



Castles & Crusades

GARY GYGAX'S

BIGFISH

CASTLE ZAGYG

GREENRIDGE

MOUND
ISLAND

GREAT
LEECH
MARS

BY DON MACVITTIE

The Free Town of Yggsburgh:
Moat Gate

COLD SPRINGS RUN

EAST
UPLANDS

CASTLE ZAGYG™ – YGGSBURGH: MOATGATE DISTRICT

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ISBN N/A

Printed In The United States of America



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INTRODUCTION

DAILY THERE IS A FLOW of traffic into and out of the Moatgate, that gate that connects the Outs with Yggsburgh proper. Through this gate flow workers, businessmen, ladies, and city leaders, all going about their daily tasks. With them come foreigners, thieves, uncouth underclass, spies, and adventurers.

The areas around the Moatgate reflect this varied traffic. Near the gate are businesses that cater to foreigners and denizens of The Outs, while cheap housing abounds to hold the workers that keep the city and The Outs productive. The Fane and Convent of the Three Norms lies in the Southeast corner of the city, and the neighborhood around it is upper class patrons of the convent or people with vested interest in the businesses around the Moatgate.

Here your brave adventurers will find people willing to purchase old documents or provide research for a fee. They will meet the underclass and find outfitting for basic adventuring. They can dine with a retired Knight of the Citadel or take their repast in a bawdy bar. Whatever type of adventure your characters wish to undertake, whatever type of citizen they hope to encounter, they will find it here.

This district is detailed enough to give you, the Castle Keeper a solid background without tying your hands. The remainder can be fleshed out as needed or used as is. There are plots, rumors, thieves and heroes in this district. They await your command and your final personal touch to make them a part of your 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 x 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 x 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*.

TOWNSFOLK

THE POPULATION OF THE Moatgate District usually hovers around 3,000, but a recent influx of immigrants, both registered and unregistered, has driven the population to almost double this figure. A few once-respectable tenements have been converted to penny-rents in order to accommodate them. Many of these poor souls are fleeing a malign overlord, the Wizard Uvonn Darktarn (see *Castle Zagyg: Yggsburgh*

p. 8 and p. 251), to the south, but there are sure to be spies and other operatives among them!

There are numerous people described in this volume, and many are simple townsfolk having no special statistics. For these people we have created categories of NPCs with unified descriptions. The statistics for these NPCs is as follows:

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, RURAL (These are 0 level humans whose vital stats are HP 5, AC 10. The equipment they typically use is clothing, farm implements, and 2d6 pieces of silver.)

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.)

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.)

NOBLE GENTLEMAN, UNCLASSIFIED (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.)

NOTE: The many occupants of the district's tenement buildings are unnamed; the CK can assign ages and names to these citizens as desired.

*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.

2 YGGSBURGH TOWN: MOATGATE DISTRICT

TRAFFIC ON THE STREETS

THE STREETS OF THE Moatgate District in daytime are bustling with people. The following details who can be found on any given street. Note that this is in addition to the random encounters table.

ALLEY:

The alleys of the Moatgate District are dark and seedy places. Even in the wealthier neighborhoods around The Fane, the alleys are not very clean and not very healthy.

There will always be 1d6 children playing in an alley of the district, and 50% chance there will be 1–2 adults supervising them. There is a 75% chance that teenagers looking for trouble are hanging about in any given alley, and a 5% chance that thieves or muggers are slinking around looking for an easy mark. These will not be GOOD thieves and muggers, or they would be getting their business elsewhere. Make them first level fighters and thieves.

WAY:

The Ways of Moatgate have all conceivable types of traffic on them.

There will always be 1d10 children playing in a way.

There will always be 1d6 servants doing the bidding of their masters.

There is a 50% chance that one of the upper class of the district passes by.

*There is a 25% chance that one of the upper class of greater Yggsburgh passes by.

* for these entries, use the “Random Encounters” table below.

AVENUE/LANE:

The Avenues and Lanes of Moatgate have all conceivable types of traffic on them.

There will always be 1d8 children playing in a way.

There will always be 1d8 servants doing the bidding of their masters.

There is a 70% chance that one of the upper class of the district passes by.

*There is a 30% chance that one of the upper class of greater Yggsburgh passes by.

*There is a 5% chance that the Lord Mayor or one of the Council of Eight passes by.

* for these entries, use the “Random Encounters” table below.

RANDOM ENCOUNTERS

The important citizens of the Moatgate District and some of the important citizens of Yggsburgh at large utilize these streets. This list provides the Castle Keeper with guidelines for whom the players run into when walking the streets. Note that this list is not exhaustive and the Castle Keeper should feel free to modify as needed, crossing off such encounters as no longer seem appropriate to be repeated and creating his own to replace them

DAYTIME ENCOUNTERS

Roll D100 and consult the following chart:

01–05 BEADLES (156)

This will be either Neal or Marvin, making their rounds. They will question suspicious characters.

06–07 SIR CUTHBERT (22)

Sir Cuthbert will be out with servants. He will be gruff and even rude unless a party has information about his wife’s murderer.

08–10 MARMADUKE (10)

Marmaduke will be short with anyone who is not bringing him business.

11–14 BASIL DOVE (11)

Basil will be out on business, but if a party seems intelligent, he may hire them to make a riverboat trip and find out what’s happening to his sailors.

15–16 MASTER TEACHER (12)

The Chief Curator will be going to or from his office, and will not have time to talk. If the party impresses him, he will invite them over to see his “stone” that evening.

17–18 ROBIN BURDOCK (13)

Robin will be out on business, but if he senses that the party is trustworthy, he will ask them to come to dinner. At dinner he may ask them to guard his agent.

19–20 CARY MEADE (14)

Cary will be out on business or on his way to The Lords and Gentlemen Club. He will have no time for chit-chat with wayward adventurers.

21–25 ROLAND BLUE (15)

Roland will be out on business, picking up pen and ink. He will be polite and verbose with the party, but will not form a bond with them.

26–30 WILFRED SHORT (16)

Wilfred will be out spending money and talking about how rich he is. He will be a major annoyance to the party, laughing at beggars and throwing coins at doxies.

31–32 THEODORE SHORT (16)

Theodore is not often out and about, but if he is, it is likely he is looking for his son.

33 WILLIAM ROAD (17)

William will be out for a lunch date, and will immediately assume that the party was sent to kill him. He will tell his guard to watch them, and try to slip away unnoticed.

34–35 MARTIN CATTIN (18)

Martin will be on his way to or from the office. If approached by the party, he will speak with them because they are from out of town. If they seem like they would be good subjects in his secret research, he will invite them to dinner. A dinner which will include a ceremony afterward...

36–40 ROBIN HOGG (19)

Robin will be out seeking any information about his lost step–daughter. He will pay well for help finding her.

41–44 SALLY THOMSON (20)

Sally will be out causing trouble, trying to get her kicks in before she is married off.

45–47 CURT THOMSON (20)

Sir Curt will likely be looking for Sally. Now that she is female, he feels she should be watched closely until her wedding, when she will (thankfully) be someone else's problem.

48–49 CHARLENE CLARK (21)

Charlene will be out shopping for the day, on her way to the Bhurghers' Quarter or the Jewel District. She will be witty, charming, and appear to flirt with the male in the party who has the highest Charisma.

50–52 SIMON CHAMBERLAIN (23)

Simon will be out shopping for spell components. He will not have time to talk to anyone unless there is a wizard in the party to intrigue him.

53–55 CAREY FALCONER (24)

Carey will be on his way to or from The Tapped Keg, seeing to business. He will be peremptory and act as if they are beneath him.

56–57 BASIL CRANE (26)

Basil will be out picking up a load of goods. He will not have time to talk but will ask a tough–looking party to visit his shop that evening.

58–60 GUY ROAD (27)

Guy will be supervising the delivery of Ale and have no time to talk at all.

61–65 DOXIES

These will approach the party looking for business. They are all Chaotic Neutral Harlots.

66–70 BEGGARS

These will approach the party looking for a handout. They are all Chaotic Neutral Vagabonds

71–73 CUTPURSES

These will tail the party looking for a chance to strike. They are Neutral Evil Thieves.

74–79 FOREIGNERS

This group of foreigners will wander past speaking in a strange tongue. They are new to the Outs, and just visiting town.

80 Homunculus (APPENDIX C)

The Homunculus will be looking for the next pieces to rebuild its master. If the party has anything that will do, it will attack them to take it, otherwise it will attack whomever nearby does have something that fits.

81 CLUBFOOT OR ONE OF HIS FRIENDS (34)

Clubfoot will be walking around normally, on his way to the Jewel District to look for more loot. The only indication of who this is will be a band–aged left foot.

82–83 DART CLOTHYARD (32)

Yeoman Dart will be out shopping for fletching material, and unless a party member has an astounding bow or arrows, will not stop to talk with them.

84 KENNETH COLLIER (56)

Kenneth will be out getting food. He is well–behaved in the daytime.

85–86 ARTHUR SMITHSON (59)

Arthur will be on his way to or from his job, and unless a party member overdressed in finery is snooty to him, will not stop.

86–89 PRIESTESSES AND NUNS OF THE THREE NORNS (9, APPENDIX C)

These will be out on business and will not stop for the party.

90–91 DIANA SILVER (9, APPENDIX C)

Diana will be out in her palanquin carried by four militant nuns. If the party looks hearty but not local, she will order her palanquin stopped to offer them some work.

92 VICTOR OLDHAM (CZY P19)

93 HECTOR MARKLE (CZY P19)

94 OSWALD STRIKER (CZY P19)

95 DONALD KARK (CZY P19)

96 CHARLES THORNLY (CZY P19)

97 STANTON ALDWARK (CZY P19)

98 GIB ALLWORTH (CZY P19)

99 HORACE LINNFIELD (CZY P19)

All of these worthies will be passing through or on their way to the Fane. Their guards will not let a party member close without good reason.

100 LORD MAYOR (CZY P18)

There is a slight chance that the Lord Mayor will be encountered here while on town business. His bodyguards will generally not allow people to approach him unless His Lordship shows some sign of knowing them (such as slowing down).

Lord Beachwood (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 disengaged 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 a 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.

4 YGGSBURGH TOWN: MOATGATE DISTRICT

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.)

NIGHTTIME ENCOUNTERS

Roll D100 and consult the following chart:

01–15 THE NIGHT WATCH

These will be the volunteer guard. Use the statistics for the guards in area 3.

16–17 SIR CUTHBERT (22)

Sir Cuthbert will be out looking for his wife, thinking she is lost.

18–20 HOMUNCULUS (APPENDIX C)

The Homunculus will be out looking for parts to rebuild its master.

21–30 DOXIES

These will be out looking for business, and will proposition the party.

31–33 BEGGARS

These will be 1d6 of the more nefarious kind, looking for a handout, willing to take what isn't freely offered. They are (level three chaotic neutral human thieves whose vital stats are AC 13, HP 15. Their primary stats are: physical. They carry shortwords under their robes)

34–45 CUTPURSES

These will be 1d4 (level five human thieves whose vital stats are AC 16, HP 15. Their primary stats are physical. They carry shortwords.)

46–48 FOREIGNERS

These will 2d4 be rural commoners armed with staves.

49–50 TAVIS WYRMS (APPENDIX C)

They will be hungry, and PCs are edible.

51 OSGOOD USHER (246)

Osgood will be completely drunk and trying to stumble or crawl his way home.

52–55 HOLGAR (CZ:Y 52)

Holgar will be coming from a night of drinking and wenching at The River Rat Tavern in the Storehouse District (CZ:Y Area 59).

56–60 TWO OF THE NPCs FROM THE RIVER RAT TAVERN (CZ:Y AREA 59)

These ruffians from the Storehouse District will be out looking for trouble, and no-name PCs are easy to pick on.

61–65 ALBRECHT STEWART (172)

Albrecht will be asking the seedy underside of the Moatgate quarter for information about his lump of brass, or looking for a way into Brass and Bronze (172)

66–70 WILLIAM (BILL) SILVER

William will be out checking the state of his security or following an illusionary thief.

71 ERNST GRUMBOLD (162)

Ernst will be returning from escorting a customer home.

72–75 DIRK GILBERT (160)

Dirk is aware that someone is following him and suspects it is time to move on. He will be asking about those who are new to town.

76–80 THOMAS MARTIN (157)

Thomas will be on a case, and will avoid drawing attention to himself while on a stakeout.

81–85 CAREY (128)

Carey will be out on an errand for his girlfriend.

86–90 RICHARD ASHGROVE (124)

Richard will be on his way home from yet another night out with a lady. He will be rude and condescending to the party if they attempt to converse with him.

91–95 HAMISH (61)

Hamish comes to town late at night to pick up human flesh. He is the vampire leader of a group of cannibals.

96–100 BREWMASTER IRONS (56)

Brewmaster Irons will be returning from a meeting with Kenneth Collier where he was paid. He trusts no one on the streets at night, and will be gruff with a party that tries to talk with him.

THE VOLUNTEER GUARD

Throughout the text of this supplement NPCs who are part of the night watch are indicated with an asterisk (*). Such individuals will have leather armor, glaive–guisarmes and clubs, if they do not possess other weapon or armor, and carry hooded lanterns when on duty. Men between the ages of 16 and 60 who are not so marked are part of the uncounted underclass.

