) that will be suspicious of anyone out at night. Otherwise (D6, 3–6) there will be town law officers (one bailiff serjeant, one deputy bailiff who will likewise be suspicious.

FIRST CLASS HALBERDIERS (They are 0th level, lawful neutral, human fighters whose vital stats are HD 1d10, HP 5, AC 15. Their primary attributes are physical. They carry chain mail, halberd, and dagger.)

FIRST CLASS CROSSBOWMEN/ARTILLERISTS (They are 0th level, lawful neutral, human fighters whose vital stats are HD1d10, HP 5, AC 15. Their primary attributes are physical. They carry chain mail, light crossbow with 20 quarrels, and dagger.)

BAILIFFS SERJEANT (They are 3rd level, lawful neutral, human fighters whose vital stats are HP 15, AC 14. Their primary attributes are physical. They wear chain shirts and carry short swords and clubs.)

DEPUTY BAILIFFS (They are 2nd level, lawful neutral, human fighters whose vital state are HP 10, AC 13. Their primary attributes are physical. They wear studded leather and carry clubs and daggers.)

61–70 LADIES & GENTLEMEN.

A group of (3–6) gentlefolk (gentlemen & gentlewomen) riding in coach or carriage en route to the Charles Rush Theatre (#16), or departing after a show.

GENTLEMEN (They are a combination of common gentlemen, bureaucrats, and Noble Gentlemen, unclassified.)

LADIES (GENTLEWOMEN) (They are Ladies of Quality.)

71–75 BRAVOS.

Young blades (3–6) out looking for trouble. As all such aristocratic bravos have training in fencing, assume the following stats for each:

BRAVOS x 3–6 (They are 5th–8th level, alignment variable, human fighters whose vital stats are HP 7 per level, AC 16. Their primary attributes are physical. Their significant attribute is dexterity 18. They carry studded leather armor, longsword, and dagger.)

76–80 RIVERMEN.

Rough laborers and rivermen (3–8), 50% with doxies (1–2) out looking for the next place to be rowdy and have fun.

LABORERS AND RIVERMEN (They are simple commoners with some Bullying Ability.)

DOXIES (They are harlots.)

81–85 PROSTITUTES.

Prostitutes (2–5) soliciting for patrons. Roll a d6. (1–3, D6) are of the licensed variety, of lovely countenance and full-figured, dressing in the finery of a Lady, though as suggestive as current style and dress allows for. (They are courtesans.) (4–6, D6) are of the unlicensed variety, not as lovely, and not nearly as well dressed, and far the more crude of tongue and manners. (They are harlots.)

86–90 GAMBLERS.

A group of men (simple commoners, some with Bullying Ability) holding cages with hoods en route to The Savage Cock (#11) to prepare for a night of cock fighting. Curious passersby might be invited to stop by after sundown to try their luck.

4 CASTLES & CRUSADES

91–95 GIANT SEWER RATS.

Sewer rats 4–16 emerge, and of late they are becoming more bold. They inhabit basements of public buildings and Squire Sawyer's (#10). The rats will attempt to isolate small-sized creatures.

GIANT RATS x 4–16 (These neutral animals' vital stats are HD 1d4, HP 2, AC 13, MV 30 ft., 15 ft. climb. Their primary attributes are physical. They attack with a bite for 1d2 points of damage. They have twilight vision, and 10% will be diseased, the effects of which the Castle Keeper may determine. XP value: 5 each)

96–100 SPRIGGANS.

Spriggans, malign little people with furry skin and long tails. In pairs or trios, they prowl the sewers and come out at night, purse snatching while invisible. They may target lone individuals, using their confusion ability, then robbing the victim blind, avoiding violence as much as possible.

SPRIGGANS* x 2 (These chaotic evil fey creatures' vital stats are HD 1d8, HP 7, AC 17, Move 40 ft. Their saves are physical. Their special abilities include confusion, invisibility, and thief skills. They carry a dagger and two darts. XP value: 81 each)

*see Appendix B for more.

RUMORS OF THE TOWN HALLS DISTRICT

The following rumors may be heard in this district, though the Castle Keeper should expand this list to suit the campaign.

D8 RUMOR

1. "Those town messenger boys are enchanted with magic spells, so I say! They run all day without rest!" (True)
2. "The Workhouse is just a form of slavery." (False)
3. "Judge Penwick is on the take. He let off a murderer last year just because the man was part of the Thieves' Guild." (True)
4. "Killer Kang, the Gargantuan Ape of Marvin's Marvelous Menagerie was captured in the Wychwood." (False)
5. "The plays performed at the Charles Rush Theatre involve tales of the gods. The gods will strike down that place if they don't beware!" (True for the former, Unknown for the latter.)
6. "If you touch the dragon's skin in the museum, you'll suffer a dragon's curse." (False)
7. "If you get arrested and go to trial, you won't get a fair shake unless you're of Gentle birth." (Often True)
8. "The sheriff keeps an iron maiden in the basement of the gaol." (False.)

APPURTENANT STRUCTURES

Similar structures on the map of this district are as noted using the following key:

C: Carriage house of brick with room for carriage and coach. The coachman and footman live in the quarters above.

P: Small animal pen, coop, hutch, or kennel for chickens, dogs, doves, ducks, geese, pigeons, or rabbits.

S: Stable of brick, housing draft and riding horses in stalls, with a feed and equipment room; the loft having quarters for the groom, stable boy, and possibly an apartment for rent.

11. YGGSBURGH MUNICIPAL STOREHOUSE BLOCK

THIS BLOCK IS COMPRISED OF warehouses largely owned directly by the town, with products and resources stored being related to both town revenues and town municipalities.

W: Warehouse shed. These two sheds have a clerk (*a simple commoner*) to direct waggoners and carters where to pick up and drop off deliveries, and a security guard.

SHED GUARD (*This is a 2nd level, lawful neutral, human fighter whose vital stats are HP 15, AC 13. His primary attributes are physical. He carries studded leather armor, broadsword, club, and dagger.*)

1. YGGSBURGH MUNICIPAL PLUMBING SUPPLY

REASON: If the characters are inmates of the Workhouse, they may be sent here to labor.

SIGN: an iron wrench set under the Yggsburgh Coat of Arms

This huge, three-story building of brick and mortar stands 50 feet tall and has an open inner yard of 8,750 square feet. It is a town owned storehouse for lead pipes and fittings used by the Yggsburgh Water Department and Sewer Department. Plumber's Pipes (*Rivergate Quarter #170*), manufactures the lead products stored at this location.

A town employed master plumber runs this operation, Elmo Joyner, a heavy set man who sweats a lot. Joyner has two journeyman plumbers, Davis and Albert. These three men keep second floor apartments with their respective families of five, six, and three. They oversee eight laborers who work in the yard, though inmates from the workhouse (*#29*) may be brought in to labor.

ELMO JOYNER, MASTER PLUMBER (*He is a master artisan with Construction Ability, level 4.*)

DAVIS AND ALBERT (*They are journeyman artisans with Construction Ability, level 3.*)

LABORERS X 8 (*They are simple commoners.*)

2. BEECHWOOD MASONRY

SIGN: the Lord Mayor's coat of arms, a border of green with gold mistletoe leaves surrounding a gold field with a beech tree.

ADVENTURE REFERENCE: CZY environs # 41. Rock Quarries and River Wardens.

This storehouse is the personal property of the Lord Mayor, His Lordship Lochinvar Beechwood. The mayor claimed this warehouse a year after assuming his noble station. He stores a growing supply of serpentine marble, a green stone quarried at Marblestead and Hewerton (*see CZY Part III — Communities of Yggsburgh*). The stone is trucked down Quarry Track to a stone jetty on Bigfish Lake. From there it is barged to Yggsburgh, then trucked to this location.

The Lord Mayor has never publicly divulged exactly why he is amassing serpentine, and the Castle Keeper is free to develop his reasons. Perhaps he wishes to redesign his mansion (*CZY #29 or High Gardens #10*), or perhaps he intends to build a Druidic Temple. Guards are stationed here by day and night. Once per week, the Lord Mayor, himself will stop by with his retinue to inspect his holdings.

LOCHINVAR BEECHWOOD, THE LORD MAYOR (*See his stat block at #27.*)

GUARDS X 2 (*They are 4th level, lawful neutral, human fighters whose vital stats are HP 30, AC 16. Their primary attributes are physical. They carry chain hauberk armor, shield, scimitar, and dagger.*)

3. YGGSBURGH SALT STOREHOUSE II.

SIGN: Yggsburgh Coat of Arms

This town-owned brick warehouse is managed by Maxwell Hammer, a beefy, red-haired man. This is one of two locations (the other being *Storehouse District #133*) where salt, a significant town revenue, is trucked in after being quarried at the town-owned salt mine of Serpent Ridge (*CZY environs #5*). The salt is ground and screened by laborers, as the product tends to cake during transport, forming large, hardened masses. The first floor, in addition to being a dry storage area for finer grain salt, contains the apartments of Hammer, his wife, and their two children.

MAXWELL HAMMER (*He is a tradesman with Bullying Ability.*)

LABORERS X 6 (*They are simple commoners.*)

4. YGGSBURGH TOWN LUMBERYARD

REASON: If the characters are inmates of the Workhouse, they may be sent here to labor.

SIGN: Yggsburgh Coat of Arms set over a pair of squared timbers

This huge storehouse has an inner yard of 15,300 square feet. This is where town harvested wood, an export commodity, is stored before being shipped via barge downriver to Dunfalcon. The wood trucked in is harvested at the Deerwood by town employed lumberjacks. Timber logs will be squared off at The Sawmill (*CZY #88*) which is owned in fief by Sir Ebehardt Beemish (*CZY #46*). Harvested woods include ash, beech, chestnut, elm, hickory, locust, maple, oak of various sorts, sycamore and walnut. Twenty laborers will work in the yard, trucking in wood, stacking, organizing, and trucking out, though inmates of the Workhouse (*#29*) may be brought in. Clarence Miller, a town employee, manages this operation. Miller is a thin man, a self-important sort who resides here with his wife and three children.

CLARENCE MILLER (*He is a tradesman.*)

LABORERS X 20 (*They are simple commoners.*)

5. YGGSBURGH MUNICIPAL FISH EXPORTERS

SIGN: Yggsburgh Coat of Arms

This ashlar block warehouse is a town owned operation for pickled and dried, salted and preserved fish, an enterprise that generates town revenue. Managed by Basil "Half-a-hand" Bass, this is where barrels of fish are stacked and stored. Inside there are several elevators, drawn by crank winches to convey 30-gallon kegs to 252-gallon tuns. Fish barreled include sturgeon, garfish, catfish, pike, bass, pickerel, various "panfish", such as red sunfish, platter crappie, and golden perch; also, eel, lamprey, clam, and crawfish — all variable, subject to season and availability.

Town employed fishermen (called "blacklegs" by guild fishermen) use net, run line and hook, pole and line, and baited traps. They ply the waters of the Nemo and Urt Rivers and all respective tributaries. This operation, however, is far outmatched by the Fishmongers' Guild (*The Outs: Rivermen's Town #177*).

Basil "Half-a-Hand" Bass, a tall heavy-set man who is missing three fingers on his right hand, keeps a staff of twelve laborers here. Their function is to load and unload the trucks for shipping. Bass, a former member of the Fishmongers' Guild, is seen as a traitor to his former guildsmen.

BASIL "HALF-A-HAND" BASS (*He is a 4th level, chaotic good, human thief whose vital stats are HP 18, AC 13. His primary attributes are dexterity, constitution, and wisdom. His Secondary Skill is Nautical Ability — level 4. He wears leather armor and wields a +1 dagger.*)

LABORERS x 12 (*They are simple commoners with some Nautical Ability.*)

6. THE THREE TOWERS (TOWN EMERGENCY FOOD STORES)

SIGN: three towers set under the Yggsburgh Coat of Arms

This lot is walled in on all sides with brick and mortar, the walls being thirteen feet tall and capped with iron wrought, spiked fencing. There are three warehouses within, each being constructed of firebrick and standing fifty feet tall. Each warehouse is stocked with emergency food supplies should ever the town be put to siege. Note that farms outside town walls will strip their land of supplies and bring them into the town when an army nears, bolstering such provisions.

Each warehouse has three large winch–pulley elevators extending from each warehouse, these being 30 feet in diameter. There is a small guards' shed at each gate leading into the lot, within which are stationed two guards; additionally a patrol unit of two will walk the lot during the night. The patrolling unit will rotate duties with shed guards every thirty minutes.

GUARDS x 5 (*They are 0th level, lawful neutral, human fighters whose vital stats are HD 1d8, HP 4, AC 15. Their primary attributes are physical. They carry chain hauberk, halberd, crossbow, and dagger.*)

SERGEANT (*This is a 2nd level, lawful neutral, human fighter whose vital stats are HP 14, AC 15. His primary attributes are physical. He carries chain hauberk, halberd, light crossbow, and dagger.*)

WAREHOUSE A. is stocked with 252–gallon barrels of grain, including wheat, corn, rice, barley, sorghum, oats, rye, and millet. The volume of grain is enough to last about two months.

WAREHOUSE B. is stocked with cloth sacks of flour trucked in directly from the town owned Grist Mill (CZY #87), dried lentils and other legumes, and barrels of dried and preserved fruits. The volume of flour is enough to last about two months; dried lentils, other legumes, and fruits are of a mere two week ration.

WAREHOUSE C. is stocked with 180–gallon butts of cooking oil, such as canola, corn, olive, peanut, safflower, and sunflower oil. Also stored here are barrels of preserved meat and fish, pickled and salted. There is about one month supply of cooking oil, though only a two week ration of preserved meat and fish.

7. SOVEREIGN SURVEY DEPARTMENT

SIGN: Yggsburgh Coat of Arms set over a triangle, a scale, and a scope.

ENCOUNTER: CZY environs #31, Brothers of Giant Regard.

This two–story warehouse of rough–hewn stonework is the headquarters of the Yggsburgh Survey Department. A large planning/board room with offices branching off of it are located here. Town employed engineers meet here to review plans, maps, surveys, and issues related to the challenges of surveying the environs of Yggsburgh.

This warehouse is stocked with tools and supplies related to both urban and wilderness surveying. These include spools of rope, string, and chain, along with scales, a–frames, tripods, sighting instruments, plane tables (drawing board mounted on tripod), and mapping equipment. Two specialized wagons are stocked with engineering and survey equipment. Each wagon is emblazoned with the Yggsburgh Coat of Arms set over a triangle, a scale, and a scope.

The Lord Mayor frequents this location, as he is quite interested in developing a road through Broadview Valley and the Norvale, and if so this will likely entail the enfeoffment of four or more knights with estates (CZY

Environs encounter #31). This is, of course, a complicated matter, as there are hostile woodsmen and elves of the area who value their freedom from Yggsburgh vassalage – there is much room for adventure no matter which side the adventurers favor.

The Head Engineer and Head Surveyor, both of whom serve the Lord Mayor's interests have offices at the ground level and family apartments on the first floor. Apprentice surveyors, map makers, and engineers work for these two men.

CUTHBERT WATERMAN, MASTER ENGINEER (*He is a 6th level, neutral, human ranger whose vital stats are HP 30, AC 15. His primary attributes are strength, dexterity, and wisdom. His Secondary Skill is Knowledge Specialist — Engineering, level 4. He carries a breast plate, longsword, dagger, and engineering equipment. He has a riding horse.*)

LESTER STONE, MASTER SURVEYOR (*He is a 4th level, neutral, human ranger whose vital stats are HP 20, AC 15. His primary attributes are strength, dexterity, and wisdom. His Secondary Skills are Knowledge Specialist — Surveying, level 3, and Knowledge Specialist — Cartography, level 3. He carries scale mail, short sword, mace, and mapping equipment. He has a riding horse.*)

ENGINEERS, MAP MAKERS, AND SURVEYORS x 8 (*They are student academicians with varying Secondary Skills appropriate to their respective trades.*)

8. WHITE OAK DISTILLERY

SIGN: Yggsburgh Coat of Arms set over a cask of oak

This three–story brick building is a town owned operation where whiskey is distilled and barreled, this being an export commodity. It is managed by the dwarf Kili Bigaxe, a master distiller of spirits. There is a small front office where business is conducted, while the remainder of the ground floor functions as the distillery, with four platform elevators within. In the office there is a clerk who handles shipping contracts for the export of the spirits distilled at this location. In the distillery, there are eight apprentice distillers who are supervised by journeyman distiller Harold Hogg. Hogg, a bent–back man of brutish features, handles most of the day to day operation as Kili Bigaxe rubs elbows with politicians and town notables.

Kili is a black haired dwarf with a beard trimmed short. He dresses in the finery of an Yggsburgh gentleman, and some dwarfs wonder whether he's lost his dwarfish soul. Such concerns, however are soon quelled when Kili arrives at the Dwarf Brewmeister Tavern (CZY #56) garbed in splint mail and offering to his kinsman Sigtri "Tree" Stoutback a small cask of his specialty batch of spirits to be shared.

In the distillery, the apprentice distillers grind the grains and cook them in water to a mash. Then they add yeast, and the mixture ferments. The mash then is heated, giving off alcohol vapors. The apprentices then collect the vapors and cool them, which thus liquefy as whiskey. The whiskey then ages in wooden barrels of white oak, export whiskey aging for usually 2 to 4 years while whiskey sent to the Citadel and select politicians such as the Lord Mayor and the Council of Eight, will age for up to 12 years.

The first floor is where barrels of whiskey are stored, while the second floor contains the eight–room apartment of the master distiller, Mistress Bigaxe, and their four children; also a two bedroom apartment for journeyman Harold Hogg, and a large common room for the eight apprentice distillers.

KILI BIGAXE, MASTER DISTILLER (*He is a 5th level, lawful neutral, dwarf fighter whose vital stats are HP 30, AC 10/18. His prime attributes are strength and wisdom. His significant attribute is strength 16. His Secondary Skills is Knowledge Specialist — distiller, level 4. When arrayed for battle he will don +1 splint mail and wield a battle axe, club, and dagger.*)

HAROLD HOGG (*He is a journeyman artisan.*)

APPRENTICE DISTILLERS x 8 (*They are apprentice artisans.*)

6 CASTLES & CRUSADES

9. CLEAN CHIMNEYS & ASH REMOVAL

SIGN: a painted wooden sign that depicts a fireplace with a fire, but no fuel or ash, it being clean.

This four-story plus loft building is constructed of ocher stonework cut to five-sided blocks. It is owned in partnership by four mages specializing in elemental fire. These wizards use their unique geourgic abilities to do as the name of this enterprise suggests: chimney cleaning and removing ash from private and commercial properties. With their powers arcane they are able to transform soot to lumps of pure carbon, and ash to potash. This is done by the use of two unique spells, both of which are well guarded.

The four mages are Fidelius Horn, Thomas Applewood, Hermione Marsh, and Edmund Weaver. Each are former apprentices to the Wizard Rollo Vale, originally of Dunfalcon. Rollo was an adventurous fellow who ventured to demi-planes hostile and malign. He never returned from one such jaunt nearly thirty years ago, his fate unknown.

Horn, Applewood, Marsh, and Weaver arrived at Yggsburgh some twenty years ago to practice commercial wizardry, having learned from their erstwhile master the peril of the adventuring life. Together they bought property and had guild masons erect the present building, the ocher stones (quarried in Hewerton) being cut five-sides to represent the four wizards and their lost master.

The partners based their enterprise on two unique spells, both written by the inimitable Rollo Vale. There is much commercial value in these spells: *Rollo's Soot and Cinders to Carbon* and *Rollo's Ash to Potash*. These new spells are described in Appendix C.

Several years ago the partners began an apprentice program for graduated students of the Yggsburgh Academy of Magic (*Grand Temple & College District #23*). The apprenticeship is a seven year process. They have thusfar produced four journeymen, each of whom directly serve a master mage. This program was engendered with the ambition to expand *Clean Chimneys & Ash Removal* to Dunfalcon and beyond.

The four journeymen are Garth Martin, Lawrence Hart, Gilbert Gilbertson, and Oliver Pike. Each has been instructed in the two spells unique to this enterprise. Presently, there are eight apprentice mages. Each respective master and his journeyman thus have two apprentices serving in capacities mundane and magical alike.

Clean Chimneys & Ash Removal is run from a small office on the ground floor, this office being attended by one journeyman and two apprentices. An additional outbuilding has room for horses, feed, and wagons. The magic cleaning is done by a mage and apprentice or a journeyman and apprentice. When cleaning is finished for the day, the apprentices take the wagon around and pick up the residual products from wherever they are left for such purpose. The small quantity of carbon and/or potash are loaded into the wagon (each of which are painted red with the company's sign emblazoned thereon), or carried off by an apprentice. These are salable commodities, of course.

Service. The fee for cleaning a chimney is 12 coppers per chimney per story of chimney height, so a three story tall chimney would be 36 coppers to clean. Ash removal cost is 1 silver per heap of c. 8 feet diameter and 4 feet height. Ash can be from any wood fire, even coal cinders, as these are transmuted to carbon. As the carbon (essentially charcoal) is less valuable than potash (used in the manufacture of soap, dyes, and glass), the cost for coal cinder removal is 15 coppers per heap. There is, however, a remote chance (1%) that *Rollo's Soot and Cinders to Carbon* will yield a small diamond valued at 300–600gp.

The Wizards. Each of the four partnered mages wear red velvet robes with black silk trim embroidered with sigils of gold thread. Among these sigils, the arcane symbols of *fire* and *ash* are prevalent. The journeymen

wear similar robes, except the black silk trim is not embroidered, and the apprentices wear robes of red velvet with no trim work. The Castle Keeper should supply each with a fair amount of fire-based spells, as each are specialists in this field of study, though none are given to combat save in the direst of circumstances; however, Hermione Marsh secretly dreams of using her arcane power to one day explore Castle Zagyg.

The Building. Each of the four floors is occupied by a mage. Each contains a foyer, two water closets, dining room, salon, great hall, library, study, laboratory/potionry (random assorted alembics, some being works in progress), and rear apartment for the respective journeyman helper.

GROUND FLOOR: Edmund Weaver. He is a tall, dark-haired fellow with a long sloping nose and thick brow. His journeyman is Oliver Pike, a slight man of cheery disposition.

FIRST FLOOR: Hermione Marsh. She is a thin woman, pale and freckled, with a head of wild, red hair. Her journeyman is Gilbert Gilbertson, a bald, portly man.

SECOND FLOOR: Thomas Applewood. He is a short man who wears a forked beard and has deep green eyes. His journeyman is Lawrence Hart, a stocky man with a bulbous nose.

THIRD FLOOR: Fidelius Horn. He is a tall stately man with long gray hair and beard. His journeyman is Garth Martin, a sandy haired fellow with dark skin.

LOFT: The eight apprentices dwell in the loft, two sharing meals with each mage partner and his respective journeyman. Here is a foyer, common room, study, and four double bedrooms.

Each of these floors are distinctly arrayed, each of varying style and furnishings as reflected by the tastes of the resident, though all have pine flooring, stained glass windows, and a variety of tapestries, paintings, and objects d'art. The Castle Keeper should devise these to be unique. Each will have secret compartments — a nook in a fireplace, a loose floor board, a false bottom to a drawer — where they will store 100–400gp in coin, and an assortment of gems and jewelry valued at 100–1,000gp. This entire building is protected by a host of magical alarms and traps, and both Thieves' Guild operatives and freelance thieves have learned lessons the hard way here. It should be noted, however that the four partners are foreigners with no political ties, and that they are non-combative in nature, though capable.

EDMUND WEAVER (He is a 9th level, neutral good, human wizard. His vital stats are HP 30, AC 11. His primary attributes are intelligence, wisdom, charisma. His significant attributes are intelligence 17 and charisma 17. His Secondary Skill is Esoteric Ability — level 4. He carries a +1 staff, +1 ring of protection, boots of levitation, and a ring of fire resistance. Wizard spells: 0th–5, 1st–6, 2nd–5, 3rd–3, 4th–2, 5th–1.)

HERMIONE MARSH (She is a 9th level, lawful good, human wizard. Her vital stats are HP 25, AC 15. Her primary attributes are intelligence, dexterity, charisma. Her significant attributes are intelligence 17 and dexterity 16. Her Secondary Skill is Esoteric Ability — level 4. She carries a staff, a +3 ring of protection, and a ring of invisibility. Wizard spells: 0th–5, 1st–6, 2nd–5, 3rd–3, 4th–2, 5th–1.)

THOMAS APPLEWOOD (He is a 9th level, chaotic good, human wizard. His vital stats are HP 28, AC 11. His primary attributes are intelligence, wisdom, constitution. His significant attribute is intelligence 16. His Secondary Skill is Esoteric Ability — level 4. He carries a +2 dagger, +1 amulet of protection, and a potion of gaseous form. Wizard spells: 0th–5, 1st–6, 2nd–5, 3rd–3, 4th–2, 5th–1.)

FIDELIUS HORN (He is a 9th level, chaotic good, human wizard. His vital stats are HP 30, AC 10. His primary attributes are intelligence, wisdom, charisma. His significant attributes are intelligence 18 and wisdom 17. His Secondary Skill is Esoteric Ability — level 4. He carries a +1 staff, a ring of fire resistance, and boots of spider climb. Wizard spells: 0th–5, 1st–6, 2nd–5, 3rd–4, 4th–2, 5th–1.)

OLIVER PIKE (He is a 6th level, neutral good, human wizard. His vital stats are HP 13, AC 10. His primary attributes are intelligence, wisdom, charisma. His significant attribute is intelligence 15. His Secondary Skill is Esoteric Ability — level 2. He carries a +1 dagger. Wizard spells: 0th–5, 1st–5, 2–4, and 3rd–2.)

GILBERT GILBERTSON (He is a 6th level, lawful neutral, human wizard. His vital stats are HP 14, AC 10. His primary attributes are dexterity, intelligence, and wisdom. His significant attribute is intelligence 15. His Secondary Skill is Esoteric Ability — level 2. He carries a staff. Wizard spells: 0th–5, 1st–5, 2–4, and 3rd–2.)

III. OFFICIAL ENTERTAINMENT BLOCK

THIS BLOCK IS COMPRISED OF official town entertainment. These locations are frequented by judicial officials, law officers, merchants, and politicians and the upper crust.

10. SQUIRE SAWYER’S (RESTAURANT)

REASON: to eat, dine with the upper crust, politicians, and lawyers.

SIGN: on escutcheon, a green field bordered gold and charged with a golden lion

This three-story brick-and-mortar building is on a walled in lot, the grounds of which are well-tended, with flowering shrubs and cobblestone walkways flanked by magical lighting of varying hues. Centered before this building is a large bronze statue of a young knight, seemingly too small for his armor, mounted on a rearing destrier. This is a rendition of the legendary Squire Sawyer.

The double front doors are of carved walnut, above which the restaurant sign is displayed. The restaurant is owned by Carl Oates, a soft-spoken friendly sort who caters to the needs of noblemen, knights, politicians, merchants, bankers, and legal officials.

The ground floor main dining area has floors of knotty-pine, with scarlet piled-wool rugs spread over non-traffic areas. The walls are paneled and wainscoted in fruitwood, with bronze sconces of *continual flame* providing fluctuating hues. The tables are of oak, round and surrounded by cushioned chairs.

The fare is of the hearty variety — fine cuts of beef, fresh fish (catch of the day), and salted pork. From a small central stage the restaurant harpist Robert Wainwright sings the legend of Squire Sawyer each evening, while plucking most adroitly. The Castle Keeper may thus relate the following tale, told in song and verse:

During the Battle of the Westfields, nearly a century ago, a despicable trio of mercenaries employed by Baron Redfort resolved to claim for their pleasure some “victory spoils” — a helpless pair of young maidens not yet of womanhood.

As legend has it, Squire Sawyer, an urchin boy of some 14 summers, had been under the tutelage of an elderly knight named Sir Macronald White who’d retired some twenty years earlier and presently served as a simple groundsman, caring little for land or title. In fact, few knew he was indeed a knight. After catching young Sawyer stealing from his garden, he’d taken the boy into his stable loft and taught him of honor, virtue, and arms.

LAWRENCE HART (He is a 6th level, neutral good, human wizard. His vital stats are HP 14, AC 10. His primary attributes are dexterity, intelligence, and charisma. His significant attribute is intelligence 14. His Secondary Skill is Esoteric Ability — level 2. He carries a staff. Wizard spells: 0th–5, 1st–5, 2–4, and 3rd–2.)

GARTH MARTIN (He is a 6th level, chaotic good, human wizard. His vital stats are HP 17, AC 10. His primary attributes are dexterity, constitution, intelligence. His significant attribute is intelligence 15. His Secondary Skill is Esoteric Ability — level 2. He carries a staff. Wizard spells: 0th–5, 1st–5, 2–4, and 3rd–2.)

APPRENTICES x 8 (They are 2nd level, neutral and good, human wizards whose vital stats are HD 2d4, HP 5, AC 10. Their primary attributes are mental. Their significant attribute is intelligence 15. They carry dagger or staff. Wizard spells: 0–4, 1st–3.)

On that fateful day, Sir Macronald was not present, for he’d ridden out to the front line (and died). But he’d left his plate mail in the stable loft, as he’d been no longer able to bear its cumbersome weight. Sawyer, the boy, spied the trio of mercenaries wolfishly cornering the young maidens, so, with the help of an old serving wench, he quickly donned the knight’s armor, mounted a destrier, and charged down those foul villains before they could consummate their sordid intentions. The boy fought with the courage of ten knights, vanquishing all three mercenaries. He was, unfortunately, mortally wounded during the fray. He died having defended the virtue of those two young maidens. Such is the tale of Squire Sawyer, who was knighted by the Lord Mayor and granted a coat of arms charged with a lion of gold to represent his heart.

The **GROUND FLOOR** of Squire Sawyer’s consists of a main dining room and a backroom bar. There are also two private salons, with a rental fee of 3 sp per hour, 15 sp for up to eight hours. There are 16– 25 other guests at any time, these being common bureaucrats and gentlemen. Of these, at least two will be patrons of import from the list below; note, however, that each will likely be with their respective family, retainers, or business associates. The Castle Keeper may choose notable NPCs from this or other modules in this series, and also from *Castle Zagyg*, Vol I: *Yggsburgh*. Roll a d20 to determine.

D20	PATRON OF IMPORT
1	a council member
2	a knight of the town
3	an officer of the Town Guard
4	an academician or professor from the College
5–7	an important shop owner
8–9	one of the Lord Mayor’s officers
10–14	a wealthy merchant
15	a guildmaster
16–19	a trio of aristocratic, young bravos
20	a foreign dignitary or wealthy exotic traveler

Employed here is a wait staff of five, a head waiter, a head chef, two cooks, two scullions, two porters, two serving maids, two upstairs maids, two valets, a janitor/handy-man, a groundskeeper, a stab master, a groom, and two stableboys.

The BASEMENT contains a kitchen (with dumbwaiters), cold storage, buttery, and three staff apartments (these in addition to loft apartments above the stable and carriage house).

The FIRST FLOOR contains the apartments of the proprietor, Carl Oates (age 40), his wife Susan (age 37), and their three children, Maggie (22), Albert (21), and Ed (16), all of whom work for the family business. The second floor contains the apartments of the head chef, Neal Rush (48), his wife, Edith, and their two children, along with additional apartments for staff.

The Oates family and all the employees of Squire Sawyer's folks should be considered simple commoners, excepting the following notables:

CARL OATES (*He is a 4th level, chaotic good, human fighter whose vital stats are HP 29, AC 12 or 14. His primary attributes are strength, dexterity, wisdom. His significant attributes are strength 16 and dexterity 16. When prepared for battle he wears leather armor and wields a short sword.*)

ROBERT WAINWRIGHT (*He is a simple commoner with Artistic Capacity, Literary Art — level 2, Thespianism — level 2.*)

GOODS AND SERVICES	COST
Ale or Beer	5 cp per pint
Wine	2 sp per glass; 20 sp per bottle
Liquor	3 sp per glass
Brandy	2 sp per glass
Coffee	2 cp per cup
Hot chocolate	4 cp per cup
Cider (in season)	1 sp per pint
Ginger ale	4 cp per pint
Root beer	4 cp per pint
Buttermilk	2 cp per pint
Breakfast	2 sp
Dinner, including pint of ale	8 sp
Supper, including pint of ale	12 sp
Stabling, per hour	4 cp
Vehicle storage, per hour	6 cp

11. THE SAVAGE COCK (COCK-FIGHTING CASINO)

REASON: to gamble with aristocrats, politicians, and legal officials.

SIGN: a mounted escutcheon to the right of the entrance emblazoned with Ironwood coat of arms — a field of green dovetail bordered gold with a beaked, jewellapped and armed cock in fess (middle), spurs affixed to its legs.

This two story with loft, firebrick building is a cock-fighting casino. It does not open until the evening (after dark), and there is often a mixed crowd — warehouse workers, gentlemen, politicians, and legal officials as well, all of whom share a love for the thrills this establishment provides. Of course, there are a number of swindlers, thieves, and doxies frequenting as well. On any night there are 13–20 patrons here, though the night before Freeday, this number could easily be doubled. Although this place is not nearly as fashionable as the Cockerel Casino (CZY #55), similar rules apply: patrons are not permitted to wear armor or carry weapons larger than a small sword.