RUMORS IN THE MOATGATE DISTRICT

Roll randomly or choose:

1. There is a beast living in the top of the Fane that is wreaking terror on the streets. *True*. See area 9 and appendix C “Fane and Convent” for details.
2. Marmaduke Silver (Area 10) is an evil man that preys on the poor and the weak. *False*. *He’s not evil, the rest is true*.
3. Basil Dover (Area 11) is selling his sailors off as slaves. *False, but they are disappearing*.
4. Master Teacher (Area 12) has a stone owned by Lord Yggs that granted Lord Yggs all his power. *False, but he does have a stone that once belonged to Lord Yggs*.
5. Robin Burdock (Area 13) buys religious symbols for a good price. *True, and as long as they’re Tenoric he doesn’t much care which deity*.
6. Cary Meade (Area 14) is looking for a tough group to help him with a problem. *True*. *He’s either looking for people to convince Mara (Area 30) to work for him, or to kidnap her*.
7. Roland Blue (Area 15) is in need of protection. *True, someone is trying to murder him*.
8. Wilfred Short (Area 16) always has plenty of money. His father’s business must be excellent. *True, but shaving coins is part of that business*.
9. William Road (Area 17) is being hunted by expert assassins. *False, but he believes it*.
10. Martin Cattin (Area 18) knows more than anyone else about the history of Yggsburgh. *True*.
11. Marvin Hogg (Area 19) killed his eldest step-daughter Marva. *False*. *He fell in love with her and she is hiding from him in the Jewel District*.
12. Sally Thomson (Area 20) is really a boy. *False*. *She was a boy, but a belt of sex change took care of that*.
13. Charlene Clark (Area 21) steps out with gentlemen while her husband is working. *False*. *This rumor was started by an angry suitor that misinterpreted her smiles*.
14. Sir Cuthbert (Area 22) is a vile, bitter old man. *Mostly false*. *He’s bereaved by his wife’s death and the inability to find her killer. It has made him morbid and spiteful*.
15. Simon Chamberlain (Area 23) consorts with demons to determine the nature of magical things. *False, it’s Identify*.
16. Carey Falconer (Area 24) can have a man killed for the right price. *False, but he is pretty bad*.
17. Carey Falconer (Area 24) is an alcoholic womanizer. *True*.
18. Jud Slater (Area 25) was robbed not too long ago, and the guard ain’t doing nothin’ about it. *Mostly true*. *The guard is working on it, but it is low priority for him*.
19. Basil Crane (Area 26) is looking for some brave souls to do a task for him. *True*.
20. The Stolen Mug (Area 27) is a front for the Count of Easmoor, don’t go there. *False, started by Cary Wood’s competitors*.
21. Durnham Bigaxe (Area 28) has killed seventy men with his own hands. *False, but he can fight, when necessary*.
22. Strange noises come from the empty storefront on Wood Street (Area 29). I think it’s haunted. *False*. *It is used to hold slaves before they are secreted out of town*.
23. The Cookhouse (Area 30, Area 65) is a good place to get to know people. *True, if you come here and cook your meal*.
24. They say you can gamble at the Foreign Gentleman’s Club (Area 31), but only if you’re a member. *True*.
25. The best arrows in Yggsburgh can be had at Quarrel and Arrow (Area 32). *Not quite true, but some expert arrows (per the C&C Players’ Handbook) are available there*.
26. Lady Miner from the Jewel District has been mugged by a club-footed man! *True, see area 34 for more detail*.
27. Hugh Alder (area 55) over at Wooden Wonders is looking for caravan guards. *True*.
28. Pale Spirits (area 56) has the best brew in town! *False, started by Kenneth Collier*.
29. Hunters Outfitting (area 57) is a good place to gear up for a trip across country. *True*.
30. There’s a man asking around about someone who sounds like the Tinker Kenneth (area 58). *True if the Castle Keeper wants to bring that hook to a head*.
31. Guy Saddler (area 60) buys the hides of monsters. *False*. *He’s looking for animal hides*.
32. I saw someone taking a body-sized bag into the back of Everett’s (area 61) meat shop the other night. *True, it was his weekly “special delivery”*.
33. Galvin Lamb (area 62) pays good money for your castoff clothes. *True*.
34. Robin Wilder (Area 63) uses fey magic to heal the sick. He’s a witch. *False, he’s an herbalist*.
35. Roland Blue (Area 64) has been skimping on quality lately. I wouldn’t shop at his fruit stand. *False, his best fruit is being stolen*.
36. One of the best ladies at Friendly Ladies (area 66) has disappeared. Eaten by a demon for her irreverent ways, I say. *True, she’s disappeared. It is up to the Castle Keeper what has happened to her*.
37. Theodore Wolf stole one of Cary Meade’s best women. *True, it is up to the Castle Keeper if this means adventure*.
38. Sensible Outfitting sells all sorts of stuff, for cheap. *Mostly false*. *They sell all sorts of stuff, but it definitely isn’t cheap*.
39. Moatgate Collections (Area 116) is nothing but legalized strong-arming. *True*. *The guard lets them get away with a lot that no one else could*.
40. Me and the wife got sick from eating at The Food Stand. *True*.
41. They talk big about The Outs at the Moatgate Alehouse. *True*.
42. The best jobs in town can only be found through Work For Hire (Area 119). *False, Gavin started this rumor to increase his income*.
43. Some jack poisoned Rollo Bass’ (Area 120) pet dog the other day. *True, and he’s looking for protection*.
44. Neal Vale (Area 121) makes a darn fine cup of coffee, but his tea is horrid. *False, both coffee and tea are good*.
45. Ever since old Grover Shoemaker’s house (area 122) burnt down, he ain’t been the same. *True, and he’s still living in the burnt house*.
46. You can deck out your apartment cheap at Garth Sexton’s Furniture (Area 123). *True, with all possible meanings for cheap*.

47. That Richard Ashgrove (area 124) is prickly, but his weapons sure are good. *True on both counts.*
48. Victor Reeve (Area 125) should be retired, he's too old, and all those animals suffer for it. *True.*
49. There's a nice storefront for sale over on Citadel Avenue, good place to get newcomers. *True. Area 127.*
50. Some woman is stealing from Kenneth Drum (area 128). *Mostly true. One of his male apprentices stealing for a female acquaintance.*
51. Don't go to the Guards' Alehouse (Area 129), it's all soldiers and soldier talk in there. *Somewhat false. It's mostly soldiers, but there is a Bard that sings non-militant music most nights.*
52. Star Mason (area 130) hexed my family, now my kids are all sick! *False, but she is a witch.*
53. Triannus the Theurgist (Area 150) can force people to do what he wants. *False, he's a fake.*
54. Simon Finch (Area 151) needs help fending off a gang of bully-boys. *True. Until they commit an actual crime the guards won't arrest them.*
55. George Apple (Area 152) needs help with a ghost! *True.*
56. Doctor Galvin (Area 153) is a pretty good doc. *False.*
57. There's always a good game going on at Billiard's Table (Area 154). *True.*
58. If you need help solving a crime, go to Thomas Martin (Area 157), he'll figure it out. *True, for the most part.*
59. Bertram Smith is still looking for that 'magic loom' of his. *True.*
60. Victor Wall is going over to worshipping Snakes! *False, he's been asking about them to find out about the daggers he didn't buy.*
61. Roland Waterman (Area 161) sure has been busy lately. *True, his own doing.*
62. Ernst Grumbold over at Ye Porkers' Stern (area 162) sure does know a lot about this city. *True.*
63. If you're a fisherman, ask Stanley Fischer (Area 163), he knows where all the best spots are. *True.*
64. Osgood Chapman (area 164) is a strange old coot. Bet he gets his goods from the thieves' guild. *False. He's strange, but his business is on the up-and-up.*
65. Simon Rowan has people killed just to up his business. *False.*
66. Best not to ask what's in the stew at the Soup Kitchen. *True.*
67. Yggsburgh Souvenirs (Area 168) has some of the best goods in Yggsburgh. *False, started by the thieves' guild as part of their agreement with Wilbur.*
68. Brother Chaplain (area 169) is tough but fair with his boys. *Mostly true, though more tough than fair.*
69. Dunstan Barber is a smart-mouth that won't sell you what you came in for. *False, he won't sell you something you don't need.*
70. There's been a shifty-eyed man asking around about a lump of brass. I can't say why, but I don't trust him. *True, see area 172 for details.*
71. Charles over at Hope's Chest (Area 174) has been acting awful funny lately. *True.*
72. You can get a good room at Fox's Flophouse! *False. You can get a room.*
73. Clarence Cooper (Area 176) is looking to sell his shop. *False, he was but recent events have changed his mind.*
74. Food For Thought (Area 178) hires out for cooks, none of 'em make much money though. *True.*
75. Yer a scrapper? You should check out the Golden Mercenary Guild (Area 240) then! *True enough.*
76. The Cookhouse on the North Side of Citadel Avenue (Area 241) is missing an apprentice. *True.*
77. If you're new to town, The Yggsburgh Guides can show you about. *True, but you'll only see what they're getting paid to show you.*
78. Dalbid Yeerouf (Area 243) is not a business man, he's a thief! Watch out for him! *True enough, but started by apprentices of the Striped Mage.*
79. If you're spoiling for a fight, The River Rat Tavern (in the nearby Storehouse District CZ:Y Area 59) is a good place to go. *True.*
80. I don't get the Yggsburgh Posting Service (Area 245), why can't people walk around and do that posting themselves? This generation is lazy, I tell you! *True enough.*
81. Osgood Usher (Area 246) is building a man from all the parts he's cut off of people. Beware, all he's missing at this point is a head! *False.*
82. Carey Small (area 250) buys the heads of dead women to make wigs. *False, but he'd consider it.*
83. Jasper Lane's wife (Area 251) says he's been having nightmares lately. *True, his imagination is showing him dreams of what his cages might be for.*

AREA KEY

COMMON ELEMENTS IN AREA KEYS: The following symbols on the Moatgate District map indicate the corresponding building:

C: Carriage house of brick with room for a carriage and coach; with the coachman and footman living in the apartment above unless noted otherwise.

P: Small animal pen, coop, hutch, or kennel for chickens, dogs, doves, ducks, geese, pigeons, or rabbits as noted in the area description.

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 a groundsman unless noted otherwise.

G: Greenhouse constructed primarily of metal and glass for plants, ornamental trees, and flowers.

Q: Separate servants' quarters for household staff. A two-story structure in the condition and style of the main house on the estate unless otherwise noted.

W: A workshop for a skilled craftsman, such as a tinker, blacksmith, etc., who would not normally work inside his home.

FORTIFICATIONS

1. THE MOATGATE

THE MOATGATE IS ONE of the few official entry areas into Yggsburgh. As such it is formidably protected by guard and tower, sword and siege machinery.

The armorial bearings of the Free Town of Yggsburgh are cut into the stone above the entrance and painted in full color (see *Armorial Bearings*, CZ:Y page 35). It offers a striking picture. This gate is in a rectangular gatehouse of 40 feet width, 25 feet depth and 35 feet height between and connected to flanking towers of 45 feet height and 30 foot diameter. There is a bartizan on the outer side of each flanking tower so as to allow archery at any foe attacking the gates. It has a ground and upper floor. The upper floor and connecting tower floors are equipped to house a force of 30 guards. There is a substantial supply of quarrels, oil, and stones kept here for use in time of attack. On the front of the gatehouse, at 20-foot height, there is a set-back of five feet with a ledge, with parapet and merlons, that allows defenders to issue onto it from the towers and assail foes threatening the gate. Above it, at 35 feet height, is a crenellated roof battlement. On the top of each flanking tower is an easily movable scorpion (ballista) manned by a crew of three when in action. On the top of the gatehouse is a catapult manned by a crew of six when in action.

The gate opening is protected by a drawbridge and beyond it, a portcullis. The twin gate portals have a 7 foot width and a 14 foot height. They are made of iron-bound oak that is eight inches thick, locked by bolts in the stone and by a cross-bolt and heavy oak bar. At the end of the 20-foot passage through the gatehouse is another portcullis. To the sides of the passage are loopholes for archery, while above it are murder holes, for missile discharge, dropping of rocks, and pouring out boiling or flaming liquid.

The front walls of the gatehouse are solid stone to four-foot height, thereafter three feet thick. All other walls are one foot thick, with added plinths to support the first floor and roof. The rooftop is strong enough to mount a large siege weapon upon.

The flanking towers are 30-foot diameter, 45 feet high and are solid to six-foot height. Thereafter they have walls that taper from 5 foot to 3 foot thickness at their top, where there is the usual 3.5-foot high parapet and 3.5-foot high merlons, each of three feet width. They are pierced with loopholes along their winding interior staircase, and have five additional loopholes on each of their four interior floors – ground at 6 feet height, first at 16 feet, second at 26 feet, and third at 36 feet.

There is a secret door in the rock face just above the water line immediately to the east of the base of the bridge. This accesses the Thieves' Underground (see *Castle Zagyg: Yggsburgh #52*, area 9).

There are at least 14 soldiers on active duty at the gate. There are actually 28 in residence.

LIEUTENANT (He is a 4th level, lawful neutral, human fighter whose vital stats are HP 28, AC 16. His primary attributes are physical. He carries chain hauberk armor, shield, longsword, and dagger.)

TRUMPETER (He is a 3rd level, lawful neutral, human fighter whose vital stats are HP 21, AC 16. His primary attributes are physical. He carries chain hauberk armor, shield, longsword, and dagger.)

SERJEANTS X 2 (These are 3rd level, lawful neutral, human fighters whose vital stats are HP 21, AC 16. Their primary attributes are physical. They carry chain hauberk armor, shield, longsword, and dagger.)

FIRST CLASS HALBERDIERS X 12 (These are 1st level, lawful neutral, human fighters whose vital stats are HP 7, AC 15. Their primary attributes are physical. They carry chain hauberk armor, halberd, and short sword.)

FIRST CLASS CROSSBOWMEN X 12 (These are 1st level, lawful neutral, human fighters whose vital stats are HP 7, AC 15. Their primary attributes are physical. They carry chain hauberk armor, light crossbow, 20 quarrels, and light hammer.)

Toll cost to non-citizens for entering the town is 1 cp per wheel of a vehicle, per person on foot, and per large animal. Small animals on foot such as goats, pigs, and sheep are charged at 1 cp per 4 heads. At sunset the drawbridge before the gate is raised, the gates shut and barred, and not until dawn are they reopened.

As would-be entrants approach the gate via the Moatbridge (see CZ:Y, page 37) they see a small crowd of people awaiting the exit of a wagon from the gatehouse passage. As it leaves there and comes toward them along the bridge they will note two men in tabards with the town armorial bearings upon them that are collecting tolls from persons exiting and entering. There are also a half-dozen town guardsmen armed with halberds on the way near the entrance. These soldiers occasionally stop a person, ask some questions, then wave the individual to pass on into the town or call for their serjeant – who might in turn call an officer. Watching from atop the gatehouse are two more guards with crossbows, and there are a like pair of watchmen on each flanking tower.

1A. THE MOATGATE PLAZA

Behind the gatehouse and its pair of flanking towers is a 100-foot wide and 90-foot deep paved area known as Moatgate Plaza. This little plaza has avenues of 40-foot width leading off to the left, the right, and from its midpoint.