Outside the establishment (late night) there is a 50% chance that 1–4 prostitutes (licensed) are soliciting, these being keen to men fat of purse and full of drink. They are buxom and lovely, dressing in silk gowns and fancy wigs. In Fourway Alley out back, there is a 25% chance that 1–2 prostitutes (unlicensed) will be about, these wearing cheaper clothing, wigless, and less attractive.

LICENSED PROSTITUTES x 1–4 (*They are courtesans.*)

UNLICENSED PROSTITUTES x 1–2 (*They are harlots.*)

The Savage Cock is owned and operated by the gentleman, Herbert Ironwood, whose staff includes twelve guards, a bar tender, and three serving wenches, Gilda, Joan, and Olivia (each moderately attractive). Master Ironwood is a smallish man with hawkish features, pale skin, and sandy-blond hair.

GROUND FLOOR. The ground floor opens to a lounge and bar room, these being of slate tile floor and fruitwood paneling, with round tables, high-back chairs. Patrons drink and smoke before moving to the rear of the building where the cock-fighting pit is. The bartender is Steven Smith, a thin, gray-haired man with rubbery veins protruding about his arms and neck.

STEVEN SMITH (*He is a simple commoner.*)

SERVING WENCHES x 3 (*They are simple commoners.*)

GOODS	COST
Ale	6 cp per pint
Beer	4 cp per pint
Liquor	4 cp – 1 sp per glass
Wine	6–16 cp per glass

In the back of the ground floor there is a cashier's room, which is caged off in bars. This caged off area also contains the stairs to the basement, which contains the strong.

THE COCKFIGHTING PIT. The cockfighting pit is located in back of the bar and lounge. It is a 20-foot diameter, raised, circular stage. It is surrounded by a barrier to keep the birds from falling off. The mains (matches) consist of fights between an agreed number of pairs of birds, the majority of victories deciding the main. There is also the "battle royal" in which a set number of birds are placed in the pit and allowed to remain until all but one, the victor, are killed or disabled. Gambling occurs before and throughout each contest. Odds against one bird or the other will often fluctuate throughout, and it is not uncommon for a substantial amount of money to be wagered.

The cocks are bred to fight and are usually put to the main at one and two years of age. Before their entrance, they are intensively trained. Before the match, spurs of metal or bone are slipped over the natural spurs of the gamecocks. Some fights go to an absolute finish (i.e. death), though rules of this establishment allow for the withdrawal at any time of a badly damaged cock. Matches are judged by Walter Finch, whose word is absolute law. Finch, age 62, is a short, humorless man with a perpetual frown.

WALTER FINCH, COCKFIGHTING JUDGE (*He is a simple commoner with Judgement Ability — level 2, and Swindling Ability — level 2.*)

If anyone is caught cheating, word is sent immediately to the Sheriff, while the offender is offered a free drink that is drugged. A constitution saving throw at –20 must be made or the character drinking falls unconscious. The offending party is then removed to a private room where the law officers will take him to gaol. A trial follows at the Court House the next day for Grand Theft (see Appendix E). The charge will be dropped if the offender pays the casino twice the amount won by cheating and court costs of 3 gp. Cheating usually involves affecting a gamecock in a positive or negative fashion. Being caught cheating also results in expulsion from the casino, and as there will be several aristocrats, legal officials and other notables about, the cheater will become ostracized from all social contact. If only one person sees and accuses a character of cheating, the latter can deny the charge and ask for satisfaction in a duel. Note that there are four guards patrolling in pairs.

GROUND FLOOR GUARDS x 4 (These are 4th level, neutral, human fighters whose vital stats are HP 24, AC 12. Their primary attributes are physical. Their significant attribute is strength 14. They carry leather armor and short sword.)

CASHIER'S CAGE. The Savage Cock uses chips, and these must be purchased from the cashier through a grating in the bars of the cage. Characters who attempt to subvert the process by gambling with coins and not chips will be warned once, removed if again offending. The casino derives its income from the purchase of chips, taking 10% in all such exchanges. The cashier is Robert Long, a stony-faced man of 45 years. He has two guards, both of whom stand outside the cage.

ROBERT LONG, CASHIER (He is a simple commoner with some Business Ability.)

CASHIER'S GUARDS x 2 (These are 6th level, lawful neutral, human fighters whose vital stats are HP 54, AC 15. Their primary attributes are physical. Their significant attribute is strength 16. They carry chain hauberk, long swords, clubs, and daggers.)

BASEMENT. The basement strong room contains over 500 gp, with a secret trapdoor compartment with which holds another 1,200 gp, this latter amount being the accumulated wealth of the proprietor. The strong room is protected by any manner of magical and mechanical traps of the Castle Keeper's choosing, with the secret stash being protected by a poison dart trap (constitution saving throw at -5 or death). The guard staff of twelve have a basement office, five of whom are stationed here, in the strong room. The Captain is also usually here, though he will patrol this entire location

CAPTAIN (This is a 9th level, lawful neutral, human fighter whose vital stats are HP 64, AC 14. His primary attributes are physical. His significant attribute is strength 16. He carries chain hauberk, +1 bastard sword, dagger, and whip.)

STRONG ROOM GUARDS x 5 (These are 6th level, lawful neutral, human fighters whose vital stats are HP 42-54, AC 15. Their primary attributes are physical. Their significant attribute is strength 16. They carry chain hauberk, long swords, clubs, and daggers.)

FIRST FLOOR AND LOFT. The first floor contains the palatial apartments of the owner, Herbert Ironwood. These apartments are accessed only through the cashier's cage. Master Ironwood lives alone, served by a his housekeeper and manservant, a married couple who reside in the loft level. Master Ironwood is a former member of the Dunfalcon Thieves' Guild, and is wanted there for unsanctioned robbery and refusal to tithe. It is estimated that he owes said guild an amount no less than 5,000 gp, and as a result he lives under a pseudonym (his real name being Kirby Grey, his real hair color being black) and will never register himself with the Yggsburgh Thieves' Guild for fear of recognition.

HERBERT IRONWOOD (He is 13th level, chaotic neutral, human thief. His vital stats are HP 43, AC 18. His primary attributes are dexterity, intelligence, charisma. His significant attributes are dexterity 18 and charisma 18. His Secondary Skill is Escape Ability. He carries +1 leather armor, hat of disguise, +2 ring of protection, and +1 short sword.)

12. THE BALL & MALLET (CROQUET CLUB)

REASON: if the characters, being renowned for their good deeds and social grace, are invited to join this august club; to play a game of croquet and rub elbows with aristocrats, politicians, and legal officials.

SIGN: above the entry, a mounted pair wooden mallets crossed at the handles, between which are four wooden balls, striped blue, black, red, and yellow.

This location, being walled on its south and east sides and fenced on its north and west sides, is the establishment of City Attorney, Master Herbert Lewis, a handsome, stately sort who wears a black wig and garbs himself in the finest

and most bejeweled of current fashions. The Ball & Mallet is a members-only club for players of croquet. This is a place of high class, and patrons are largely of the serious sort, these being aristocrats, guild masters, legal officials, and politicians (They are commoner bureaucrats, gentlemen, tradesmen, and Noble Gentlemen, unclassified). Armor is not allowed to be worn here; likewise, weapons larger than a small sword are disallowed. Most patrons will likely carry a featherstaff, the preferred weapon of gentlemen.

During the work week, this place is open only to male members, who arrive to play a game while discussing business, politics, legal matters. Deals are often brokered while enjoying a game of croquet. On Freeday, when all such members are enjoying their day of respite, the Ball & Mallet is open to Ladies of Quality who come to compete in a bit of sport. As the men do, they will gather in the lounge and discuss current events, including a healthy amount of gossip. They are largely of middle to upper-class and quite competitive on the court; more so, some would argue, than the men. Master Lewis is having affairs with three of these female members, cunning linguist that he is.

The main building is firebrick of three stories with a dressed stone face. The front door opens to a lounge where members may socialize, drink a cocktail, and conduct business. The floor is of slate tile, with walls paneled and whitewashed. Paintings depict images of Big Fish Lake. The first floor contains the apartments of Master Lewis, who lives alone with his pet cat. The second floor contains staff apartments, as does the basement level, which is also used for storage.

The staff of the Ball & Mallet consists of the bartender, Dirk Green, bald of pate with mustachio of red. He keeps a club under the bar for security. Also there are three serving wenches, Anna, Darlene, and Violet, each quite attractive and garbed in bosom-thrusting corsets and fine laced dresses of lavender; however, they tend to dress down on Freeday. Anna is actually a representative of the Assassins' Guild, and only the proprietor knows this; the other girls suspecting she is having a secret love affair with the owner, as they've been seen conversing in private.

HERBERT LEWIS, CITY ATTORNEY (He is a lawful neutral Noble Gentleman, unclassified whose vital stats are HP 7, AC 10. His significant attribute is charisma 18. He has the Secondary Skills of Judgement Ability — level 4, Suborning Ability — level 3, and Swindling Ability — level 3. He carries a +1 featherstaff.)

DIRK GREEN (He is a 5th level, lawful neutral, human fighter whose vital stats are HP 29, AC 10. His primary attributes are strength, dexterity, wisdom. His significant attribute is strength 16. He carries a club.)

ANNA (She is a 5th level, lawful evil, human assassin whose vital stats are HP 20, AC 15. Her primary attributes are dexterity, constitution, charisma. Her significant attributes are dexterity 18 and charisma 17. Her Secondary Skill is Detection, level 2. She carries a +1 poniard, +2 ring of protection, and an ounce of Hemlock stored in a false boot heel.)

DARLENE AND VIOLET (They are simple commoners of high charisma.)

GOODS	COST
Wine	16 – 25 cp per glass; 1 – 2 gp per bottle
Liquor	18 – 25 cp per glass
Brandy	2 – 6 sp per glass
Coffee	4 cp per cup
Tea	5 cp per cup
Hot Chocolate	8 cp per cup
Cider (in season)	5 cp per pint
Ginger Ale or Root Beer	3 cp per pint
Buttermilk	2 cp per pint

A. This smaller side building is a sales and rental shop where members may rent or purchase mallets and balls for the game of croquet. It is also where characters may petition for club membership. To become a member, one must be of the Middle to Upper-class social standing, this evidenced by property & deed, and title. Additionally, one may be sponsored by a member in good standing. There are two clerks.

CLERKS x 2 (*They are simple commoners.*)

GOODS AND SERVICES / COST

Membership / 5 gp initiation fee, 1 gp per month dues

Croquet equipment rental / 5 sp per day

B. This is the croquet course, green and well-tended.

13. MARVIN'S MARVELOUS MENAGERIE

REASON: to observe an eclectic collection of beasts in captivity

SIGN: a gargantuan ape pounding its chest

ENCOUNTER: Killer Kang Escapes!

This lot is surrounded by 18-foot tall brick wall set with curved iron spikes turned inward. A 50-foot tower of granite rises from the center of the lot. Twice per year, at each equinox, from the top of this tower rises a giant cage of iron within which a 20-foot tall ape is caged. This is Killer Kang, the featured beast of Marvin's Marvelous Menagerie. The streets crowd about the menagerie as citizens and foreigners stop to watch the great ape roar, pound his chest, and shake the bars, this being met by a spirited applause.

Marvin's Marvelous Menagerie is the establishment of Marvin "The Marvelous" Ashwood, a wizard of no little skill and adept woodsman as well. Ashwood has lived a life of adventure and derring-do, and those who know his secret, know that he has survived exploring a demi-plane created by the Mad Archmage, Zagyg.

There are two guards standing at the front gate (12-foot reinforced, oaken doors). They wear red blouse and red pantaloons, black hose, and a cylindrical fur hat dyed black. Over the blouse is worn a tabard of embroidered with the image of a roaring ape. Each guard wears by his side a rapier and a coiled whip of black leather.

Entering the front gate, one must traverse a limestone cobbled walkway to the stone tower. The walkway is flanked by walls of brick 12 feet in height, each wall inset with small iron-barred windows offering glimpses of the exhibits left and right (described below). An elevator platform of 20 x 20 feet is located on this walkway, the mechanism of which is activated from the basement below. The platform is used to convey beasts in and out of the menagerie during off hours.

GUARDS x 2 (*These are 3rd level, neutral, human fighters whose vital stats are HP 24, AC 11. Their primary attributes are physical. They carry cloth armor, rapier, and whip.*)

Entering the menagerie tower. Carved in granite relief above the front doors of the stone tower is the form of an ape pounding its chest.

FRONT OFFICE. Within is the ticket sales office, a small chamber of flagstone floors, piled rugs of royal blue, and wool tapestries depicting exotic beasts. There is a marble counter behind which a clerk sells admission tickets to the menagerie. Behind the counter there is a single door with a sign that reads "STAFF ONLY."

Admission: Tickets are 3 sp per adult, 1 sp for children.

CLERK (*This is a simple commoner.*)

A pair of double doors are set beside the ticket counter. Flanking the double doors stand two guards, dressed as the front gate guards are.

GUARDS x 2 (*These are 3rd level, neutral, human fighters whose vital stats are HP 24, AC 10. Their primary attributes are physical. They carry cloth armor, rapier, and whip.*)

Members of the menagerie staff or custodians may be seen about during the day, the former being garbed in pale blue, loose-fitting uniforms, the latter in brown — all embroidered on the breast with a roaring ape.

STAFF x 6 (*These are simple commoners with the Secondary Skill of Knowledge Specialist — Flora and Fauna, level 3. They carry whips.*)

JANITORS x 4 (*These are simple commoners.*)

GROUND FLOOR.

STAFF ONLY door. Behind this door there is a narrow hall with stairs leading down to the basement supply area, where the staff accesses each the exhibit areas. This is also where the proprietor resides (see **BASEMENT** below). There are also stairs ascending to a staff chamber adjacent to Killer Kang's cell (see **FIRST FLOOR** below).

Menagerie. Upon presenting one's ticket to the guards, the main doors to the menagerie are held open to the great chamber, which is large and open with a 15-foot ceiling. Displayed are several preserved beasts in various (and often frightening) poses. These include a giant otter standing upon a plinth of marble on its hind legs, an enormous crocodile suspended from chains with jaws gaping menacingly, and a giant polar bear, roaring at a surrounding pack of snarling grey wolves. A switchback set of stone stairs at the north side of this chamber lead to the first floor where Killer Kang is sequestered.

The Tour. Tours commence on every hour, each tour being 45 minutes long, starting 9:00 AM to 5:00 PM. The tour guide is Goodwoman Mara Jay, a square-built, middle-aged woman who speaks with clarity. She is quite versed on the menagerie's flora and fauna and will deliver insightful descriptions of species, ecologies, etc. Up to 20 visitors may attend a tour. Questions are discouraged during the tour and should be reserved for the end.

Goodwoman Jay leads the tour through the gates northeast, northwest, southeast, and southwest. Each gate opens to a caged in walkway, 18 feet tall, the tops of which are spiked and curved-in so as to prevent any foolish patron from attempting to climb. In the past, this has proven quite disastrous. From each these protected viewing areas a pair of exhibit areas may be observed. The last part of the tour is the viewing of Killer Kang. The guide leads the group back to the tower, then to the switchback stairs at the north side of the hub chamber.

GOODWOMAN MARA JAY (*She is a simple commoner with Secondary Skill of Knowledge Specialist — Flora and Fauna, level 3.*)

Note on the Exhibits. Each of the five following exhibits have access points to the basement of the menagerie tower. From the basement rises a series of ramps, each one climbing to a ramped gate in the respective exhibit area. These are the staff access points (double doors followed by iron gates); here the staff will feed and tend to the individual needs of each exhibit.

X-A. In this exhibit there are flowering shrubs and a man-made water hole. Here lurks a smilodon of grizzled muzzle. The beast is spotted like a leopard, and its serrated fangs are 10-inches long. "King" is quite mad being imprisoned as such, and often paces his cage or sleeps fitfully. They have in the past attempted to give the saber-tooth a mate, but old "King" killed them each and all; it is agreed that he is quite antisocial.

SABER-TOOTHED CAT (*This neutral creature's vital stats are HD 7d10,*

HP 59, AC 14, MV 40 ft. *Its primary attributes are physical. It attacks with two claws for 2–5 points of damage each and a bite for 2–12 points of damage. If the smilodon scores two front paw hits in the same melee round, it can then make two additional rake attacks with its two rear claws, gaining an additional +2 “to hit” and inflicting 2–8 points of damage each. XP value: 495)*

X–B. This flora exhibit is set over an underground heat plate fueled by hot water, the furnace for which is set in the basement of the menagerie proper. Steam issues from the plate at various intervals, providing the necessary environment for the garden within, which is semi-tropical. Here grow broad-leaf plants, pendulous ferns, ubiquitous vines, giant violets, and brazilwood saplings. Among the many beautiful and exotic flora and fauna (tropical birds, tree frogs, voles, spiders, and tiny primates) is the exhibit feature: the *man-catcher*. The man-catcher is a large, viny plant purported to be capable of swallowing a man whole. In truth, it is only capable of swallowing whole a child, or perhaps a small demi-human or humanoid.

The man-catcher is a viny plant that requires a moist and warm habitat. It grows about 12 feet long and bears a cluster of pink and white blossoms at the top of its flower stalk. The blossoms rise from a tuft of oddly shaped leaves. The leaves consist of two lobes hinged to a central rib. The surface of each lobe bristles with sensitive hairs, and the edges of each lobe are fringed with sharp, woody talons. When a small, warm-blooded creature brushes one of these hairs, the two lobes clamp and trap the creature within. The soft parts of the entrapped animal are digested by a fluid secreted by special glands inside the leaf; once digested, the bones are spat out. This entire process takes about six hours. Afterwards the maw re-opens, in position to capture yet another victim.

Goodwoman Mara will point out the parched bones surrounding the plant, stripped clean. She may then demonstrate the man-catcher's unique form of predation by releasing a rodent or rabbit beside the carnivorous plant. Sometimes she will allow a volunteer to assist her in this process, for sake of drama.

MAN-CATCHER* (*This neutral plant's vital stats are HD 4d8, HP 25, AC 14, MV 0. Its primary attributes are physical. It attacks with a bite for 1–2 points of damage, though will only attack a small-sized creature or less. If an attack is successful, it will attempt to swallow whole its prey should the victim fail a dexterity save [CL 4]. Each round spent inside the man-catcher causes 2d6 points of acid damage. If attacked, the plant secretes an acidic coating that inflicts 1d4 damage to any creature touching or touched by the plant. XP value: 250)*

*see Appendix B for more information.

X–C. This exhibit is composed of short, thick grass and sedge. Large bales of hay are interspersed throughout. This is the cage of Sir Hornsby, a giant aurochs. The beast stands nine feet at the shoulder and weighs 7,000 pounds. The bull has spreading, forward-curving horns that could kill any man with its deadly charge. Sir Hornsby, however, is quite docile, having been castrated. Goodwoman Jay will hand feed him if he is near the bars, but otherwise he is too dull to respond to his name.

“SIR HORNSBY” THE AUROCHS (*This neutral creature's vital stats are HD 6d8, HP 34, AC 14, MV 30 ft., 60 ft. charge. Its primary attributes are physical. It attacks with two hoof attacks for 1–8 points of damage or a charge for 3–12+4 points of damage with additional 1–6 trampling damage. XP value: 404)*

X–D. This exhibit features a large, though shallow, pool of water within which huge snapping turtles wade. These turtles resemble alligator snapping turtles, though twice the size — 4 feet long and close to 3 feet wide, with massive beaks. The turtles are very territorial, and the tour guide will explain that “Willy” controls that corner, while “Smithy” controls

that corner, and “Hatchet” controls that corner. Normally solitary, the reptiles have learned to tolerate one another, but there are more than a few battle scars among the dominant males.

This exhibit's shallow pool is stocked with fish, so one can observe the turtles unique feeding method: sitting quietly immersed with beak open, the turtles use a worm-like appendage inside their mouth to attract prey.

TURTLE, HUGE SNAPPING* x 18 (*These neutral creatures' vital stats are HD 5d8, AC 19 shell, 12 head, limbs and tail, MV 3 ft. land, 6 ft. swimming. Their primary attributes are physical. They attack with a bite for 2d4+10 points of damage. Once the huge snapping turtle has successfully bitten a victim it does not have to strike again. Each round thereafter the turtle inflicts 2d4 points of damage per round. Also, the turtle may attempt to drag creatures into the water where they may drown. To escape, the turtle must be killed or suffer the loss of 50% of its hit points, or the victim must make a successful strength save to break free. XP value: 100+5 each.)*

*For more information refer to CZY: Appendix G, Monsters.

X–E. This exhibit is somewhat dry, with grasses, sedge, and shrubs. Here resides an Oliphant of massive size. “Ollie” is a docile animal, and he will often walk up to the bars when visitors are about, gently reaching between the bars with his trunk. “Ollie” is an older Oliphant who has lived in captivity his entire life. His tusks are quite long, some 10 feet in length, and up-curving. There is a small pond kept in this exhibit, thick with reed grass. “Ollie” will often collect water in his trunk and spray himself — and sometimes the visitors. A flock of ibises is also kept here, and they feed on crustaceans in the pond. Ollie ignores the birds, which sometimes perch on his back. Ollie is bonded with Goodwoman Mara Jay.

OLLIE THE OLIPHANT (*This neutral creature's vital stats are HD 7d8, HP 35, AC 15, MV 40 ft. It attacks with 2 tusks for 2d8 points of damage, or 2 stamps for 2d6 points of damage, or trunk for 1d6 points of damage. XP value: 515)*

FIRST FLOOR. There are two access points to the first floor. The first is the “STAFF ONLY” door of the front office. This leads to the control room. The second is the public entrance, accessed via the switchback stonework stairs at the north side of the tower's main chamber. This leads to Killer Kang's viewing chamber.

Control Room: This chamber is small and of reinforced stonework. The north wall has a sliding steel plate that opens to an iron-grated window looking in on Killer Kang's cell. Food is slid under the grate twice per day, the great beast being fed meat and fruit. There is always a member of the staff in the control room. There are three levers on the south wall of this room. They are white, green, and red.

- **WHITE LEVER.** This lever, when lowered, opens the ceiling of the tower. The hinged roof portal splits open like an inverted “V” until both sides stand perpendicular, and then fold down horizontally.
- **GREEN LEVER.** This lever, when lowered, initiates the mechanism that raises the Kang's cage to the roof of the tower proper for all the city to observe. This is done twice per year on the equinoxes. The entire process enrages the Kang to great fury, and he will scream, roar, pound his chest, and shake the cage. It is an excellent public display. Kang, however, gets stronger and madder with each passing season. But also more cunning. He realizes that he will soon be able to bend the bars of his cage and escape.
- **RED LEVER.** If this lever is pulled down, a sleep gas (save versus poison CL 5 or sleep for 1 turn) is released, filling Kang's cell. This is a precautionary device for cases in which Kang either grabs hold of a person or otherwise seems like he is about to break free. It has also been used in the past when Kang has behaved self-destructively.

What the staff and proprietor do not know, however, is that Kang has become resistant to the effect.

Killer Kang's Chamber. The door that opens to Killer Kang's chamber is of reinforced oak engraved with the image of a roaring ape. Within is a stark chamber of forty foot by twenty foot width. This is the viewing area of the massive cage where Kang is kept.

Kang appears in all respects as a massive gorilla of 20-foot height. He is not fully grown. He grows larger and smarter with each passing season. He hates being viewed and he hates everyone involved with the menagerie, including the staff, Mara the tour guide, and particularly Marvin "The Marvelous" Ashwood. He would rend and kill them each and all. He dreams of vast jungles and of female apes.

When viewed, he will ignore visitors, unless they get too close. If they do, he may (50%) attempt to grab them by arm or leg, rip appendage off, and eat it. Of course, the tour guide is quick to divulge the danger of approaching too close, even when Kang is at the other side of the cage, as he is capable of amazing bursts of speed.

"KILLER KANG," GARGANTUAN APE (*This neutral creature's vital stats are HD 19d8, HP 134, AC 17, MV 40 ft., 60 ft. leap. Its primary attributes are physical. It attacks with two fist attacks for 1d10+10 points of damage and a bite for 3d4 points of damage, or two foot stamps for 4d4+4 points of damage. If this creature successfully attacks with both fist attacks, it will automatically rend for an additional 1d12 points of damage. If it successfully overbears its opponent, the defender is knocked prone and takes 2d8 points of damage. If it successfully grapples its opponent, it will either squeeze for 5d4+5 points of damage per round or hurl the opponent 30-feet for 6d6+6 points of damage. This creature can also uproot a tree of up to 75-feet and use it as a weapon that inflicts 3d4+4 points of damage. This creature regenerates 1 HP per round unless it is reduced by 50 HP or more. XP value: 9,846*)

BASEMENT. Accessed via the "STAFF ONLY" door behind the marble counter of the main entry chamber area above, a set of flagstone steps lead to the basement area where Marvin "The Marvelous" Ashwood keeps his personal quarters, where the staff meet and train, and where food stores are kept. The basement is extensive, running below the entire complex, with flagstone slabs throughout.

This basement is exclusively utilized by menagerie staff; visitors are not allowed unless by invite of the proprietor alone. There are five notable ramp ways here that lead to each of the exhibit areas above. Each ramp climbs to a set of double oaken doors that inward open, followed by an iron gate. Food stores contain oats, hay, vegetables, caged animals (sheep, rabbits, etc.), and anything else specific to the individual exhibit.

Also of note is a 20-foot wide tunnel area that runs underneath the main walkway above (the one that leads to the menagerie tower proper). The southernmost point of this tunnel ends at a heavy elevator platform of 20x20-foot size and drawn by thick, winch drawn chains. The platform is kept raised, thus serving as the floor of the walkway above. This elevator platform is only used when a large animal is to be conveyed in or out of the menagerie (at night usually). In most such cases, the animal will be sedated.

In the center of the basement area, directly below the center of the tower proper above, there is a set of flagstone stairs that curl down to the sub-basement area. This is where the furnace is kept, which is heated by an underground hypocaust system. There are many conduits of lead pipes extending from here, and these may be closed or opened via valves. The conduits each lead to plates under each the exhibit areas, so if an exhibit requires heat or moisture, hot water may be piped in.

Otherwise the basement chambers, which extend under the entire com-

plex, contain staff meeting rooms, janitorial supplies, large and small cages and pens, and a locked supply room (CL 3) where sedation toxins are stored. Of note is a large supply of liquefied *laburnum*, which can induce coma if ingested by a human or demi-human. This supply, worth some 2,000 gp on the black market, is kept in corked alembics on shelves. The proprietor acquires his supply from the Assassins' Guild.

Marvin "The Marvelous" Ashwood's quarters. The north side of the basement area is where the proprietor keeps his private chambers, which consist of a lounge, a kitchen, a dining room, a trophy room (stocked with aurochs horns, taxidermed bear and lion heads, etc.), a library, a laboratory, an office, a guest room, a servant's room, and a master bedroom (richly furnished with four-poster, armoire, bureau, full-length mirror, and bearskin carpets). Displayed in nearly every room is a portrait of Marvin.

In a locked chest in the master bedroom, Marvin keeps his large, dragonskin spell book. This tome is 18 x 24 inches and weighs 20 lbs. The Castle Keeper should stock this book with a variety of useful spells. Under his bed, Marvin keeps a loose flagstone under which is a collection of 110 assorted gemstones valued at 31-50 gp each. The loose flagstone is enchanted with *explosive runes*. Marvin keeps a manservant who keeps his subterranean home clean, and also cooks for him.

Marvin "The Marvelous" Ashwood has little care or interest in meeting the general public, and will usually not be about the upper levels until after-hours. Ashwood is tall, blue-eyed man with tanned skin, gray-streaked black hair, and thick, furrowed brows. His countenance is ever intense, eyes ablaze, and he is riddled with scars about his face and neck. He garbs himself in red and forest green plaid blouse, like pantaloons, and soft leather boots; unless he is on expedition, in which he wears an explorer's outfit of browns, greens, and grays. He is, however, not respected by true huntsmen, as he uses dweomercraeft to capture beasts, which is considered "cheating."

Marvin sometimes enjoys the company of those who share his adventurous spirit, and will invite those like of mind on occasion to dine and smoke with him. He offers bound volumes of parchment that reveal the tale of his Great Adventure described below, and at the dinner table he will stand before his guests and read aloud. On a few occasions (after a bit too much libation) he's admitted the truthful ending of this tale; otherwise, such knowledge may be gleaned via rumor.

This adventure was one of many such in which the great wizard-huntsman captured or quarried beasts strange and exotic. One day The Marvelous One heard tale of a strange demi-plane created by the mad archmage Zagyg, wherein a gargantuan ape named Uunga ruled — a beast unconquerable, so spake the legend. And thus the impetus for the wizardly huntsman to embark upon a fantastic voyage: to capture and subdue the beast.

In Castle Zagyg the wizard-huntsman sought a rumored access point, a gateway to the demi-plane where Uunga reigned, but he failed time and time again to locate it. And at each expedition his henchmen perished, victims of those dread and eldritch machinations and monsters of the mad archmage's seemingly limitless catacombs.

Then Ashwood learned of an alternative method to reach the demi-plane and so sought a powerful dweomercrafter who'd engendered a means of transportation without having to plumb the hostile depths of Castle Zagyg. An agreement was struck, and soon, by way of an enchanted metal ship, Marvelous Marvin and his henchmen set sail on a storied lake of uncertain depths.

Days and nights passed in that curious vessel. In the foggy distance they at length spied jagged mountains rising from a tropical island hemmed in by impenetrable fog. The island towered above the surrounding water,

with sheer cliffs rising, these being decorated with the skeleton wrecks. Thick-bellied clouds hung over the island, and they reflected undulating hellfire below, thus intimating volcanic activity. This, of course, was the legendary island spoken of in fragmented tales, where cannibalistic savages worshiped the gargantuan ape Uunga as their very god! There could be no greater quarry for one such as Marvin “The Marvelous” Ashwood.

His plan was simple: using a most potent sleep venom, he would surround the beast and pin-prick it with poisoned arrows, thus rendering it helpless. He would then invoke further dweomercraft so as to convey the great beast to the Prime Material plane. But plans are often hampered . . .

One by one, Marvin’s henchmen were killed, victims of that most hostile island — its savage beasts and cannibalistic tribesmen. In the end, Marvin was the only one left. Then, in a most epic battle, Marvin “The Marvelous” Ashwood was forced to slay the beast Uunga with his own great powers! It was most unfortunate that this god of the savages had to be killed, but the wizard-huntsman had no choice. Consequently, he was forced to capture the beast’s only male offspring, a beast of near equal monstrosity, which he duly named Killer Kang, for this one had killed many men as well! And so Marvin “The Marvelous” Ashwood brought to the civilized world this most ferocious beast.

The Truth: After the island claimed the lives of Ashwood’s henchmen one at a time, and when at last they located Uunga, their sleep-poison arrows proved ineffectual. Marvin abandoned his men to die. He then devised a somewhat less-than-spectacular means to have his gargantuan ape: he baited Uunga into battle with 50-foot python, and while ape and serpent engaged in epic struggle, Marvin stole into a cave lair where Uunga’s mate nursed their offspring. The wizard-huntsman subdued the hapless mate and then employed his magical net to capture the man-sized infant primate. Marvin later escaped Zagyg’s demi-plane with his quarry and secretly raised the beast in his dungeon until it reached its present size. Then, in his typical vainglorious fashion, he revealed the Wonder of the World, “Killer Kang” as the main feature of his menagerie.

MARVIN “THE MARVELOUS” ASHWOOD (He is a 10th/4th level, chaotic neutral, human wizard/fighter. His vital stats are HP 41, AC 15. His primary attributes are strength, intelligence, charisma. His significant attributes are dexterity 16, intelligence 18, charisma 17. His Secondary Skill is Esoteric Ability, and Woodsman Ability — level 3. He wields a +2 longsword for +7 “to hit” and 1d8+3 points of damage, wears a +3 ring of protection, and carries a wand of hold monster with 27 charges, a net of catching*, and a shock stick**. Wizard spells: 0th–6, 1st–6, 2nd–5, 3rd–4, 4th–3, 5th–2.)

*See Appendix F of *Castle Zagyg*, Vol. I: *Yggsburgh*.

**See Appendix C of this volume.

14. THE PENWICK INN

REASON: to stay in a high-class inn; when the party is seeking a private audience or have been invited by Honorable Judge Penwick to attend one.

SIGN: above the entrance, the Penwick coat of arms, a field parted per chevron green and red, with brown owl regardant above and a gold balance below

ENCOUNTERS: refer to *Castle Zagyg*, Vol. I: *Yggsburgh* — Appendix C, Table 10.