During the hours that the gates are open, there will be a dozen vendors' stalls and carts set up for business with another dozen peddlers carrying trays of their merchandise about. Added to these sellers will be a like number of beggars (there being no restrictions on begging here). A handful of these are soliciting sex, while some performers seek free-will payment from those who watch their acts; these include musical performances, singing, juggling, sword-swallowing, fire-breathing, tumbling and acrobatics, story-telling, sleight of hand legerdemain, and occasionally performing animals such as dogs or a bear.

2. WALL BASTION

This is a standard Wall Bastion as can be found throughout the city. There are two ballistae and one catapult upon the top of the Bastion, with no access except from the top of the wall. Each hour on the hour two guards walk here, one from area 1 and one from area 3. They meet at this bastion, and then return to their areas.

3. TOWER ALLEN

This is a standard town tower. It is named Tower Allen.

The guards in this tower spend eight hour shifts with two men on guard at a time.

The guard force for this tower is composed as follows:

HALBERDIER/ARTILLERISTS X 3 (These are 0 level, lawful neutral, human fighters whose vital stats are AC 15, HP 5. Their primary attributes are physical. They carry halberd, chain hauberk armor, and dagger.)

CROSSBOWMEN/ARTILLERISTS X 3 (These are 0 level, lawful neutral, human fighters whose vital stats are AC 15, HP 5. Their primary stats are physical. They carry chain hauberk armor, crossbow, 20 quarrels, and dagger.)

These soldiers rotate, one crossbowman and one halberdier being on

duty, their serjeant rotates between all of the towers in this section, walking the wall at irregular intervals to insure that the watch is alert.

4. WALL BASTION

This is a standard Wall Bastion as can be found throughout the city. There are two ballistae and one catapult upon the top of the Bastion, with no access except from the top of the wall. Each hour on the hour two guards walk here, one from area 3 and one from area 5. They meet at this bastion, and then return to their areas.

5. PALISADES TOWER

This is a standard town tower. It is named Palisades Tower.

The guards in this tower spend eight hour shifts with two men on guard at a time.

The guard force for this tower is composed as follows:

HALBERDIER/ARTILLERISTS x 3 (*These are 0 level, lawful neutral, human fighters whose vital stats are AC 15, HP 5. Their primary attributes are physical. They carry halberd, chain hauberk armor, and dagger.*)

CROSSBOWMEN/ARTILLERISTS x 3 (*These are 0 level, lawful neutral, human fighters whose vital stats are AC 15, HP 5. Their primary stats are physical. They carry chain hauberk armor, crossbow, 20 quarrels, and dagger.*)

These soldiers rotate, one crossbowman and one halberdier being on duty, their serjeant rotates between all of the towers in this section, walking the wall at irregular intervals to insure that the watch is alert.

6. WALL BASTION

ENCOUNTER: Hassle with the Guards

This is a standard Wall Bastion as can be found throughout the city. There are two ballistae and one catapult upon the top of the Bastion, with no access except from the top of the wall. Each hour on the hour two guards walk here, one from area 5 and one from area 7. They meet at this bastion, and then return to their areas.

7. GENTLEMEN'S TOWER

This is a standard town tower. It is named Gentlemen's Tower.

The guards in this tower spend eight hour shifts with two men on guard at a time.

The guard force for this tower is composed as follows:

HALBERDIER/ARTILLERISTS x 3 (*These are 0 level, lawful neutral, human fighters whose vital stats are AC 15, HP 5. Their primary attributes are physical. They carry halberd, chain hauberk armor, and dagger.*)

CROSSBOWMEN/ARTILLERISTS x 3 (*These are 0 level, lawful neutral, human fighters whose vital stats are AC 15, HP 5. Their primary stats are physical. They carry chain hauberk armor, crossbow, 20 quarrels, and dagger.*)

These soldiers rotate, one crossbowman and one halberdier being on duty, their serjeant rotates between all of the towers in this section, walking the wall at irregular intervals to insure that the watch is alert.

8. WALL BASTION

This is a standard Wall Bastion as can be found throughout the city. There are two ballistae and one catapult upon the top of the Bastion, with no access except from the top of the wall. Each hour on the hour two guards walk here, one from area 7 and one from the easternmost tower in the West Market Sector. They meet at this bastion, and then return to their areas.

9. FANE AND CONVENT (CZY #21)

Grounded by twin towers 60–feet in diameter and forty feet tall on the north and south, these towers are connected by a 30 foot tall building with two 30–foot radius, 20–foot tall half towers on its east and west sides. The ground floor is open across the three main buildings (not the half-towers), using stout pillars to support the floors above.

This relatively small temple and extensive grounds are the base for the activities of the dedicated nuns of The Three Norns who dwell in the convent buildings and serve the community in various ways. Most of the half-elves and elves dwelling in the town attend services at this fane. There are 4 priestesses, 8 ordained nuns, 66 lay nuns, and 12 staff located here, a total of 90 persons.

The remainder of the Fane is discussed in **APPENDIX C**.

9A. CONVENT

The convent is a two story stone building with an attic that houses the lay nuns and kitchens on the ground floor, ordained nuns on the first floor, and storage rooms in the basement.

The nuns keep a small farm north of their building, berry bushes just east of their building, and are responsible for the maintenance of the fruit trees at area 9e.

9B. HIGH PRIESTESS' QUARTERS

This two story firebrick house holds food storage in the basement, a kitchen and office on the ground floor, and the apartment of the high priestess of the Fane on the first floor.

9C. CARRIAGE HOUSE AND STABLES

The carriage house and stables house a carriage with the symbol of the nunnery on the doors and six horses. Two stable boys [girls?] live in the loft.

9D. SERVANT QUARTERS

The servants that assist in cleaning the Fane between services, attend to the High Priestess, and care for the grounds live in this building. The ground floor holds the kitchens and common dining facilities, the basement holds food stores and equipment, the second floor holds individual rooms for most servants, and the loft is a common room for lesser groundskeepers.

9E. THE FRUIT GROVE

The fruit grove holds apple and pear trees that are tended by the nuns of the convent. The trees are ancient and beautiful.

THE WEALTHY

10. RESIDENCE, MARMADUKE SILVER

REASON: Looking for work

This four–story brown stone building is both ostentatious and well kept. From the lions that grace the front gate to the gargoyles atop the manse, everything about the estate speaks of money. The basement holds storage areas and a laundry, the ground and first floors hold the apartment of Marmaduke Silver (age 48), his wife Carline (age 45), and their four children (Martin – 9, Edwina – 8, Hamish – 4, and Lawrence – 2). The second floor houses the maid, manservant, footman, coachman, and gardener, while the third floor houses the cook, washerwoman, two serving men, and Carline's Lady In Waiting.

Marmaduke is a landlord, but his holdings are all in LC districts and are all administrated with an iron hand. Marmaduke keeps resident landlords in various districts of town and charges them with collecting rent at any

cost. He does not care what they sink to while collecting rents, just that they actually collect the rent. There are rumors that he is responsible for the disappearance of Morris Squires, one of his collecting agents. The party might be hired to investigate the truth of falsity of these claims.

MARMADUKE SILVER* (*He is a lawful neutral Tradesman who carries a feather staff*)

CARLINE SILVER (*She is a neutral good Simple Commoner who carries a dagger*)

11. RESIDENCE, BASIL DOVE RIVERBOAT OWNER

REASON: Investigating missing sailors

This three-story firebrick building is fenced in by a low firebrick wall with a sign showing a boat next to the outer gate. The basement holds a storage room and an apartment for Grover Butler, Basil's primary captain. The ground and first floors hold the apartment of Basil Dove (age 39), his wife Vanessa (age 35), and their two children Olive (12) and Jenkins (10). The second floor is the quarters for the footman, cook, two serving men, and lady in waiting.

Basil is a thin and quiet man who owns a riverboat – the Great Sweep, and a barge – the Loaded Cart. The Loaded Cart is known about town as “the River Sow” for how she sits in the water when full. Basil runs a fair and honest business, doing his best to earn money but paying a fair wage to his workers.

Every time The Loaded Cart makes a trip down the river these days, a sailor or two go missing. Basil suspects they are being kidnapped, and he worries for them. He is also rather tired of recruiting new hands – it makes business look bad. He will hire the party on to ride along on a trip and find out what is happening to his crew.

In fact, his crew is being kidnapped by the same cult that is buying human sausage in town. The Castle Keeper can detail 3d6 cult members to support Hamish the Vampire

BASIL DOVE* (*He is a neutral good Tradesman*)

ARLENE DOVE (*She is a Tradeswoman*)

HAMISH THE VAMPIRE (*This chaotic evil undead's vital stats are AC 20, HD 8d12, HP 60, MV 40 ft., 60 ft. fly, 20 ft. climb. Its saves are mental and physical. It attacks with a Slam for 1d6 damage. Its special attacks include Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, Alternate Form, Gaseous Form, Entourage, Electrical Resistance[half], Spider Climb, and Turn Resistance. XP value: 2365, Treasure 8.*)

See *Monsters & Treasure* for more information on vampires.

12. RESIDENCE, HOWARD TEACHER, GENTLEMAN CHIEF CURATOR OF YGGSBURGH

REASON: Research, looking for work

This four-story brown stone manse holds storage and workrooms in the basement, kitchen, dining, and recreation rooms on the ground floor, bedrooms and family living areas on the second and third floors, servant rooms – a cook, two maids, usher, housekeeper, valet, nurse maid, and footman – on the fourth floor.

Master Teacher is an aged gentleman (age 55) who manages the Yggsburgh Museum (CZ:Y #12). He is knowledgeable in the history and artifacts of Yggsburgh and the East Mark, including the problem with the mad Druid in CZ:Y, and other similar historically significant issues. For all things historical, he can be treated as a Sage (see *Appendix B*). Howard is the consummate museum curator, bringing interesting or unidentifiable pieces home with him for further study.

He recently acquired a strange grey stone said to have belonged to Lord Yggs. It is 2" square and covered with some form of script. It currently rests in his basement, which is magically protected against unwanted intrusion.

10 YGGSBURGH TOWN: MOATGATE DISTRICT

The stone is a *stone of cockatrice summoning* (see *Appendix A*) which did indeed belong to Lord Yggs, but he was smart enough not to use it. Master Teacher may accidentally activate the stone, causing a need for adventurers to clean up the mess, he may ask the party for help researching the stone if they have shown themselves to be knowledgeable, or he may send them with the stone to Dunfalcon for delivery to someone else.

Mrs. Betty Teacher (age 53) is a perfect match to her husband, enjoying gardening and reading while he is investigating a new museum piece.

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.*)

BETTY TEACHER (*She is a chaotic good commoner.*)

13. RESIDENCE, ROBIN BURDOCK, GENTLEMANPURVEYOR OF FINE ALTAR SERVICES AND RELIQUARIES

REASON: Purchasing religious apparatus or looking for work

This marble edifice of four stories with a loft shows both impeccable taste and an astounding level of wealth. The basement is a storage area, the ground and first floors are the private apartments of Robin (age 31) and his wife Jewel (age 33), the second floor is rooms for Robins' servants – two maids, a footman, a lady-in-waiting, a groundskeeper, and a groom, the third floor and the loft house Robins' four employees – a weaver, a silversmith, an agent (salesman), and a religious symbology specialist (*a sage by the rules in Appendix B*).

Robin Burdock makes his money selling religious service sets, altar dressing, and reliquaries. He pays primary homage to the Three Norns himself, but has no problems doing business with anyone from the pantheon. As such, his agent travels the East Mark looking for business, and taking trips to Dunfalcon to buy supplies and some reliquaries made there. While most of the churches in town use their own service sets, occasionally something happens and he makes a sale. The central location of Yggsburgh to all the small temples in outlying districts is his main reason for being located here.

Agents of The Purple Tower would like very much to draw Robin or his agent Everett Ryder (age 41) into their network of spies, but thus far Everett has acted as if he is oblivious to their advances. He knows full well what they are trying to do, and Robin may approach the party to protect his agent on his travels should those from The Purple Tower become more insistent. This would provide the Castle Keeper with plenty of opportunity to get the PCs out and about in the East Mark.

Those calling here seeking religious items will be treated well, but prices are 150% of the *Castles & Crusades Players Handbook*. Other items not covered in the *Players Handbook* include:

- Wooden Altar Service
- Silver Altar Service
- Gold Altar Service
- Wool Altar Cloth
- Felt Altar Cloth
- Silk Altar Cloth
- Religious Wall Hanging

ROBIN BURDOCK* (*He is a neutral good, 7th level, human thief whose vital stats are HP 31, AC 14. His primary attributes are strength, charisma, and dexterity. His significant attributes are wisdom 13, dexterity 16, constitution 13, charisma 8. The equipment he typically uses is +2 ring of protection, +1 longsword, potion of healing.*)

JEWEL BURDOCK (*She is a Tradeswoman.*)

EVERETT RYDER* (*He is a lawful neutral Tradesman.*)

14. RESIDENCE, CARY MEADE BROTHEL AND TAVERN OWNER

REASON: By invitation, looking for work

This four-story granite block building with an attic houses rooms for girls 'on vacation' from Cary's brothels in the basement, Cary Meade's apartments are on the ground and first floor, his manager of accounts and head groomsman on the second floor, and rooms for his maid, groundsman, two footmen, and cook on the third floor. The attic is used to store items from the last redecoration of the estates.

Cary, age 39, owns The Stolen Mug (area #27), Friendly Ladies (area #66), and The Farmer's Friend (area #67). He is a thin man with a pointed goatee. While he allows his manager of accounts to run his businesses, he recruits for Friendly Ladies himself. He also forces a rule on his manager that stipulates one week each year that each of his doxies is allowed to live in the basement in "splendor".

On one of his recent recruiting expeditions, he met a woman named Mara. Sultry and with slightly olive skin, she captured his imagination. Unfortunately (in his opinion), she is a forceful but chaste young woman with no interest in changing her profession as a cook (working at area #30). The Castle Keeper can utilize Cary's fascination with Mara to drive adventure. The party may be hired to convince or kidnap her, or they may be hired by Mara (though she is poor, so it would likely need to be gratis) to protect her person from the hired hands of Cary Meade.

Cary is rather unscrupulous when it comes to business. He waters his ale, he underpays his employees, and he is harsh with his business managers. Needless to say, something might just happen to him. This notwithstanding, his businesses and charming wit have bought him membership in The Lords and Gentlemen Club (CZY #54).

CARY MEADE* (*He is a lawful evil Tradesman.*)

15. RESIDENCE, ROLAND BLUE FREELANCE AUTHOR

REASON: By invitation or have a work written

This four-story building with an attic is painted a pale blue, and a simple wooden sign out by the sidewalk says "Roland Blue, artist, author, gentleman". The basement holds household supplies, the ground and first floors are Roland's apartments that he shares with his wife and small child (Anne, 3 years old). The second floor is Roland's study on the north side and rooms for his maid and manservant on the south side. The third floor houses the rest of the household staff – cook, groundskeeper, pot-boy, maid-in-waiting, housekeeper, and valet. The attic holds makeshift rooms for four guards that Roland has recently hired.

Roland, age 53, is a much-sought-after author who will happily pen works for anyone willing to pay his exorbitant fees. He writes with flair and style, and having your memoirs penned by him is likely to propel you toward the top of the middle class, even getting the attention of members of the Lords and Gentlemen Club (CZY #54). Roland is heavy-set, smokes a pipe incessantly, and waves it about emphatically while talking with people.

Roland has just the sort of problem that an adventuring party can sort out. Someone is trying to kill him. He has written the memoirs of several local nobles, and always embellishes them at the expense of their enemies. He is unsure of which of his clients' enemies have decided to eliminate him. The reality is that Roland almost always insults the Baron of Redfort in his books, and the Baron has hired the Assassins' Guild (CZY #50) to eliminate this pesky writer that shows him in a bad light within the walls of Yggsburgh.

The party will have to figure out that there is a contract out on Roland, and then find a way to counter it.

ROLAND BLUE* (*He is a chaotic good Tradesman.*)

16. RESIDENCE, THEODORE SHORT OWNER OF TAD'S MONEYCHANGER

REASON: By invitation

This four-story firebrick building holds a small workshop in the basement that only Theodore and his son have keys to. The ground and first floors house the apartments of the Short family – Theodore (age 37), his wife Darlene (age 38), his daughter Olivia (17), and his son Wilfred (16), the third floor houses the servants – a cook, scullery boy, footman, two guards and two maids. The second floor contains a suite of rooms that is used for out of town guests when necessary, but is really designed for parties. There are two side rooms that are decked out as bedrooms and one large room that serves as living quarters for guests, or the center of Theodore's lavish parties. He has ice sculptures made, serves the finest in wines, and invites only the upper crust of society. It is rumored that these parties can get pretty out of hand, but the authorities have never had to break one up.

Theodore is the owner of Tad's Moneychanger (area #137), and with the help of his son, he has turned this into a massively profitable business. Each evening after the gate closes, the cash for the day is brought here for safekeeping. Theodore and his son take the coins that were not minted in Yggsburgh and shave a small amount of metal off around the edge of each one. When there is enough metal shaved, a bar of the given type is created by simple melting – since the ore has already been refined – and the bar is deposited at the bank. Since Tad's Moneychanger weighs incoming coins but never weighs outgoing coins, no one is (as yet) the wiser. But a group that came here to get coin for say a trip to Dunfalcon might discover that their coins were short-weight upon arrival.

Because they must bring the coins here each night and take them back each morning, they utilize the live-in guards and a security service that escorts the coach to Tad's Moneychanger each morning before the gates open and back after they close each evening.

THEODORE* (*He is a chaotic neutral Tradesman*)

DARLENE (*She is a chaotic neutral Tradeswoman*)

WILFRED* (*He is a neutral evil Simple Commoner*)

OLIVIA (*She is a Simple Commoner*)

GUARDS* x 3 (*These are 1st level, lawful neutral, fighters whose vital stats are HP 7, AC 15. Their primary attributes are physical. The equipment they generally use is chain hauberk and long sword.*)

17. RESIDENCE, WILLIAM ROAD PLAYWRIGHT AND SHOW ORGANIZER

REASON: By invitation

This three-story building with a loft shows the eccentric tastes of its owner. There are lions at the front gate, gargoyles on the corners of the roof, and the large oaken front door is inlaid with a feather pen crafted in mother-of-pearl. The basement is used for storage, the ground and first floors are the quarters and writing area of William, the second floor holds his servants – three guards, a cook, a footman, two maids, a scullery boy, and a huntsman. The loft is currently empty but is often used by actors working with William.

William, age 35, writes many plays that are well received in Yggsburgh and as far away as Dunfalcon. He is not the most artistic playwright in town, but his comedies have a particular satirical appeal for many.

William believes that he is being hunted for offending too many people with his latest satirical comedy entitled "A Mystical Question". In this comedy, the mystics and astrologers of Yggsburgh are lampooned, as are nobles who fall under the sway of these charlatans. Truthfully, William is paranoid and no one took his play personally, but he will be very suspicious of anyone new who starts poking around town. He believes that more than 10,000 gold was paid to a shadowy group of assassins to come hunt him down, and will stop at almost nothing to protect himself.

WILLIAM ROAD* (*He is a true neutral Tradesman*)

GUARDS* x 3 (*These are 1st level, lawful neutral, fighters whose vital stats are HP 7, AC 15. Their primary attributes are physical. The equipment they generally use is chain hauberk and long sword.*)

18. RESIDENCE, MARTIN CATTIN CHIEF ARCHIVIST OF YGGSBURGH

REASON: By invitation or doing research.

This elaborate four story red brick building is trimmed with white and is surrounded by a granite fence. The basement holds a storage area for household goods, the ground and first floors are the home and office of Martin, the second floor houses Martin's household staff – a maid, footman, cook, scullery boy, and two young scribes. The entire third floor is Martin's multi-room study. In it he has copies of all of the documents he could get scribed.

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. In one of the bookshelf filled rooms of his study Martin has a secret compartment (*CL 11 to find*) that hides a set of texts from "The Fur Men," a local cult of Fenrir, who think werewolves are the ultimate form of enlightenment, freed from everyday worries and able to hunt their food at will. These texts have a strange fascination for Martin, and he is actually considering attempting some of the rites listed. Of course, he will need subjects that are smart enough to cooperate willingly, and dumb enough to not realize they will be inflicted with lycanthropy when the rituals are done. They also must be from out of town, so that their disappearance will not cause an uproar.

Martin can be used as a sage, per the rules in **APPENDIX B**. For local history, he should be given a very high rating as a sage. For regional history it should be nearly as high, and for world history it should equate to about a 50% chance that he knows anything. Should the party ask him about cults, he will have the answers, and also his patsies.

MARTIN CATTIN* (*He is a lawful neutral bureaucrat*)

19. RESIDENCE, ROBIN HOGG

LANDLORD

REASON: Trouble with Moatgate Collections or looking for work

This fine four-story building is made of granite blocks and holds a storage area in the basement, the quarters of Robin Hogg (age 45), along with rooms for his deceased wife Rosamund's two daughters Marva (17) and Edwina (14) on the ground and first floors. The second floor holds Robins' offices, and the third floor is home to his servants – footman, upstairs and downstairs maids, groundskeeper, cook, and two scullery boys.

Robin's lovely wife Rosamund passed away recently in a tragic accident, and in his grief he began to notice just how much his eldest step-daughter Marva reminded him of his beloved wife. When Robin started wooing Marva she left just as fast as she could, running to the Jewelers' Quarter to hide with a childhood friend named Richard.

Robin is a good man in general, but a greedy man. He does not care overmuch how his tenants make their rent, as long as it is paid. He owns Moatgate Collections (area #116), and has informed his manager that he does not care how the rents are collected, as long as they are. His infatuation with his seventeen year old step-daughter shows that he is as careless in his personal life as he is in business.

ROBIN HOGG* (*He is, a chaotic neutral Tradesman.*)

20. RESIDENCE OF THE BARONET SIR CURT THOMSON

REASON: Looking for work.

This four-story with loft firebrick building houses a storage area in the basement, the apartments of the Thomson family – Curt (age 42), his wife Darlene, their three children Russell, Maria, and Sally, and Darlene's mother Patricia – on the ground and first floors, servants – a cook, a scullery boy, three maids, a maid in waiting, a footman, and a page – on the second floor, an apartment for Sally and her future husband (currently empty) on the third floor along with rooms for Curt's three guards.

Curt's eldest son Sam (age 17) was with a group of other rowdies a while back when they took the possessions from a foreigner and threw him out of town. Sam demanded that he be given the man's finely tooled leather belt for his prize. Much to everyone's surprise, when Sam put the belt on, he turned into a girl! Her name is now Sally, and she is engaged to be married, but getting that engagement nearly bankrupted her father, and she is definitely not yet well adjusted. If the Castle Keeper owns *The Free Town of Yggsburgh: The Bhurghers' Quarter*, Sam/Sally could easily have been with The Green and Gold Leaf Boys. Otherwise, any group of upper class bravos the Castle Keeper chooses will do. They are clearly no longer comfortable around Sally, but she insists upon running with them.

Curt is owner of several businesses in the Outs. Curt inherited these businesses, and has steadily been growing his family wealth. He is angered at the flippant manner in which his son Sam has risked the family fortunes, and would be very glad if a party was capable of finding a cure for Sam's sex change. It would be worth 1,500 gold pieces to him if the party could 'fix' Sam/Sally before the wedding that is set to commence six weeks after the party first meets Curt.

CURT THOMSON* (*He is a lawful neutral Tradesman*)

SALLY THOMSON (*She is a 2nd level, chaotic evil, human thief whose vital stats are HP 9, AC 13. Her primary attributes are strength, dexterity, and charisma. Her significant attributes are wisdom 13, dexterity 16, constitution 13, charisma 18. The equipment she typically uses is longsword.*)

21. GAVIN CLARK, FINANCIER

REASON: Looking for money or work.

This three-story plus attic brick home holds a strong room and storage area in the basement, the apartment of the Clark family – Gavin, his wife Charlene, and their two small children Osgood and Marla – on the ground and first floors, and servants quarters – a maid, cook, scullery boy, footman – on the third floor, and the apartment of Gavin's second cousin Warren in the attic.

Gavin Clark, age 40, is a heavy-set man who tends to over-dress for any occasion. He cannot afford all of the retainers he would like, so most of his servants handle double duties. His footman is also his carriage driver, and his scullery boy doubles as groundsman, for example. Gavin finances purchases of businesses for a cut of the returns as interest, but thus far all of his financing has been for lower-class businesses, and the income is not large. He is looking to get into bigger deals, and may well finance an adventuring party if they have thought out their goals, and have a plan. He will finance up to 500 gold per party member if the plan is promising enough, as little as 50 gold per party member if it is not. Either way, he will want 25% of all monies earned by the party, and will settle for 10%.

Gavin's wife Charlene, age 33, is short, brown haired, sweet, utterly attractive, and if a handsome party member presents himself there will be "that twinkle" in her eye when she looks at him. She is utterly faithful to her husband, no matter what the twinkle might say, and any attempt by a party member to court her will be met with indignation and possible repercussions from Gavin.

GAVIN CLARK* (*He is a lawful neutral Tradesman.*)

CHARLENE CLARK (*She is a lawful good Tradeswoman.*)

12 YGGSBURGH TOWN: MOATGATE DISTRICT

22. RESIDENCE, SIR CUTHBERT WATERMAN KOC (RETIRED)

REASON: By invitation only.

This four-story marble building holds store rooms and a small armor repair facility in the basement, Sir Cuthbert's apartment on the ground, first, and second floors, and rooms for servants – an usher, housekeeper, valet, cook, scullion, two waiters, groundsman, and three maids. The footman and groomsman live in the carriage house.

Sir Cuthbert, age 61, was a Knight of the Citadel until his retirement several years ago. His wife was vilely murdered while he was out surveying the defenses of the East Mark, and he has not been the same since. In a short amount of time he went from spry and energetic to the rumped old hulk he is today. He is surly, quiet, and brooding, turning away all of those who come to see him. Early on, the guard took extraordinary steps to find his wife's murderer, once he retired their zeal was considerably lessened. He has not been found.

In fact, she was murdered by Evelyn Larkgrove (CZY area #50) herself. Evelyn was working under contract, and while it is unlikely that the party will kill or capture her, she will give up information about her contract – the Baron of Redfort – to save her skin. The entire purpose of the assassination was to break Sir Cuthbert and remove him from the field should war erupt. It has worked perfectly.

Should a party find his wife's murderer and bring him to justice, Sir Cuthbert will gladly offer them sponsorship to the Lords and Gentlemen's club, and provide them with a bounty of 1000 gold pieces. This will snap him out of his depression, and his household staff will ever after be grateful to the party for returning their master to them, showing this gratification by taking them around town in his carriage or giving them a place to hide or rest up, and hooking them into the "servant underground", that group of servants of the upper class that talk regularly and can provide extensive information about the goings-on of their betters.

SIR CUTHBERT WATERMAN, KOC (RETIRED) (He is an 8th level, lawful neutral fighter whose vital stats are HP 56, AC 11/18. His primary attributes are strength, constitution, and charisma. His significant attributes are strength 17, wisdom 13, dexterity 16, constitution 13, charisma 18. The equipment he typically uses is a +2 longsword; he dons plate mail armor if he expects trouble.)

23. RESIDENCE, SIMON CHAMBERLAIN

REASON: Purchase spellcasting

This firebrick building is three stories with a loft. The basement contains an alchemical laboratory and storage, the ground and first floors are the apartments of Simon (age 36), his wife Arleigh, and their daughters Clarinda (16) and Jonquil (19), the second floor contains rooms for the servants – two ladies in waiting, two maids, a cook, two scullery boys, and a footman. The loft holds rooms for Simon's two apprentices – Dirk Fuller (19) and Richard Collier (22).

Master Simon Chamberlain makes every attempt to appear upper-class. He bought this large house, he keeps a staff, he dresses impeccably, and he treats those under him with a sort of amused disdain. This is all an act, and merely an attempt to rise in social status. He earned the money he is currently living off of while adventuring, and is attempting to establish himself as the source for protective magics in Yggsburgh. Unfortunately, he is not high enough level to make anything permanent, so his work thus far has been profitable but is not going to maintain him into his old age.

If given the opportunity, Master Simon would join an adventuring party, but he would be unlikely to let down his mask, and would be a never-ending source of annoyance for the party. His terms would be an equal share of the treasure.

Simon will have his apprentices cast *detect magic* and *identify* for a party for 200 gold a casting. He considers this good practice for the boys.

SIMON CHAMBERLAIN* (He is a 6th level, neutral good wizard whose vital stats are HP 15, AC 13. His primary attributes are intelligence, dexterity, and charisma. His significant attributes are intelligence 16, dexterity 15, constitution 13, charisma 18. The equipment he typically uses is cloak of protection +2. His spells per day are 0th x 5, 1st x 5, 2nd x 4, 3rd x 2.)