This walled-in compound contains a four-story inn of red firebrick and smoke gray marble trim work, the fourth story being octagonal penthouse of black marble. Also, there are several auxiliary structures of similar firebrick construction. The Penwick Inn’s patrons are usually politicians, merchants, legal officials, foreign dignitaries, and travelers of substance, most of whom are coach borne. This is a place both clean and comfortable, with many amenities and decent fare.

This is the establishment of the Honorable Charles Penwick, Judge of Yggsburgh. The Honorable has little if nothing to do with the day-to-day activities of this inn but derives a substantial income from it. He resides with family in the penthouse suite overlooking Middle Thoroughfare.

The compound is surrounded by 12-foot walls of red brick separated by columnar granite pillars mounted with granite torches dweomered with *continual flame* spells that spring to life as ambient light dims. The main entrance is a double-gate of reinforced oak on Middle Thoroughfare, with a side gate also on Middle Thoroughfare where patrons or their servants may check in mounts and/or vehicles.

A. COBBLED COURTYARD. This is a cobbled courtyard of patterned brick. Arrival by horse or vehicle are greeted by the stable boys and the groom of the stable. After, they are greeted by the porter, then directed to the side door of the inn, where an usher is stationed.

By day, Groom Albert is the stable manager. He is barrel-chested man with a shock of red hair, age 40. He is assisted by two stable boys, Bird and Glen, each in their early teens.

GROOM ALBERT (He is a 5th level, chaotic good, human fighter whose vital stats are HP 47, AC 12. His primary attributes are strength, constitution, wisdom. His significant attributes are strength 16 and constitution 16. His Secondary Skill is Bullying. He carries leather armor, morningstar, and club.)

BIRD AND GLEN (They are simple commoners.)

At dark the groom is Fred, a dark-skinned man, thin and bent-back. He is assisted by the stableboy, Gavin, a young man of narrow face, age 17. These two work for the Thieves’ Guild and Assassins’ Guild, respectively, although they are not sanctioned to steal or kill. They observe.

GROOM FRED (He is a 6th level, neutral evil, human thief. His vital stats are HP 24, AC 12. His primary attributes are strength, dexterity, and constitution. His Secondary Skills are Detection and Escape Ability. He carries leather armor, short sword, and dagger.)

GAVIN (He is a 3rd level, lawful evil, human assassin whose vital stats are HP 13, AC 13. His primary attributes are strength, dexterity, and intelligence. He carries a poniard with a small vial of powdered Hemlock in the hollow hilt.)

The day porter is William, a broad-shouldered man of 30. The night porter is Marmaduke, a smallish man, talkative, age 44. He recommends The Savage Cock (#11) for gambling.

WILLIAM (He is a simple commoner with Bullying Ability.)

MARMADUKE (He is a simple commoner with Swindling Ability.)

B. STABLES AND FEED STORAGE. This building is built into the wall of the compound, giving it somewhat of a tunneled appearance. There are accommodations for as many as 20 animals here, with outdoor hitching posts accommodating an additional 20. The floor above the stables has six rooms for staff members. The Stable Master is Hubert Host, a muscular man with a broken nose. He is the boss of the stable manager, barn manager, grooms, and porters.

HUBERT HOST, STABLE MASTER (He is a 4th level, chaotic good, human fighter whose vital stats are HP 37, AC 12. His primary attributes are strength, intelligence, wisdom. His significant attribute is strength 16. He carries leather armor and club.)

C. COACH AND CARRIAGE BARN. This building, like the stable, is built into the wall of the compound, giving it somewhat of a tunneled appearance. There are accommodations for up to 14 vehicles within. The floor above the barn has six rooms for staff members.

Kenneth Black, the barn manager, is a stocky man with thin mustachio, is able to do minor repairs to vehicles. He has two hands who work for him, Byron and Erik (both in their early teens) to wash down vehicles and other labor.

KENNETH BLACK (*He is a simple commoner with some Construction Ability.*)

BYRON AND ERIK (*They are simple commoners.*)

D. GOODS STORAGE. This is where one may rent storage for valuables or other items. Lockers range from 1 square yard to 3 square yards. Theodore “Teddy” Robins is in charge here. “Teddy” is a taciturn man, age 40. He resides in a small apartment above. For security, each locker only opens when Teddy uses the enchanted brass key he keeps in the sole of his left boot. If there is trouble, Teddy will pull a string that tolls a bell in 14–C, thus alerting Kenneth Black to then summon inn security. The storeroom closes at 10:00 P.M. and re-opens at 5:00 A.M.

THEODORE “TEDDY” ROBINS (*He is a 6th level, lawful neutral, human fighter whose vital stats are HP 48, AC 15. His primary attributes are strength, intelligence, wisdom. His significant attribute is strength 16. He carries +1 chain hauberk and a +1 longsword. He also carries an enchanted brass key.*)

The Castle Keeper will need to determine the contents of this area should a break-in succeed, but likely there will be gold, gems, jewelry and other valuables stored here.

E. KITCHEN AND BAKERY. This is where food for the inn is prepared. To the south of this brick building there is an herb and vegetable garden that supplies fresh produce from spring through late autumn. Osgood Skinner, a portly red-faced man, is Head Chef. He is assisted by a cook, two assistant cooks, and the baker, Harold Verger, an obese man always short of breath. Together this crew produces decent quality food, but ever are they out-matched by the quality of food produced at Squire Sawyer’s (#10).

OSGOOD SKINNER, HEAD CHEF (*He is a simple commoner.*)

HAROLD VERGER, BAKER (*He is a simple commoner.*)

COOK AND ASSISTANT COOKS (*They are simple commoners.*)

SERVICES. Each of the following four cottages contain services of the Penwick Inn. Each building is nearly identical in size and make-up, built of brick and timber, with a ground floor service area, first floor three-room apartment, and a partial storage basement.

F. NOTARY. This is where legal documents may be signed and sealed by the gnomish notary, Henry Small. The ground floor is open, with a large oak table surrounded by a dozen high-back chairs. Patrons will formalize deals here. The fee is 10 sp per document, but transfer deeds valued at over 100 gp cost 20 sp per document. Copies are available at the scribe (G.) below.

HENRY SMALL (*He is a gnomish simple commoner with Business Ability — level 3, Judgement Ability — level 3.*)

G. SCRIBE. This establishment handles both the recording of meetings and copying of documents. There is a front waiting room, and a back workroom. The scribe is Cuthbert Esquire, an elderly wizard (age 86), slight of frame and with forked beard of gray. He charges 10 sp per hour for recording and 10 cp per page copied. He possesses the spell *Unseen Scribe* (see CZY, Appendix F) which he uses to augment his craft. Cuthbert resides on the first floor. He claims his wife has moved away but he in fact murdered her two years ago for spending his fortune. He often goes on walkabouts in town, neglecting his duties.

CUTHBERT ESQUIRE (*He is a 6th level, chaotic neutral, human wizard. His vital stats are HP 20, AC 14. His primary attributes are dexterity, intelligence, and wisdom. His significant attribute is dexterity 16. His secondary skill is Esoteric Ability, level 4 and Forgery, level 4. He wears olive green robes and carries a +1 dagger and +2 ring of protection. Wizard spells: 0th level x5, 1st level x5, 2nd level x4, and 3rd level x2.*)

H. VALET AND LAUNDRY. Here patrons may contract all manner of tailoring, mending, pressing, cobbling, and boot blacking. There is a front counter with work shop behind, which extends to a basement area with a spinning wheel and cobbler’s work bench. This establishment is run by Wilma Pike, a stout widower of 50 years and a no-nonsense attitude. She is aided by her twin daughters, Alice and Marla, of nineteen years and quite attractive, with red curls, fair skin, and green eyes. Donald Marsh is the cobbler/boot blacker (age 59) and is having relations with Marla, unbeknownst to Wilma who would never approve of the old lech. Wilma and her daughters reside on the first floor while Donald keeps a straw pallet in the basement.

WILMA, ALICE, AND MARLA PIKE (*They are all simple commoners.*)

DONALD MARSH (*He is a simple commoner. He carries a folding, 3-inch knife.*)

I. CHAPEL. Here is where guests may pray, seek counsel, and attend services, which are held at dawn, noon, and dusk. Being one of two Judges of Yggsburgh, Penwick has found it most appropriate to see this chapel dedicated to Forseti, the god of justice, though is himself a devout follower of Loki. Serving here is Pious Olaf, age 62, a short, tonsured man of round belly who wears a cowled robe of powder blue. Pious Olaf is of good cheer and loves his wine.

The chapel is small, with seating for eight, and standing room for another twelve. A fresco portrays Forseti’s beautiful palace, Glitnir, the deital court of justice with its roof of silver and pillars of red gold. The altar, set on a low-rising pulpit, is emblazoned with a golden oak, the deity’s holy symbol.

Pious Olaf resides on the first floor and will assist the characters with all manner of spells but expects in return a generous contribution to the chapel. He charges a mere 10gp per spell level.

A narrow stair on the side of the pulpit leads to the basement vestry where propitiation and votive summoning materials are stored, including bells, holy water, candles, gongs, herbs, hymnals, incense, prayer beads.

PIOUS OLAF (*He is a 4th level, lawful good, human cleric of Forseti. His vital stats are HP 23, AC 10. His primary attributes are intelligence, wisdom, and charisma. He carries clothing and staff. Clerical spells: 0–4, 1st–3, 2nd–2.) He is non-combatant.*

PENWICK INN (PROPER).

The Penwick Inn is a large and bustling location. The Castle Keeper is advised to refer to *Castle Zagyg*, Vol. I: Yggsburgh, Appendix C., Table 10 for encounters.

The prices of goods and services at the Penwick Inn are listed below, after which comes a description of particular areas of this location.

GOODS AND SERVICES	COST
Ale	2–6 cp per pint
Beer	2–6 cp per pint
Wine	4 cp – 2 sp per glass; 5 sp – 5 gp per bottle
Liquor	4–24 cp per glass
Brandy	8 cp – 10 sp per glass
Coffee	2 cp per cup
Tea	4 cp per cup
Hot Chocolate	5 cp per cup
Cider (in season)	4 cp per pint
Ginger Ale or Root Beer	2 cp per pint
Buttermilk	2 cp per pint
Breakfast	1–2 sp
Dinner	2–8 sp
Supper	2–6 sp
Dormitory, one night	8 cp
Dormitory, one week	20 sp
Dormitory, one month	1 gp
Private Room, one night	14 sp
Private Room, one week	2 gp
Private Room, one month	6 gp
Stabling, one night	2 sp
Stabling, one week	12 sp
Stabling, one month	42 sp
Vehicle Storage, one night	2 sp
Vehicle Storage, one week	12 sp
Vehicle Storage, one month	42 sp
Goods Storage, one night	1 sp per square yard
Goods Storage, one week	6 sp per square yard
Goods Storage, one month	20 sp per square yard

LOBBY ENTRANCE AND WAITING (THE PURPLE ROOM). This room is accessed via the front double doors of iron-banded oak, or the short hall that accesses the side courtyard. The floor here is of waxed, knotty pine with purple-dyed rugs spread over non-traffic areas. The walls are paneled with walnut. Oil paintings display government buildings such as the Courthouse, City Hall, and Library. There are several padded armchairs within and a large reception desk.

There are two ushers here, well dressed and courteous, prepared to assist guests checking in or departing. At the desk is the receptionist. By day it is Ethel Wright, a friendly woman of 80 years, though smart as a whip. By night it is Dorothy Skinner, a shrewd woman of 75 years. Both have worked for this inn for over twenty years.

There are two offices stemming from this room, each closed off by oaken doors. Each door is affixed with a brass plate. One reads “Manager” and the other reads “Assistant Manager”.

MANAGER’S OFFICE. This is the office of the Penwick Inn’s manager, Everett Salter, age 45, a tall man of close-set eyes and droopy countenance. His office contains a stone fireplace, large desk, family portraits, bookshelves, a chaise lounge, and high-back wooden chairs. Salter runs the day-to-day operation of the Penwick Inn, and answers only to the

Honorable One himself. He is accommodating to guests, if not self-important.

EVERETT SALTER (*He is a tradesman with Business Ability.*)

ASSISTANT MANAGER’S OFFICE. This is the office of the Penwick Inn’s assistant manager, Bradley Rivers. It is, in most respects, identical to the manager’s office, though smaller and without a fireplace. Bradley Rivers runs the nighttime operation of the inn. He is a smallish, unassuming man of 30 years.

BRADLEY RIVERS (*He is a simple commoner.*)

MAIN HALLWAY. An arched entry beside the receptionist’s desk opens to a wide hall, of similar pine floors, and wainscoted, paneled walls of whitewashed walnut. Bronze wall sconces hold enchanted *continual flame* spells. At the end of the hall are double stairs leading to the upper levels, and beneath each of these stairwells are stairs leading to the basement level. There are three doors along this hall: two along the south side (supply closets), one along the north (maintenance). At the midway point there are open archways: the north opens to the lounge on the right and the dining area on the left; the south opens to the bar room on the right and the gaming room on the left.

SUPPLY CLOSETS. These closets contain brooms, dust mops, wire brushes, wooden pales, jugs of floor wax, and jugs of liquefied lye.

MAINTENANCE OFFICE. This is the office of the head handyman, Gilbert Plumber a square-built man who prides himself in his work.

GILBERT PLUMBER (*He is a simple commoner with some Construction Ability.*)

LOUNGE. Ordinary servants are not permitted in this room. It is paneled in maple, with pinewood floors on which piled rugs dyed maroon are spread over non-traffic areas. Paintings on the walls portray knights on rearing chargers. Finely upholstered chairs surround a low table of oak, seating up to 12 persons. The dining room wait staff will check here every half hour to see if patrons are in need of service.

DINING ROOM. Ordinary servants are not allowed in this high-class dining room with its marble tile floor and pine paneled walls decorated with game trophy-heads such as aurochs, bear, deer, and lynx. This large room has fireplaces at either end, and there are 15 round tables with high-backed chairs spaced within. Meals are served during breakfast, dinner, and supper hours, each being two hour windows of the Castle Keeper’s choice, with cold food being available after 8:00 PM.

A wait staff of four servers is employed here, not including the head serving man, Wilfed Trout, age 45, a tall thin man, well-dressed. Likewise, morning service is overseen by his wife, Theresa, a plump woman of 40. There are 4–16 guests dining in here at any given time.

GUESTS X 4–16 (*They are a combination of commoner bureaucrats and gentlemen, and Noble Gentlemen, unclassified.*)

WILFRED AND THERESA TROUT (*They are simple commoners.*)

BAR ROOM. This place is of pinewood flooring with fishing trophies mounted on the walls, including bass, crappies, and a giant pike stretching over the bar. There is a large stone fireplace and twelve rectangular tables where guests drink and smoke. A maplewood bar is staffed by the head bartender, Albus Albertson, a bear of a man with lamb chop sideburns. He is of 32 years and is a skilled listener. Albus comes in at 4:00 PM, spelling his fellow head bartender, Jay Smith, age 44, a lean man of sharp wit and sarcasm. A morningstar is kept under the bar that either of these men will use should trouble arise.

Three waitresses alternate shifts here, two working at a time. They are Emma, Jane, and Helga, each quite lovely, flirtatious and in their 20's.

ALBUS ALBERTSON (*He is a 6th level, chaotic good, human fighter whose vital stats are HP 39, AC 10. His primary attributes are strength, constitution, wisdom. His significant attribute is strength 18. He carries a morningstar.*)

JAY SMITH (*He is a 2nd level, lawful good, human fighter whose vital stats are HP 14, AC 10. His primary attributes are strength, dexterity, wisdom. He carries a morningstar.*)

EMMA, JANE, AND HELGA (*They are simple commoners of high charisma.*)

Three private salons branch off the bar room, these are accessed via iron key if the rental fee is paid to the head bar tender.

PRIVATE SALONS. Each of these three small rooms has a central round table with seating for eight. They may be rented for 3 sp per hour, and no servers will interrupt unless by request of the patron (*usually bureaucrats, gentlemen, and tradesmen*).

GAME ROOM. The action of the bar often spills into this adjoining room, with guests enjoying games of checkers, chess, backgammon, darts, and cards, the latter two of which are most popular. A small amount of betting occurs here.

FIRST FLOOR. This floor has 20 large single rooms spaced 10 per side, with linen closets and two water closets. Double stairs lead to the second floor. Of note is a room permanently occupied by the Chief Clerk of Yggsburgh (in charge of city administration and records), Sir Walter Alder, Knight and bachelor.

SIR WALTER ALDER, CHIEF CLERK (*He is a lawful good, Noble Gentleman, unclassed who carries a +1 featherstaff engraved with runes of protection from chaos.*)

SECOND FLOOR. This floor is divided into two large dormitories lined with cots. There are also two small rooms where four chambermaids reside, these tending to the first floor rooms and second floor dormitories. At the end of the hall, past the dormitories and past the maids' chambers, there is a door at which stands a pair of guards. Behind this door are the stairs that climb to the octagonal penthouse suite of the Penwick family.

GUARDS X 2 (*They are 5th level, lawful neutral, human fighters whose vital stats are HP 38, 37, AC 14. Their primary attributes are physical. They carry chain hauberk, longswords, spears, and daggers.*)

THIRD FLOOR PENTHOUSE. These are the apartments of the Penwick family, which rise 30 feet from the center of the structure like an octagonal turret of smoke gray marble, with four sides of 40 feet in length and four sides of 25 feet in length. Emblazoned on the east face of the structure and facing Middle Thoroughfare is the family coat of arms (noted above).

The Penwick family apartments, accessed via guarded stair, consist of a foyer, lounge, dining room, salon, library, office, and two water closets. A penthouse loft contains a master bedroom, and two additional bedrooms. The long narrow windows of the penthouse are enchanted with magical alarms. Two doors lead to a balustraded veranda on the structure's roof. Judge Penwick will drink potables and entertain guests here.

Judge Charles Penwick is one of two Yggsburgh Judges, the other being the Honorable Judge Egmont Luce (*Grand Temple & College District #9*). Judge Penwick, age 68, is a tall, heavy-set man with a ridged brow and a severe countenance of many creases and folds, and black hair that curls over his ears. Penwick has little if nothing to do with the day-to-day running of the Penwick Inn, trusting this to his manager, Everett Salter, whom he pays handsomely to keep the operation running smoothly.

Penwick was once a paragon of virtue but over the course of thirty years of

service, in nearly imperceptible degrees, he's succumbed to corruption. In short, the formerly good and lawful Judge is on the take, serving both the Thieves' Guild and Assassins' Guild. Trials involving prominent members of those guilds are presided by Honorable Judge Penwick who most adroitly uses the law to his advantage, exonerating the accused of wrongdoing. Penwick is a devout follower of Loki, but he keeps his religion private.

Justice of the Peace Ronald Glenforth also resides here. He is married to Penwick's daughter, Rosemary. Glenforth, age 35, is a stern-faced man, tall and hawkish looking. He was appointed by Judge Penwick to serve in like corruption, and has performed brilliantly in exonerating lesser thieves and assassins, thus keeping their bosses happy. Penwick never expected the man to become his son-in-law, and although he is not opposed to it, he is not thrilled by his daughter's selection.

The family consists of the Honorable Judge, his wife Helen, Glenforth (the JP), and Rosemary Glenforth, presently expecting their first child. The household staff consists of an usher, housekeeper, valet, lady's maid, nurse maid, cook, scullion, two footmen who double as waiters, coachman, and groom. The family staff does not work for the Penwick Inn, though they do share staff apartments. Judge Penwick keeps two bodyguards with him at all times.

The lounge of the penthouse, which overlooks the rear garden west, contains a secret door. It is behind a bookcase which may be unlatched to swing open when the third shelf from the bottom of the bookcase is tugged three inches out. Behind the bookcase is a secret passage, quite narrow, appearing from the exterior of the inn like another of the many chimneys. It is a false chimney, with iron rungs that descends directly to an subterranean passage of the Thieves' Guild Underground (CZY #52). Only Penwick and Glenforth know of this passage, along with notable members of the guild.

BODYGUARDS X 2 (*These are 4th level, lawful neutral, human fighters whose vital stats are HP 32, AC 16. Their primary attributes are physical. Their significant attribute is strength 14. They wear chain mail hauberk and medium shields, and carry longswords, clubs, and hand crossbows.*)

HONORABLE CHARLES PENWICK, JUDGE (*He is a lawful evil, Noble Gentleman, unclassed with Judgement Ability — level 4, Suborning Ability — level 4, and Swindling Ability — level 4. He carries a +1 featherstaff, and a potion of gaseous form.*)

RONALD GLENFORTH, JUSTICE OF THE PEACE (*He is a 5th level, lawful evil, human fighter whose vital stats are HP 35, AC 10. His primary attributes are strength, intelligence, wisdom. His Secondary Skills are Judgement Ability — level 3, Suborning Ability — level 2, and Swindling Ability — level 2. He carries a featherstaff and dagger.*)

15. THE STEAMING MUG

REASON: to meet one of the many bureaucrats who frequent this location, or (at night) to fraternize with college students.

SIGN: a steaming mug of coffee

This two-story with loft, timber and plank building with fieldstone foundation is over three hundred years old, having once served as a lodge for loggers before precious resources were discovered in the region. These days it serves bureaucrats who stop by before work or during their lunch to drink coffee. The place is large and open, with benches of pine and a knotty-pine hardwood floor. There is a long L-shaped bar of waxed maple where coffee is served and pastries delivered by the apprentices of local bakers. A central hearth is built of round stones, warming the place in the winter months.

This is the establishment of the Madam Marlene Meeker, the wife of Honorable Magistrate, Frank Meeker. During the morning hours, lawyers and politicians patronize; at night there is a younger crowd — college students socializing and playing games of chess or checkers (though no gambling is allowed), and debating philosophies.

Madam Meeker, age 30, a plump woman of ample bosoms, serves the morning and day crowd. She is a kind, if somewhat nosey, and overly flirtatious for a married woman.

Gladys Pike, a bullish riverman's daughter, serves the night crowd. She is good-natured, though far the more capable of handling troublesome college students. She keeps a club under the bar for just such circumstances.

Patrons are a mix of bureaucrats, gentlemen, and tradesmen from morning through evening. (*From evening through night, they are student academicians (dressed down) and simple commoners.*)

TIME NUMBER OF PATRONS

Morning	3–12 +4
Forenoon	1–6 +2
Afternoon	3–12 +4
Evening	1–6 +2
Night	5–20 +4
Late Night*	5–20

*There is a 10% chance that 2–5 bravos will arrive, possibly to bully a few college students.

BRAVOS x 3–6 (*They are 5th–8th level, alignment variable, human fighters whose vital stats are HP 7 per level, AC 16. Their primary attributes are physical. Their significant attribute is dexterity 18. They carry studded leather armor, longsword, and dagger.*)

GOODS AND SERVICES	COST
Coffee	2 cp per cup
Coffee, spicy,	8 cp per cup
Coffee, rare imported	1 sp per cup
Cookie (chocolate chip)	1 cp (per 2)
Pie, fruit (apple, blueberry, cranberry)	1 cp per slice
Sweetbread	1 cp per slice

The first floor contains the apartments of the Honorable Magistrate and his wife, with a master bedroom suite at the loft level. The Meekers keep a manservant, housekeeper, coachman, a groom/groundsman.

Magistrate Meeker is a portly man, intellectual and well-mannered. He leaves the coffee house business to his wife to oversee and does not wish to be troubled with its minutia. He will sometimes drink coffee with the morning crowd before attending his duties at the Court House.

The basement contains storage of coffee beans, brewing equipment. There is a stable and a coach and carriage house, each built of brick in back of the Steaming Mug. These are attended by a stablemaster and three stableboys. Apartments in each of these building are occupied by these four and also some of the family staff.

FRANK MEEKER, MAGISTRATE (*He is a lawful good bureaucrat with Judgement Ability — level 3.*)

MARLENE MEEKER (*She is a Lady of Quality with Business Ability.*)

GLADYS PIKE (*She is a simple commoner with Bullying Ability.*)

16. CHARLES RUSH THEATRE

REASON: to seek entertainment where bureaucrats and gentlemen frequent.

SIGN: a blue and white checked domino under the Yggsburgh coat of arms

This four-story building is of ocher ashlar stonework and is fronted by pillars of black marble. This is a large theatre with an open middle portion of 50-foot diameter. The stage thrusts from the north end 12 feet into the open area and is viewed from tiers of seats (lower and upper tier) from the east, west and south sides, while the stage is flanked by box seats. Performed here are formal plays of both religious and secular nature, these announced via pamphlet or crier.

The Charles Rush Theatre has a dress code in that theatre goers are expected to wear a long loose-hooded cloak. Upon exhibiting one's ticket to an usher, a domino (half mask worn over the eyes) is supplied. The domino is checked blue and white, though box seat ticket holders are provided a more extravagant domino: solid blue for men, solid white for women; each fringed with colorful feathers dyed white and blue, respectively. Attendees are asked to don their masks before and after performances, then turn them in again to the ushers following the final act.

When a play is in progress, there are some 40 persons engaged in its production and acting roles therein. This includes ticket sellers, ushers, and various vendors who work the stands in between acts. As many as 700 can be accommodated in the Charles Rush Theatre, though only 500 can be seated per performance, the remainder of which must stand in the rear or be seated before the stage.

The Charles Rush Theatre is held in fief by the gentleman Charles Rush III. Master Rush is rarely in Yggsburgh these days, being a trader of commodities in Dunfalcon.

The theatre is frequented by town notables of the middle to upper-class social caste. It is as much a place to be seen as it is a place to be entertained. Gentlemen attending without a Lady friend will discreetly be offered the accompaniment of a courtesan.

GOODS AND SERVICES	COST
Floor seat	5 sp per person
Boxed seat (limited, special reservation required)	2 gp per person
Wine and Cheese	20 sp per person
Courtesan accompaniment	3 gp per hour (3 hour minimum)

Plays performed here are largely of grand Tenoric Pantheon theme, though the Castle Keeper is encouraged to add to this brief list to suit the campaign. One of these plays may include:

* **THE GRENDEL:** *The legend of a monstrous, deital water ogre, a savage man-killer that raids the mead hall of a king, having done so for twelve years, carrying away the king's warriors and devouring them. Enter the champion, a prince just and true, come to face this beast most malign! The king accepts the brave prince who offers to vanquish the beast, and during the night the Grendel, as is his wont, emerges from the moors, tears open the heavy doors of the hall, and devours one of the sleeping men. The champion confronts the beast, and they grapple. The powerful grip of the champion is true, and the ogre cannot escape! At length the ogre wrenches itself free, tearing off its arm and mortally wounding itself.*

* **THE STOLEN HAMMER:** *The tale of Thrym, the frost giant that steals Thor's hammer, Mjolnir. Thor, Heimdall, Loki, and Freya must devise a way to steal the hammer back, lest the Jottens rule Asgard! Devious Loki contrives the way, arranging a marriage of beautiful Freya to Thrym in exchange for the weapon's return. Thrym accepts the trade for this most precious of prize. But Freya is opposed to being made a whore to giants and petulantly refuses! Notwithstanding, Loki brings "Freya" to the frost giant's hall as*

agreed ('tis actually Thor in disguise, this being a most humorous part of the performance, a muscle-bound warrior dressed as a lady with wig). As Loki and "Freya" feast with the giants, Thrym is surprised by how many fish his bride-to-be is able to consume, but Loki quickly explains that "Freya" has not eaten for eight nights, for her heart has longed for Jotenheim. Thrym, being victim to Loki's illusions, can wait no longer. He has the hammer, Mjolnir, brought out to hallow his bride, placing it in her lap. Up jumps "Freya," tearing off her wig and showing her true face — the thunder god, Thor! Thor kills Thrym and all the frost giants attending and later returns to Asgard with Loki.

Every play has a cast of fifteen to twenty-five performers, each being skilled thespians. Also, the Castle Keeper is encouraged to have in attendance any number of notable NPCs of noble, knightly, or gentle, drawing from this or other modules in the series and from *Castle Zagyg, Vol. I: Yggsburgh*. Even the Lord Mayor may be in attendance. Some attendees will migrate to Squire Sawyer's (#10) after the performance.

17. SUGIO LAONE'S (WINE MERCHANT)

REASON: to seek out this vintner who has dealings with Zagyg

SIGN: a wooden sign painted with a green bottle of wine labeled Ygg's Chardonnay

ENCOUNTERS: *Dark Chateau*; CZY: environs #30

This two-story brick building painted blue is the establishment of Sugio Laone, a vintner of fine quality wine. Sugio, a half-elf, is a tall, spindly man with jaundiced pallor, yellow hair, and high-arching brows. He resides here with his wife, Alice, now an elderly woman whom some mistake to be his mother.

The ground floor is of creaking pinewood floors. Here at the front sales office work the proprietor and his staff of three, including two human clerks who double as cartmen (Edmund and Reginald), and a dwarfish bodyguard, Frag Ironbeard. The room is stocked with bottles and casks of wine of varying vintage.

Sugio has a business relationship with the brownie of Mors' Mound (*Storehouse District encounter #166*). To the brownie once per month he will supply a case of fine quality chardonnay, and in return is provided a bushel of enchanted dandelions that grow atop a fairy shee somewhere deep in a vale of the Wychwood. He also maintains a connection with the gnomes of the Lonely Valley, importing enchanted elderberries, but of late his connection has run dry causing Sugio to mark up his remaining stock of enchanted elderberry wine. (See CZY environs #30, *Settlers and Burrows*).

Sugio Laone also has the distinct privilege of providing wine to the archmage, Zagyg, and has done so for many years. He will not speak of this, however, unless bribed for no less than 150 gp, and even then only admits that he still provides certain wines for the "Master of the Manse," though he never refers to Zagyg by name. He only reveals that the man lives in or near the castle ruins.

Sugio supplies Zagyg with a goodly ration of three barrels of fine red wine, several casks of dry white wine, and many cases of superb bottled wine on a semi-annual visit to the castle, these being at Midyear and Yearend. The rendezvous point is a mile outside of the castle on Old Castle Track, where a quick exchange occurs. The wine is carted to the rendezvous point by Edmund or Reginald, and the dwarfish bodyguard, Frag, this being the only instance at which the dwarf leaves his normal duties at the wine merchant's establishment. Frag, who has a tremendous red beard and a bulbous red nose, is quite capable of defending the cart, which is also enchanted with a dweomer of *protection from evil 10' radius*. At the rendezvous, the wine is ported by *invisible servants* (stalkers or other sum-

moned airy-kin) after "Garsen" unloads the wagon and sends the driver on his way. Garsen works for the Master of the Manse. He is a surly man, tall but not strong looking, with black hair and green clothes, seemingly weather-stained and dirty, as if he works outside a lot.

CLERKS EDMUND AND REGINALD (*They are simple commoners.*)

FRAG IRONBEARD (*He is a 10th level, neutral good, dwarf fighter whose vital stats are HP 60, AC 18. His prime attributes are strength and constitution. His significant attributes are strength 17 and dexterity 16. His Secondary Skill is Bullying and Judgement. He wears splint mail and wields a +2 battle axe, hand crossbow, 6 bolts, dagger, and two boot knives.*)

SUGIO LAONE (*He is a tradesman with Business Ability and Knowledge Specialist — Wine & Spirits.*)

KEG WINE	COST
Wine, 10-gallon keg, common	30 sp
Wine, 10-gallon keg, fine	5 gp
BOTTLED WINE	COST
Citadel Port (fortified)	15 sp
Fairy Shee Dandelion Wine* (enchanted)	700 gp
Gnomish Elderberry Wine	5 gp
Grand Druid's Vermouth, white, dry	7 gp
Nemo Red (grape), dry	10 sp
Nemo Red (grape), dry, resinous	12 sp
Nemo Red (grape), sweet	10 sp
Sir Reillomark's Sherry (fortified)	25 sp
Squire Sawyer's Sparkling (grape), dry or sweet,	1 gp
Urt White (grape), dry	40 sp
Urt White (grape), dry, herbed	1 gp
Urt White (grape), dry, resinous	1 gp
Ygg's Chardonnay, per bottle	12 gp

*see Appendix C

IV. GOVERNMENT CENTER

EACH GOVERNMENT BUILDING HAS the armorial bearings of the Free Town of Yggsburgh cut into the stone above the entrance and painted in full color: An escutcheon of gold with a blue chevron separating two blue pikes (or luce, fish) above and a blue mailed fist at the base. Above the escutcheon is a crest of a city gate in gray stone crowned by a coronet of gold with five acorn-topped points. To either side of the escutcheon, supporting it, are giant lynxes standing on their hind legs with paws touching the shield. The motto below the escutcheon reads: *None can deny us independence*. This motto is much japed at by those inmates of the gaol and workhouse.

18. CENTRAL STATION (TOWN FIRE DEPARTMENT)

SIGN: Yggsburgh coat of arms over a red fire helmet and crossed ladders

REASON: to alert of a fire or potential fire hazard.

This three-story firebrick building with front bell and watch tower serves as the town's central fire station, the department chief of which is the wizard, Theobald Brimstone, a specialist in elemental fire and water magics. Chief Brimstone is a tall, imposing man, with long red hair. He wears a cowed black robe embroidered with a gush of red flames on the breast and a climbing blue wave, foaming water, on the back. Brimstone is moody and arrogant. He oversees fire brigades throughout town, paid and voluntary.