DIRK FULLER* (He is a 1st level, neutral good wizard whose vital stats are HP 3, AC 11. His primary attributes are strength, intelligence and charisma. His significant attributes are intelligence 15, dexterity 13, constitution 13. The equipment he typically uses is a dagger. His spells per day are 0th x 4, 1st x 3.)

RICHARD COLLIER* (He is a 3rd level, chaotic good wizard whose vital stats are HP 9, AC 11. His primary attributes are strength, intelligence and charisma. His significant attributes are intelligence 15, dexterity 13, constitution 13. The equipment he typically uses is a dagger. His spells per day are 0th x 4, 1st x 4, 2nd x 1.)

24. CAREY FALCONER, OWNER OF THE TAPPED KEG, INN IN THE OUTS.

REASON: Invitation only

This four-story brick building holds a storage area in the basement, the apartment of Carey and his wife Trudy on the ground and first floors, servants' rooms on the second floor, and rooms for Carey's "favorites" on the third floor.

Carey Falconer, age 26, is a playboy of questionable morality. He inherited *The Tapped Keg*, an inn that is located in The Outs, and grew up in luxury. Unfortunately, growing up in luxury left Carey with some unpalatable habits that include wine, women, and song. Most of the upper class disdains him, the servants gossip about him, and the local Palatine Nobles are trying to subvert him. He is incorrigible, keeps a "harem" of women on the fourth floor of the house, and pays little or no attention to his business ventures and his fortune.

The party will no doubt hear about Carey if they spend any amount of time in town, and what they hear will not be good. Bad rumors seem to cling to Carey, but while he is a lecher and a drunkard, he does not participate in anything evil. He will make agreements that he knows are unfair, cheat at cards, etc. but he will not condone robbery or murder.

Cary's wife Trudy, age 25, is one of his "favorites", and allows him to keep his other "favorites" in the house because he allows her to spend as much money as she likes. She has her own agenda and interests that she pursues while he 'plays'.

CAREY FALCONER* (He is a lawful evil Tradesman.)

TRUDY FALCONER (She is a lawful neutral Tradeswoman.)

WORKING CLASS NEIGHBORHOODS

25. LOW-END JEWELRY SHOP

SIGN: A diamond ring

REASON: Buying or selling goods.

This two-story firebrick building holds a storage area in the basement, a jewelry shop specializing in copper, brass, agate, and jade jewelry, with an occasional piece of silver. The second floor is the home of Jud Slater (age 33) and his wife Rose (age 30).

Jud will wheel and deal, and sells jewelry for the prices listed in *Monsters & Treasure*. He buys at 50% of the listed prices.

Jud and Rose were robbed several weeks ago by a man with a limp and two accomplices armed with scimitars. Though this description should limit the number of suspects – limps and scimitars are rare enough – the guard doesn't seem to be working too hard on their case. Jud wants his stock back; he lost 112 gold worth of jewelry, and a ring of protection +1.

Jud does not have much to offer, but he will give the party their pick of items in his shop, for what it's worth, and he'll talk about the party helping him if they succeed. Such talk will garner the notice of others in need.

JUD SLATER* (*He is a neutral good Tradesman.*)

ROSE SLATER (*She is a Tradeswoman.*)

26. BASIL'S REUSED GOODS (pick up of large garbage and refurbishing)

SIGN: a suit coat

REASON: Buying or selling goods.

This two-story brick building houses Basil's Reused Goods on the ground floor, a storage area in the basement, and the apartment of Basil Crane (age 45) and his wife Edith (age 47) on the first floor.

Basil's reused goods sells a little of everything that is not expensive. He buys all items at 50% of value and sells at 150% of value, though he can be haggled down to 100% of value. The quality of goods in his shop is high, but since it is all well-used it tends to be average in actual usefulness.

Basil has heard of a deserted manor house out in the East Mark, and will be happy to equip a party with used goods to go out and stake his claim. He will insist on 50% of the loot taken from the manor house though.

BASIL WATERMAN* (*He is a Tradesman.*)

EDITH WATERMAN (*She is a Tradeswoman.*)

27. THE STOLEN MUG ALEHOUSE

SIGN: a frothy mug of ale

REASON: Rumor mongering or a comforting ale.

This three-story brick building has a sign depicting a frothing mug of ale. The basement holds liquor storage, the ground floor holds a taproom in the front and kitchen in the back, though the kitchen is only used for family meals. The first floor is the apartments of Guy (age 29) and Della (29) Road and their two young children. The second floor holds rooms for a bartender, a guard, and three waitresses.

Guy is a pot-bellied jolly man who likes his ale and his wife almost as much as he likes his business. He will sit and talk for hours with a party, offering them (sometimes useful) advice, and even drinking with the regulars. He provides the use of a spare room upstairs to musicians who perform here.

The regulars here are hard-working men and women who stop on their way home. The place always has at least 1d4 patrons in it, and aggravating them will cause grief for a party in a broad manner – prices will go up at local establishments, people will avoid them, etc.

A pint of ale here costs 2 sp, beer but 1 sp and strong spirits 3–4 sp per glass.

GUY ROAD* (*He is a lawful neutral Tradesman.*)

DELLA ROAD (*She is a Tradeswoman.*)

28. THE SOLDIER'S ARMOR (low-end armor, used middle-end armor)

SIGN: a leather jerkin

REASON: Buying or selling goods.

This two-story firebrick building holds an armor shop in the ground floor, armor repair room (no forge, just hammers and leatherworking gear) in the basement, and the private apartment of Durnham Bigaxe, the Dwarven proprietor on the first floor.

The Soldier's Armor stocks new leather armors and used/repaired low-end

metal armors. The gear here is in serviceable condition, but some of it (10% chance per item purchased) is so old that its effective armor class rating is 1 less than that listed in the Castles and Crusades Players' Handbook.

Durnham, age 257, is an overweight Dwarf with a bristling black beard. He is personable enough to paying customers, but will not tolerate talk about the lower quality of his work. It is definitely not his work that suffers, but the age of his stock.

DURNHAM BIGAXE* (*He is a neutral good Dwarf Journeyman Artisan.*)

29. VACANT STOREFRONT – MARKED “FOR RENT, SEE GARDNER AT THE STOLEN MUG”

This brown brick building is two stories with an attic. The ground floor is currently empty and is divided into two rooms. There is an apartment on the first floor and in the attic, and the basement takes up about half of the size of the building. There is an entry to the sewers located in the basement behind some broken furniture.

This building is being used by the Assassin's Guild (CZ:Y encounter area #50) as a place for wanted assassins to hide out while being smuggled out of town. It is also used to house slaves for the same purpose. Part of the agreement with Gardner at the Stolen Mug is that the “for rent” sign stays up on the building, but the price is set way out of proportion with the value of the property. If the party inquires, Gardner will tell them that the building normally rents for 400 gold per month – much more than the normal rents for this part of town.

Basil Drum, age 24, is always here, managing the “business”. There is a 25% chance that he has a skilled assassin with him – either here from Dunfalcon to do a job or hiding here waiting to be shipped out of the city. There is a further 50% chance that there will be slaves here, chained to the walls of the basement and gagged except during feeding time to keep them from making enough noise to attract attention.

BASIL DRUM (*He is a 6th level, lawful evil assassin whose vital stats are HP 24, AC 16. His primary attributes are strength, intelligence and charisma. His significant attributes are intelligence 15, dexterity 17, constitution 13. The equipment he typically uses is leather armor and +2 short sword.*)

30. THE COOKHOUSE – “BRING YOUR OWN.”

SIGN: A chicken

REASON: Rumor mongering.

This two-story firebrick building has a counter and a row of ovens on the ground floor, a storage area in the basement, apartments of Stanley and Olga Reeve (ages 40 and 42, respectively) on the first floor, and an excess fuel storage area on the roof.

This is the Cookhouse, the place where locals come to cook their food. The Cookhouse does not stock any food other than Stanley and Olga's private stock for which they would charge dearly. They exist solely to offer a place for those living in the local tenements to cook their food. They have four young men who keep the fires stoked during the day, and Stanley collects 3 copper pieces per meal from those who cook here. Note that most local people consider cooking a chance to socialize, and schedule their cooking duties so that they will be with people they know. A smart party can pick up a lot of gossip just by being here at breakfast and dinner time each day.

STANLEY REEVE* (*He is a Tradesman.*)

OLGA REEVE (*She is a Tradeswoman.*)

31. THE FOREIGN GENTLEMEN'S

SIGN: A man smoking a pipe

REASON: Making contacts.

This three-story brown stone building holds a small reception area lined in dark walnut in the front of the ground floor, with a large room in the center of the ground floor and four small private rooms in the back of the ground floor. For this part of town it is rather fancy. The basement holds a kitchen, and the second floor holds the apartment of Charles Draper, age 27, and his "ladies".

This building is expensively decorated inside and out. The four ladies are all foreigners, and while they represent themselves as free women, they are Draper's slaves that are afraid to tell anyone, even if asked.

The rooms in the back are two private rooms with couches in them, a private dining room, and a private game room with go, chess, and cards in it. This room is used one night each week for an expensive poker game.

Party members can join this club for 2 gp per month. This fee allows them entrance, but all other services except for sitting in the common room are charged for. Part of the monthly fee goes to the beggar's guild to keep them away from members of the club.

CHARLES DRAPER* (*He is a neutral evil Tradesman who carries a featherstaff.*)

32. QUARREL AND ARROW (CZY #70)

SIGN: A bow crossed by a fan of three arrows

REASON: This is the place where the finest bolts and arrows are made and sold

This establishment is located on the north side of Wood Street, in the block between Fisher and Lower Market Street. This building has a front of 35 feet, two upper stories and an attic. The shop and workrooms occupy the ground floor and the basement. Yeoman Clothyard and his family occupy the first floor. The second floor and attic are rented out, respectively, to the bowyer who works for Clothyard, and a family of lower class folk.

Yeoman Dart Clothyard is the owner and chief fletcher. Clothyard does not adventure, as he has a wife and five children to care for. His two older sons are apprentices of his, both making bolts of good quality now. Clothyard is aided by Floyd Archer, a bowyer who also has no interest in adventuring.

YEOMAN DART CLOTHYARD* (*He is a 4th level, neutral good, human fighter whose vital stats are HP 24, AC 16. His primary attributes are strength, constitution, and dexterity. His significant attributes are strength 17, dexterity 18. He carries studded leather armor, +3 longbow, +3 arrows x12, longsword and a dagger.*)

FLOYD ARCHER* (*He is a 5th level, lawful good, human fighter whose vital stats are HP 30, AC 15. His primary attributes are strength, constitution, dexterity. His significant attributes are strength 15, dexterity 18. He carries leather armor, +4 longbow, +2 arrows x12, longsword and a dagger.*)

At his option, the Castle Keeper might wish to allow a very limited number of +1 quarrels and +1 arrows to be purchased here at the prices indicated hereafter.

GOODS AND SERVICES	COST
Arrows, sheaf of 24, long	24 sp
Arrow, long, +1, 1 per week	100 gp
Arrow, sheaf of 24, medium	22 sp
Arrow, medium +1, 1 per week	100 gp
Arrow, sheaf of 24, short	20 sp
Arrow, short +1, 1 per week	100 gp
Bow case (oilskin, tying, nearly waterproof)	8 sp
Bow, light (short) (laminated or wood, 2.5 foot length)	2 gp
Bow, medium (medium) (laminated or wood, 4 foot length)	4 gp
Bow, strong (long) (laminated or wood, 5.5 foot length)	10 gp
Quarrel box, 20 quarrel cap., and waist belt	14 sp
Quarrel box, small, short bolts, 30 quarrel cap., and waist belt	14 sp
Quarrels, sheaf of 40, heavy	28 sp
Quarrel, heavy +1, 1 per week	100 gp
Quarrels, sheaf of 40 medium	24 sp
Quarrel, medium +1, 1 per week	100 gp
Quarrels, sheaf of 40 short	20 sp
Quarrel, short +1, 1 per week	100 gp
Quiver, 12 arrow cap., leather, with strap	8 sp
String, bow	1 sp
String, crossbow	2 sp

33. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement and attic. There 21 adults (13 men, 8 women) and 24 children resident here.

34. PENNY-RENT RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement and loft. There are 60 adults (34 men, 26 women) and 6 children resident here. The CK can assign ages and names to these citizens as desired, with the exception of the one apartment inhabited by "Clubfoot."

Clubfoot (age 19), named for his apparent clubbed foot, is hiding here, along with several friends (aged 22-25) who are no more clubbed of foot than he is. They use their alleged disfigurement as a sham to prey on the pity of the wealthy and occasionally steal from them. This is the first time Clubfoot has been caught (*see the Jewel District module*) and he is frightened not of the law but of his friends, who do not know he was found out. It is rumored that the Beggar's Guild (CZ:Y #51) has heard of this charade and is also looking for the boy.

The room in which Clubfoot will be found will contain: Lady Miner's silk money purse, a leather pouch with 2d20 gp mixed coin, a pair of *Gloves of Dexterity* +2 (*see M&T p.109*), and a *Brooch of Shielding* (*see M&T p.106*).

CLUBFOOT (*He is a 2nd level, chaotic neutral thief whose vital statistics are HP 9, AC 14. His primary attributes are dexterity, intelligence, and charisma. His significant attributes are dexterity 18, intelligence 16, and charisma 15. His Secondary Skill is Suborning Ability. He carries a dagger and wears leather armor when he is not out begging.*)

FRIENDS OF CLUBFOOT x 4 (*They are 1st - 4th level, chaotic neutral thieves whose vital statistics are HP 4 per level, AC 14 [16]. Their primary attributes are strength, dexterity, and intelligence. Their significant attributes are: strength 16, dexterity 17. They carry leather armor and short swords. One carries a short sword +1 and wears leather armor +2.*)

35. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement and attic. There are 19 adults (4 men, 15 women) and 4 children resident here.

36. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 12 adults (11 men, 1 woman) and 4 children resident here.

37. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement. There are 13 adults (3 men, 10 women) and 3 children resident here.

38. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 19 adults (11 men, 8 women) and 11 children resident here.

39. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 12 adults (1 man, 11 women) and 1 child resident here.

40. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and loft. There are 13 adults (4 men, 9 women) and 16 children resident here.

41. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 4 adults (2 men, 2 women) and 8 children resident here.

42. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 17 adults (10 men, 7 women) and 7 children resident here.

43. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and loft. There are 9 adults (3 men, 6 women) and 17 children resident here.

44. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and attic. There are 15 adults (4 men, 11 women) and 11 children resident here.

45. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 8 adults (1 man, 7 women) and 2 children resident here.

46. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 21 adults (7 men, 14 women) and 26 children resident here.

47. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement. There are 13 adults (9 men, 4 women) and 18 children resident here.

48. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and loft. There are 16 adults (7 men, 9 women) and 22 children resident here.

49. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 18 adults (2 men, 16 women) and 2 children resident here.

50. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and loft. There are 18 adults (11 men, 7 women) and 14 children resident here.

51. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and loft. There are 14 adults (8 men, 6 women) and 19 children resident here.

52. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement. There are 18 adults (7 men, 11 women) and 16 children resident here.

53. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement. There are 2 adults (1 man, 1 woman) and 2 children resident here.

54. **PENNY-RENT RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 39 adults (23 men, 16 women) and 6 children resident here.

MOATGATE BUSINESSES I

55. WOODEN WONDERS

SIGN: A wooden sword

REASON: Looking for work, buying wooden goods

This two-story brown stone building has a wood workshop on the ground floor, a storage area in the basement, and the apartments of Jenkins Tinker (age 47) and his apprentice Hugh Alder (age 23) on the first floor. During the daytime there is a freshly carved wagon wheel placed next to the door.

16 YGGSBURGH TOWN: MOATGATE DISTRICT

Jenkins and Hugh spend their days here carving, sawing, and pegging wooden products together – mostly wagon wheels, barrels, and the like. Hugh spends his free time carving small children's toys.

Hugh would like to set off on his own, and Jenkins will support him in the sense that he'll announce Hugh's apprenticeship complete if Hugh can sell his little toys. Hugh has approached the local businesses that deal in toys, but none of them will give him even the cost of producing them. So he needs representatives to take his wares to Dunfalcon. He will offer the party a percentage of the returns if they will take his wares there and find a market for them. When the party shows up to pick up these wares, they will find an entire over-loaded wagon full of intricately carved toys with a beaming Hugh standing next to it.

The wagon will move very slowly, of course, and who knows what might happen on the long trip to Dunfalcon?

JENKINS TINKER* (*He is a neutral good Master Artisan.*)

HUGH ALDER* (*He is a lawful good Apprentice Artisan.*)

56. PALE SPIRITS BREWERY

SIGN: An ale keg

REASON: Rumor Mongering, having a relaxing drink.

This two-story brick building holds a small bar in the front (seating for eight, at the bar only), and a brewery in the rest of the first floor. The basement holds hops and seasonings, and the first floor is the apartment of the brewmeister Rollo Irons.

Pale Spirits is a friendly place to the locals. To strangers it can be a real problem. Brewmeister Irons, age 42, is in league with a group of street thugs, and if a party is in drinking after the gates close, he will serve up his "special brew" a concoction of strong ale and grain alcohol. Ale is usually 4 cp per pint, spirits 4–8 cp per glass but the "special brew" will be offered for but 2 cp. He will then send someone to notify Kenneth Collier (age 32), leader of the ruffians, who will set up an ambush for the party.

For every drink of Rollo's "Special Brew" that a member of the party consumes, secretly roll a *Constitution save at CL 5* per drink. The character is hopelessly drunk if they fail this save, and will be unable to walk without assistance. Once the majority of the party is falling-down drunk, Rollo will throw them out of Pale Spirits, and right into the ambush.

ROLLO IRONS* (*He is a 2nd level, chaotic neutral fighter whose vital stats are HP 14, AC 11/17. His primary attributes are strength, constitution and dexterity. His significant attributes are strength 17, wisdom 8, dexterity 13, constitution 13. The equipment he typically uses is longsword. If he knows there will be trouble, he will don his +1 chain mail.*)

KENNETH COLLIER* (*He is a 3rd level, neutral evil thief whose vital stats are HP 12, AC 14. His primary attributes are strength, dexterity and charisma. His significant attributes are dexterity 16, constitution 13. The equipment he typically uses is shortsword and leather armor.*)

BULLY BOYS x 4 (*These are 1st level, chaotic neutral fighters whose vital stats are HP 8, AC 13. Their primary attributes are physical. Their significant attributes are strength 13 and dexterity 14. The equipment they normally use is studded leather armor and short sword.*)

57. HUNTER'S OUTFITTING (CZY #64)

SIGN: A mule loaded with expedition gear on its back

REASON: When the party is seeking to buy or sell adventuring equipment

Hunter's Outfitting is located on the south side of Citadel Avenue, in the middle of the block just east of Lower Market Street. The building has a 35-foot frontage, two upper stories and a loft. The ground floor is used for

merchandise display. The basement houses inventory. The first floor is the domicile of the owner, and the second floor and loft are rented out to tenants. One of several clerks (Bertram, George, or William) wait upon customers.

Equipment sold and prices are listed below. Almost all items sold here are above the cost of purchasing them elsewhere. The buyer pays for convenience. They also purchase goods, items of a like nature to those listed below and in excellent condition can be purchased at 50% their selling price, and if in good condition at 25%.

Goods	COST
Backpack, cloth: cap. 4 cubic feet	12 sp
Backpack, leather: cap. 4 cubic feet, water resistant	55 sp
Bag, cloth: 25 pound cap., 1 peck volume	6 cp
Balance, fine, carat / grain weight	14 sp
Baldric, shoulder or back slung	22 sp
Balls, baked clay, half-inch diameter, 100	12 cp
Belt, leather, cross-harness	12 sp
Biscuits, hard (travel bread), 1 pound	4 cp
Blanket, light	4 sp
Blanket, heavy	8 sp
Caltrops, 4-inch size, 12	4 sp
Caltrops, 2-inch size, 12	24 cp
Candle, beeswax, 8-hour burn time, 12	32 cp
Candle, tallow, 2-hour burn time, 12	6 cp
Candle, wax, 4-hour burn time, 12	14 cp
Canteen, water gourd, 1 quart, with sling	6 cp
Canvas, thick, per square yard	18 cp
Cap, plain	16 cp
Chain, iron link, 1,100-pound test, per foot	12 cp
Chisel, metal-cutting	12 sp
Chisel, stone-cutting	8 sp
Cloak, dark brown, gray, green, or black	22 sp
Clothing, service suit (effectively cloth/padded armor)	84 sp
Clothing, outdoors / hunting	84 sp
File, metal	12 sp
File, metal and lock pick in leather case	60 sp
Fruit, dried, per pound	6 cp
Girdle, leather, broad, with pockets	28 sp
Gloves, heave leather	10 sp
Grease, clay pot, 1 quart, with rag wrapping	4 cp
Grooming kit in leather case	22 sp
Hammer	34 cp
Herbs, medicinal, per dose	16 cp
Hook, iron, treble (grapnel)	12 sp
Horn, hunting	22 sp
Jimmy bar, small	10 sp
Knife, average, with sheath, 8-inch blade	30 sp
Knife, fighting, with sheath, 12-inch blade	66 sp
Knife, heavy, with sheath, 15-inch blade	2 gp
Knife, pen, folding, 2-inch blade	4 sp
Knife, throwing, pair, 5-inch blade, no quillions	64 sp

Lantern, candle-burning	12 cp
Lantern, oil-burning, common	30 cp
Lantern, oil-burning, hooded	8 sp
Lantern, oil-burning, common, bullseye	8 sp
Lantern, oil-burning, bullseye, hooded	14 sp
Line, cord, 100-foot ball	24 cp
Line, rope, extra fine horsehair, 10 feet	24 cp
Line, rope, ordinary, 10 feet	12 cp
Line, string, fine, strong (fishing), 100 feet	14 cp
Looking glass, hand (3 by 5 inches)	6 sp
Makeup, entertainment / disguise, in leather case	24 sp
Meat / preserved, per pound	8 cp
Mirror, silvered steel (4 by 6 inches)	24 sp
Oil, lamp / lantern, one-gallon jug	1 sp
Oilskin coat and overalls	30 sp
Pan, copper, small (.25 gal.)	10 sp
Pan, iron, small (.25 gal.)	34 cp
Pan, tin, large (1 gal.)	3 sp
Pan, tin, medium (.5 gal.)	2 sp
Pan, tin, small (.25 gal.)	10 cp
Paraffin, 5-pound block	3 sp
Piton, with eye	3 cp
Pouch, belt, cloth	4 cp
Pouch, belt, leather	8 sp
Pouch, belt / girdle, folding scrip / wallet, leather	12 sp
Pouch, shoulder, with sling, cloth	8 sp
Pouch, shoulder, with sling, leather	20 sp
Pouch, small, pocket-sized, cloth	6 cp
Pouch, small, pocket-sized, leather	16 cp
Purse, small, belt-attached, leather	3 sp
Pry bar	8 sp
Sack, large: 60-pound cap., 1 bushel volume	14 cp
Sack, large, heavy cloth: 100-pound cap., 1 bushel	2 sp
Sack, large, leather: 200-pound cap., 1 bushel volume	10 sp
Saw, small, metal	12 sp
Saw, small, wood	8 sp
Scissors, small	4 sp
Skin container, stoppered spout, sling strap, 1 gallon	10 sp
Skin container, liquid, with stoppered spout, shoulder string strap, 1-quart cap.	4 sp
Spike, heavy (6-inch length), each	2 cp
Tent, 2-man	24 sp
Tent, 6-man	70 sp
Tent, 10-man	120 sp
Tinder box	2 sp
Whip (6-foot length)	12 sp
Whip (12-foot length)	18 sp
Wire, thin, 50 pound test, spool of 100 feet	26 sp

58. THE TINKER KENNETH

SIGN: Wagon Wheel

REASON: Minor repairs.

This four-story fieldstone building contains a shop in the front of the ground floor, with a repair shop in the back. The basement holds kitchens and quarters for a cook and two maids. The first and second floors contain the apartment of Kenneth (age 23), his wife Alesea (24), and their two children Heltor (5 years old), and Bilial (7 years old). The third floor is currently empty and for rent.

Kenneth is a swarthy handsome man with long dark hair that he keeps tied loosely back. His wife is lithe and also swarthy skinned, with a husky voice that is considered soothing. Kenneth and Alesea used to be gypsies, but have settled down in this shop with a profit they made selling a ring they “acquired” in Dunfalcon. Of course, the businessman who they lifted it from is looking for it, and has a reward of 500 gold pieces placed upon it. Kenneth will repair most any goods for 35% of the original value.

KENNETH* (*He is a chaotic good Tradesman who carries a long sword.*)

ALESEA (*She is a chaotic neutral Tradeswoman who carries a matched set of daggers.*)

59. MIDWIFE

SIGN: A baby in a diaper

REASON: Healing

This two-story firebrick building holds a shop in the front of the first floor, the basement holds the kitchens and a storage area. The second floor is the home of Sally and Arthur Smithson.

Sally, age 29, is a successful midwife; Arthur, age 30, is an assistant at All Meats Butcher (area #61), a journeyman of sufficient skill to become a master. He is the consummate working man, and after a few ales he is happy to pick a fight with anyone he considers him a “dandy”.

GOODS AND SERVICES:

Treatment, per day, +1 point of healing	4 sp
Delivery of baby	20 sp
Consultation for pregnancy	4 sp
Prevention of pregnancy	2 gp

ARTHUR SMITHSON* (*He is a chaotic neutral Tradesman who wears a short sword.*)

SALLY SMITHSON (*She is a neutral Tradeswoman who carries a dagger.*)

60. GUY SADDLER, COBBLER

SIGN: A leather shoe

REASON: Buying or selling leather goods

This two-story plus loft brown stone building holds a cobblers' shop right inside the front door, and a leather softening vat in the back room of the ground floor. The second floor is the apartments of Guy and Beatrice Saddler, along with their three small children.

Guy, age 27, runs a cobbling business that in spite of its modest setting is actually one of the best in town. He can repair any leather-made product for 10% of its original value, and sells most leather goods (90% chance per type of item) at the prices listed in the *C&C Player's Handbook*.

Guy will buy hides for 1, 5, or 10 sp a pelt depending upon size and species.

GUY SADDLER* (*He is a neutral good Master Artisan.*)

BEATRICE SADDLER (*She is a Tradeswoman.*)

61. ALL MEATS, BUTCHER

SIGN: A pig

REASON: Researching a crime, buying or selling food

This two-story brown brick building smells bad when you approach the door. The inside holds dried and processed meats in a small front room, and a large butcher shop where fresh meats are cut in the back of the ground floor. The basement holds a storage area where seasonings for sausage and the like is stored, along with Everett's “special stock”. The first floor is Everett and Olivia's apartment.

Everett, age 52, the butcher sells an array of meats from as small as rat to as large as pigs. He prepares all the meat here, getting a small amount of fresh stock each day. Everett charges 1 cp for rat or pigeon bodies, and 1 sp for an entire pig body. He will not buy meat from those he does not know unless it is very exotic (like Griffon). Then he will pay the XP value of the creature in copper.

Everett is mixed up with the Thieves' Guild (CZ:Y #52) and a small sect of cannibals living in the East Mark. The same grinders, bone saws, and butcher knives he uses to cut meat by day are used in the basement at night to cut the flesh from humans and process it into sausage. He does not know where the bodies come from, only that the Thieves' Guild supplies them and he processes them. Then a hooded person who goes by the name “Hamish” comes into town, purchases the meats for 20 times what Everett could sell “real meat” for, and leaves. The next day the thieves' guild comes to collect their share. He's not happy to be in this situation, but it is bringing him extra business that might allow him to move to better facilities one day.

EVERETT PIGEON* (*He is a chaotic neutral Tradesman who carries a short sword.*)

OLIVIA PIGEON (*She is a Tradeswoman.*)

62. GENTS' CLOTHES

SIGN: A frilly shirt

REASON: buy or sell clothing

This run-down two story firebrick building holds piles of clothes in the front of the ground floor in no particular order, and more clothes stored in the basement. The second floor is the apartment of Galvin Lamb (age 27), the proprietor, and his one assistant Bradley Chaplain (age 27) sleeps in the basement on a pile of clothing.