The ground floor features two front bays to facilitate speedy vehicle exit to Goodman Street. This is where four of the finest fire wagons are stored and maintained, each one painted red and emblazoned with the armorial bearings noted above. Each wagon is equipped with ladders, water tank, and hoses.

There are four paid firefighters always on duty here, along with up to six volunteers. Firefighters are trained in the protocol of using local plumbing (hydrants) to combat any breakout of fire, but will also employ a stored water wagon, pump-wagon with hose, ladder wagon, and other equipment such as flame retardant leather helmets and suits, fire axes and hooks, and canvas buckets.

The first floor is a common dwelling for on-duty firefighters. There is a lounge, wash room, dining room, and kitchen. When alerted to fire, the firefighters will slide down poles to the ground floor. Draft horse teams in (four per wagon) are harnessed as the bell sounds; in the case of the most extreme fires, soldiers of Loud Bell Tower (*Storehouse District encounter #T-1*) will be alerted. Once Loudbell is tolled, the entire town is alerted, calling all volunteers to take action.

The second floor contains the apartments of the head fire chief, Theobald Brimstone and his only friend, the Town Sheriff Jarvis Warren, the latter of which has a family of four. There twelve rooms, the rear two of which are intended for apprentices, but Theobald is quite cruel and has never been able to keep one for more than a year. This is viewed as a problem to the Council of Eight, as they would like to see a successor in line. Also, the Council sees the patchiness of this department as a potential problem and would like to see it eventually extended, but Theobald, in his arrogance, refuses to acknowledge any problem.

There are four additional firefighting stations in town:

- Industrial Quarters Fire Station (*East Corner encounter #1*.)
- Storehouse District Fire Station (*Storehouse District encounter #98*.)
- College Street Fire Station (*Grand Temple & College District #8*.)
- Rivergate Fire Brigade (*Rivergate Quarter #172*)

Notable of volunteer groups include:

- The Loyal Militia (*The Manors District encounter #34*.)
- Peace-Guild (*Jewel District encounter #40*.)
- Clarin's Wagons and Carriages (*Workmen's Sector encounters #66-67*.)

When Head Chief Brimstone addresses a fire, he will use some of the following spells: *control normal fire**, *cone of cold*, *fire shield*, *ice storm*, and *ice wall*. His ring of water elemental command is a last resort.

*see Appendix C.

THEOBALD BRIMSTONE, HEAD FIRE CHIEF OF YGGSBURGH (He is an 11th/4th level, chaotic neutral, human wizard/fighter. His vital stats are HP 38, AC 10. His primary attributes are strength, dexterity, intelligence. His Secondary Skills is Esoteric Ability. He carries a ring of water elemental command, cloak of fire resistance, and a +2 piercing axe. Wizard spells: 0th-6, 1st-5, 2nd-4, 3rd-4, 4th-3, 5th-2, 6th-1.)

FIREFIGHTERS x 4 (They are 3rd level, lawful good, human fighters. Their vital stats are HD 3d10, HP 21, AC 14. Their primary attributes are physical. Their significant attribute is strength 15. They have the Secondary Skill of Bullying. They carry cuir bouille, and a piercing axe.)

VOLUNTEER FIREMEN x 2-8 (They are simple commoners.)

19. YGGSBURGH MUNICIPAL MESSENGER SERVICE

SIGN: Yggsburgh coat of arms set over a running young man in uniform.

This three-story with loft, brick building is the headquarters of the town messenger service. Bureaucrats utilize this service to convey messages within and without town. This operation is run by the wizard Nigel Smith who, along with his apprentice, Dorothy Carpenter, casts the spell *race** upon the messengers, these being young men of endurance. The *dweomer* allows them to run quite tirelessly.

The ground floor is a busy place, large and open. Up to six messenger boys jet in and out, starting at dawn. They wear soft leather shoes and a light blue uniform embroidered on the breast with the Yggsburgh coat of arms. Nigel Smith is a white robed wizard with white hair and blue eyes. His apprentice, Dorothy is a brown-haired young woman of freckled countenance. Dorothy handles important messages to Dunfalcon, using her master's ring of *invisibility* and *broom of flying*, and making the journey herself.

The first floor is a makeshift infirmary for recovering messenger boys, as when the *race** spell wears off, there comes a great fatigue. There are beds, water basins, and a tin bath tub. A nursemaid will tend to the recovering boys. The second floor contains the apartments of the wizard, with a rear apartment for his apprentice, while the loft is occupied by the messenger boys.

*see Appendix C.

NIGEL SMITH (He is a 9th level, lawful good, human wizard. His vital stats are HP 25, AC 10. His primary attributes are intelligence, wisdom, constitution. His significant attribute is intelligence 18. His Secondary Skill is Esoteric Ability — level 4. He carries a +1 dagger, staff, ring of invisibility, and broom of flying. Wizard spells: 0th-5, 1st-6, 2nd-5, 3rd-4, 4th-2, 5th-1.)

DOROTHY SMITH (She is a 6th level, lawful good, human wizard. Her vital stats are HP 17, AC 10. Her primary attributes are intelligence, wisdom, charisma. Her significant attributes are intelligence 14 and charisma 17. Her Secondary Skill is Esoteric Ability — level 2. She carries a staff. Wizard spells: 0th-5, 1st-5, 2-4, and 3rd-2.)

MESSENGERS x 10 (They are simple commoners of high constitution.)

20. YGGSBURGH STREET DEPARTMENT (CZY #14)

SIGN: Yggsburgh coat of arms

ENCOUNTER: The Ogre's Garden

This long and narrow single-story firebrick building serves the Yggsburgh Street Department. The office of the Keeper of Streets (in charge of street cleaning and maintenance) is located here. The daytime staff is 30 persons, though casual labor is added when major repairs are required. Yggsburgh has plenty of tax and monopoly income to cover the repair of local roads.

All town arteries are paved with cobblestones or firebrick, the latter being used for small paths such as lanes. Sidewalks are of limestone or slate slabs, or else firebricks. They are raised above the artery they parallel by at least six inches. Immediately beside the walkway is a gutter depression leading to periodically-spaced sewer drains.

Twenty-four of the 30 sanitation personnel are street sweepers who make their rounds daily. They have a wheeled cart, large broom and shovel, and either collect the refuse they sweep up or else push it into a gutter drain to be carried off into the sewers. Accumulated waste is taken back to the main building, loaded into horse-drawn wagons, and dumped off the Townbridge at first light before anyone is allowed into the community. The swift-flowing River Nemo moves this waste downstream in short order. Elsewhere, in The Outs, the Lord Mayor requires property owners fronting the way to keep it in good repair, with the town seeing to the main roads where they have no adjacent landowner. Away from town it's not done unless there's a washout somewhere. In that case the Lord Mayor or nearest concerned noble will see that repairs are made.

NORBERT MITCHELL, KEEPER OF STREETS (*He is a commoner bureaucrat with some Construction Ability.*)

STREET DEPARTMENT STAFF X 30 (*They are simple commoners.*)

21. ADMINISTRATION & RECORDS (CZY #8)

SIGN: Yggsburgh Coat of Arms

This 35-foot tall building of ashlar stone and marble edgework has a beaked overhang supported by pillars of fluted marble. The walnut double doors are met by a splay of granite steps. At the northeast corner of the lot there stands a statue of marble depicting the first Lord Mayor of Yggsburgh, Lord Yggs: Lewis Garmonde. He is depicted in full plate, sword downward pointing, gauntlets resting on the hilt.

The ground floor opens to a large reception area. Here are two large oak desks, staffed by Gertrude Boatwright and Marla Meadow, secretaries (*simple commoners*) both in their mid-50's. A door on the left side is to the office of the Herald of Yggsburgh. A door on the right side is to the office of the Chief Clerk of Yggsburgh. A central hall opens opposite the entrance area and between the two large desks herein.

OFFICE OF THE HERALD OF YGGSBURGH, LORD MASTER OF ARMS, LYLE BEEKMAN. The door to this office is emblazoned with Sir Lyle's coat of arms, a white with red bordure fleury (fleur-de-lys projecting from both the outer and inner edge of the inset border) with a raven's head erased (head with appearance of being torn off, leaving jagged ends), eyed red. The Herald's office is of slate tile floor and contains a large desk, deep purple carpets, and several bookshelves neatly stacked with large leather-bound volumes of heraldic records.

The Herald, Sir Lyle (*CZY #42, his residence*), is in charge of noble genealogy and heraldry records and the assignment of armorial bearings. The Herald is thus entrusted to keep up to date a complete register of all persons entitled to armorial bearings or a "coat of arms." He is often accompanied by his brother, Hugh Beekman, whose coat of arms is differentiated by a red mullet (five-pointed star) above the rook's head. Hugh,

a young gentleman who serves as his brother's aid and guard, is given to haughtiness and hopes for knighthood.

On formal occasions the Herald rides on his warhorse. When alone, he rides a horse or goes afoot. Hugh will be mounted or afoot as is the Honorable Master and Herald.

SIR LYLE BEEKMAN, HERALD OF YGGSBURGH (*He is an 8th level, lawful good human knight. His vital stats are HP 56, AC 19. His primary stats are strength, dexterity, charisma. He carries full plate mail, shield, lance, longsword, battle axe, and mace. He rides a heavy warhorse whose vital stats are HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1-4 damage or one overbearing attack. The horse is outfitted in chain mail barding.*)

HUGH BEEKMAN (*He is a 5th level, lawful good, human fighter whose vital stats are HP 35, AC 19. His primary attributes are strength, constitution, dexterity. His significant attribute is dexterity 16. He carries splint mail, shield, longsword, and dagger.*)

OFFICE OF THE CHIEF CLERK OF YGGSBURGH, SIR WALTER ALDER, KNIGHT. This room is of slate tile floor and contains a large oak desk, a bearskin rug, and several bookshelves stacked with ledgers and bound parchments.

The Chief Clerk (*#14, his residence*) is in charge of city administration and records, and has access to the names and locations of all registered citizens. Such records are largely kept in storage (see below).

SIR WALTER ALDER, CHIEF CLERK (*He is a lawful good, Noble Gentleman, unclassed who carries a +1 featherstaff engraved with runes of protection from chaos.*)

CENTRAL HALL. Behind the reception area there is a large central hall, some 50 by 50 feet, it being open to the light-welled roof of the building. Colonnaded on the sides, there is a railed, open balcony running along the sides of this hall 15 feet above the ground and joined by opposing stairs that funnel down to the open floor. There is a granite fountain in the center of the great hall. Tapestries adorn the walls, embroidered with keeps, castles, towers, bastions, and knights riding chargers and bearing pennants. Underneath the balconies are several chambers, these being reserved for the storage of records per ten year period.

THE GALLERY OF HERALDRY. The central hall at length opens to the rear of this building, it being shaped in half-round, stretching from floor to ceiling and illuminated by massive bronze sconces of *continual flame* spells. Here mounted are many of the escutcheons of gentle families of Yggsburgh, the largest of which is the town's coat of arms, centrally located, under which is mounted a row of armorial bearings representing each of the Lord Mayors who have served the Free Town.

Notes for the Castle Keeper: There is an empty place of prominence here that the Lord Mayor has ordered to be held in reserve for Sir Alec of Gaxhill if ever he should swear his sword to Yggsburgh. Also, for a 100 gp donation to the town, any gentle family of Yggsburgh may have their arms displayed here. Should a gentleman be stripped of entitlement or suffer confiscation of estate, the rescinding of armorial bearings extends to these displays.

FIRST FLOOR. The first floor of this building, accessed via side stairs in main hall, contains a series of smaller offices where the daytime staff of 35 persons (including the above secretaries) will bustle in and out of all day long. Of significance here is the office of the Town Inspector, Sir Stanley Ogle (*Jewel District #33, his residence*) whose office is involved with new constructions, such as roads, bridges, walls, etc. He is being pressured by some of Yggsburgh's elite to find reason to revoke (or threaten to revoke) licenses from merchants who are proponents of forming a Citizen's League.

TOWN INSPECTOR, SIR STANLEY OGLE (*He is a 5th level, neutral good, human knight whose vital stats are HP 37, AC 20. His prime attributes are strength, dexterity, charisma. His significant attribute is strength 16. He carries full plate mail, shield, lance, longsword, and dagger. He owns a heavy war horse. HD 4d10, HP 28, AC 16, PA physical, EQ scale mail barding.*)

ADMINISTRATION STAFF x 35 (*They are simple commoners with varying Business Ability.*)

22. YGGSBURGH MUSEUM (CZY #12)

REASON: if the characters are seeking to sell rarities and artifacts.

SIGN: Yggsburgh Coat of Arms

ENCOUNTER: The Lucky Stone

This large, firebrick building with polished granite edgework and fluted marble pillars is the official town museum. A limestone cobbled walkway leads to broad stairs of granite, these ascending to bronze-banded double doors of oak. The stairs are flanked by bronze statues set on round plinths of serpentine. The statues depict twin lionids — grotesque humanoids standing upright and wearing crowns stylized with multi-faceted gems. Located at the northeast corner of the lot there is a fountain of white marble.

The building proper has two high-ceilinged floors, the second of which has a domed ceiling with stained glass light wells. There is a service entrance in back of the building, it having a steel door and key-locked. The keys can only be opened by security who thus must be present when a delivery commences.

(S & C) STABLE & CARRIAGE HOUSES. These are overseen by the stablemaster, Thorstead Fletcher, a ruddy-faced man of great cheer and breath that ever smells of spirits. He has four hands, all teen-aged boys who work for lodge and tips.

THORSTEAD FLETCHER (*He is a 4th level, chaotic good, human fighter whose vital stats are HP 33, AC 12 or 15. His primary attributes are strength, dexterity, wisdom. His significant attributes are strength 16 and dexterity 16. When prepared for battle he wears studded leather armor and wields a bastard sword.*)

STABLE HANDS x 4 (*They are urchins — Willie, Robbie, Blake, and Arnie.*)

GROUND FLOOR.

The ground floor opens to a large reception area with three adjacent offices, including the Chief Curator Howard Teacher, the Assistant Curator, and a security office. There are also eight museum staff members, each of whom are educated in art and history, functioning as curators, tour guides, and general clerks (described below).

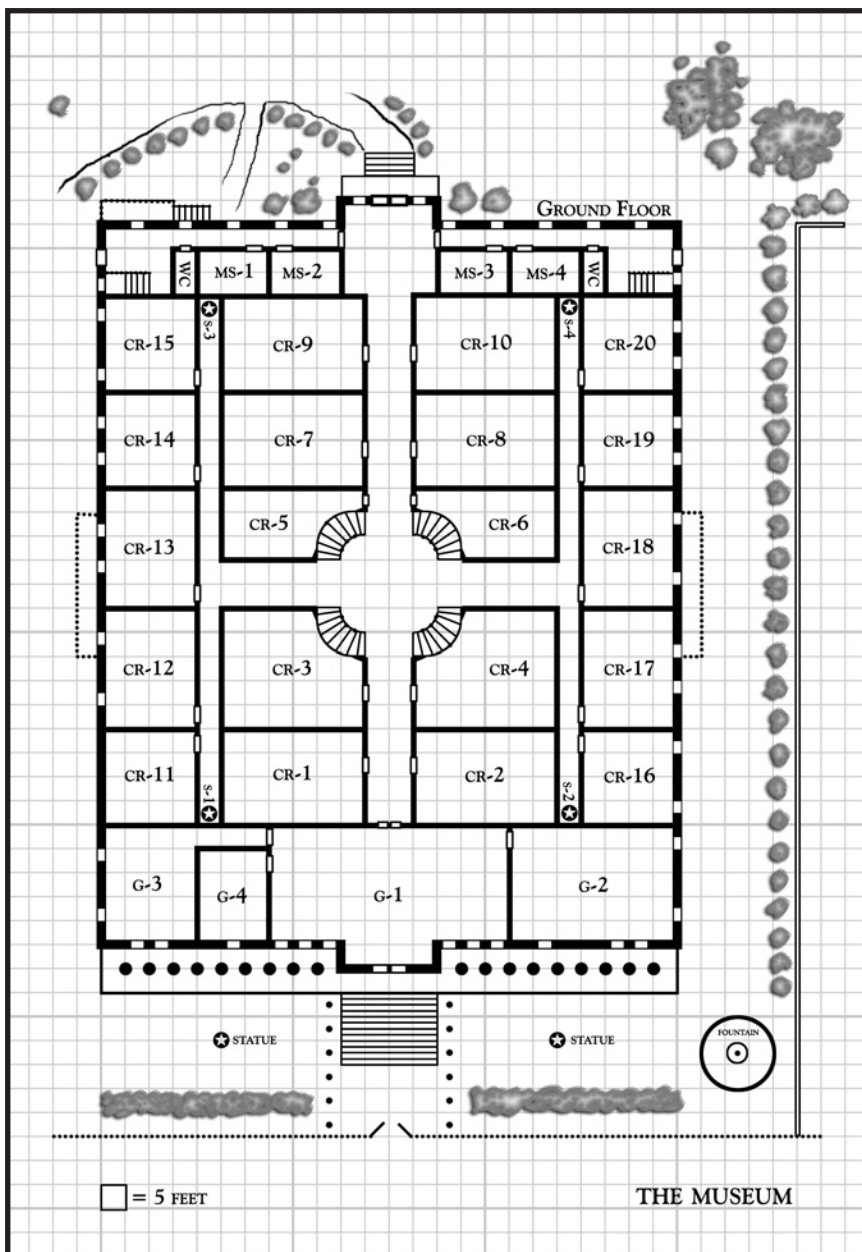
G-1. Reception Room. The reception room contains several framed oil paintings dimly illuminated, and a large counter of marble behind which one of the daytime staff accepts admission tickets. The paintings depict buildings of gothic architecture and nature scenes, each picture donated by various collectors and artists. Should the characters visit this location with the intention to sell or donate a piece of art, they will be directed to the office of the Chief Curator or his Assistant (G-2 and G-3, respectively)

To purchase a ticket. Tickets cost 5 sp each. If the patron is not a recognized bureaucrat or aristocrat, an applica-

tion in writing must be filled out. If the application is accepted (usually within 24 hours) up to four tickets may be purchased. A tour will then be scheduled, taking place within two weeks. This entire process all but excludes accessibility to the general public, particularly those citizens of low social standing. Citizens of middle class and above are quickly approved if they have a clean criminal record. Characters noted throughout town for their daring exploits and good deeds will at once be afforded an opportunity to purchase a ticket.

The Tour. There are three tours per day: morning, afternoon, and early evening. Up to 20 guests are accommodated, each visit limited to two hours. The tour guide will show each exhibit in succession, but at the start of the tour, he or she will inform the guests that although they are obviously trustworthy guests, that they should know that a wizard of no little power is observing. The tour guide will hush anyone who asks too many questions. Other tourists are usually gentlemen (Bureaucrats, Gentlemen and Ladies of Quality).

G-2. This is the office of the Chief Curator, Master Howard Teacher (Moatgate #12, his residence), a gentleman, age 55. He keeps a large mahogany desk and several stone sculptures of gargoyles. There is a portrait



of himself on the wall behind his desk. The Chief Curator and his Assistant handle the day-to-day operation of the Yggsburgh museum, with the Chief serving as the public and political face of this location and his assistant doing the more tedious work. If the characters are looking to sell or donate a piece of art, they will be referred to this gentleman or his Assistant (for more, see below).

HOWARD TEACHER, CHIEF CURATOR OF YGGSBURGH (*He is a chaotic neutral bureaucrat with Secondary Skills of Esoteric Ability and Knowledge Specialist — Ancient History, level 3.*)

G-3. This is the office of the Chief Curator's Assistant, Walter Slater, a smallish balding man who keeps a large oak desk littered with paperwork.

WALTER SLATER, ASSISTANT CURATOR (*He is a gentleman with Artistic Capacity, Esoteric Ability, and Knowledge Specialist — Ancient History.*)

On purchasing rarities and artifacts. There is a large monetary fund (at least 500 gp) available for the purchase of rarities and artifacts connected to the town or region and its history. The characters may sell such items to the museum at top price, although the Chief Curator (or his Assistant) will suggest a donation; if that is refused, he will bargain to get the item(s) at 25% value, then 50%, then 60%, etc.

On donating rarities and artifacts. If the characters donate any item(s) with a value of 20 gp or more, they will be named in a Town Proclamation for their community spirit and be acceptable in Upper Middle class circles. If the donation is of value above 100 gp, they will be invited to a banquet at the Mayor's Palace, introduced to the Councilors, and thereafter, if socially acceptable, become temporarily popular amongst the aristocracy to invite to their functions — hunting, banquets, balls, etc. A gift of any great rarity or ancient artifact will gain them Honorary Citizenship in the town, with all the foregoing lionization applying, and their favorable station will persist for several months unless they do something to discredit themselves. If they continue to do beneficent and/or heroic deeds, they will be further honored, possibly asked to join the Lords & Gentlemen's Club (CZY #54), awarded armorial bearings, knighted, etc. as the Castle Keeper sees fit.

G-4. This is a security office where the magic-using fighting man, Ernest Greenvale is boss. There is a large oak desk, a meeting table and several high-back chairs.

Museum Security.

- All windows are barred.
- Each collection room and gallery is dweomered with magical alarms similar to the *alarm* spell when the museum is closed. Any movement will trigger a loud bell.
- If an object is removed from its set place, a green mist billow a potent *sleep* gas (challenge class 20 versus poison); this in addition to a ringing bell.
- Chief of security, Ernest Greenvale, sends an *arcane eye* to follow each tour, and will use his *boots of teleportation* to arrive at any room he so desires.

Security Staff. Ten guards patrol this building, six during the day, four at night. They work in pairs and also patrol the outside of the building. Note that the bronze golem at **CR-13** activates at night. Heading security is the magic-using fighting man, Ernest Greenvale, a short, somewhat temperamental man. In a belt case he keeps a teakwood wand tipped with a moonstone gem; a bastard sword is strapped to his back.

SECURITY x 10 (*These are 4th level, lawful neutral/good, human fighters whose vital stats are HP 25, AC 16. Their primary attributes are physical. Their significant attribute is strength 14. They carry chain mail hauberk, medium shields and clubs.*)

ERNEST GREENVALE (*He is a 6th/7th level, lawful good, human fighter/wizard whose vital stats are HP 42, AC 14. His primary attributes are strength, intelligence, dexterity. His significant attributes are dexterity 16 and wisdom 16. He Secondary Skill is Detection. He carries boots of teleportation, +1 cloak of protection, +2 bastard sword, wand of hold person. Wizard spells: 0th-5, 1st-4, 2nd-3, 3rd-2, 4th-1.*)

MS1-3. These are staff rooms used by the museum staff of eight. These contain desks, chairs, shelves, tables, and other clerical supplies pertaining to the museum.

MUSEUM STAFF x 8 (*They are academicians with Secondary Skills that may include Artistic Capacity, Esoteric Ability, and Knowledge Specialist.*)

MS-4. This room contains janitorial cleaning supplies: mops, brooms, wax, jugs of lye, rags, etc. Three custodians are based here.

CUSTODIANS x 3 (*They are lawful good, simple commoners.*)

THE MUSEUM. The ground floor is of polished marble tile flooring, and wainscoted walls of fruitwood paneling with and bronze wall scones with *continual flame*. Piled wool carpets dyed blue and yellow are rolled out to non-traffic areas. Each of the following collection rooms (**CR-1** to **CR-20**), often termed *cabinets of curiosities*, are similarly furnished.

HUB. There is a central hub that accesses each the following floors. From here there are four balustraded sets of stairs curling up to the first floor galleries.

S-1. This bronze statue set on serpentine plinth features a horrific rendering of the demon lord Orcus, with its bloated body, hoofed feet, and goat-headed horrific visage. While some visitors appreciate the artistic quality of this statue, even more are frightened to look at its foul visage, often citing nightmares thereafter, though no dweomer has ever been detected about the thing.

S-2. This gold filigreed bronze statue features a paladin in full plate mail armor, with bastard sword by his side and a kite shield strapped to his forearm. There is a rose painted on the breastplate of his armor, and his shield is etched with the armorial bearings of Yggsburgh. A brass plate on its plinth is so inscribed: *The Soldier. This sculpture is dedicated to all those brave soldiers who died defending Yggsburgh. Their shields line the roof of Valhalla.*

S-3. This white marble statue set on granite plinth features the deity Bragi, who is portrayed with curly hair and wearing an open robes. The deity's mouth is open and his tongue hangs down 12-inches, it being engraved with various runes. He holds in his right hand a cup, also engraved with runes, and with his left hand he balances a large harp touching that rests against his legs.

S-4. This obsidian statue, set on a plinth of smoke gray marble features a smallish man garbed in tight fitting clothes and cowl, all save his eyes, which are set with tiger-eye stones. He is somewhat crouched and glancing over his shoulder. A short sword is sheathed by his side, right hand reaching for its hilt; his left is a raised fist, gripping the hilt of a poniard. This piece was donated by a mysterious Dunfalcon gentleman, and is believed to ward off thievery. A brass plate is inscribed with the following: *The Black Cat — greatest of burglars is he, slippery as an eel, hindered not by spell or steel.*

CABINETS OF CURIOSITIES.

CR-1. The Chess Cabinet. This room features chess sets of antiquity displayed in glass. The pieces — the smallest of which are 3-inches, the largest 6-inches — are carved of walrus ivory. They portray human figures, all save the pawns, which resemble gravestones etched with runes. The figures represent two opposed forces of ancient warriors arrayed for

battle, one side painted red, the other white. The knights are mounted on chargers and hold lances, while the rooks have the wild-eyed look of berserkers biting their shields. Otherwise, all the figures, including the bearded king and the high-crowned queen, have a rather glum, despondent expression. The board is of polished serpentine and inlaid with ivory. *This set is valued at 2,500 gp.*

CR-2. The Insect Cabinet. This room contains glass cases with hundred of different types of insects, all mounted, preserved and classified. There are several extinct species here, including some incredible moths, butterflies, and stirges. *This set is valued at 200 gp.*

CR-3. Cabinet of The Ragnarok Vase. This room contains on central pedestal the Ragnarok Vase, a cameo of antiquity. The vase is about 1 foot high by 2 feet wide at its roundest. It is of violet-blue glass, surrounded with a single, continuous white cameo depicting the gods in their final conflict: Ragnarok, including Heimdall engaged in battle with Loki, Odin bearing spear against the monstrous wolf Fenrir, and Thor holding open the jaws of Jormungand, the "Midgard Serpent." *This vase is valued at 5,000 gp.*

CR-4. The Clock Cabinet. This room is outfitted with a variety of clocks, from the most ornate and modern of long case pendulums set in frames of cherrywood, an ancient sun dial of stone used by the tribes of bygone ages, and a tremendous, 2-foot brass hourglass. *There are 24 clocks in this room, valued from 200 gp to 1,200 gp each.*

CR-5. The Pole-Arm Cabinet. This room is lined with a collection of the finest pole arms, including the spear, lance, pike, spetum, ranseur, partisan, pole axe, halberd, bardiche, voulge, lochaber axe, fauchard, glaive, guisarme, bill, bill hook, military fork, lucern hammer, bec de corbin, glaive-fork, fauchard-fork, glaive-guisarme, and voulge-guisarme. It is not unusual for Sir Guy Gakk (*Grand Temple & College District #5*) to visit here, often correcting the tour guide in subjects pole-arm nomenclatural. *Each of these weapons are worth twenty times standard value.*

CR-6. The Far East Antiquity Cabinet. This room contains a collection of ninety-nine jade plaques from a royal palace of the Far East. These plaques, each about 8x8-inches, are carved from jade and depict a variety of scenes, including animals, fish, humans, human-animal and human-fish transmutations, and several scenes of court life. In the center of the room, upon a polished pedestal of lapis lazuli, there stands a 30-inch tall jade sculpture of a water dragon with a black pearl set in its jaws. *Each jade plaque is worth about 250 gp, while the jade dragon with black pearl is valued at 5,000 gp.*

CR-7. The Lord Yggs Cabinet. This room contains a collection of weapons, armor, and personal effects once owned by Franz, the first Lord Yggs. This collection includes an upholstered mahogany chair of many spindles, a burgonet helm, bronze plate armor (dented and scratched), and a shattered lance. Centered in this room, on a pole-mounted dummy torso, there is a bejeweled suit of mithril elfin chain armor affixed with a brooch of mistletoe, this being a gift from a gray elf lord to the more famous Lord Yggs, Lewis Garmonde, shortly after Yggsburgh won its independence. The Lord Mayor wore this at banquets and ceremonies. *The Lord Yggs-Franz collection is valued at 2,000 gp. The Lord Yggs-Lewis elfin chain is valued at 3,200 gp.*

CR-8. The Elegant Lady's Fashion Cabinet. This room contains several fashions worn by Ladies of Quality of the past 100 years, these being wives of famous noblemen. The collection consists of wigs, cosmetic cases, hats of varying fashion (velvet, cotton, silk, beaded and bejeweled), silk-lined cloaks (velvet, wool with gold throat chains and clasps), gold-embroidered dresses (cotton, linen, wool), evening gowns (silk, satin, velvet), and slippers. Jewelry includes earrings, necklaces, chokers, bracelets, all of gold and bejeweled with diamonds, rubies, emeralds, sapphires, amethyst, and pearls. *There are 18 pieces in this collection with values from 50 gp to 250 gp.*

CR-9. The Dragon's Den Cabinet. This room is tiled from floor to walls

to ceiling with the scales of a green dragon once killed by a legendary hero said to have several times explored the very depths of Castle Zagyg. Enter and feel the skin of a dragon with your own hands! In the center of the chamber glows a green *continual flame* flickering dim and unsteady. There are 101 scales in here of varying size and texture. *The scales are valued at a total of 2,500 gp.*

CR-10. Cabinet of The Unknown Idol. Centered in this room is a 16-foot tall stone idol of a primitive human-like head with pronounced brow and flaring nostrils. The idol is carved of basalt and is believed to have once been an object of veneration to a savage people from a tropical land far to the south. Members of the Sages' Guild theorize that it was Zagyg who brought this idol to the East Mark, and likely misplaced it. *This piece is valued at 3,200 gp.*

CR-11. The Two-Headed Stallion's Cabinet. Centered in this room is a taxidermed two-headed black stallion, the steed of some unknown wizard. Sages believe that the two-headed equine is the result of magical experimentation. *This taxidermed beast is valued at 750 gp.*

CR-12. Cabinet of The Skeleton Giant. Pieced together and placed on display in this room is the fossilized, tannin-steeped skeleton of a forest giant of some 18-foot height, with bowed legs, arching back, and massive skull. The skeleton was discovered in a local bog, and has drawn the interest of not a few clerics diabolical. Affixed to its skeletal mitt is fossilized spiked club of some 8-foot length. The skeleton is assembled with iron rods and screws. *This piece is valued at 800 gp.*

CR-13. The Statuary Cabinet. This room contains various sculptures of wood, stone, and bronze depicting knights and dames, a satyr playing a panpipe, and a nude goddess of exaggerated voluptuousness. These sculptures are largely donated by the Academy of Arts (*Grand Temple & College District #17*), though three of the busts displayed are donated by master sculptor Lester Crow (*Manors District #65*). Among these works there stands a sculpture of a 12-foot tall bronze knight with oversized gauntlets. This is actually a bronze golem. By day it stands motionless (unless alarms sound) and by night it activates and paces the museum, providing extra security. *Statues in this collection are values from between 50 gp and 5,000 gp.*

BRONZE GOLEM (*This neutral construct's vital stats are HD 10d12, HP 90, AC 25, MV 20-ft, and Spell Resistance 15. Its primary attributes are physical. It attacks with two fists for 2-24 points of damage each. Special: This golem senses both invisible and ethereal presences and bars their passage by enchanted force, so characters can't get past it. If a spell meant to damage this automation is cast upon it, the magic rebounds and affects the one who sent it. If a weapon attack is made upon it, the golem sends forth a bolt of energy delivering the same amount of damage the attack delivered to it, plus d6 additional points, so even a miss brings 1-6 damage to the one attempting to harm it. If two or more attacks are made, the golem sends forth a 30-foot cone of paralyzing gas that persists for five minutes of time, filling the museum. Characters must save vs. paralysis each round of exposure or be immobilized for one full hour. Paralyzed individuals are later removed by the town guard and charged. XP value: 4,800*)

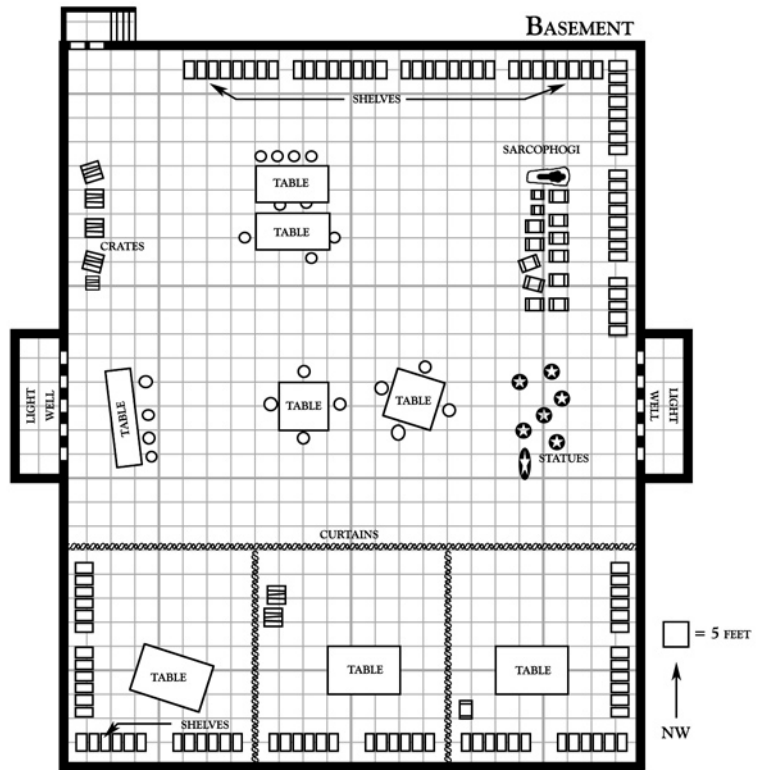
CR-14. The Precious Metal Cabinet. This room contains a collection gold dinnerware (plated, goblets, cutlery) and jewelry (earrings, necklaces, bracelets, arm bands) of various design and antiquity, some of the jewelry inset with rubies, tiger-eyes, and garnet. This collection contains a substantial donation from master goldsmith, Master Clifford White (*High Gardens District # 22*), whose handcrafted pieces are unparalleled. Also here is a donated collection from the Golden Earring (*Jewel District #45*). Many of the items in this collection, including a gem encrusted gold crown, are stolen property, museum curators being ignorant to this. *This entire collection is valued at 12,000 gp, with individual pieces valued from 250 gp to 1,500 gp.*

CR-15. The Sawyer Collection. This room contains a collection of silver vases, platters, bowls, and goblets uniquely engraved and gold filigreed, this being the handiwork of retired silversmith Frederick Sawyer (Jewel District #26). This collection is valued at 600 gp.

CR-16. The Precious Stone Cabinet. This room contains a collection of gems and stones encased behind a wall of force and magically lit from behind to create a myriad of colors slanting within the room. The stones are in part donated by master jeweler, Cecil Dove (High Gardens District #27) and include stones such as agate, amethyst, aquamarine, bloodstone, diamond, emerald, garnet, jade, jasper, lapis lazuli, moonstone, opal, ruby, sapphire, and topaz. The gems are of course quite valuable, but of equal interest here is the precision cuts (brilliants, ovals, pears, cabochon, etc.) made by the donating collectors and gemners. The moonstone in this collection is actually a rare form of *luckstone*. On full moon nights, extending 12 hours before and 12 hours after peak, its bonus increases to +3. This item is valued at 50,000 gp (8,300 EXP), while the rest of the collection is valued at 8,000 gp, with individual pieces ranging from 50 to 1,000 gp.

CR-17. The Cabinet of Shrunken Heads. The walls of this room are lined with shelves holding 78 shrunken heads. These heads were stolen from the pyramid temple of a jungle tribe of head-hunters of the Far South. The shrunken heads are less than half the size of normal heads, and their facial features are distorted and strange. The collection was taken from Triple Dagger Goblin tribe of Little Hillwood. Sages believe it was once owned by Zagyg. Each head in this collection is valued at 300–500 gp.

CR-18. The Cabinet of Shells. This room features sea shells collected from lands near and far, featuring strangely colored conches, and coral specimens. Featured here is a giant, 12-foot wide, clam, shells parted and within which is set a beautiful pearl. The shells are valued at 1,000 gp and the pearl at 5,000 gp.



CR-19. The Pottery Cabinet. This room features ancient clay pottery and assembled fragments thereof collected about the East Mark. The pieces are over a thousand years old, some showing traces of the aboriginal art employed by the Cnobrii tribe that once ruled this region. This collection is valued at 3,500 gp.

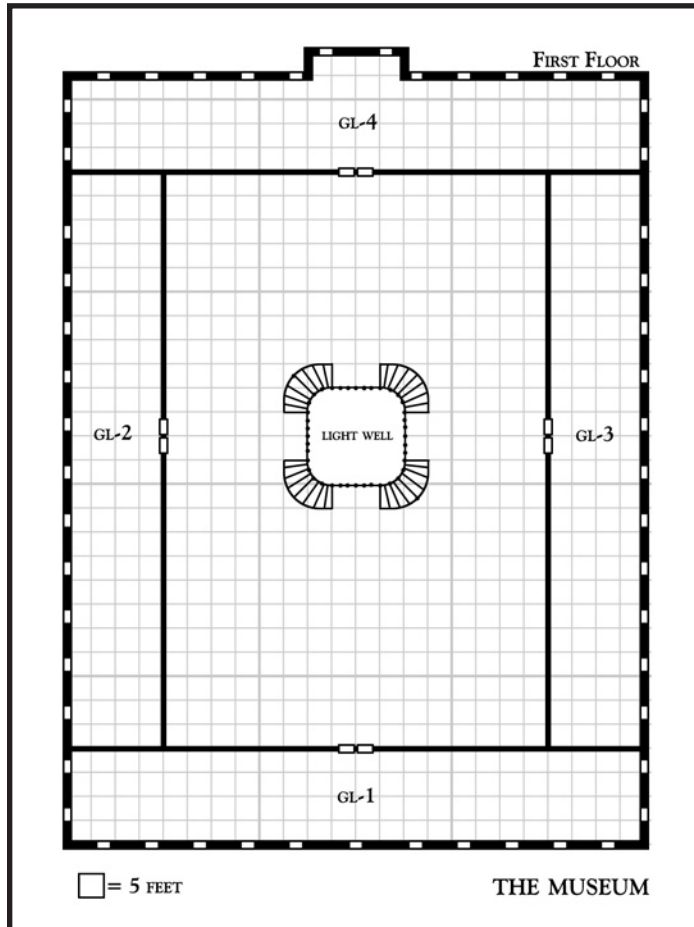
CR-20. The Aviary Cabinet. This room features over 250 small birds (cardinals, jays, finches, sparrows, thrushes, canaries, nuthatches, orioles, cuckoos, titmice, etc.) all taxidermed and displayed in glass cases. These birds, many of which are of brilliant plumage, have been collected both locally and also from tropical jungles far to the south. Some that have been appropriated from the Bald Hills, despite warnings from the nomadic elves residing therein. This collection is valued at 600 gp.

FIRST FLOOR. The central domed area of the first floor features a display of gargantuan skeletons, including a mastodon, triceratops, giant carnivorous ape, killer whale, giant pike, and massive sea turtle, the latter three of which are suspended by chains from the domed ceiling. Painted in fresco along the walls is a sprawling scene of battle depicting a bloody battle waged between opposing barbaric tribes who ruled the region centuries before it was civilized.

The Galleries. The surrounding four galleries feature the paintings of local and distant, past and present artists. Some paintings have been donated by local collectors, while others have been donated by the artists themselves. Each gallery features gray, slate tile flooring, wainscoted walls paneled with whitewashed fruitwood, and bronze wall sconces molded to gargoyles. Each sconce is lit by a white *continual flame* spell.

GL-1. This gallery features a collection of paintings donated by Edwin Jay (Manors District #72) and Master Jasper Gatbees (Grand Temple & College District #6). The collection features a splendid collection of portraits (knights, dames, lords, ladies, etc) and also some lovely paintings of hawks in flight. This collection is valued at 1,500 gp with individual pieces valued between 25 and 200 gp.

GL-2. This gallery features a collection of paintings donated by Bennett



Cornwainer, Honorable Chancellor of Yggsburgh (CZY #41, or *Manors District #29*). The paintings are of impressive architectural structures of both recent innovation and great antiquity — temples, keeps, castles, towers, etc. *This collection is valued at 1,500 gp with individual pieces valued between 50 gp and 200 gp.*

GL-3. This gallery features the art of the esteemed Academy of Arts governor, Professor Albus Birch (*Grand Temple & College District #17*). Paintings featured include portraits of seven of the eight Lord Mayors from The Free Town's short history, including Sir Frederick Arleigh, Supernal Harold Strong, Raymond Wright, Sir Hugh Burdock, Brandon Proctor, Sir Maxwell Green, and Druid Lochinvar Beechwood. Birch painted the first of these some 68 years ago. Other paintings feature the Nemo River. *This collection is valued at 2,000 gp with individual pieces valued between 50 gp and 200 gp.*

GL-4. This gallery features a collection of paintings donated by Oswald and Blythe Somerset (*High Gardens District #9*), a proud family, as Oswald's great-grandfather fought alongside Lord Yggs during the famous siege. Patrons of the arts, the Somersets have donated an eclectic collection of paintings featuring epic battles, knights on chargers bearing lance and flail, and various heroes of myth and legend. *This collection is valued at 1,500 gp with individual pieces valued between 50 gp and 200 gp.*

BASEMENT. The basement is where the staff does a large amount of their work, with appropriate offices and curator workrooms contained therein. This is where donated or otherwise appropriated collections are cleaned, categorized, and evaluated. Collections are stacked on large and small tables and shelves, inspected for authenticity and studiously dissected and researched, and portrait frames are constructed here to best complement the art. Curtained areas are used by curators desiring a more sterile environment or privacy while working with a collection. The curtains are of a heavy wool, depending from brass poles affixed to the ceiling.

Collections are in various states of preparation, these being the purview of the Castle Keeper, who should alter the cabinets of curiosities and galleries of the ground and first floors, revolving in new collections should this encounter be visited with any regularity. Should the characters donate a collection of note, they may eventually observe it in the museum on display!

23. WATER DEPARTMENT (CZY #16)

SIGN: Yggsburgh Coat of Arms

This small, single-story redbrick building serves the Water Department, which has a daytime staff of 20 persons. Office of the Keeper of Community Water, Phillip Weller, is located here (*his residence being Gray Friars #15*). He is in charge of water plumbing, wells, and fountains.

The town has an artesian well springing from its western end. This water is piped into an underground reservoir there, the latter supplying water mains laid under the streets. All the buildings owned by those well-off are connected to a water main, so there is running water in most buildings. Those buildings not supplied with plumbing for indoor water and sewer must rely on rooftop or basement cisterns and city fountains in the two plazas (Market Plaza and Citadel Square) and gates (Bridgegate, Moatgate, Rivergate) or park-sited wells.

There are hydrants connected to the water mains on the corners of about every-other of the town's blocks. Once a week these are opened for a short period of time to flush the gutters clean.

A cistern of vast size is located beneath The Citadel, Yggsburgh's mighty fortress. Odd reports concerning this repository of water have reached Phillip's department of late and he may wish to dispatch trusted adventurers to investigate (see *Yggsburgh Town: Citadel End*).

SEWER DEPARTMENT STAFF X 20 (*They are simple commoners.*)

PHILLIP WELLER, KEEPER OF COMMUNITY WATER (*He is a lawful neutral, common gentleman whose vital stats are HP 4, AC 10. His Secondary Skill is Esoteric.*)

24. SEWER DEPARTMENT (CZY #15)

SIGN: Yggsburgh Coat of Arms

This small, two-story redbrick building serves the Sewer Department, which has a daytime staff of 20 persons. The office of the Keeper of Sanitation, Master Thomas Crapper is located here (*his residence, Storehouse District #109*). He is in charge of waste plumbing, sewer cleaning and maintenance.

There is an extensive underground sewer system running from west to east and emptying into the River Nemo at the southeast corner, near the tower there. Most of the buildings in the town are connected to the sewer lines, and only a few of the "East End" blocks where the lowest tier of the lowest class dwellings rely outhouses and cesspools for waste storage. Very little human waste is dumped into the gutter to be flushed down into the sewers by released water or rain. Waste from outhouses is collected from them by hired waste removal contractors called Honey Dippers or Tom Turd Men.

SEWER DEPARTMENT STAFF X 20 (*They are simple commoners.*)

MASTER THOMAS CRAPPER (*He is a lawful good tradesman with Construction Ability — level 4, and Judgment Ability — level 2.*)

25. CITY GAOL (CZY #10)

REASON: Should the characters be thrown in jail or looking to have someone released, this is the place to go.

SIGN: Yggsburgh Coat of Arms

The city gaol is located on a lot surrounded by a 12-foot, cemented stone block wall topped by inward turning spikes laced with barbs. The front gates to the lot, with two law officers stationed, are iron spiked. The gaol proper is a building of rough-hewn stone fronted by two 32-foot square towers, crenellated and machicolated; also, the roofline of the building is flat and battlemented being 7-feet below the towers. The entrance is an iron portcullis which must be raised from within by a chain draw.

The city gaol has a basement and three floors. There are no windows at the ground level, but there are barred windows at the first and second floors.

Average population is 20 staff (14 guards) and 30 prisoners. The offices of the Sheriff of Yggsburgh (law enforcement in town and surrounding lands) and other law enforcement officers of the town are located here. There are 42 law officers in this command, counting Sheriff Jarvis Warren (*he resides at #18*). City Gaoler Dunstan "Chief Turnkey" Fish is a permanent resident of the City Gaol, and enjoys a rank equal to that of a deputy sheriff.

OFFICERS OF THE LAW

CITY GAOL — DAYTIME OFFICERS AND GUARDS.

The 14 law officers and guards serving here in the daytime are:

TOWN SHERIFF JARVIS WARREN (*He is a 7th level, lawful neutral, human fighter whose vital stats are HP 35, AC 18. His primary attributes are strength, dexterity, and intelligence. His significant attribute is strength 17. He carries plate mail, shield, longsword, and dagger.*)

DEPUTY SHERIFF ROBERT DRAKMONT (*He is a 5th level, lawful neutral, human fighter whose vital stats are HP 28, AC 18. His primary attributes are strength, dexterity, intelligence. He carries plate mail, shield, longsword, and club.*)

BAILIFF SERJEANTS x 2 (They are 3rd level, lawful neutral, human fighters whose vital stats are HP 15, AC 14. Their primary attributes are physical. They carry chain shirts, short swords, and clubs.)

DEPUTY BAILIFFS x 10 (They are 2nd level, lawful neutral, human fighters whose vital state are HP 10, AC 13. Their primary attributes are physical. They carry studded leather, clubs, and daggers.)

City Gaol — nighttime officers and guards.

The 10 law officers and guards serving here at night are:

DEPUTY SHERIFF DAVIS PROCTOR (He is a 5th level, lawful neutral, human fighter whose vital stats are HP 38, AC 18. His primary attributes are strength, dexterity, and intelligence. He carries plate mail, shield, long sword, and club.)

BAILIFF SERJEANTS x 2 (They are 3rd level, lawful neutral, human fighters whose vital stats are HP 15, AC 14. Their primary attributes are physical. They carry chain shirts, short swords, and clubs.)

DEPUTY BAILIFFS x 7 (They are 2nd level, lawful neutral, human fighters whose vital stats are HP 10, AC 13. Their primary attributes are physical. They carry studded leather, clubs, and daggers.)

OFFICERS AND GUARDS OF THE TOWN MINT.

The City Gaol is the headquarters for the Sheriff and all his men. This includes those officers and guards stationed at the Town Mint. There are a total of eight on duty at the Town Mint & Revenue Office building (CZY #13) during the day, four at night. These men will report here before and after duty. They are:

TOWN MINT — DAYTIME.

DEPUTY SHERIFF WILBER GREGSON (He is a 5th level, lawful neutral, human fighter whose vital stats are HP 30, AC 18. His primary attributes are strength, constitution, dexterity. His significant attribute is strength 16. He carries plate mail, shield, longsword, and dagger.)

BAILIFF SERJEANTS x 2 (They are 3rd level, lawful neutral, human fighters whose vital stats are HP 15, AC 14. Their primary attributes are physical. They carry chain shirts, short swords, and clubs.)

DEPUTY BAILIFFS x 5 (They are 2nd level, lawful neutral, human fighters whose vital stats are HP 10, AC 13. Their primary attributes are physical. They carry studded leather, clubs, and daggers.)

TOWN MINT — NIGHTTIME.

DEPUTY SHERIFF ALOYSIUS DUFFY (He is a 6th level, lawful neutral, human fighter whose vital stats are HP 32, AC 18. His primary attributes are strength, dexterity, and constitution. His significant attribute is strength 15. He carries plate mail, shield, longsword, and dagger.)

BAILIFF SERJEANTS x 2 (They are 3rd level, lawful neutral, human fighters whose vital stats are HP 15, AC 14. Their primary attributes are physical. They wear chain shirts, short swords, and clubs.)

DEPUTY BAILIFFS x 2 (They are 2nd level, lawful neutral, human fighters whose vital state are HP 10, AC 13. Their primary attributes are physical. They carry studded leather, clubs, and daggers.)

STREET PATROL.

Another four guards will be out patrolling the streets in the daytime, twelve at night.

The 4 law officers on DAYTIME street patrol are:

BAILIFF SERJEANTS x 2 (They are 3rd level, lawful neutral, human fighters whose vital stats are HP 15, AC 14. Their primary attributes are physical. They carry chain shirts, short swords, hand crossbows, and daggers.)

DEPUTY BAILIFFS x 2 (They are 2nd level, lawful neutral, human fighters whose vital state are HP 10, AC 13. Their primary attributes are physical. They carry studded leather and carry longwords, hand crossbows, and daggers.)

The 12 law officers on NIGHTTIME street patrol, serving in pairs (one sergeant, one deputy), are:

BAILIFF SERJEANTS x 6 (They are 3rd level, lawful neutral, human fighters whose vital stats are HP 15, AC 14. Their primary attributes are physical. They carry chain shirts, short swords, hand crossbows, and daggers.)

DEPUTY BAILIFFS x 6 (They are 2nd level, lawful neutral, human fighters whose vital state are HP 10, AC 13. Their primary attributes are physical. They carry studded leather, hand crossbows, and daggers.)

OTHER LAW ENFORCEMENT. Each of the blocks of the town where commoners dwell (lower and middle class, but not those of the schools or upper class) has dwelling thereon a **BEADLE**, a resident law officer of lowest rank — a sub-deputy bailiff, if you will. There are 34 beadles in total.

BEADLES x 34 (These are 1st level, lawful neutral, human fighters, HP 6, AC 13, primary attributes physical. They carry studded leather, hand crossbows, clubs, and daggers.)

Law Officer Uniforms. All law officers wear indigo (navy blue) surcoats and yellow stockings, indigo cloaks in colder weather. The Sheriff has a badge with a gold mace, his deputy a silver one. Bailiff sergeants have three silver staves in upright position, the deputy bailiffs a pair of them. Beadles have a single staff.

CRIME AND PUNISHMENT.

Gaol time. There are many ways an unfortunate soul may find him or herself imprisoned in the city gaol; thus, the Castle Keeper is encouraged to thoroughly review the list of offenses as found in Appendix E. of this volume. Be particular, Castle Keeper, and take into account the socio-economic standing of the accused, for those of noble or gentle birth are entitled to trial by judge — with or without a jury of his peers at the option of the accused; likewise, there are several crimes of which a person of gentle birth *can not be charged* unless the accuser is of like status or an officer of the town above the common ranks, such as deputy sheriff and below.

GROUND FLOOR. Prisoners are checked in, stripped of their possessions and issued a loose-fitting, dun colored uniform. Guards will perform this process, overseen by the Chief Turnkey, Dunstan Fish. Fish is a noted member of the Thieves' Guild also with Assassins' Guild connections. It is an understatement to say the city gaol is not a safe place for one who is seeking sanctuary from either of these guilds; it is more akin to entering the belly of the beast. Dunstan is a wiry man with shaggy black hair and a crooked nose. He is a half-elf, but his elfish lineage is scarcely recognizable.

DUNSTAN "CHIEF TURNKEY" FISH (He is a 4th/4th level, chaotic neutral, half-elf thief/fighter whose vital stats are HP 29, AC 16. His primary attributes are strength and dexterity. His significant attributes are strength 16 and dexterity 16. His Secondary Skills are Bullying, Suborning, and Swindling. He carries +2 leather armor, +1 short sword, and a dagger of venom.)

HOLDING CELLS. There are several holding cells at the ground floor level, two of which are large common cells that hold up to 30 prisoners apiece; this is where the recently arrested and accused are brought in before trial. Another 50 small cells are double occupancy, each iron-barred and facing a common hall, stone-blocked (cement sealed) on the three remaining sides; there are no windows. Each cell contains bunked straw cots (often lice-infested), wool blankets, and a wooden pale for voiding.

FIRST FLOOR. This floor contains closets where prisoners' possessions are locked and stored, a common room for law officers of lesser status, a meeting room where the Sheriff will brief his officers and beadles, and a general dining area where working officers may relax and dine.

At the rear of this level there are also eight large cells, quite posh as compared to the common cells of the ground level: wool-stuffed mattress and pillow, cotton sheet wool blanket, table and chair, and a barred window. These cells are where convicted (or those awaiting trial) gentlemen are sequestered. One of these cells is "owned" in cooperation by the Thieves' Guild and Assassins' Guilds (more on this below).

Deputy Sheriff Robert Drakmont (by day) and Deputy Sheriff Davis Proctor (by night) are quite open to bribes by upper-crust prisoners, and both these officers will personally see to their comfort, including requested meals, lengthy walk-about, courtesan visitations, and whatever else form of favoritism the Castle Keeper can dream up. The Deputies do this in concert with Dunstan "Chief Turnkey" Fish, making certain to mention that such hospitality is financed by the Thieves' Guild. Notable members of the Thieves' Guild are also well accommodated, receiving similar posh treatment. Lesser guild-thieves are expected to pay an initial sum to the gaoler, plus a cut of the "swag" for any "jobs" done on the inside or the outside, the gaol serving as a perfect alibi in the latter circumstances. If Sheriff Warren is aware of this arrangement, he looks the other way, for the Thieves' Guild of Yggsburgh exceeds a population of 1,000!

One of the eight cells on this floor is actually "owned" by the Thieves' Guild. This cell has a secret door which opens to a false wall containing a 2.5-foot wide, steep stairwell that descends to an access point of the Thieves' Guild Underground (CZY #52). This allows the "prisoner" to come and go with complete freedom, for a fee of no less than 5 gp per day, paid to Dunstan Fish.

SECOND FLOOR. This level provides access to the roof top for routine patrols and also contains personal offices/quarters for Sheriff Warren, Deputy Sheriff Drakmont, Deputy Sheriff Proctor, Deputy Sheriff Gregson, and Deputy Sheriff Duffy. The accommodations are quite spartan, with bed, wash basin, desk and chair, and book shelf. While these law officers may slumber here, each has homes elsewhere. The only person who keeps a permanent residence here is the City Gaoler Dunstan "Chief Turnkey" Fish.

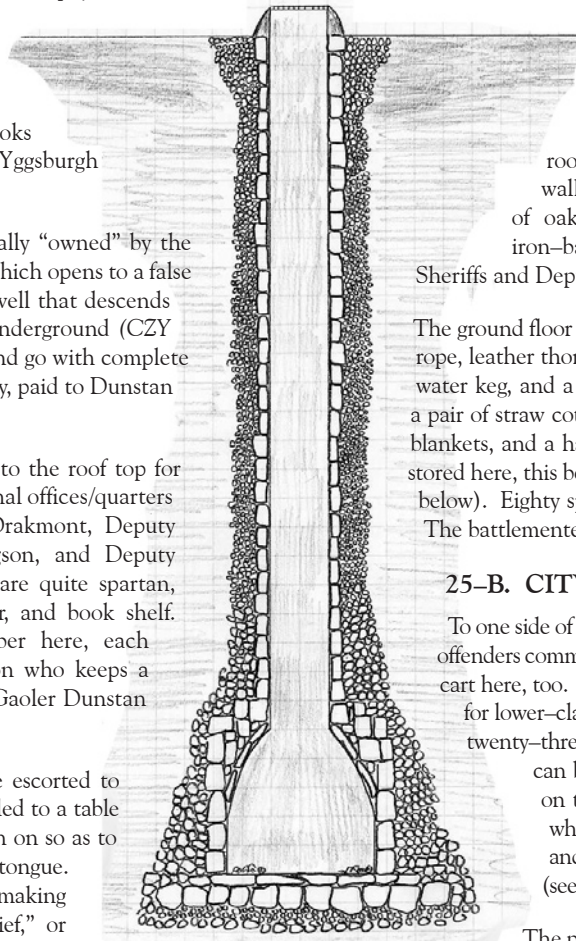
BASEMENT. Prisoners to be branded will be escorted to the basement level. They will be shackled to a table and offered a bit of leather to bite down on so as to prevent them from biting off their own tongue. Each brand signifies the crime, forever making the convict as "Arsonist," "Horse Thief," or "Rapist." Several instruments of torture are used against prisoners arrested for high crimes such as treason. Torture is a useful means of extracting information.

EXOTIC PUNISHMENT. Incarceration of magic-using persons (clerical or wizardly) receive special attention. They are clamped with *antimagic bands**, of which the city gaol has twelve sets. The chief turnkey holds the master key to each these sets.

*see Appendix C.

INSTRUMENTS OF TORTURE INCLUDE:

- **THE GARROTE** — a device used to strangle condemned persons. It consists of an iron collar attached to a post. The victim's neck is placed in the collar, and the collar is slowly tightened by a screw until asphyxiation occurs.
- **THE STRAPPADO** — a machine that hoists the victim's weighted body by a rope tied to his hands, which are fastened behind his back. A series of constitution saves should commence with a -2 penalty to each subsequent check per 24 hour period.
- **THE RACK** — an instrument that stretches the limbs and body. The victim is bound on an oblong wooden frame with a roller at each end. If the victim refuses to answer questions to satisfaction, the rollers are turned until the victim's joints are pulled out of their sockets.
- **THUMBSCREW** — a metal-studded vice in which a suspect's thumbs are compressed.
- **GRIDDLE** — a large flat metal table used for interrogation.



25-A. CITY GAOL WATCH TOWER

This round stonework tower is 30-feet tall, with a battlemented, machicolated roof. The tower is accessed via a covered stone wall in back of the gaol, the tower's door being of oak and iron-banded with key-lock; another iron-banded door opens to the pillory yard (#25-B). Sheriffs and Deputies hold the keys.

The ground floor has a table and chairs and a storage locker with rope, leather thongs, cord, and eight sets of shackles. There is a water keg, and a cask of salted herring. The first floor contains a pair of straw cots, a barrel of oil, a stack of faggots, a few wool blankets, and a half a bolt of cloth. An enchanted *elven rope* is stored here, this being used to lower victims into the *oubliette* (see below). Eighty spare crossbow bolts are kept in a storage chest. The battlemented tower roof is stationed with two guards.

25-B. CITY GAOL PILLORY YARD

To one side of the city gaol are the pillories and stocks for those offenders committing misdemeanors. One may be flogged at the cart here, too. This makes the alley a popular sightseeing place for lower-class citizens and youngsters of all sorts. There are twenty-three such devices here, though additional frames can be quickly assembled if need be. Also centered on this lot is square stone verge of three feet upon which an iron grate is fastened, this being locked and accessed only by the sheriff. This is an *oubliette* (see below).

The pillory yard is observed by the gaol tower (#25-A), and there is at least one guard patrolling, always with a deaf ear to the begging and complaining of victims.

PILLORIES AND STOCKS. The pillory is a wooden framework with holes cut in it for the arms and head of the prisoner. Stocks are wooden frameworks with holes for the legs of the victim, and sometimes also for the arms. Prisoners placed in pillory or stocks suffer both because of their uncomfortable position and because passers-by will jeer and often throw stones and rotten eggs at them. Additionally, the prisoners' heads are often shaved to add to their shame.

FLOGGING AT THE CART. This is a beating administered with whip, rod,

strap, thong of rawhide, or cat-o'-nine tails — usually on the victim's back. Flogging is executed with great brutality! The backs of the condemned are often lacerated as a result, and if the administer so chooses, salt is poured into the wounds.

OUBLIETTE. Accessed via an iron trapdoor set upon a stone verge of 3-foot height, this is a type of dungeon that is used for those rare prisoners of an often indeterminate fate. Occasionally (usually for reasons political) it is not prudent to hang or behead an individual noted for their popularity, good deeds, or accomplishments about town; notwithstanding, if such individuals have wronged a nobleman, Town Councilor, or the Lord Mayor himself, he may well find himself being lowered into the oubliette to suffer death and/or madness.

The trap door opens to a 6x6-foot shaft cased in rough stone that descends 75 feet to a circular cell of 15-foot diameter. The floor is of heavy slabs of flagstone, so dweomered to neutralize most magical affects (excepting artifacts and deital magic) within 25-feet. The stone walls rise vertically six feet and then funnel up to the central shaft, which enters the cell 15-feet above the floor, thus giving the cell the semblance of a bell-shape. Bones and skulls litter the floor, along with various articles of clothing and leather in varying stages of decay.

A prisoner thus sentenced will be stripped down to simple clothing and conveyed to the cell below by means of an enchanted *elven rope* bound to his or her chest, wrists, and ankles. One tug of the magic rope, and the thing snaps up the shaft back to the surface, leaving the prisoner in the dark.

The prisoner is informed of this: ***You will be provided a gourd of water and a bundle of bread and root vegetables once per three days by means of a basket lowered from above. If the food and water is not removed from the basket for more than one feeding, you will be presumed dead. If you attempt any means of escape or otherwise attempt to molest the feeding process, you will not be fed again.***

The prisoner enjoys minimal light at high noon, but is otherwise in complete darkness, save on those sunniest of days when a grated square of blue sky will be glimpsed. The stone walls within the cell are scratched with the names of past prisoners, along with other scratchings on stone — tic marks indicating the length of imprisonment for those once that kept track. Apparently, one fellow lasted for nearly two years, should one count the scratches.

26. YGGSBURGH LIBRARY (CZY #11)

REASON: Should the characters be conducting research on the region, this is a good place to begin.

SIGN: Yggsburgh Coat of Arms

This moderate-sized building of firebrick with white marble trim is fronted by large columns of white marble stylized in Roman-Tuscan style. The steps that lead to the two sets of double walnut doors engraved with the Yggsburgh armorial bearings. The stairs are flanked by a pair of white marble statues portraying crouched giant lynxes. The Yggsburgh Library is a tall building, some 50 feet with a high vaulted ceiling. It has a basement and two high-ceilinged floors. The windows are long, narrow and arched at their peaks. It is open five days per week, from morning to early evening.

GROUND FLOOR. The Ground floor is large and open, with a ceiling of 18 feet. The floor is of slate tile with piled wool rugs in non-traffic areas. The walls are lined with towering book shelves, separated only by those spaces where the arched windows exist. There are two long rows of open tables, and one row of carrels (tables partitioned for individual study), and these are set perpendicular to the shelves and windows so as to allow maximize lighting.

An enormous librarian's desk is attended by one or more of the staff who assist patrons. The total daytime staff consists of eight persons, all of whom rotate in their duties from front desk, to ground floor, to first floor. At the rear of the room there is a white marble statue stylized to portray Odin, gaunt and nude, greedily drinking the *mead of poetry*. *Statue valued at 400 gp.*

To each side of the statue, there is a door. One leads to the office of the Chief Archivist, who is in charge of the library, Martin Cattin (*Moatgate #18, his residence*), while the other door leads to a general staff room, where meetings are held and breaks are taken.

Martin, age 51, is an eclectic gentleman who knows all that there is to know about Yggsburgh's history. He has studied all of the documents that are kept in the archives and a few that are not. Martin can be used as a sage. Should the party ask him about cults, he will have the answers. His office has a large oak desk, shelves crammed with books, and a table piles with parchments and scrolls (mundane).

CHIEF ARCHIVIST, MARTIN CATTIN (*He is a lawful neutral bureaucrat with Secondary Skills of Knowledge Specialist — Local History, level 4; Regional History, level 3; World History, level 2; Cults, level 4.*)

ON THE STAFF. The staff develops collections, improve materials, pre-serve materials, organize and classify new collections.

ON PATRONS AND LIBRARY ETIQUETTE. There are 5–20 patrons in the library at any given time. These will likely be students and professors (*they are academicians*), alchemists, authors, bards, poets, sages, wizards, and the like. Patrons are expected to be silent, and if they must speak it should be in hushed whispers. Violators will be warned once, asked to leave the second time.

ACCESS TO THE FIRST FLOOR. Although open to the public, a decent amount of scrutiny is involved. First, one must apply via writing (thus eliminating all illiterate persons) for a two-hour access pass. It may take 48-hours for permission to be granted or declined, with the understanding that the library is not obligated to explain why one is accepted or declined. If one has a criminal record, they will likely be declined access to the first floor. Characters renowned for their good deeds about town will be granted permission by the Chief Archivist.

There is a guard who works here by day, the 7-foot mute, Bjorn, who is pale of skin and has long, yellow-curved hair tied behind his head. He frowns at patrons who are loud.