Galvin buys used clothes from anyone willing to sell them. While he will not throw money away on old rags, he otherwise doesn't haggle much. If he likes the clothes he offers a few copper for a pile, and if he gets them he'll pay, if he does not he won't be too worried about it. He sells items for 30% of their normal value but they look shoddy.

Because Galvin thinks that variety is what gets sales, his building is packed full of flammable clothing. A fire in the wrong place could be a disaster.

In the basement, Galvin has a “Gentleman's Cloak”. All of the gold trim has been picked off of it, and the pearls are long since gone, making it look rather worn and old, but this velvet lined cloak is actually a *cloak of protection* +2. Galvin doesn't know that but he knows that it once belonged to someone famous, so he is saving it to sell to someone with more money than his usual customers. If the party appears to have enough money, he will have Bradley fetch the cloak and offer it to them for 1000 gold pieces. Galvin will allow them to haggle him down to 500 though because he is unaware of its actual worth. If a party member casts *detect magic* on the cloak, and then the party gets excited about it, he will become suspicious and refuse to sell, instead taking it to one of the finer shops or one of the town mages and selling it there for a handsome profit.

GALVIN LAMB* (*He is a neutral Tradesman.*)

BRADLEY CHAPLAIN (*He is a neutral good Tradeswoman.*)

63. WILDER APOTHECARY

SIGN: A mortar and pestle

REASON: buy or sell elixirs and goods

This two-story plus loft firebrick building has a mortar and pestle chiseled into the stone on either side of the door. The ground floor holds shelves loaded with vials of herbs and liquids, the basement is storage for materials, and the first floor is the apartments of the elf Robin Wilder and his wife Glade. The loft is the sleeping quarters of Robin's human assistant Dunstan Cutter (age 28).

This building sells herbal remedies for disease and infection. Dunstan is capable of performing minor surgeries, and Robin knows exactly what herbs to mix to treat a variety of problems. A compress prepared by Robin and Glade will speed healing by doubling the normal rate of hit point recovery.

Robin will pay well for ingredients that are hard to get in the East Mark area. Anything that comes from one of the CZ:Y encounter areas will fall into this category. He should pay 100% of book price for these items to reflect their rarity.

Robin and Glade quite often do free work for the poor of Yggsburgh, and have enough stashed away (1,500 gp value) in their apartment that they can afford to do this. Should anything happen to them, the poor will take up a collection to help them, or to hire someone to avenge their deaths. Otherwise treatments cost from 1–50 gp per day depending upon the severity of the problem and the patient's wealth.

ROBIN WILDER* (*He is a lawful neutral elf Tradesman.*)

GLADE WILDER (*She is a elf Tradeswoman.*)

DUNSTAN CUTTER* (*He is a Tradesman.*)

64. GREEN GOODS, GROCER

SIGN: A stalk of celery

REASON: Looking for work, buying food

This two-story brown stone building has an awning over the front and a double-wide front door. The ground floor is used to store and display stock, meaning it is full of fruits and vegetables. The second floor is the apartment of Roland Blue, Almina Blue, and their two children Henry (10) and Hope (14). The basement is used as a work area for Roland to build shelves and boxes to hold the stores.

Roland Blue has a problem. His wares were never the best in Yggsburgh, but they were some of the best in this district. Of late though, the best of his fruits and vegetables seem to disappear, leaving a less savory selection, and people are commenting that he is getting cheap.

The truth is that Roland is being plagued by one of the younger apprentices of the Striped Mage (CZ:Y Encounter #49). Each morning she sends an invisible servant to his shop to pick her the finest of his stock. Thus far the servant has arrived while the shop was busy and no one noticed the wares disappearing. Roland will be willing to give the party his heirloom dagger (*dagger +1*) if they can figure out where his best fruits are going. The servants of Sir Cuthbert (area #22) are threatening to take their business elsewhere if the "extra special" fruits and vegetables they like to pick up for their master are no longer available here.

ROLAND BLUE* (*He is a neutral good Tradesman who carries a short sword.*)

ALMINA BLUE (*She is a Tradeswoman.*)

65. COOKHOUSE – "BRING YOUR OWN"

SIGN: A small fire

REASON: Cook food or rumor mongering

This two-story brown stone building has dark stains around the front door and smells of wood smoke. The ground floor is filled with fire pits and small benches, the basement is a storage area for wood, and the second floor is the apartment of Humbert (35) and Adelaide Stevenson (34).

This cookhouse charges 2 copper a meal to cook here. Wood is provided, and the customers are generally left undisturbed. Humbert keeps a pigeon coop up on the roof that he will sell pigeons from, but at the exorbitant price of 5 sp per bird.

The Cookhouse is a good place to pick up rumors and information. The people who cook here while away the time talking about anything and everything. Of course, if you're going to hang around during the busy times of morning and early evening, you had better be cooking something or Humbert will throw you out.

HUMBERT STEVENSON* (*He is a neutral good Tradesman who wields a staff.*)

ADELAIDE STEVENSON (*She is a lawful neutral Tradeswoman.*)

66. FRIENDLY LADIES

SIGN: A lady wearing a boa

REASON: looking for trouble

This two-story plus loft firebrick building has windows lining the second floor from which gaudily dressed ladies beckon to passersby with lilted innuendos. The ground floor holds a small parlor in the front with a bar in it, and the apartment of Lester Small (33) in the back. The basement holds a common kitchen and storage area, and the first floor is divided into 10 individual rooms with each having a single "lady" living in it. The loft is currently empty, but is normally the home of Irmatrude Dyer.

Lester rents the rooms on his second floor out to ladies of the evening (ages 17 to 32) and offers them both protection and a location that is easily accessible to the general population. Two weeks ago, his best renter – Irmatrude Dyer – left on the arm of a well-dressed gentleman and has not returned. He will pay the party to go find out what happened to her. It is left to the CK to determine if Irmatrude ran off with the gentleman, is being held by him, or was intercepted by someone else on her way home.

Lester is the live-in manager of this business. Its owner is Cary Meade (Area # 14).

LESTER SMALL* (*He is a chaotic neutral Tradesman who carries a longsword.*)

LADY OF THE EVENING X 10 (*They are chaotic neutral or chaotic evil Harlots.*)

67. FARMERS' FRIEND ALEHOUSE

SIGN: A tapped keg

REASON: rumor mongering, a relaxing drink

This two-story brown stone building holds a bar in the front of the ground floor, and small kitchen in the back. The basement is a storage area with six kegs of cheap ale in it along with disused furnishings and the like. The first floor houses Theodore Wolf (52) and his soon to be wife Lily Rider (48). Lily worked at Friendly Ladies next door until very recently, and is now going to be married to Theodore.

Ale can be had here at the prices listed in the *C&C Players Handbook*. If the party asks for it, cheap food can be had here for double the prices in the *Players Handbook*.

Theodore is the live-in manager for the business owner, Cary Meade (area 14).

THEODORE WOLF* (*He is a Tradesman.*)

LILY RIDER (*She is a neutral evil Harlot*)

68. SENSIBLE OUTFITTING, SECOND-HAND GENERAL STORE

SIGN: A sword in a scabbard

REASON: Shopping

This three-story brown stone building holds a store stocked with farming and adventuring goods on the ground floor, a storage area for high-demand items in the basement, and the apartment of Frank Skinner (33), Amber Skinner (35), and their son Jerome (16) on the second and third floors.

Anything that can be found in the *C&C Players Handbook* can be purchased here for 125% of list price. It has all been used, but will be as good as new. Frank is an honest and forthright fellow, and will befriend the party quickly if they are good.

FRANK SKINNER* (*He is a lawful good Tradesman who carries a dagger.*)

AMBER SKINNER (*She is a lawful neutral Tradeswoman.*)

Jerome Skinner* (*He is a lawful neutral Tradesman.*)

APARTMENTS

69. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement and loft. There are 11 adults (5 men, 6 women) and 12 children resident here.

70. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement. There are 20 adults (16 men, 4 women) and 8 children resident here.

71. SWORDSMEN'S BROTHERHOOD (CZY #53)

REASON: When the party is seeking men, derring-do, or wants some training in weapons play.

SIGN: Two men-at-arms clasp hands.

This nondescript brick building of three stories plus loft is of 45-foot frontage. The first floor has a reception room in front with chairs, notice board, and desk. Anyone seeking employment or training here must join the Swordsmen's Brotherhood. Initiation fee is only 1 gp, payable over as long as 10 week's time. Dues are 1 sp per week or 1 gp annually. Members can utilize the services of the brotherhood's chaplain (cleric 6), use the basement practice facilities for free, get training on the first floor for 25 cp to 10 sp per hour, and have their name placed on a list for hire. The Brotherhood takes 10% of the employment payments members receive.

A member can stay in a very small private room on the second or third floors for only 2 sp per night or in a dormitory bed in the loft for 1 sp per night.

The rear of the ground floor has a refectory and kitchen where members can eat and drink:

GOODS	COST
Beer	2 cp per pint
Breakfast	5 cp
Dinner	15 cp
Supper	1 sp

The Brotherhood is neutral and will not become involved in disputes. However, it will protect its members not guilty of breaking the law of the town.

20 YGGSBURGH TOWN: MOATGATE DISTRICT

For full details of the principal members of this fraternal organization the reader is referred to the CZ:Y hardback. In brief they are:

ULYSSES HOGGWOOD, GUILD MASTER OF SWORDSMEN: (*N fighter 14*) *he is an expert with swords and charges 5 gp per hour for training.*

HANS UNTERMEYER, GUILD PROVOST: (*LN fighter 13*) *he is an expert with axes and non-edged weapons and charges 4 gp per hour for training.*

ROBERT CLAIRE: GUILD MARSHAL: (*LN fighter 12*), *he is an expert with archery and all hand weapons and charges 4 gp per hour for training.*

ELBERT COBB, GUILD SECRETARY & TREASURER: (*LN fighter 11*), *he is an expert with all weapons and charges 3 gp per hour for training.*

OSWALD FOX, GUILD GRAND SERJEANT: (*N fighter 10*), *he is an expert with all weapons and charges 3 gp per hour for training.*

Hiring fighters from this organization costs 6 gp per level per day. Bow archers receive an additional 1 gp per level. Generally speaking, fighters of from 1st through 6th level are available for such a fee. All will have their own armor (no better than chain mail) and a sword or battle axe. Fighters of 7th or higher level will have better armor and gain a 5% to 15% share of treasure taken while in service.

The Brotherhood has a professional rivalry with the smaller Golden Mercenary Guild (see area 240). Ulysses Hoggwood has decreed there is to be no bloodshed between his men and the Golden Mercenaries unless it is on the field of battle but is secretly concerned that some of his men may desert and join that organization.

APARTMENTS II

72. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement. There are 15 adults (6 men, 9 women) and 11 children resident here.

73. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement and loft. There are 19 adults (all women) and no children resident here.

74. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement and loft. There are 13 adults (all men) and no children resident here.

75. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement and loft. There are 10 adults (5 men, 5 women) and 15 children resident here.

76. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement. There are 12 adults (all men) and no children resident here.

77. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement. There are 10 adults (8 men, 2 women) and 8 children resident here.

78. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement. There are 24 adults (9 men, 15 women) and 36 children resident here.

79. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement and loft. There are 14 adults (8 men, 6 women) and 18 children resident here.

80. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement and loft. There are 18 adults (10 men, 8 women) and 21 children resident here.

81. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement and attic. There are 16 adults (7 men, 9 women) and 23 children resident here.

82. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement and loft. There are 13 adults (12 men, 1 woman) and 3 children resident here.

83. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement and attic. There are 15 adults (6 men, 9 women) and 16 children resident here.

84. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement and loft. There are 5 adults (4 men, 1 woman) and 4 children resident here.

85. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 7 adults (6 men, 1 woman) and 4 children resident here.

86. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 16 adults (9 men, 7 women) and 22 children resident here.

87. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 13 adults (5 men, 8 women) and 12 children resident here.

88. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and loft. There are 15 adults (3 men, 12 women) and 12 children resident here.

89. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and loft. There are 10 adults (6 men, 4 women) and 15 children resident here.

90. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 23 adults (4 men, 19 women) and 4 children resident here.

91. **PENNY-RENT RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 72 adults (31 men, 41 women) and 1 child resident here.

92. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement. There are 16 adults (8 men, 8 women) and 29 children resident here.

93. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 8 adults (all men) and no children resident here.

94. **PENNY-RENT RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement. There are 49 adults (22 men, 27 women) and 8 children resident here.

95. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement. There are 18 adults (11 men, 7 women) and 16 children resident here.

96. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 16 adults (2 men, 14 women) and 6 children resident here.

97. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and loft. There are 9 adults (1 man, 8 women) and 3 children resident here.

98. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and loft. There are 13 adults (5 men, 8 women) and 27 children resident here.

99. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and loft. There are 23 adults (12 men, 11 women) and 28 children resident here.

100. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement. There are 17 adults (5 men, 12 women) and 10 children resident here.

101. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and attic. There are 19 adults (5 men, 14 women) and 5 children resident here.

102. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 18 adults (8 men, 10 women) and 24 children resident here.

103. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and attic. There are 11 adults (all women) and no children resident here.

104. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 11 adults (10 men, 1 woman) and 4 children resident here.

105. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 27 adults (19 men, 8 women) and 16 children resident here.

106. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 10 adults (all men) and no children resident here.

107. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and loft. There are 7 adults (all women) and no children resident here.

108. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 19 adults (15 men, 4 women) and 8 children resident here.

109. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and loft. There are 14 adults (12 men, 2 women) and 8 children resident here.

110. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and loft. There are 7 adults (all men) and no children resident here.

111. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and loft. There are 16 adults (all men) and no children resident here.

112. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement. There are 15 adults (1 man, 14 women) and 2 children resident here.

113. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement. There are 17 adults (8 men, 9 women) and 21 children resident here.

114. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 8 adults (7 men, 1 woman) and 2 children resident here.

115. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 5 adults (all women) and no children resident here.

MOATGATE BUSINESSES II

116. MOATGATE COLLECTIONS – LATE RENT REPARATIONS

SIGN: A stack of coins on a piece of paper

REASON: Settling rents

This two-story plus loft brown stone building holds a small reception area in the front of the ground floor, the apartments of Simon (22) and Judy (21) Richardson in the back of the ground floor and all of the second floor, and housing for Simons four “collectors” in the loft. The basement is used to store goods taken to insure payment.