BJORN (*He is a 7th level, lawful neutral, human fighter whose vital stats are HP 49, AC 11. His primary attributes are strength, dexterity, constitution. His significant attribute is strength 18. He carries padded armor and club.*)

FIRST FLOOR. Materials here tend to be older and of greater value; thus, a great many of volumes are chained to shelves and lecterns. Here a *stall system* (fixed book cases perpendicular to exterior walls pierced by closely spaced windows) is the arrangement. The ceiling is vaulted, ribbed and painted in fresco of sages and scholars watched by deities in the clouds.

This is where those leather-bound volumes of greatest antiquity are stored, with thick parchment pages, sometimes leather. There are old tomes, codices, and librams of eldritch knowledge.

ON MATERIALS. While it is impossible for the author of this work to list every volume contained in the city library, some general guidelines as pertains subject matter may be followed by the enterprising Castle Keeper:

- Arcana (magical lore and theory)
- Architecture (civilian and military)
- Art (paint, sculpture, art history)

- Engineering
- Law & Government
- Legends, Myths & Tales (folklore, heroes, dragons)
- Linguistics (common, elvish, dwarfish, gnomish, goblinoid, etc.)
- Mathematics and Geometry
- Natural History (human, demi-human, and humanoid)
- Philosophy
- Poetry and Literature (erotic, heroic, physical, skaldic)
- Religion (Tenoric and foreign pantheons)
- Science (astronomy, biology, cartography, geology, geography, herbalism, etc.)

The city library does not “rent” books as modern ones do; books and other materials are viewed on-site, and should any volume be removed from the building, it is a crime of theft against the city. However, with the technology of the printing press gathering steam, it is foreseeable that in the near future a rental program will be initiated.

On adventure clue research. Clues about various places or names can be found here with requisite research. If a character spends a day researching a particular topic, an intelligence attribute check should be made to determine if they were successful in finding it. This check can only be made once per day per topic researched.

The challenge class (CC) is modified depending on the topic heading being researched. The challenge class may be reduced if a librarian is bribed; bribes over 10gp may reduce the challenge class by –1 difficulty.

SUBJECT	CC MODIFIER	ADVENTURE LOCATION
Dark Chateau	+4	CZA1 <i>Dark Chateau</i> by Rob Kuntz (see below).
Fountain of Youth	+5	Yggsburgh Town: <i>Jewel District #18–F</i> (see below).
Glittering Knobs: The Cursed Mine	+3	CZY Environs Encounter #13.
Hiddendale: The Unholy Ringstones	+5	CZY Environs Encounter #35.
Lonely Valley: The Gnome Burrows	+4	CZY Environs Encounter #30.
Menhir Hills: Castle Zagyg Ruins*,	+4	CZY Environs Encounter #38.
Mound Isle: The River King's Tomb	+2	CZY Environs Encounter #4.
Yggsburgh: The Mors' Mound	+4	Yggsburgh Town: <i>Storehouse District #169</i> (see below).
Yggsburgh: Shrine of Ygg	+5	Yggsburgh Town: <i>Grand Temple & College District #16</i> (see below)

*For more on Castle Zagyg, the crux of this entire series, please refer to the forthcoming modules by Troll Lord Games.

It is assumed that the Castle Keeper has the Yggsburgh hardback and so is able to reference the above topics noted as “CZY”. Topics derived from works outside of this are described below:

Dark Chateau. Long before the Archmage Zagyg moved into the deeps of the great castle that came to bear his name, he took up his dwelling in a house north of the fledgling town of Yggsburgh. The house there he built of stone, and around it a great fence. Here he hid himself away, nestled in the deeps of the Little Hillwood.

The Fountain of Youth. In the center of the school playground is a large fountain. The statue in its midst is that of a beautiful woman holding a large chalice in one hand and the other outstretched, palm upward, appearing as though she is beckoning onlookers to come closer. The Fountain is reputed to be the culmination of the Archmage Zagyg's senior project and legend claims it has the power to restore one's youth.

The Mors' Mound. Beside Yggsburgh's Outland Temple (CZY #20) on Neargate Lane there is a grassy mound surmounted by a wizened oak, three ash trees, and thickets of hawthorn. The mound is said to be blessed by a deity of the Daneen, a pantheon worshiped by Faerie folk of the Wychwood, which perhaps extended to the area of Yggsburgh in days of yore when magic filled the air. A small, round door is set in the side of the hill. Behind it is an earthen chamber that glows blue, the result of phosphorescent moss. Sages hypothesize this place to be a dimensional nexus accessed by Amadan Mor, or “The Mors,” a trickster deity who appears as a great, overgrown Leprechaun. “The Mors” is most mischievous, and rather enjoys playing diabolical tricks on solitary visitors, though he is just as likely to offer a treat, so the old wives' tales speak.

Shrine of Ygg. At the intersection of College Street and West Way, in a secluded, fenced-in corner of shrubs and vines, there is an ancient shrine dedicated to Ygg, the dreaded Great Deital Serpent and Lord of Snakes. The shrine contains a ten-foot statue carved of obsidian. Chipped and weatherworn, it depicts a broad-shouldered warrior, bare of chest and gripping a heavy spear. The head, however, is that of some great eldritch python, forked tongue a' flicker, eyes narrow and reptilian. This shrine was present long before settlers arrived in the East Mark. Centuries later, as the Town of Yggsburgh formed, the shrine was avoided; those foolish enough to trifle with it were found dead, their flesh bloated and blue, tongues lolling thick, mouths frothing, and eyes bulging. Holy men decreed it a shrine of Ygg, an Avatar of Odin. These days, druids leave offerings here, and should one swear an oath to the Deital Serpent, it is said a special spell may be granted.

For the Castle Keeper: The above topics may also be researched at the College Library (*Grand Temple & College District #24*), though possibly with some conflicts and/or additional knowledge. Also, the Castle Keeper may insert other legends and lore here as suits the campaign.

27. TOWN HALL & COURTS (CZY #9)

REASON: Should the characters be pressing suit or accused of crimes, they will find themselves here; also, should the characters seek a Town Councilor or the Lord Mayor.

SIGN: Over each its three entrances, the armorial bearings of the Free Town of Yggsburgh

ENCOUNTER: Sacred Ceremony

This large, triangular-shaped, two-story building has a bartizaned front tower (with prominent clock), a central atrium, and a two-story penthouse suite. It is constructed of marble brickwork, white and sparkling, and the trim of black granite.

In addition to the Lord Mayor's Office, the Council Chamber, and eight offices for the Councilors, there are the offices of the Justiciar, two Judges, two Magistrates, and one (rotating Justice of the Peace). The High Court has two rooms for hearings and trials, along with two Magistrates Courtrooms, and a common courtroom for use by the Justices of the Peace.

The daytime staff is 35 persons, these largely being secretaries, scribes, notaries, couriers, and accountants. Also among these are five menial servants to clean, make general repairs, and serve meals.

DAYTIME STAFF X 35 (*These are simple commoners, some of whom have Business Ability.*)

There are three entrances to the Town Halls & Courts, and above each are the armorial bearings of Yggsburgh. A marble statue of Forseti stands at the sidewalk point directly south of the front gate. The statue depicts this great God of Justice and Conciliation swathed in robes and wearing an amulet emblazoned with a golden oak. His arms are outstretched, and in his hands he weighs a scale of balance.

THE GROUNDS. Large, well-cultivated hedges ensconce this important public building, and the grounds are noted for eight wizened cherry trees that flower pink blossoms each spring. The most notable feature is the limestone cobbled courtyard, this being centered by a white marble fountain.

(S/C) STABLE AND CARRIAGE HOUSE. There is a large stable/coach and carriage house of firebrick, staffed by the finest of groomers, as the steeds of the Free Town's most notable bureaucrats are stabled here. A substantial feed storage is also within. The stable manager is Owen Hewer, a stout man of no-nonsense nature. He is assisted by six boys, all of whom double as porters when not brushing or feeding the beasts.

OWEN HEWER (*He is a 3rd level, lawful neutral, human fighter whose vital stats are HP 18, AC 10. His primary attributes are strength, dexterity, wisdom. He carries a club and dagger.*)

STABLE BOYS X 6 (*They are simple commoners.*)

CLOCK TOWER. This battlemented, machicolated tower of twin bartizans is noted for the clock on its south face, which strikes on every hour and chimes on every quarter hour. The clock is remarkable for its precise calibration, the mechanism being the invention of dwarfish engineer, Thekk Radsvidson, rumored to now reside in Dunfalcon. The tower contains a spiral stair that starts at the ground floor security office and also accesses the first floor hall. A pair of security guards will man the tower, though for a greater view, one or both may climb an iron-wrung ladder to the bartizan lookouts.

TOWER GUARDS X2 (*They are lawful good, 2nd level, human fighters, HP 15, AC 13. Their primary attributes are physical. They carry studded leather armor, broadsword, and dagger.*)

GROUND FLOOR. The flooring throughout is of tiled marble, the walls paneled in whitewashed fruitwood. Bronze wall sconces are lit with *continual flame* spells, and thick wool rugs dyed red are patterned with the town armorial bearings.

Entering this from the East or West. Each of these two entrances are guarded. The political offices of the first floor are accessed here via a splayed, balustrade, marble staircase facing each entrance. The general public cannot access the building from these entrances without official documentation reflecting a scheduled appointment; otherwise, recognized aristocrats and bureaucrats are allowed to pass after a brief word.

WEST AND EAST GUARDS X 2 (*at each entrance*) (*They are 4th level, human fighters, HP 24, AC 13. Their primary attributes are physical. They carry studded leather armor, broadsword, and a dagger.*)

The South Entrance (General Public). The south entrance is used by the general public, and this opens to a large reception area. Two guards are stationed here.

SOUTH GUARDS X 2 (*They are 4th level, human fighters, HP 24, AC 13. Their primary attributes are physical. They carry studded leather armor, broadsword, and a dagger.*)

RECEPTION AREA. This is where secretaries and general staff (clerks, couriers, etc.) will direct visitors, schedule appointments, and advise on dates and times in which hearings take place. The reception area is where one should begin if they wish to schedule an appointment with a Councilor. In most such cases, appointments will be denied unless the person is a bureaucrat or gentleman. Unscheduled visitations with a Councilor are nearly unheard of, though exceptions may be made (refer to the office encounter areas of each respective Councilor for specifics).

SECURITY OFFICE. This office is located directly under the clock tower at the ground floor. This is where guards will change shifts and meet regarding various issues. A spiral stair ascends to the clock tower (see above). A security staff of fifteen is based here, with pairs manning the three entrances (noted above), a pair manning the grounds (noted above), a pair manning the tower (noted above), and two pairs that patrolling building (noted below). The Captain is located here.

CAPTAIN OF THE TOWN HALLS GUARDS, PHILLIP FARRIER (*He is a 5th level, lawful neutral, human fighter whose vital stats are HP 37, AC 18. His primary attributes are strength, dexterity, and intelligence. He wears plate mail and shield, and carries a long sword, club, and dagger.*)

PATROL GUARDS X 4 (*They are 2nd level, lawful good, human fighters, HP 15, AC 13. Their primary attributes are physical. They carry studded leather armor, broadsword, and a dagger.*)

CITY ATTORNEY'S OFFICE. This is the office of Herbert Lewis, City Attorney (#12, his residence) who is perhaps the most bribed gentleman in all of Yggsburgh. His function is to represent and advise the Free Town of Yggsburgh in all legal matters. Master Lewis is on the take from both the Thieves' Guild and the Assassin's Guild. His staunch support of Thievery Law (see Appendix E.) enables the Thieves' Guild to maintain prosperity and also bolsters the local economy; otherwise, Lewis would be fired or likely assassinated.

HERBERT LEWIS, CITY ATTORNEY (*He is a lawful neutral Noble Gentleman, unclassed. His significant attributes are intelligence 18, charisma 18. He has the Secondary Skills of Judgement Ability — level 4, Suborning Ability — level 3, and Swindling Ability — level 3. He carries a +1 featherstaff and dust of disappearance.*)

COURTS OF LAW.

There are three courts meting out justice in the Free Town of Yggsburgh. They deliberate over infractions as detailed in Appendix E of this volume. The courts are located on the ground floor and are as follows:

HIGH COURT. High Court hearings and trials are held for defendants of gentle birth or elevation, nobles, and knights. Such palatine cases are presided by a Judge of Yggsburgh, either the Honorable Egmont Luce or the Honorable Charles Penwick. Judge Penwick acquits all notable members of the Thieves' Guild or Assassins' Guild. While some cases in the High Court may simply be determined by the Judge presiding, an accused aristocrat may demand a trial before a judge with a jury of peers. High Court meets four times per year, and remains in session until all such cases are resolved.

MIDDLE COURT. The two Magistrate Courts are presided by Honorable Frank Meeker and Honorable Carl Goodman. These are the middle-level courts that handle High Crimes and other felony charges or civil suits against all citizens not of the aristocratic (noble or knightly status) class. The magistrate might determine the outcome of a trial, or judgment might be given by a jury of peers of the accused. These courts meet monthly for as many days as need to resolve the cases presented.

COMMON COURT. This large courtroom is where Justices of the Peace preside over a plethora of grievances — minor crimes and infractions,

petty larceny, misdemeanors, and otherwise inconsequential civil suit matters. These courts meet weekly, also for as many days as needed to resolve the cases presented. Justices of the Peace rotate duties here and will also ride out to the suburbs to mete low justice.

NOTARIES AND SCRIBES CHAMBER. To the east of the central atrium is an office where notary/scribes work (*they are bureaucrats*). There are four such individuals ever working quill and ink. These individuals are often called upon to record the proceedings of court cases tried in the Middle and High Courts.

LAWYERS' CHAMBER. To the west of the central atrium is a room where members of the legal profession — attorneys, barristers, solicitors, etc. — will meet to discuss cases. There are very few lawyers in Yggsburgh. Lawyer Robert Usher (*Grand Temple & College District #11*) is infamous for acquitting the wealthy.

ATRIUM. This open area contains a trio of stone benches, short-trimmed grass, and a lime tree.

FIRST FLOOR. The first floor has hardwood floors, fruitwood paneled walls, and silver wall sconces enchanted with *continual flame* spells. The walls are hung with gold tasseled tapestries embroidered with the town's armorial bearings. At the north end of this hall there is a guarded stair that ascends to the penthouse of the Lord Mayor.

THE COUNCIL OF EIGHT AND THEIR OFFICES. Each Councilor is provided his own office. The door to each office is engraved in floral design and emblazoned with their respective armorial bearings. Each office is of hardwood floors with fur rugs thrown, wainscoted, maple paneled walls hung with exotic tapestries, and framed paintings. Each office has book shelves, cabinets, high-back chairs, a round table, desk of oak, and other personal effects of the Castle Keeper's device.

OFFICE OF THE RIGHT HONORABLE COUNCILOR OF YGGSBURGH, HORACE LINNFELD, GUILD MASTER OF THE MERCHANTS' GUILD: His escutcheon is a purple field, a gold balance, a chief green with three grain sheaves of gold. The Guild Master (CZY #37, *his residence*) is usually attended by his two bodyguards.

Characters calling here without invitation or scheduled appointment will be turned away, unless they are renowned in town for their daring exploits and good deeds, or have actual and truly important business pertaining to the town, Merchants' Guild, or criminal activities.

BODYGUARD #1 (*He is a 4th level, lawful neutral, human fighter whose vital stats are HP 28, AC 17. His primary attributes are strength, constitution, and dexterity. His significant attributes are strength 14, dexterity 15. He carries chain mail, shield, broad sword, and dagger.*)

BODYGUARD #2 (*He is a 6th level, lawful evil, human thief whose vital stats are HP 21, AC 15. His primary attributes are dexterity, constitution, intelligence. His significant attribute is dexterity 18. He carries leather armor, longsword, and dagger.*)

HORACE LINNFELD, MASTER OF THE MERCHANTS' GUILD (TOWN COUNCIL MEMBER) (*He is a 9th level, neutral, human thief. His vital stats are HP 36, AC 17. His primary attributes are dexterity, intelligence, and wisdom. His significant attribute is dexterity 18. He carries a +4 ring of protection, +2 long sword, and a +1 dagger of venom that delivers 4–24 points of poison damage halved with a successful save.*)

OFFICE OF THE RIGHT HONORABLE COUNCILOR OF YGGSBURGH, GIB ALLWORTH, GUILD MASTER OF THE MASONS' GUILD. His escutcheon is a field checked black and white with a canton of red and a gold mason's hammer therein. The Guild Master (CZY #36, *his residence*) usually rides alone, though may be accompanied by the loyal guardian of the family, the groom/groundsman and retired ranger, Sylvester Wild.

Characters calling here without invitation or scheduled appointment will

be turned away, unless they are renowned in the town for their daring exploits and good deeds, or have actual and truly important business pertaining to the town or the Masons' Guild (*Storehouse District #153*).

SYLVESTER WILD (*He is a 7th level, chaotic good, human ranger whose vital stats are HP 55, AC 13. His primary attributes are strength, constitution, dexterity. He carries studded leather armor, longbow, longsword, and knife.*)

GIB ALLWORTH (*He is a 5th level, neutral good, human fighter whose vital stats are HP 40, AC 15/19. His primary attributes are strength, constitution, charisma. His significant attribute is strength 18. His secondary skill is construction, level 3. He carries chain shirt or full plate mail, shield, lance, longsword, battle axe, mace, +3 heavy warhammer, and dagger. He rides a heavy warhorse with vital stats are HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1–4 damage or one overbearing attack. The horse is outfitted in chain mail barding.*)

OFFICE OF THE RIGHT HONORABLE COUNCILOR OF YGGSBURGH, WIZARD STANTON ALDWARK. His escutcheon is a field parted per fess, gold above with a red griffon (rearing up, facing left), and below are four gyrons of black and white. The wizard (CZY Encounter #35, *his residence*) goes alone on foot or horseback.

Unless characters calling here are accompanied by a magic-user of not less than 8th level, a visit without invitation or scheduled appointment is frowned upon. They will be turned away if they are not widely renowned in Yggsburgh for their daring exploits and good deeds — or bearing with them as a gift some unusual magical object.

STANTON ALDWARK (*He is a 16th level, lawful neutral, human wizard. His vital stats are HP 38, AC 21. His primary attributes are dexterity, intelligence, and wisdom. His significant attribute is dexterity 17. He carries a +3 magical robe of protection, a +5 ring of protection, wizard's staff, and dagger. Wizard spells: 0th–7, 1st–6, 2nd–5, 3rd–5, 4th–4, 5th–4, 6th–3, 7th–3, 8th–2.*)

OFFICE OF THE RIGHT HONORABLE COUNCILOR OF YGGSBURGH, SIR CHARLES THORNLY, KNIGHT OF THE CITADEL. His escutcheon is a field of blue and gold parted per bend with a mullet (five pointed star) in fess countercharged (gold on the blue part of the shield, blue on the gold part). He resides about half the year at the knight's town house (CZY #34). Otherwise, he and his family dwell in their castle in the Westfields, where he owns twelve manors and three villages (CZY Part III, *Environs of Yggsburgh: Villages of the Westfields*). Sir Charles is usually accompanied by his scutifer.

Unless one or more of the characters calling here without invitation or scheduled appointment are Knights of the Citadel, they will be turned away, unless they are renowned in the town for their daring exploits and good deeds or bear news of events in the Westfields that are important to the knight (see CZY *Environs Encounter #29: The Drumbeats of War*).

SCUTIFER (*He is a 2nd level, neutral good, human fighter whose vital stats are HP 12, AC 15. His primary attributes are strength, dexterity, and constitution. He carries scale mail, shield, broad sword, and dagger.*)

SIR CHARLES THORNLY, COUNCILOR OF YGGSBURGH, KNIGHT OF THE CITADEL (*He is a 9th level, neutral good, human knight. His vital stats are HP 51, AC 19. His primary attributes are strength, dexterity, charisma. He carries full plate mail, shield, lance, longsword, battle axe, and mace. He rides a heavy warhorse with vital stats of HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1–4 damage or one overbearing attack. The horse is outfitted in chain mail barding.*)

OFFICE OF THE RIGHT HONORABLE COUNCILOR OF YGGSBURGH, SIR DONALD KARK, KNIGHT OF THE CITADEL. His escutcheon is a field of seven silver (white) and blue pales. He resides about half the year at the knight's mansion (CZY #33). Otherwise, he and his family dwell in their castle in the Westfields, where he owns twelve manors and three villages

(CZY Part III, *Environs of Yggsburgh: Villages of the Westfields*). Sir Donald's armiger generally travels with him but does, on occasion, remain at the town residence while the knight travels to his estate in the Westfields. The scutifer likewise occasionally travels with Sir Donald, but never accompanies him to the estate in the Westfields.

Unless one or more of the characters calling here without invitation or scheduled appointment are Knights of the Citadel, they will be turned away, unless they are renowned in the town for their daring exploits and good deeds or bear news of events in the Westfields (see CZY *Environs Encounter #29: The Drumbeats of War*).

ARMIGER (He is a 3rd level, neutral good, fighter. His vital stats are HP 21, AC 17, with primary attributes strength, dexterity, constitution. He carries splint mail, shield, longsword, mace, and dagger.)

SCUTIFER (He is a 3rd level, neutral good, fighter. His vital stats are HP 18, AC 15, with primary attributes strength, dexterity, intelligence. He carries chain shirt, shield, broadsword, and dagger.)

SIR DONALD KARK, COUNCILOR OF YGGSBURGH, KNIGHT OF THE CITADEL (He is a 9th level, neutral good, human knight whose vital stats are HP 48, AC 19. His primary attributes are strength, dexterity, charisma. His significant attribute is strength 15. He carries full plate mail, shield, +3 lance, +1 bastard sword, longsword, battle axe, and mace. He rides a heavy warhorse with vital stats of HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1–4 damage or one overbearing attack. The horse is outfitted with chain mail barding.)

THE RIGHT HONORABLE COUNCILOR OF YGGSBURGH, OSWALD STRIKER, TREASURER OF THE COUNCIL. His escutcheon is a green field nine bezants (gold circles in four rows of 3, 3, 2, and 1). Striker (CZY #32, his residence) may or may not call his guards to accompany him, these being two Serjeants and two First Class Crossbowmen.

Characters calling here without invitation or scheduled appointment, will be turned away unless they are renowned in the town for their daring exploits and good deeds, or have important financial dealings, the relative importance being quickly evident to Striker because of his skill.

SERJEANTS x 2 (They are 2nd level, human fighters, HP 14, AC 16. Their primary attributes are physical. They carry chain mail shirt, shield, longsword, and dagger.)

FIRST CLASS CROSSBOWMEN x 2 (They are 1st level, human fighters, HP 7, AC 14. Their primary attributes are physical. They carry chain mail shirt, crossbow, hammer.)

OSWALD STRIKER, COUNCILOR OF YGGSBURGH, TREASURER OF THE COUNCIL (He is a lawful neutral, human. His vital stats are HD 1d6, HP 4, AC 10. His primary attribute is intelligence. His Secondary Skill is Business Ability. He wears a nobleman's clothing.)

THE RIGHT HONORABLE COUNCILOR OF YGGSBURGH, HECTOR MARKLE, SECRETARY OF THE COUNCIL, PRESIDENT OF THE YGGSBURGH COLLEGE. His escutcheon is a black field semy of ancient gold lamps burning with orange flames, an open book proper (white pages with tan leather binding visible) with the inscription thereon reading, "Mark words of wisdom." The academician (CZY *Encounter #31, his residence*) is always accompanied by at least one of his two guards when away from his mansion and off college grounds.

Characters calling here without invitation or scheduled appointment will be turned away, unless they are renowned in the town for their daring exploits and good deeds, or have something important as regards the affairs of the college or the town. The actual importance will soon be evident to Markle because of his skills.

HECTOR MARKLE, COLLEGE PRESIDENT, SECRETARY OF THE COUNCIL (He is a lawful neutral, human academician whose vital stats are HD 1d6, HP 5, AC 10. His primary attributes are intelligence, wisdom, charisma. His secondary skills are Esoteric Ability, Judgement Ability, Leadership Ability, and Suborning.)

GUARDS x 2 (They are 4th level, human fighters, HP 24, AC 13. Their primary attributes are physical. They carry studded leather armor, broadsword, and a dagger.)

THE RIGHT HONORABLE PRESIDENT OF THE COUNCIL OF YGGSBURGH, HIS SUPERNAL DEVOTION, VICTOR OLDHAM, HIGH PRIEST OF THE GRAND TEMPLE. His escutcheon is a white field with blue pile charged with a gold lightning bolt. The prelate (CZY #30, his residence) is accompanied by two guards when away from his residence.

Characters calling here without invitation or scheduled appointment will be turned away unless they are renowned in the town for their daring exploits and good deeds or have with them a Good cleric of at least 6th level and have important business relating to town or clerical concerns.

THE SUPERNAL VICTOR OLDHAM, HIGH PRIEST OF THE GRAND TEMPLE (He is a lawful good, human, 16th level cleric. His vital stats are HP 59, AC 13/22. His primary attributes are strength, wisdom, and charisma. He carries a +3 pectoral of protection, full plate mail, a shield, staff of striking*, mace, and a key**. Cleric spells: 0th–6, 1st–6, 2nd–5, 3rd–5, 4th–4, 5th–4, 6th–3, 7th–3, 8th–2. He rides a heavy warhorse with vital stats of HD 4d10, HP 35, AC 19. It receives two hoof attacks for 1d6+3 points of damage and a bite for 1d4+2 points of damage. The horse is outfitted with chain mail barding.)

*see Appendix C for details.

** to the chapterhouse of the Grand Temple (*encounter #31–D of the Grand Temple & College District*).

CROSSBOWMAN (This is a 3rd level, lawful good, human fighter whose vital stats are HP 18, AC 15. His primary attributes are physical. He carries scale mail, a crossbow, and a belt axe.)

GUARD (This is a 3rd level, lawful good, human fighter whose vital stats are HP 18, AC 16. His primary attributes are physical. He carries scale mail, shield, broadsword, and dagger.)

STAFF OFFICES. These two rooms, being adjacent to the atrium, are staffed by secretaries, couriers, and accountants. Each office is filled with book cases, shelving units, desks and high back chairs. There are many tomes, ledgers, rolled parchments and the like stored here.

STAIRS TO THE PENTHOUSE SUITE. To the east and west of the Hall of Honors are broad, flagstone stairs that rise to the penthouse suites of the Lord Mayor. The east stair leads to the Lord Mayor's personal chambers, while the west stair leads to a small meeting hall where he will entertain official guests. Each is stationed with a pair of guards, bolstered when the Lord Mayor is present with his retinue.

GUARDS x 2 (These are a 3rd level, lawful neutral, human fighters whose vital stats are HP 22, AC 16. Their primary attributes are physical. They carry scale mail, shield, longsword, and dagger.)

COUNCIL CHAMBER, OR "THE HALL OF HONORS." This chamber, being north of the atrium and stretching the north side of this building, is accessed by a pair of large iron doors. The doors, permanently dweomered with silence, open to a room in scope and proportion like the nave of a cathedral. A thick, dark red carpet of 15-foot width and tasseled gold runs down the center of the slate tiled floor from the entrance to a sovereign throne.

Flanking the carpet range eight massive chairs of mahogany, upholstered on the seat with red velvet, the high backs being engraved and limned in

escutcheon with the armorial bearings (described at office locations above) of each member of the Council of Eight. Depending from the slate walls of this chamber are banners, also exhibiting the armorial bearings of those noble families. Bronze wall sconces of *continual flames* light the hall.

The sovereign throne is carved of aged beechwood, the arms gnarled and twisting to claws, the high back being engraved and limned with the Lord Mayor's coat of arms: a border of green with gold mistletoe leaves on it, surrounding a gold field with a beech tree proper. The legs of the throne splay like old, gnarly roots clawing the tiled floor, perfectly balancing the throne, yet producing a grotesque appearance.

Behind the throne depends a dark red gonfalon, embroidered with the Yggsburgh coat of arms: An escutcheon of gold with a blue chevron separating two blue pikes (or luce, fish) above and a blue mailed fist at the base. Above the escutcheon is a crest of a city gate in gray stone crowned by a coronet of gold with five acorn-topped points. To either side of the escutcheon, supporting it, are giant lynxes standing on their hind legs with paws touching the shield. The motto below the escutcheon, embroidered in gold thread, reads: *None can deny us independence*.

A split in the gonfalon allows entrance to a small retiring chamber, with a pair of silk-curtained windows overlooking the grounds. This chamber is filled with all manner of ceremonial oddments: alabaster bowls, a chest of mahogany, gold filigree silver urns, candelabras of brass, a silver sickle, and a dozen small statuettes of ivory. These may be gifts from past visiting noblemen seeking the Lord Mayor's favor. There are seven upholstered chairs here, and the smell of pipe smoke is redolent. Dealings of compromise, treachery, bribery and the like have been many times struck here over the years.

THE PENTHOUSE SUITE. This irregular shaped extension rises above the building proper, being overlooked only by the front tower and its bartizans.

EAST ENTRANCE. Ascending the east stair leads to the private quarters of the Lord Mayor, though scarcely does he spend the night here.

QUARTERS OF THE LORD MAYOR. The Lord Mayor will at times entertain guests, though this is rare as he considers this to be a place of sanctuary. There is a large potted fig tree here, which bears a special druidic blessing that allows it to substitute for any species of tree for purposes of a *transport via plants* spell and also doubling the range of that spell when traveling to or from this locale. Otherwise, the furnishings are quite spartan, with a few family portraits hung and a few objects d'art of a curious sort, most of these beings gifts.

WEST ENTRANCE. Ascending the west stair leads to the Lord Mayor's lounge and office.

LOUNGE. Here the Lord Mayor will invite his most staunch of supporters to speak more frankly about events within and without the city. There are three sofas and the chaise lounges. A wine closet contains a variety of sweet and dry varieties, along with brandy and cigars. There is a book case and a round table, over which hangs a crystal chandelier.

OFFICE OF HIS LORDSHIP DRUID LOCHINVAR BEECHWOOD, LORD MAYOR OF YGGSBURGH. The oak door of this office is engraved with the Lord Mayor's coat of arms, a border green with gold mistletoe leaves surrounding a gold field with a beech tree. The inside is none too spectacular, furnished with desk of oak, maple shelves, upholstered chaise lounge, and bearskin rug. A few books are on the shelves, these being of historical and horticultural sort.

The druid is in his fifth year of office. As Lord Mayor, he has the power make any knight or noble a member of the Knights of the Order of the Citadel, and to grant ordinary knighthood to any gentleman. He is also able to elevate a commoner to the rank of gentleman, but this act must be approved by a majority of the Council. Besides his normal duties, the Lord Mayor appoints and/or oversees the activities of all other town officers as listed in *Castle Zagyg Vol. I, Yggsburgh*.

Lord Beechwood (age 50) is of average height, hale and hearty, thinning hair, with the strong and weathered look of one who has spent most of his life surviving out of doors. He has deep brown eyes, ruddy cheeks, salt and pepper hair and a close-trimmed beard. He is originally from the Ashwood and is considered somewhat of an outsider due to his affiliations outside the city walls. He also remains somewhat disentangled from the family maneuverings and politics of the Yggsburgh upper classes. He keeps up with current Yggsburgh fashion and challenges the image many city folk have of a leader of the Old Faith. He has reputation as being calm and collected in the face of danger, and a balanced voice concerning the needs of the city and its populace. He stays on cordial terms even with his outright enemies among the council and Yggsburgh elite – quite a disarming trait for most.

Lord Beechwood balances two roles: one as Lord Mayor of Yggsburgh; the other as the highest ranking Druid of the region. Deep in the Menhir Hills, hidden among the ancient and massive trees of the forest lies a bowl-shaped valley. Four times a year, Beechwood, the highest ranking Druid in the region, holds sacred ceremonies of that faith for the worshipers of the region. The Old Oaks Grove is the center of the Druidical faith (for more, see *CZY environs #28*). Perhaps an aspiring druid of the player character party will be invited, if he or she be noted for their good deeds about town.

Characters calling here without an invitation or scheduled appointment will be turned away unless they are renowned in the town for their daring exploits and good deeds, or have with them a druid of at least 5th level and have important business relating to town druidic concerns.

There is a 50% chance that, should the characters call on the Lochinvar at his office, he will be entertaining, administrating, or involved in some dealings important to the city. Roll or choose from the following list as necessary:

ROLL (2d12)	VISITORS
2–10	One of the Lord Mayor's appointed officers reporting to him, bringing him news, apprising him of a problem, or being chastised by him for some failed duty.
11	Elfin delegation consisting of a 7th level wizard, a 2nd/3rd level wizard/druid, and 2d4 second level fighters or 1st/1st level fighter/wizards with servants.
12	Dwarf delegation consisting of a 7th level fighter, a 2nd/3rd level fighter/cleric, and 2d4 second level fighters with servants.
13	/ Gnomish delegation consisting of a 2nd /5th level fighter/illusionist, a 2nd/3rd level illusionist/cleric, and 2d4 first level fighters with servants.
14	Halfling shirefolk delegation consisting of a 2nd/5th level fighter/thief, a 5th level druid, and 2d4 1st/1st level fighter/thieves.
15	Alderman, cleric, shaman, wise woman, witch, elder or village leader of an outlying community begging for assistance, imparting information or warning, or issuing a grievance.
16	A spy or informant (5th level thief or assassin) imparting or offering to sell information regarding one of Yggsburgh's neighbors.
17	1d4 adventurers of 5th–8th level returning with a 'trophy' for the Lord Mayor; the trophy being the head or pelt of some humanoid chief or horrific monster.
18	1d3 1st–8th level rangers with news or warning regarding the lands around Yggsburgh or its neighbors.

- 19 1d4 5th–10th level druids (associates, servants, aspirants, or otherwise) on official business, seeking counsel, requesting assistance, imparting information or warning, or a similar event.
- 20 Disguised dragon of any age, benevolent or malevolent (depending on the type of dragon) appearing as a demi-human or humanoid representative issuing a warning, greeting, threat, task, thanks, plea or similar event.
- 21 Herald of Count Easmoor, Baron Redfort, or Lord Uvull bearing news, threats, pleas, greetings, or offers of negotiation with the Lord Mayor and his Council.
- 22 Representative/Herald of Lord Gaxmoor or some other independent noble doing business with the Lord Mayor.
- 23–24 A strange dignitary from some fantastic realm, be it deep underground, from the sea, or an extraplanar seeking audience with Lochinvar to negotiate, deliver a message, command a task, pronounce a dire warning, request assistance, plea for help or similar dramatic event.

HIS LORDSHIP LOCHINVAR BEACHWOOD, THE DRUID (He is a 12th level, neutral, human druid whose vital statistics are 48 HP, AC 19. His primary attributes are constitution, wisdom, charisma. His significant attributes are dexterity 17, wisdom 18, charisma 16. His secondary skills are: business, suborning — level 3, judgment — level 3. He carries a +3 leather armor, +2 ring of protection, serpent staff, +1 scimitar of swiftness (allows two attacks per round), and +3 dagger. His totem forms are grizzly bear, hawk, eel. Druid spells: 0–6, 1st–6, 2nd–5, 3rd–5, 4th–3, 5th–3, 6th–2)

The Lord Mayor is accompanied at all times by 8 City Guards:

LIEUTENANT (This is a 4th level, neutral fighter, HP 28, AC 16. Their primary attributes are physical. They are armed with splint mail, longsword and dagger.)

SERGEANTS x 2 (They are 2nd level, neutral fighters, HP 14, AC 16. Their primary attributes are physical. They are armed with breastplate and shield, broadsword and dagger.)

FIRST CLASS HALBERDIERS x 3 (They are 1st level, neutral fighters, HP 7, AC 15. Their primary attributes are physical. They are armed with breastplate, halberds and short sword.)

FIRST CLASS CROSSBOWMEN x 2 (They are 1st level, neutral fighters, HP 7, AC 15. Their primary attributes are physical. They are armed with breastplate, heavy crossbows and hammer.)

28. HANGMAN'S POINT

REASON: to behold a public execution.

ENCOUNTER: Hang 'em High!

This grassy park is where public executions are held. These events are announced by town criers in the parks and plazas of the town, and are highly attended by citizens of every class, for who does not wish to bear witness to capital punishment? Notable capital crimes:

TREASON. The worst of crimes, and so demands *drawing & quartering*. First the criminal is drawn (tied to a horse and dragged to the gallows), then hung (usually not to the death), then disemboweled. The entrails are burned, followed by beheading and quartering. This last step is accomplished by tying each of the four limbs to a different horse and spurring them in different directions.

MURDER. This crime results in *beheading*, another popular event for spectators. The executioner will use either axe or sword, the latter being considered a more honorable instrument of death, reserved for gentlemen.

SORCERY. The manipulation of evil spirits, awakening the dead, and other vile acts of necromancy also results in *beheading*.

WITCHCRAFT. Communication, summoning, and other control of demons and devils results in *drowning*. In a small pool in this park the executioner will hold the bound criminal's head in the water until they cease to move.

ARMED/HIGHWAY ROBBERY. This crime results in *hanging*, in which a stage is assembled. The criminal is suspended from a gallows (or cross-beam) noose until death by asphyxiation or snapped neck.

SHIPWRECKING. Intentionally causing ruin to a ship demands death by *exposure in a cage*. The cage is suspended from the gallows. It may take several days before the criminal dies; passersby and urchins may throw stones at the caged victim.

CK's Note: for more on **CRIME & PUNISHMENT**, refer to Appendix E.

V. WORKHOUSE

29. THE WORKHOUSE (CZY #17)

REASON: Should the characters suffer indigence or are otherwise sentenced to serve for debts accrued, this is the place they will be sent.

SIGN: Under the Yggsburgh coat of arms, an inscription reads, “*For the Instruction of Youth, The Encouragement of Industry, The Relief of Want, The Support of Old Age, and The Comfort of Infirmary and Pain.*”

ENCOUNTER: Released from the Workhouse.

The Workhouse is a large building complex of 120-foot frontage, with basement and four floors above it. It has a staff of 14 guards and 16 servants. The average inmate population is around 170 persons, though up to 250 inmates can be accommodated. The Office of the Warden of Debtors is located here. He is in charge of the Work House and income paid down on the debt by inmates.

This structure is built of rough-hewn, ashlar stonework, a walled in cruciform design with supervisory octagonal hub. The square-walled perimeter is a 12-foot single-story structure containing workshops and utility blocks that enclose the inmates’ exercise yards.

Guards. There are 14 guards serving here. In charge is the Warden of Debtors, Master Brandon Beasley, a square-jawed man with beady eyes and broad shoulders. He is assisted by Captain of Guards, Basil Holdar, a tall man of grizzled countenance and gray-streaked hair. Neither involve themselves in combat save in the direst of circumstances, such as if the town is at war. They supervise four Serjeants of the Guard and eight guards, together maintaining order in the Workhouse.

WARDEN OF DEBTORS, MASTER BRANDON BEASLEY (*He is a 5th level, lawful neutral, human fighter whose vital stats are HP 25, AC 12/18. His primary attributes are strength, constitution, and dexterity. His significant attributes are strength 13, dexterity 16. He carries a longsword, club, and dagger. When arrayed for battle he wears chain mail hauberk and also carries a medium shield*)

CAPTAIN OF GUARDS, BASIL HOLDAR (*He is a 6th level, lawful neutral, human fighter whose vital stats are HP 30, AC 12/17. His primary attributes are strength, constitution, dexterity. His significant attributes are strength 16, dexterity 16. He carries a bastard sword, club, and dagger. When arrayed for battle he wears a chain hauberk.*)

SERJEANTS OF THE GUARD x 4 (*They are 3rd level, lawful neutral, human fighters, HP 15, AC 14. Their primary attributes are physical. They carry scale mail, shortsword, and club.*)

GUARDS x 8 (*They are 2nd level, lawful neutral, human fighters, HP 10, AC 13. Their primary attributes are physical. They carry studded leather, club, and dagger.*)

Priest. There is one cleric serving the Workhouse. He is in charge of examining admitted inmates (casting cure disease as necessary), holding chapel services, and instructing youths. Pious White is a rotund man, tonsured, with heavy jowls, ruddy cheeks, pointy nose, and close-set eyes. He is a priest of Berchta, the major goddess of cleanliness and industry. He wears a black cassock (long, close-fitting garment), sandals, leather phylactery, and a helmet-shaped cloth hat colored magenta. Pious White is entrusted with the religious education of boys and girls, three hours per day, six days per week. He is unsparing of the rod with naughty boys.

PIOUS WHITE (*He is a 7th level, lawful neutral, human cleric of Berchta whose vital stats are HP 27, AC 10. His primary attributes are intelligence, wisdom, charisma. He carries a staff and 4 potions of cure disease. Clerical spells: 0-5, 1st-4, 2nd-3, 3rd-2, 4th-1.*) He is not given to combat save in direst of circumstances.

Staff. The serving staff of sixteen attends to the aged, infirm, and youngsters under seven years of age. They tend to the stable and see to the conveyance of materials trucked in and out of this location. They also oversee the kitchen, larders, and bakehouse, among other duties. Some of the staff reside in loft apartments above the stable house just outside the workhouse proper. The serving staff are paid though must pay for their own food and accommodation space, so they net about a copper a day.

SERVING STAFF x 16 (*These are simple commoners.*)

Law Officer Uniforms. The uniforms of the Law Officers working here are indigo (navy blue), yellow-striped surcoats and stockings, like cloaks in colder weather. All surcoats and cloaks have a red badge on them. The Warden has one with a gold mace, his Captain a silver one. Serjeants have three silver staves in upright position, the guards have a pair of them.

Inmates Uniforms:

- **MEN.** Men are provided shirts of a pattern of broad, vertical stripes of washed out blue on an off-white background, with ill-fitting trousers tied with cord below the knee. In cold weather, they may be afforded a coarse jacket while working in the yard.
- **WOMEN.** The women wear a shapeless, ankle length dress of similar pattern. Beneath these exterior garments underdrawers are worn, a shift and long stockings, with a poke bonnet on their heads.
- **BOYS.** Boys are provided a uniform like that of men, though these are often improperly sewn and too long, so as to provide for growth but impeding movement nonetheless.
- **GIRLS.** Girls are provided a dress of stout woolen material, good for winter, but generally worn all the year round.

WORKHOUSE LIFE

The Workhouse employs paupers and the indigent at profitable work, whether they be needy or criminal, young or old, infirm, healthy, or insane. It is difficult to distinguish this place from a house of correction, and this is the intent. Conditions are deliberately harsh and degrading in order to discourage the poor from relying on relief.

Admission. A pauper requesting relief or a debtor so sentenced to serve must sit in the waiting room prior to being interviewed. They are searched, then conveyed to the appropriate receiving ward — men, women, boys, and girls; families are thus split up at this point. At the receiving ward the inmate is stripped (former clothes being cleaned and stored), washed, and issued a uniform. Here they remain until examined by the attending cleric (Pious White), who will treat them (if necessary) and determine to which classification (see below) they belong. The inmate is then conveyed to the appropriate ward.

Inmate Classification.

- Children (boys and girls) under 7 years of age.
- Boys ages 7 to 12.
- Able-bodied men, and young men of age 13+.
- Aged and/or infirm men
- Girls ages 7 to 14.
- Able-bodied women, and young women of age 15+.
- Aged and/or infirm women.

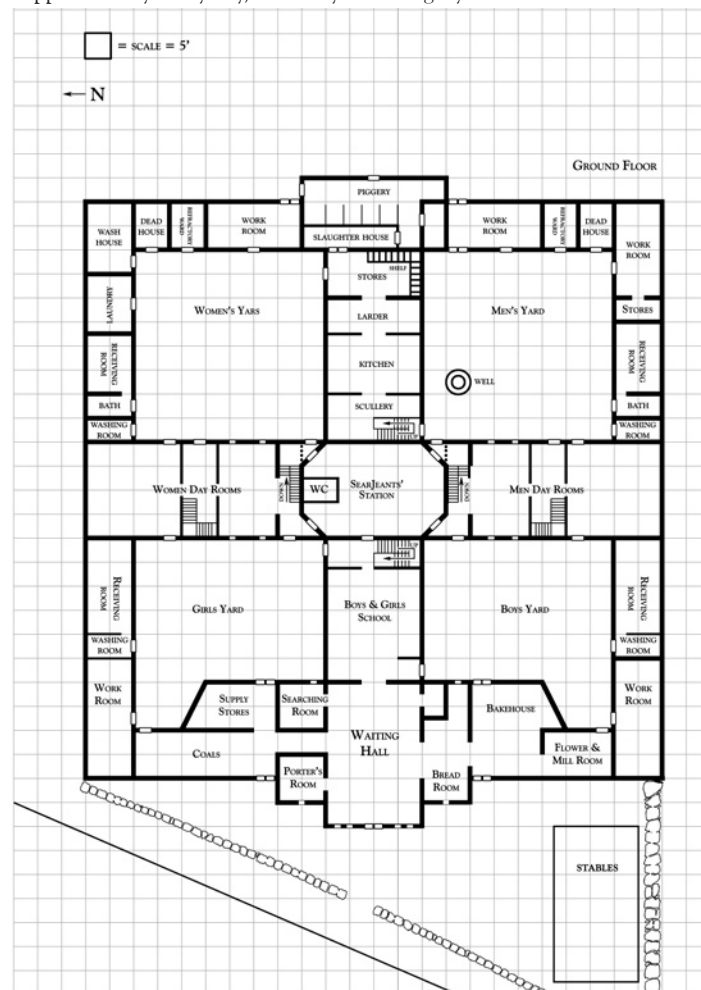
Rules and Regulations.

1. All inmates (except the sick, aged and infirm, and young children) shall rise, be set to work, leave off work, and go to bed as dictated. They shall be allowed intervals for their meals as notified by the ringing of a bell. During such times of meals, silence, order and decorum shall be maintained.
2. Boys and girls shall for at least three of the working hours every day be instructed in the principles of the Tenoric Faith, and other such instruction so calculated to train young people in the habits of usefulness, industry, and virtue.
3. Diet of the inmates shall be so regulated as in no case to exceed in quantity and quality of food so prescribed, with the ordinary diet of the able-bodied laborers be greater than that of the aged and infirm.
4. Any inmate residing in the workhouse of his or her own free will (and not sentenced to serve by judge or law enforcer) may quit the workhouse at any time. The Warden must be provided three hours previous notice; however, no able-bodied inmate having a family may so quit without taking the whole of such family with him or her, unless the Warden otherwise directs. Nor shall any inmate, after so quitting the house, be again received into the house without a court order.
5. Any inmate who neglects to observe the rules as are applicable to him or her; who shall make any noise when silence is ordered; use obscene or profane language; by word or deed insult or revile any other inmate in the workhouse; who shall not duly cleanse his or her person; neglect or refuse to work; or pretend sickness; and/or disobey any of the legal orders of the Warden or other superintendent, will be deemed disorderly and shall be placed in apartments provided for such offenders or shall otherwise be distinguished in dress and placed upon such diet as the Warden shall prescribe.

The Daily Routine. The workhouse day begins when the rising bell rings out at dawn. After prayers, breakfast follows. Inmates then work (see below) from 7:00am until noon. After an hour for lunch, work resumes until supper from 6 to 7pm. This is followed by evening prayers, then bed by 8pm at the latest:

- breaking stones to be sold for road making (this done in the exercise yard)
- oakum picking — teasing out the fibers from old hemp ropes to be sold to the shipwrights.
- corn grinding using mill stones to make flour
- crushing gypsum (used in plaster manufacture)
- chopping wood (this done in the exercise yard)
- laundry — cleaning uniforms.
- sack making (cloth and burlap)
- kitchen duty — cooking or serving food to other inmates, stocking the stores and larder.
- piggery duty — cleaning the piggery, feeding the pigs, slaughtering the pigs.
- shoveling coal, carting coal
- Inmates can also be hired out as cheap labor to other locations as dictated by the Warden per need of the town, such as the Municipal Plumbing Supply (#1) or Town Lumberyard (#4).

Discipline. Discipline is strict, and unruly inmates are dealt with harshly. Refusal to work or attend a chapel service can result in a bread and water diet and/or confinement, as will impertinent language used against a guard. Indecent language or profanity can result in hard labor for three weeks. Fleeing the workhouse with an inmate uniform will result in a flogging at the whipping post; fleeing debtors sentenced here may be branded and sent to the gaol. Naughty boys will be flogged at the whipping post, and this happens nearly every day, as all boys are naughty — it's axiomatic!



GROUND FLOOR.

Waiting Hall. Where inmates wait to be processed.

Searching Room. Where inmates are stripped, searched, and cleaned before being sent to a receiving room.

Porter's Room. Where staff will store inmates clothes and possessions; where inmates uniforms are stored.

Boys and Girls School. Where boys (up to age 12) and girls (up to age 14) are instructed in virtues of the Tenoric Faith by Pious White, including lectures on being industrious and responsible citizens.

Bread Room. Where bread from the Bakerhouse is crated and stored.

Bakerhouse. Where dough is rolled on a large table and bread is baked in a large brick oven.

Flour and Mill room. Where flour is ground and stored in cloth sacks.

Coals. Where coal (brought up from the basement) is stored for the central hub furnaces, kitchen, and bakerhouse.

Work Rooms. There are five work rooms. One for women, girls, and boys, respectively, and two for men. (Refer to “The Daily Routine” above.)

Receiving Rooms. There are four such wards where admitted inmates spend two days being treated and interviewed. Washing rooms are adjacent to these.

Laundry. Where female inmates launder.

Refractory Ward. Where rule-breakers can be confined.

Dead House. Where the dead are place until cremation at a local temple.

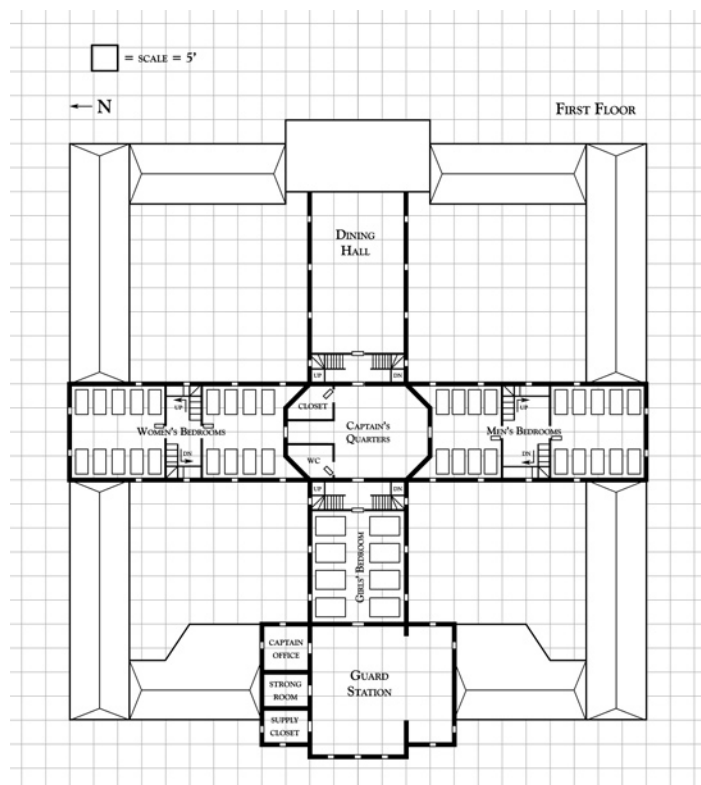
Piggery and Slaughterhouse. Where pigs are raised and butchered.

Kitchen, Larder, Scullery. Where inmate nourishment is produced.

Day Rooms. Of variable use. Where the old and inform sit during the day, and also children under 7. When inmate population is high, these rooms can be converted to bedrooms.

Yards. The yards are used for both work and after lunch break time/exercise. The men’s yard has a well.

Serjeants’ Station. Where the four Serjeants of the Guard keep office and station, with water closet within.



FIRST FLOOR.

Guard Station. Where the entire guard staff of 14 meet to break shifts, discuss duties and issues, etc. Adjoining here are a Captain’s office, strong room (with 500–1,500 gold in mixed coin), and closet.

Girls’ Bedroom. Eight double beds here in which up to 25 girls (ages 7–14) can sleep.

Men’s Bedrooms. Two rooms, each with 10 single beds. These two bedroom usually reserved for the aged and infirm, as less stairs are involved.

Women’s Bedrooms. Two rooms, each with 10 single beds. These two bedroom usually reserved for the aged and infirm, as less stairs are involved.

Dining Hall. Where meals are served in shifts to men, women, and children.

Captain’s Quarters. These are the private quarters of Captain Basil Holdar who resides here alone, with no external family to speak of. He is provided a water closet and storage closet. Holdar has a good eye for talent. He will summon select inmates whom he believes can be of other use — the young and clever orphan with a knack for thespianism, for example. Such persons are conveyed to the Beg-garmaster, “Alf” Drumly (*CZY encounter #51*) for training. A young man or woman who declines the “offer” is threatened with pillory time at the gaol. A secret tunnel is located in the coal storage wing of the basement, and this is where the conveyance takes place. The Warden is unaware of this operation. (See BASEMENT for more.)

SECOND FLOOR.

Board Room. Where the staff is assembled by the Warden of Debtors to discuss issues and policies. Clerk’s office is used by staff who scribe paperwork, with adjacent records storage and supply closet.

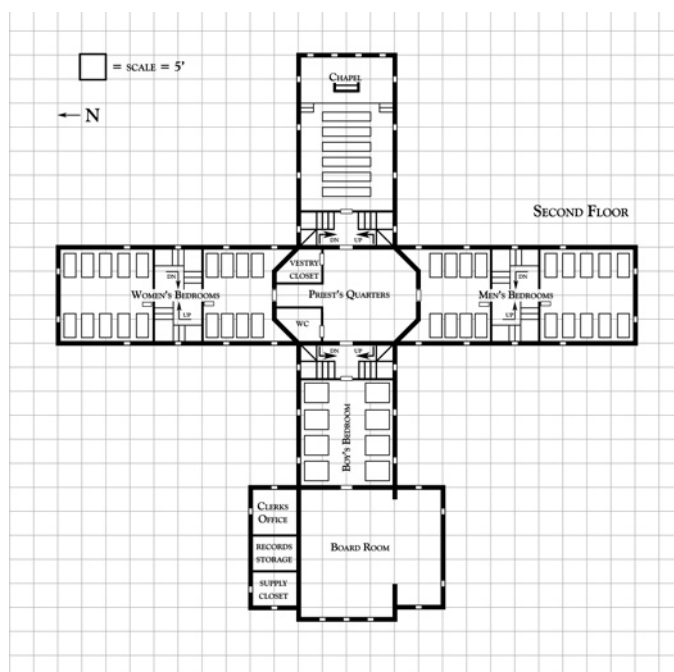
Boys’ Bedroom. Eight double beds here in which up to 25 boys (ages 7–12) can sleep.

Men’s Bedrooms. Two rooms, each with 10 single beds.

Women’s Bedrooms. Two rooms, each with 10 single beds.

Chapel. Devoted to Berchta, the major goddess of cleanliness and industry. In the northwest and southwest corners are *holy water* basins. Oak pews line the center of the nave, with side aisles for standing. In fresco running between the windows north and south walls is a pasto-ral scene of laborers threshing a field of corn. They are all handsome, smiling people, seemingly joyful to be at work. The pulpit has a beech-wood altar, and behind the altar are stained glass windows. Two staff members assist Pious White in services; he also has choir boys sing at the dawn service. When holding a service or ceremony, the priest will don a surplice (white gown with wide sleeves) over his cassock and a fiddleback chasuble (sleeveless, hooded vest) over all. The vest is magenta, embroidered with runes of the Tenoric faith and a depiction of Berchta — an old woman with beady eyes and a long nose.

Priest’s Quarters. This is where Pious White resides alone. He has a vestry closet (also with propitiate materials) and a water closet.



THIRD FLOOR.

Children's Bedroom. One large bedroom with 15 double beds in which up to 50 children (boys and girls under 7 years of age) are placed.

Women's Bedroom. One large bedroom with 23 single beds.

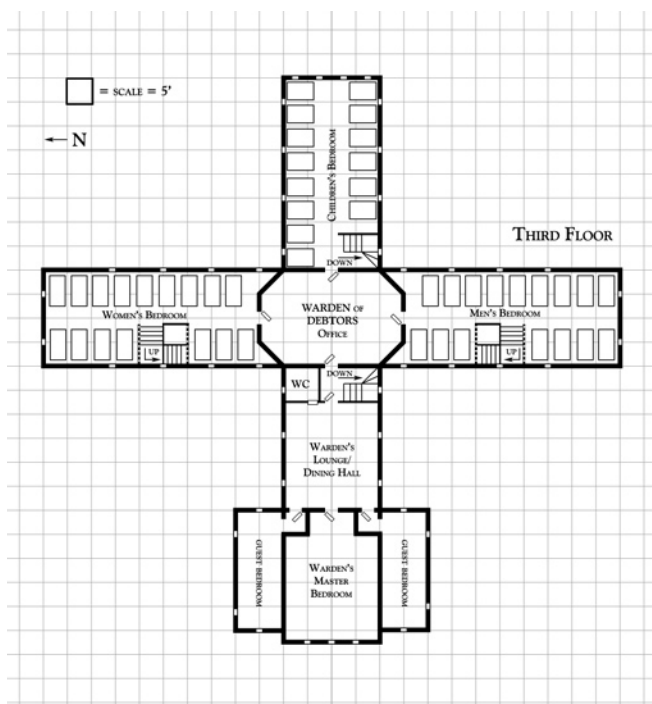
Men's Bedroom. One large bedroom with 23 single beds.

Warden of Debtors Office. Where the Warden of the Workhouse will hold private meetings with select individuals, such as politicians, judicial officials, and noblemen.

Warden's Lounge/Dining Hall. Where the Warden's family gather. Master Beasley has a wife, Mistress Constance, and two young children. Dining table, bronze wall sconces, brass chandelier, imported rug from the Far East (worth 500 gp), ivory chess set (worth 250 gp), cushioned chaise lounge, and family portraits.

Warden's Master Bedroom. Where the Warden and his wife rest; four-poster, oak armoire, oak bureau, and bookshelves. One drawer in the bureau has a false bottom under which 750 gp worth in assorted gems are stashed.

Guest Bedrooms. One for the children, the other kept vacant for guests. Each with two beds, bureau, and armoire.



BASEMENT.

The basement of the Workhouse is a low-ceiling (5-foot) flagstone slab floor with surrounding foundation of stone block and mortar. It is of cruciform shape, like the building above, the central hub being noted for its large furnace where inmates will shovel coal.

Hub. The furnace pipes heat to the entire central hub, lead flues running in the walls.

North Wing. Emergency Ward. Kept with several pallets and straw mattresses in the instance that the Workhouse becomes overpopulated. Up to 50 additional inmates can be placed here in dire circumstances.

South Wing. Storage area for surplus tools (many in need of repair) and materials used in the work rooms.

East Wing. Where food stores are kept, such as kegs of beer, barreled wheels of cheese, and sacks of lentils and grain.

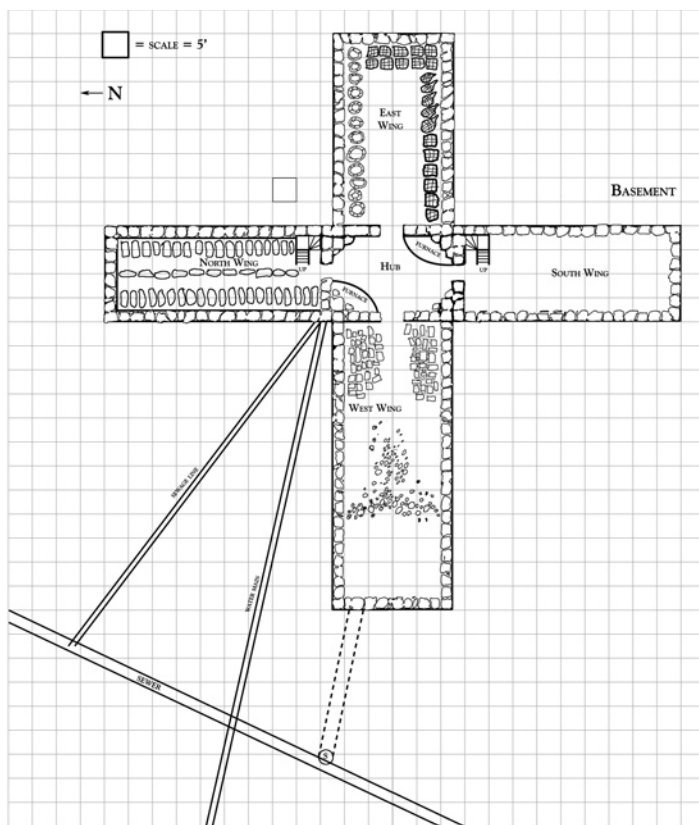
West Wing. Where coal and chopped wood is stored for the furnace. Coal is trucked to the ground floor coals room, then conveyed to this location, for lack of a basement service entrance.

There is a secret door here that leads to the Thieves' Guild Underground (CZY encounter #52). When the Captain of the Guards Basil Holdar so arranges, young inmates of potential are sent here to shovel coal. From here they are conveyed to the Beggars' Brotherhood (CZY encounter #51) via secret passage by a pair of spriggans — malign little people with furry bodies, large luminous eyes, and long tails. The potential "beggars" are brought directly to the Beggarmaster by recommendation of the Captain, who receives supplemental income from this endeavor. The Warden of Debtors is quite unaware of his main man's duplicity, this potentially resulting in conflict between the two should the Castle Keeper wish to further develop this hook.

SPRIGGANS* x 2 (These chaotic evil fey creatures' vital stats are HD 1d8, HP 7, AC 17, Move 40 ft. Their saves are physical. Their special abilities include confusion, invisibility, and thief skills. They carry a dagger and two darts. XP value: 81 each)

*see Appendix B for more.

The spriggans will always arrive *invisible* before the scheduled meeting time so as to assess the situation. If they feel the situation is dangerous or otherwise threatens the secrecy of the Underground, they will hide and then flee to inform their leader. When attacking they will do so while *invisible*, one attempting a touch attack to *confuse* the opponent while the other attacks with a weapon.



APPENDICES

APPENDIX A, ENCOUNTERS AND EVENTS

HANG 'EM HIGH! A hanging is to occur, a bandit leader and his three cronies, all convicted of highway robbery against a gentleman of Yggsburgh, will be hung. The hanging is announced by town criers at Citadel Square (CZY #60) and Market Plaza (CZY #61). On the next Freeday (when the work-force is off work) the bandit will be hung from the gallows for all to see.

KILLER KANG ESCAPES! Every seven years Killer Kang (#13), the gargantuan ape of the menagerie is overcome with a terrible lust and will attempt escape to find a mate. This year he will not be denied! At the next equinox, when his cage is lifted to the roof for his most humiliating display — he escapes! He tears the bars open and makes a mighty leap into the street! Screams and frantic shouts erupt! Horses are frightened, children weeping as Kang throws the people out of his way, causing serious injuries. Before the menagerie staff are able to take action the beast escapes through Moatgate (CZY #3) and out of town.

After a few weeks the wizard-huntsman, Marvin “The Marvelous” posts a 500 gp reward for Kang’s capture. If the party is renowned, the wizard-huntsman will offer his specially created *Marvin’s Marvelous Shock Stick*, along with giant adamantite shackles. The *shock stick** has 12 charges. Kang has gone to the Deerwood where he’s picked up the scent of Carnivorous Gorillas (CZY environs #8). There, if he manages to evade capture over several months, he will attempt to rule as his father Uunga once did (and does?) in Zagyg’s demi-plane.

*See Appendix C for details.

THE LUCKY STONE. If there is a registered thief in the party of at least the 6th level. The thieves’ guild wants an item contained in the Yggsburgh Museum (#22). It is in the Precious Stone Cabinet (CR-16). The thief (and a comrade or two) is summoned to “Value Second Hand Market” (CZY #52). There he or she will meet Percival “Ruffles” Battercliff who explains the following: *“We want the moonstone of the Precious Stone Cabinet. If you accept this dangerous mission, you will be provided museum tickets for a tour and scope of the place. Examine their security. Know that the security head is a magic-using fighting man, who likely has scrying capability. The moonstone is to later be purloined — and nothing else — so as not to waste time. The reward is 600 gp and additional jobs to follow, along with a measure of fame in the guild for you and any comrades. Of course, if you are caught and arrested, you are to take the fall. It is not impossible for the guild to see you exonerated of wrongdoing, but don’t expect further work for such failure!”*

THE OGRE’S GARDEN: A story on the street is getting around: *“A halfling street cleaner was minding his business, sweeping refuse into the sewer, when he was violently dragged through a grate by an alligator!”* The party learns that the Keeper of Streets, Norbert Mitchell (#20) is looking for help. After explaining what his department handles (as described at that encounter) he then explains, *“The halfling, Tom Hairytoes, was my only demi-human employee — and a hard worker at that! The crew was spread out handling Crossgates Avenue and Central Street, and old Tom was alone. People say he was pulled in by an alligator. Can you investigate this? I can’t offer much of a reward, maybe 50gp each, but I will inform the Lord Mayor of your duty!”*

It was a man-catcher that ate the halfling. An ogre-mage named Hornseed has grown a deadly garden in the sewer, where the light slants in just perfectly. He uses fire to heat a copper vat of water and thus steam the carnivorous plant for several hours per day. Hornseed raises the man-catcher to keep the rats and spriggans away. His lair consists of a 5-foot wide sewer pipe, bricked in walls that funnel up to a 6-foot apex. The viny man-catcher (with five snapping leaves) obstructs a broken wall,

hollowed out to a chamber of 15x18-ft., where Hornseed keeps a straw pallet and a collection of 12 marble busts (*valued at 50 gp each*) and 23 assorted gemstones (*valued at 16–25gp each*), these taken from thieves he’s killed. The ogre-mage is in his lair 80% of the time; sometimes he walks the street *polymorphed* as a human. The man-catcher will attempt to trap any small mammal, ignoring anything medium-sized or larger, though defending itself via secretion if necessary.

HORNSEED, THE OGRE MAGE (*This lawful evil humanoid’s stats are HD 5d8+5, HP 39, AC 18, MV 30–ft., fly 40–ft. Its primary attributes are mental and physical. It attacks with a great scimitar, or a slam attack for 1d12 points of damage, though it will use spells first. Its special abilities include darkvision 60’, twilight vision, regeneration, fly, invisibility, darkness, polymorph self, charm person, sleep, gaseous form, and blast of rime — a cone of cold 20 ft. long and 5 ft. wide at the base, dealing 8d8 damage; dexterity save for half. It carries a great scimitar and a ring of feather falling. XP value: 495*)

MAN-CATCHER* (*These neutral plants’ vital stats are HD 4d8, HP 20, AC 14, MV 0. Its primary attributes are physical. It attacks with a bite for 1–2 points of damage, though will only attack a small-sized creature or less. If an attack is successful, it will attempt to swallow whole its prey should the victim fail a dexterity save (CL 4). Each round spent inside the man-catcher causes 2d6 points of acid damage. If attacked, the plant secretes an acidic coating that inflicts 1d4 damage to any creature touching or touched by the plant. XP value: 230*)

*see Appendix B for more information.

RELEASED FROM THE WORKHOUSE. What follows is a hook that “brings the party together” at the first level when running an Yggsburgh campaign — the way they come to know one another, as it were, at The Workhouse (#29). The characters are of lowly beginning, having fallen on hard times and consequently convicted of indigence, either for debts accrued, or possibly having checked themselves in for lack of any other alternative. Having been stripped of their clothes and washed, issued uniforms and set to work, they are of the more capable sort as compared to the very young or the old and infirm. They’ve been shoveling coal, breaking stone, chopping wood, crushing gypsum, etc.; they attend services at the Chapel, and they sleep in rooms as appropriate to gender. Perhaps a few of the characters have gotten to know one another.

One morning, the Warden of Debtors summons them to his office. By guard the characters are conveyed to his third floor office where they are served brandy, wine, salted fatback, and cheese — the finest grub they’ve eaten in weeks! The Warden informs them that he’s had his eye on them each and all, having been apprised of their capabilities by Pious White. He knows that they are each capable of much more than the Workhouse. He has an offer . . .

The offer is the purview of the Castle Keeper, who may use this hook as a segue to other adventures either in this series. Perhaps the Warden offers them preset equipment, armor, weapons, and transportation; alternatively, he may offer them a sum of gold to be split and so used to purchase equipment. Either way, the Warden should have a reason for this sponsorship: an item he desires, a percent of the future coinage won, or perhaps political recognition by his peers should the characters perform some good deed in his name.

SACRED CEREMONY. If there is a druid in the party, he or she is invited to attend a sacred ceremony held by Druid Lochinvar Beechwood (#27) deep in the Menhir Hills. At least a dozen other druids will arrive for prayer, sacrifice, and sacred rites (see CZY environs #28). If the character impresses, the Lord Mayor may one day call upon him or her for a service . . .

APPENDIX B, MONSTERS

APE, GARGANTUAN

NO. ENCOUNTERED: SOLITARY, FAMILY OF 3–12

SIZE: LARGE

HD: 19d8

MOVE: 40 FT., 40 FT. (CLIMB), 60 FT. (LEAP UPWARDS OR ACROSS)

AC: 17

ATTACK: 2 FISTS (1d10+10) AND BITE 3d4; OR 2 STAMPS FOR 4d4+4 POINTS OF DAMAGE EACH

SPECIAL: REND, OVERBEAR, STAMP, GRASP, UPROOT TREE, REGENERATION

SAVES: P

INT: Low

ALIGNMENT: NEUTRAL

TYPE: ANIMAL

TREASURE: NIL

XP VALUE: 7,300 + 19

Gargantuan apes appear as huge gorillas of 24-foot height, with males potentially reaching up to 30 feet. These simian megafauna originate from tropical jungles of distant lands. They are omnivorous and long lived. The apes travel upright or on all fours, according to their desire, and live in communities with both a patriarch and a matriarch, though it is not unusual for males to live solitary lives as a result of expulsion or a proclivity for wanderlust.

COMBAT: Gargantuan apes are fearsome combatants, though they will generally seek to avoid conflict if possible. But if the group is threatened, the patriarch will lead all other bulls to attack, while females defend the young. Gargantuan apes, much like their smaller simian cousins, are intelligent enough to flee combat if it is not going well.

REND: If both clubbing fists of a gargantuan ape strike their prey, the simian will then rend the opponent for an additional 1d12 hit points of damage.

OVERBEAR: If the monster leaps or charges at its opponent, it may attempt to overbear (see *Castles & Crusades Players Handbook*) the target. If the hit is successful, the defender is knocked prone. In addition, the defender takes an addition 2d8 points of damage.

STAMP: When facing opponents of medium size or smaller, the monster can opt to make two stamping attacks for 4d4+4 points of damage in place of its standard attack form.

GRASP: If the gargantuan ape opts to grapple with its opponent, and succeeds, it will then either squeeze its opponent to death, inflicting 5d4+5 HP of damage per round, or hurl its opponent 30 feet for 6d6+6 points of damage.

UPROOT TREE: When in combat in the vicinity of trees, gargantuan apes can uproot trees of up to 75-foot height, 6-foot diameter or less, and use these as clubs that inflict 3d4+4 points of damage.

REGENERATION: Due to their thick fur, thick hide, and outstanding constitution, gargantuan apes regenerate 1 hit point per round until serious damage (50 HP total) has been inflicted.

MAN-CATCHER

NO. ENCOUNTERED: 1–2 OR 1

SIZE: LARGE

HD: 4 (d8)

MOVE: —

AC: 14

ATTACK: BITE (1–2)

SPECIAL: SWALLOW WHOLE, ACIDIC

SAVES: PHYSICAL

INT: NOT RATABLE

ALIGNMENT: NEUTRAL

TYPE: PLANT

TREASURE: 2

XP VALUE: 150 + 4

The man-catcher is a deadly plant that derives its sustenance from the flesh of warm-blooded creatures such as birds and small mammals. This viny, tropical plant grows about 12 feet long, often wrapping around the trunks of trees or climbing along rock outcrops.

The man-catcher is noted for bearing a cluster of pink and white blossoms at the top of its flower stalk. The blossoms rise from a tuft of oddly shaped, red pigmented leaf blades. These leaf blades consist of a pair of 4-foot lobes hinged by a central rib. The upper surface of each lobe bristles with sensitive hairs, and the upper edges are fringed with sharp, woody talons. A mature man-catcher will have four to seven such paired lobes, open, toothy maws awaiting prey.

Man-catchers commonly grow in sporadic clusters under the shadowed canopy of rainforests, though it is not unusual for exotic plant collectors to seek them for their rare beauty; less scrupulous folks enjoy the unsavory nature of the plant's diet, keeping these carnivorous plants as curiosities. The name "man-catcher" is actually somewhat of a misnomer, as the plant will not attempt to devour anything larger than small-sized; the sensitive hairs can distinguish the size and weight of potential prey.

COMBAT: When a small, warm-blooded creature (bird or mammal) brushes one of the sensitive hairs, the lobes snap down and attempt to trap the creature within. The soft parts of the entrapped animal are then digested by a caustic, flesh-dissolving fluid secreted by special glands within. The acid is potent enough to dissolve anything weaker than stone, bone, or metal; any such materials are rejected after six hours time. Afterwards, the closed maw re-opens, and the plant is in position to capture yet another victim.

SWALLOW WHOLE: A man-catcher is able to swallow whole any creature of small size or less. To do so, it must successfully attack, and the opponent must fail a dexterity save (CL 4). If the victim is not touching the ground or cannot use leverage (such as being fed to the man-catcher), no save is allowed. Each round spent inside the man-catcher causes 2d6 points of acid damage. A trapped victim may attempt to break out using a strength save (CL 4) with an accumulating penalty of –2 per additional attempt. The victim may also attempt to cut itself out of the man-catcher using a light slashing weapon and dealing a total of 10 points of damage.

ACIDIC: Attacks against a man-catcher result in the secretion of an acidic coating which inflicts 1d4 damage to any creature touching or touched by the man-catcher.

SPRIGGAN

NO. ENCOUNTERED: 2–5

SIZE: SMALL (OR LARGE)

HD: 1 (d8) +3 (OR 4d8+5)

MOVE: 40-FT

AC: 17 (15)

ATTACK: BY WEAPON TYPE (DAGGER, DARTS)

SPECIAL: SPELLS AND THIEF SKILLS

SAVES: PHYSICAL

INT: AVERAGE

ALIGNMENT: CHAOTIC EVIL

TYPE: FEY

TREASURE: 1

XP VALUE: 60+3, 120+4 (RARE SPECIES)

Spiggans are ugly, malign little (2-foot tall) people with furry skin, long tails, and luminous eyes. They are found on the fringes of society — sew-

ers, abandoned buildings, vacant areas, etc. In their natural state they are sometimes mistaken for cats. They revel in causing mischief of the most sadistic species, and are noted for being proficient thieves.

COMBAT: Spriggans often work in tandem, using their *confusion* and *invisibility* powers to rob their victims and escape before violence. Rare spriggans may also use a special form of *alter size* in which they transform to 10-foot height. In giant form, they become 4d8 (+5) HD creatures, AC 15.

SPELL-LIKE ABILITIES: *confusion*, *invisibility* (1/day), as if by a 5th level caster. 1 per 10 spriggans can use a variant of *alter size* (giant) at will.

THIEF ABILITIES: Spriggans have all the abilities of a 5th level thief with 19 dexterity.

APPENDIX C: MAGIC ITEMS AND SPELLS

MAGIC ITEMS.

Antimagic Bands. These seemingly innocuous iron bands come in sets of two. Each 3-inches wide with a small key hole. The bands may be clamped around the ankles or wrists of the victim. A small iron key is attuned to these bands. The key must be inserted and wound, thus tightening the bands snug. Once the two bands are so clamped and tightened, their dweomer takes effect, suffuses the subject with antimagic. This energy, visible as a violet hue, nullifies most magical effects, including spells, spell-like abilities, and supernatural abilities. Artifacts and creatures of demigod or higher status are unaffected.

Fairy Shee Dandelion Wine. This enchanted wine is fermented with dandelions that grow atop fairy shees — hills or mounds under which fairies live. The wine takes 7 years to mature to its enchanted state. If one drinks the entire contents of a bottle, besides being intoxicated, two spells take effect: *invisibility* and *ventriloquist*, both as if cast by a 5th level illusionist.

Marvin’s Marvelous Shock Stick. This 8-inch, petrified ashwood stick has faceted sapphire tip. The stick must touch the victim for the dweomer to release, delivering 1d8+12 points of damage. The shock is a violent burst requiring a constitution save, or the victim is stunned for 1d4 rounds. A new shock stick can hold 25 charges. This item cannot be recharged, and turns to ashes once expended.

Staff of Striking. This yew staff is the equivalent of a +3 magic weapon. It causes 1d6+3 points of damage, expending 1 charge. If 2 charges are expended, the bonus damage is doubles (1d6+6) and if 3 charges are expended, the bonus damage is tripled (1d6+9). No more than 3 charges can be expended. A newly created staff has 50 charges. This item can be recharged.

SPELLS

AFFECT NORMAL FLAMES Level 3 wizard

CT: 1 R: 10 ft. per level D: 1 round per level
SAVE: n/a SR: n/a COMP: V, S, M

This spell enables the wizard to cause normal (non-magical) flames to reduce or increase in size per level of the caster to a maximum diameter of 5-feet per level of the caster. For example, a 5th level caster can effect a maximum area of 25-foot diameter. Thus, the caster can decrease a 25-foot diameter blaze to as small as a candle’s flame; conversely, the caster can alter a candle’s flame to increase to a 25-foot diameter blaze. Reducing the size of a blaze reduces its proportionate fuel consumption; likewise, increasing flames increases proportionate fuel consumption proportionately. There must be fuel (wood, dry grass, combustible materials, etc.) for this spell to function, as the affected flames are normal and not magical. The material component for this spell is a pebble of sulfur.

RACE Level 1 wizard

CT: 1 R: touch D: 5–8 hours
SAVE: n/a SR: n/a COMP: V, S, M

This spell enables the recipient to run at full speed (2x normal movement) for 5–8 hours without tiring. However, after so running the individual must spend a like number of hours resting, as well as drinking plenty of liquids and eating heartily. For every 2 levels of experience of the spell caster, another individual can be affected, i.e. at 4th level, 2 individuals can be touched and empowered to *race*, etc. Only humans and demi-humans in their natural forms are affected by this spell. The material component of this spell is an elixir made from the juice of dried apples boiled in river water with a drop of cooking oil (grain, olive, sunflower, etc.).

ROLLO’S ASH TO POTASH level 2 wizard

CT: 1 R: 20-ft. D: permanent
SAVE: n/a SR: n/a COMP: V, S, M

This spell causes a volume of ash equal to 1-cubic foot per level of caster to transmute to *potash*, a salty material. The ash can be from any wood fire. The transmuted material has value, as it can be used in the manufacture of soap, dyes, and glass. When this spell is used in conjunction with *Rollo’s Soot and Cinders to Carbon*, the remains of a campfire can be made completely untraceable. The material component of this spell is a pinch of salt rubbed in the palms of the caster.

ROLLO’S SOOT AND CINDERS TO CARBON level 2 wizard

CT: 1 R: 20-ft. D: permanent
SAVE: n/a SR: n/a COMP: V, S, M

This spell causes a volume of soot and cinders (wood or coal) equal to 1-cubic foot per level of caster to transmute to carbon (essentially, lumpy rocks of charcoal). When this spell is used in conjunction with *Rollo’s Ash to Potash*, the remains of a campfire can be made completely untraceable. There is a 1% chance that the casting of this spell will yield lump of pure carbon in the form of a small diamond valued at 300–600gp. The material component of this spell is a pinch of red brick dust rubbed in the palms of the caster.

APPENDIX D, SECONDARY SKILLS

The following optional Secondary Skills are an expansion to those listed in *Castle Zagyg Vol. 1: Yggsburgh*, Appendix H.

ARTISTIC CAPACITY (DEXTERITY AND WISDOM — GENERAL)

This ability references a character’s skill in one of the following areas:

- Visual art (painting, line-drawing, sculpture, jewelry making)
- Musical art (composition and arrangement, instrument performance and singing)
- Literary art (prose and poetry authorship and recital).

This ability also assumes a scholastic artistic knowledge in the chosen field, including identification and history. Skill checks for creating art (dexterity) or identifying art (wisdom) are at a +2 bonus per level of skill, should the Castle Keeper require a check.

DETECTION (INTELLIGENCE — GENERAL)

The capacity to mentally note facts, including the power of observation and ratiocination, all having to do with detecting, examining, investigation, observing, searching, and watching, as well as researching and tracking down information. This is an ability similar to that possessed by sleuths of private and public sort.

KNOWLEDGE SPECIALIST (INTELLIGENCE — PRIME / INTELLIGENCE)

The Knowledge Specialist has delved deeply into one topic and knows a lot about that topic through either study and/or experience. Knowledge Specialists can be used as sages or professors in the topic that they specialize in. When researching a question concerning their area of specialty, a Knowledge Specialist may make an intelligence check to know the answer to a question or know where to look for the answer.

Some areas of specialization that a Castle Keeper can use to enhance his campaign include:

- Architecture (and construction)
- Engineering (all forms)
- Fauna (including biology)
- Flora (including botany)
- History (local, regional, world, cultural & social)
- History (intelligent races, human & non-human)
- Literature
- Theology

It is up to the Castle Keeper to allow more specific knowledge for more focused fields — a Knowledge Specialist in Taxidermy will know a little bit about mammals (as well as most other animals), but a Knowledge Specialist in Mammals will know a lot about them and very little about preserving their hides.

APPENDIX E, CRIME & PUNISHMENT

There are three classifications of crimes in Yggsburgh, these being handled distinctly and respective of one another. The Castle Keeper should review this list and become familiarized with the high crimes, other felonies, and misdemeanors presented below.

HIGH CRIMES. Most high crimes will result in either execution or a lengthy penal servitude. Penal servitude may result in being sent to a mine or other town enterprise under the supervision of guards. High crimes are the purview of a magistrate unless the accused is of gentle or noble birth, in which case the gentleman is entitled a trial by judge.

FELONIES. Other felonies. Punishments for a variety of felonies are also listed, many of which require penal service or bond service (servitude without pay), these punishments at the discretion of the magistrate, excepting those of noble birth of whom are entitled to trial by judge.

MISDEMEANORS. Most of these crimes will be tried by a Justice of the Peace, and if the accused is convicted, a limited gaol time and/or a variety of corporal punishments including branding, pillorying, and/or flogging at the cart.

HIGH CRIMES (JUDGE OR MAGISTRATE TRIES)*	PUNISHMENT
Treason	Hanging, then drawing & quartering
Treason, Accessory	Beheading
Murder	Execution (usually beheading)
Shipwrecking	Death by exposure in a cage
Sorcery	Execution (usually beheading)
Witchcraft	Execution (usually drowning)
Murder, Accessory	20 years penal servitude
Shipwrecking, Accessory	20 years of penal servitude
Armed/Highway Robbery	Death by hanging

Armed/Highway Robbery, Accessory	20 years of penal servitude
Sedition	Tongue removal, branding, & exile
Sedition, Accessory	Branding & 10 years of penal servitude
Kidnapping	Branding & 15 years penal servitude
Kidnapping, Accessory	10 of years penal servitude
Necromancy	Branding & 15 years of penal servitude
Rape	Branding & 15 years of penal servitude
Rape, Accessory	10 years of penal servitude
Lese Majesty	Branding & 10 years of penal servitude
Desecration of a Holy Place	5 years of penal servitude
Counterfeiting	Branding & 10 years of penal servitude
Counterfeiting, Accessory	5 years of penal servitude
Coin Shaving	5 years of bond or penal servitude
Prison-breaking	5 years of added time
Smuggling	5 years of bond or penal servitude
Destruction/Theft of Government Property	5 years of bond or penal servitude
Bribery of an Official	10 – 50 gp and/or 1 to 5 years penal servitude
Poaching on Royal Land	Branding & 1 to 5 years of penal servitude

OTHER FELONIES (magistrate tries unless the accused is of gentle birth)*	PUNISHMENT
Arson	Branding & 10 years of penal servitude
Arson, Accessory	5 years of penal servitude
Horse Theft	Branding & 10 years of penal servitude
Horse Theft, Accessory	5 years of penal servitude
Maiming of an Innocent	Branding & 10 years of penal servitude
Mutilation of an Innocent	Branding & 10 years of penal servitude
Torture of an Innocent	Branding & 10 years of penal servitude
Manslaughter	10 years of bond or penal servitude
Rustling	10 years of penal servitude
Grave Robbing	5 years of penal servitude
Gaol-breaking, accessory	5 years of bond or penal servitude
Harboring a Felon	5 years of bond or penal servitude
Forgery	5 years of bond or penal servitude
Racketeering/Protection	5 years of bond or penal servitude
Perjury	5 years of bond or penal servitude

Assault with a Deadly Weapon**	5 years of bond or penal servitude
Robbery	5 years of bond or penal servitude
Extortion	5 years of bond or penal servitude
Burglary	3–5 years of bond or penal servitude
Swindling/Confidence Games	3–5 years of bond or penal servitude
Poaching on Noble Land	1–5 years of bond or penal servitude
Theft, grand	1–5 years of bond or penal servitude
Riot	6 months to 2 years of bond or penal servitude
Inciting a Riot	3 months to 1 year of bond or penal servitude
Tax Evasion	3 years of bond servitude
Flight from/to Avoid Bond Servitude	Sentence converted to penal servitude, one year of time added to time to be served
Leaving area of Villeinage	Branding with owners mark and return to owner
Leaving area of Villeinage, branded	Return to owner for such punishment as that one deems appropriate, including death
Debt	1 month in the work house or in bond servitude for each 1 gp or fraction thereof of debt owed
Sale of Stolen Goods***	3 years of bond servitude
Receiving Stolen Goods***	2 years of bond servitude
Embezzlement***	1 to 5 years of bond servitude
Impersonation	1 to 5 years of bond servitude
Destruction of Private Property***	1 to 5 years of bond servitude
Purse Cutting/Snatching	1 year penal servitude
Mental control/domination by magic	10–100 gp and/or up to 12 months of gaol time
Endangering life by careless use of magic	10–100 gp and/or up to 12 months of gaol time
Endangering property	10–100 gp and/or up to 6 months of gaol time
Adulterating food or drink	4–50 gp and/or 1 to 6 months of gaol time
Coercion	2–20 gp and/or 1 to 6 months of gaol time
Assault**	2–20 gp and/or 1 to 6 months of gaol time
MISDEMEANORS (justice of the peace tries)*	PUNISHMENT
Disrespect to a Noble or Ecclesiastic	1–5 gp and/or 1 to 4 months of gaol time, plus possible flogging at the cart
Shop Lifting/Stealing	–3 gp and/or 1 to 3 months of gaol time, plus possible flogging at the cart
Breaking & Entering	25 sp – 2 gp and/or 1 to 2 months of gaol time, plus possible flogging at the cart

Passing Off of Shoddy Goods	25 sp – 2 gp and/or 1 to 2 months of gaol time, plus possible pillorying
Poaching on Private Land	25 sp – 2 gp and/or 1 to 2 months of gaol time
Gaming (gambling) without License	2 gp and/or 1 month of gaol time, plus possible flogging at the cart
Resisting Arrest***	2 gp and/or 1 month of gaol time, plus possible flogging at the cart
Use of False Weights	10–25 sp and/or up to 1 month of gaol time, plus possible pillorying
Theft, Petty (10 sp or less)	Restitution and 10 sp and/or 1 week gaol time; quadruple goal time without restitution, plus possible flogging at the cart
Battery/Slander	10 sp – 2 gp and/or 1 week gaol time, plus possible pillorying
Criminal Trespass	10–50 sp and/or 1 week gaol time
Impersonation, Petty	10–50 sp and/or 1 week gaol time
Drunk & Disorderly Conduct***	10 sp and/or 1 week gaol time, plus possible pillorying
Disorderly Conduct***	10 sp and/or 1 week gaol time, plus possible pillorying
Disturbing the Peace	10 sp and/or 1 week gaol time, plus possible pillorying
Lewd Conduct***	10 sp and/or 1 week gaol time, plus possible pillorying
Littering the Street	10 sp per item discarded thus
Littering the Street, garbage or worse	1 gp and/or 2 weeks gaol time, plus possible pillorying
Begging without License	10 sp and/or 1 week gaol time
Prostitution without License	10 sp and/or 1 week gaol time
Soliciting for Prostitution without License	10 sp and/or 1 week gaol time
Vagrancy	10 sp and/or 1 week gaol time
Gaol-breaking	1 month of added time, plus possible flogging at the cart
Accessory, not otherwise shown	Half the punishment meted out to the offender
Accessory after the fact	Half the punishment meted out to the offender
Third non-capital offense, felonious	Hanging if branded, branding otherwise
Third non-capital offense, petty	Flogging at the cart if branded, pillorying for 6 to 24 hours time otherwise

*Persons of noble birth, nobles, knights, and gentlemen are entitled to demand trial before a judge, with or without a jury of his peers at the option of the accused.

**Assault of any officer of the law with or without a weapon by a commoner is punished as indicated with maximum penalty likely given if the accused is found guilty and not a person of substance in the community. A noble is seldom accused of such act by any peace officer not of like status in the town. If the one accused of the assault is a noble or of gentle

birth he is entitled to be tried by a judge, with or without a jury of his peers at the option of the accused. If insult to the honor of the accused was given by the one assaulted, the accused may demand trial by combat to settle the matter. Gentle persons not of martial sort may appoint a champion to represent them in the trial by combat.

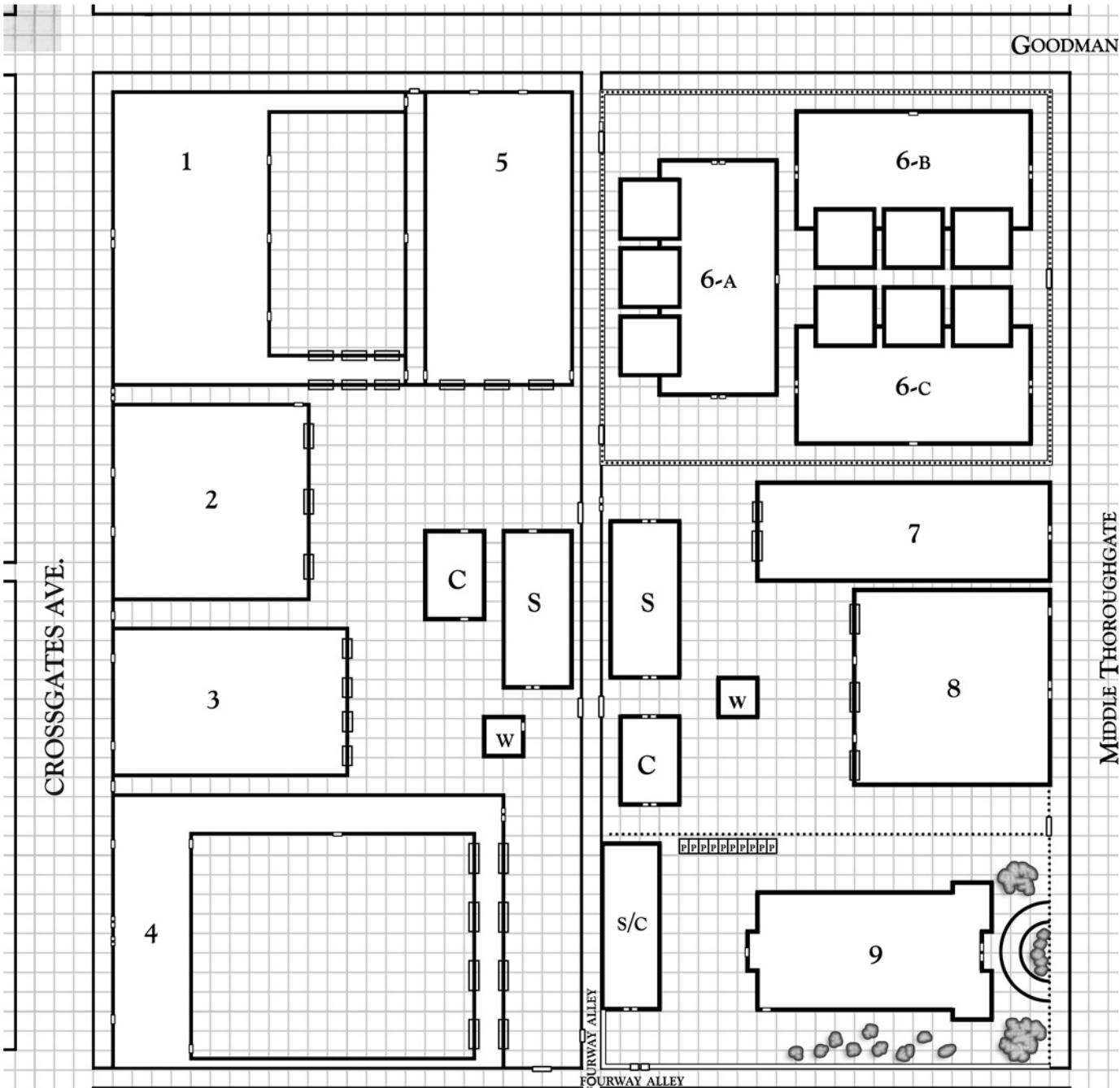
***Any person of gentle birth can not be charged with such crime by one not of like status, or an officer of the town above the common ranks such as deputy sheriff and below.

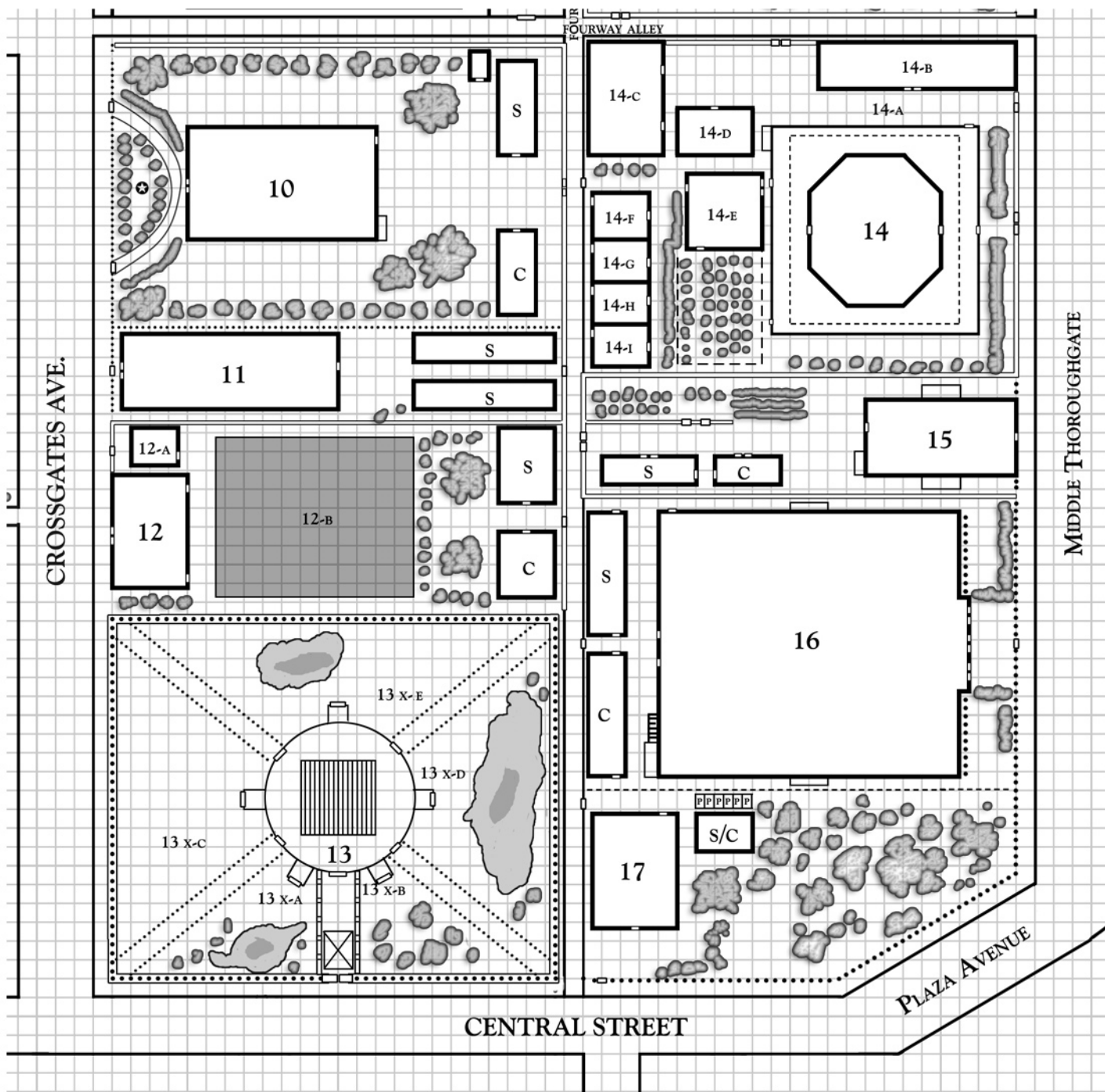
THIEVERY IN YGGSBURGH

Thieves caught in the act are arrested and punished as criminals so as to placate the honest populace of the town. However, if they manage to enact their nefarious activities without being apprehended, no punishable offense has occurred. The perpetrators are not wanted criminals and are free to roam about at will. This leaves cheats, frauds, and swindlers completely in the clear if they aren't caught red-handed.

However, if stolen goods are discovered, they are seized by authorities and returned to their rightful owner if he pays a recovery fee of 25% of their value. Failure to pay this sum results in the auctioning of the recovered goods, with 25% of the sum received going to the town treasury, 25% to the auction service, and the balance to the former owner of the goods sold thus.

Of course the Thieves' Guild does its best to hide all purloined items from the law, and a brisk business in return of goods lost by their theft at a "finder's fee" of 20% is carried on in Yggsburgh. Otherwise, much of the stolen goods trade is carried on by means of downriver "export," the goods smuggled out of town and sent west to Dunfalcon, often in trade for like goods sent back upriver from the Thieves' Guild there. Jewelry and like items brought in from elsewhere are sold to local gemmers and jewelers at 50% of retail value. The same is true for most other new goods received thus, they being "wholesaled" to various town merchants and shops. The thievery thus returns some fair proportion to the local economy. The Thieves' Guild also assists in smuggling slaves from town to other destinations where slavery is not illegal.





MIDDLE THOROUGHGATE