Moatgate Collections is a ruthless organization that takes a “cut” of late rents in return for collecting on them. When someone doesn’t pay their rent, they make repeated visits to that person’s home, and after the third visit they come back and take something of value from the indebted person. That item will not be returned until the late monies are paid in full.

Simon is utterly corrupt, and works for the landlords at 10% of the take, but will act as if he never found the person who owes if they give him 25% of what they are late on paying. Of course, he will be back in a month or two, looking for 25% more, but at least it’s less than would normally be paid.

He is technically an employee of Robin Hogg, though Hogg gives him a free reign with the business as long as it is profitable. Simons’ employees are all childhood friends that grew up together in this neighborhood. Should anything happen to one of them, the other four will pull together and rescue or avenge the injured party.

SIMON RICHARDSON* (*He is a chaotic evil Tradesman with skill in Bullying.*)

JUDY RICHARDSON (*She is a chaotic neutral Tradeswoman.*)

BULLY BOYS* x 4 (*These are 1st level, chaotic neutral fighters whose vital stats are HP 8, AC 13. Their primary attributes are physical. Their significant attributes are strength 13 and dexterity 14. The equipment they normally use is studded leather armor and short sword.*)

117. THE FOOD STAND

SIGN: a stack of sliced beef

REASON: a quick bite to eat

This two-story shop has pre-cooked food (often pre-cooked yesterday) out on the sidewalk on small tables. The ground floor holds a small dining

area with tables and benches in the front, and a large kitchen in the back. The entire second floor is the Squires family lodging – Frank (43), Clair (41), and their three children Nelda (17), Louis (16), and Ernest (14).

This establishment thrives on selling cooked goods to hungry travelers just entering the Moatgate. They sell mostly food on sticks that can be carried and eaten, but are willing to sell other foods but don't provide plates or utensils. The Food Stand at Moatgate will also cook your food for you and serve it up inside – provided you have the plates and utensils to eat it, otherwise you have to eat outside. Snacks cost from 3 cp to 1 sp.

Some of the food sold here is a day or even three days old. There is a 1% chance per meal ingested here that a character will have to make a *CL 5 Constitution check* or become violently ill for 24 hours. Frank pays the morning guards a small fee each day to recommend newcomers to his establishment.

FRANK SQUIRES* (*He is a lawful neutral Tradesman.*)

CLAIR SQUIRES (*She is a lawful good Tradeswoman.*)

NELDA SQUIRES (*She is a Tradeswoman.*)

LOUIS SQUIRES* (*He is a Tradesman.*)

ERNEST SQUIRES (*He is a Tradesman.*)

118. MOATGATE ALEHOUSE

SIGN: A man with a mug

REASON: A refreshing drink, rumor mongering

This two-story grey stone building has an open common room on the ground floor, beer and ale storage in the basement, and the apartments of Kenneth (24) and Carline (27) Slater on the second floor.

This is plain and simply an alehouse. It caters to foreigners from The Outs, and many rumors about The Outs and the surrounding East Mark can be heard here if the party is listening between early evening and the closing of the gates. Ale is but 2 cp per pint for a weak brew with stronger available for 4 to 6 cp.

KENNETH SLATER* (*He is a chaotic neutral Tradesman.*)

CARLINE SLATER (*She is a chaotic evil Tradeswoman.*)

119. WORK FOR HIRE: PLACEMENT AGENCY FOR THE OUTS

SIGN: Two men carrying wood

REASON: looking for work, looking for adventurers

A large sign outside this two story plus attic building shows a man lifting a large box. The ground floor has a room in the front with a desk that is manned from opening of the gates to closing of the gates. The rest of the ground floor and all of the second floor are the apartments of Hamish (45) and June (40) Elder. The attic is used as storage by the owner of the building, Gavin Clark (area #21). Gavin uses this business to recruit employees for the businesses in which he has invested. Work for Hire charges the employee a cut of his pay, and Gavin charges the businesses he's invested in for the service of using Work for Hire. All in all, he's making a mint.

Hamish runs the business for Gavin, and is paid by the number of people he finds jobs for. He spends one day a week out talking to businesses other than those Gavin brings in, finding out who needs workers, and the rest of the time he is at the table in "the office".

Hamish would love to go out and adventure. He's a semi-retired thief, and misses his previous profession. Since his boss is very scrupulous about money, he is not comfortable skimming off of the business, but if someone offers him a bit of money for some shady dealing, he'll take it.

HAMISH ELDER* (*He is a 2nd level, chaotic good thief whose vital stats are HP 12, AC 14. His primary attributes are strength, dexterity and charisma. His significant attributes are dexterity 16, constitution 13. The equipment he typically uses is shortsword and leather armor.*)

JUNE ELDER (*She is a chaotic neutral Tradeswoman.*)

120. ROLLO'S RUGS

SIGN: A rolled up rug

REASON: purchase rugs, sell supplies

This two-story white stone building has intricate rugs hanging around the door whenever it is open. The ground floor holds a small room with various rolled rugs in it and a larger room in the back where rugs are made all day. The first floor is the apartments of Rollo (30) and Henrietta (28) Bass with a single room for Rollo's apprentice Thomas Shepherd (22). The basement holds weaving supplies.

Rollo is actually a very good carpet weaver, and his work is beautiful. His business is here and small mostly because he is a newcomer to Yggsburgh, and it takes time to gain acceptance. His custom is largely from foreigners who do not suffer the biases of indigenous Yggsburgh residents. He will weave an average quality rug for 5 sp per square foot, for better work he charges 10 sp, for his finest work he charges 20 sp.

Of late, Rollo has been gaining some small amount of popularity with the lesser nobles of Yggsburgh, and to his astonishment this has created animosity with the weavers' guild – of which he is not a member. He is looking to hire protection because his dog was found poisoned just last week. While he'd like to find the culprits, it is not due to an attachment he had to the dog, it is to protect himself and his wife. His wife has assured him that as soon as he is accepted in polite society, she will start making him boy children.

ROLLO BASS* (*He is a neutral good Tradesman.*)

HENRIETTA BASS (*She is a chaotic good Tradeswoman.*)

THOMAS SHEPHERD* (*He is a neutral good Tradesman.*)

121. COFFEE HOUSE

SIGN: a cup of coffee

REASON: get a warm drink, rumor mongering

This two-story brown stone building has a small shop with six tables in it on the ground floor, bean and leaf storage in the basement, and the apartments of Neal and Wilhelmina Vale on the first floor.

The Coffee house sells beans (10–30 sp per pound, depending on type) and tea leaf (5 cp – 15 sp per pound, depending on type), along with cups of coffee served in fine china cups (2 cp). Neal came here with what he thought was a fortune in inheritance, only to find that he could barely afford this shop. Never the less, he and Wilhelmina are working hard to make this shop successful enough that they can move into a neighborhood more suited to what they are accustomed.

Should there be trouble in the East Mark that keeps Neal's beans from being delivered, he will look for a group of adventurers to get the delivery through.

NEAL VALE* (*He is a neutral good Tradesman.*)

WILHELMINA VALE (*She is a neutral good Tradeswoman.*)

122. EMPTY STOREFRONT

This two-story building is boarded up except for the back door, which is new. Around the windows and the front door is heavy soot.

This used to be a "rental agency" that would find housing for those new

to town. It mysteriously burned down several weeks back. The inside is completely gutted, with only stone left unburned.

Grover Shoemaker, age 49, is still living inside, his wife and children having died in the fire. He would give all of his savings that survived the fire – a sum of 500 gold in gems – to a party that could find the culprits and bring them to justice. He is a man who has been seriously harmed; his version of justice might include a rope, or might include the courts.

GROVER SHOEMAKER* (*He is a chaotic neutral Tradesman.*)

123. SEXTON'S FURNITURE

SIGN: A table

REASON: Selling wood

This two story brown stone building has a room with several common pieces of wooden furniture – chairs, tables, etc – in the front of the ground floor and a woodworking shop in the back. The basement is filled with cheap lumber used for making the furniture, and the entire first floor is the apartment of Garth (27) and Nanette (29) Sexton.

Garth makes simple but durable pieces of furniture out of this shop. He has three apprentices (ages 19–20) that live in one of the nearby tenements that help him by drying and sanding wood, and disposing of wood shavings. They are currently burying the shavings out behind the shop.

Garth can make a hearty staff and has even produced a couple of decent longbows. He charges book price for such items.

Furniture he sells very cheap, and the party could outfit an apartment for less than 80 silver if they don't mind the simplicity of Garth's work.

GARTH SEXTON* (*He is a chaotic neutral Tradesman.*)

NANETTE SEXTON (*She is a chaotic neutral Tradeswoman.*)

APPRENTICE* x 3 (*These are neutral good Tradesmen.*)

124. THE UNDULLED BLADE

SIGN: A hammer and anvil

REASON: purchasing weapons

This two-story plus loft brown stone building has the ringing of a hammer coming out of it from gate open to gate close. The ground floor holds a small reception area that is normally staffed by a young man named Byron in the front, and a forge in the back where there are large doors that open onto the common area. The basement holds coal and iron ore, the entire first floor is the rather lavish apartments of Richard Ashgrove, age 472, and the loft is the common sleeping area of three of his six apprentices (ages 19–20).

Richard Ashgrove is a retired adventurer. He is a very good weaponsmith. Unfortunately, he knows it, and being a half-elf he believes that his race has kept him from reaching the upper middle class with his goods. In fact it is his attitude that keeps him from selling to the rich and famous. Richard has a chip on his shoulder about his heritage that shows from the moment you meet him.

If he so much as suspects that a character is dealing with him differently because of his parentage, he will be rude and charge them double **C&C Players Handbook** prices for goods, otherwise he will only charge 1.5 times book price. If a character is so rude as to ask about his heritage, Richard will throw the party out of his shop.

Despite his attitude, Richard is quite the ladies man, and has an attractive woman on his arm most every evening.

Any metal weapon and all pole arms (whose hafts are made by Garth next door) are for sale here.

RICHARD ASHGROVE* (*He is a 6th level, chaotic neutral, half-elf fighter whose vital stats are HP 48, AC 12/20. His primary attributes are strength and dexterity. His significant attributes are strength 15 and dexterity 17. The equipment he normally uses is a feather staff. If he knows of trouble, he will don his plate mail armor and carry his long sword +3.*)

APPRENTICES* x 6 (*These are chaotic good Apprentice Artisans.*)

125. DOGS AND BADGERS

SIGN: A barking dog

REASON: buying or selling animals

This two-story firebrick building has a large room with kennels for a ground floor, a basement full of off-cut or old and moldy meats, and the apartment of Victor (age 77) and Marla (72) Reeve on the second floor.

Victor runs this shop in a half-hearted manner. He's old and should be retired, but he and Marla have to eat. The animals are poorly taken care of, and the entire place smells of urine and rotten meat. Some of the animals have not been out of their cages in months. He is selling just enough to feed himself, Marla, and the animals. Mangy semi-trained dogs little suited for guard or hunting work can be bought for 15 gp but that price is highly negotiable.

Victor would sell the business as it sits for 500 gold, figuring that would support him and his wife as long as they live. He has no heirs; their children were all taken by disease years ago when they received an animal carrying an infection.

VICTOR REEVE (*He is a neutral good Tradesman.*)

MARLA REEVE (*She is a Tradeswoman.*)

126. JASPER'S LIGHTS

SIGN: a torch

REASON: buy or sell lighting gear

This two story brown brick building has a showroom with lamps and candles burning all of the time in the front of the ground floor, a workshop where lamps are filled and candles dipped in the back, a basement filled with wax, wicks, and oil barrels, and the second floor is the apartment of Jasper (30) and Flora (30) Donaldson along with their young son Simon (2).

Jasper and Flora run a good business out of this location with the help of three apprentices (ages 22–24) that live nearby. They sell candles, lamps, and oil to any who ask for it. Their prices are set at book price, and they do not buy except bulk lots of wicks, oil, and wax. These they pay 50% of book price for.

Should anything disrupt trade in the East Mark and keep them from getting supplies, they will search for someone to get their goods through. This business is booming, and Jasper would see such disruption as an opportunity to move up by offering what his competitors might not.

JASPER DONALDSON* (*He is a lawful good Tradesman who carries a short sword.*)

FLORA DONALDSON (*She is a lawful good Tradeswoman.*)

APPRENTICES* x 3 (*These are neutral good Tradesmen.*)

127. EMPTY BUILDING

This two-story brown stone building has a sign in the window that says "For Rent. See Robin Hogg near the Fane". It has two rooms on the ground floor, a one room basement with supports every 5 feet in the center, and apartments for a single family (bedroom, kitchen, living room) on the first floor.

Robin will rent this out for 5 gold per month if the tenant will share 50% of the profits from their business with him. Otherwise he will want 75 gold.

128. WARM CLOTHES

SIGN: A pair of pants

REASON: buy or sell clothing

This two-story building holds a shop with clothing in the front of the ground floor, a sewing shop in the back of the ground floor, sewing materials, clothing awaiting repair, and bolts of cloth in the basement, and the apartment of Kenneth (age 42) and Gilda (44) Drum and their two children Donald (9) and Marlene (11) on the first floor.

Kenneth runs the store, while Gilda, Marlene, and Kenneth's three apprentices (all of whom live nearby, ages 18–22) mend clothes in the back. One could outfit themselves in relatively fine clothing here for 3 gp with a cheaper suit of clothes available for 15 – 75 sp.

Kenneth has a problem. A noticeable amount of fine female clothing is disappearing from his store. He has tried everything he can think of and even asked the guard to watch the store, but all to no avail. He cannot catch the culprits.

He will offer the party free clothing and clothing repairs for a year if they will figure out what is going on and catch the culprits.

One of his apprentices (Carey who lives in area #113) has a belt pouch of holding and is pilfering these items by placing them into the belt pouch when Kenneth goes to lunch. They are for his girlfriend who is using the poor boy up. Kenneth has watched his employees, but knows that whole dresses can't fit into a belt pouch...

KENNETH DRUM* (*He is a neutral good Tradesman.*)

GILDA DRUM (*She is a Tradeswoman.*)

APPRENTICES* x 3 (*These are chaotic neutral Tradesmen.*)

129. GUARDS' ALEHOUSE

SIGN: A soldier drinking from a mug

REASON: Have a relaxing drink, rumor mongering

This two-story firebrick building has a stained front stoop. The ground floor holds a large room in the front where tables and benches sit for patrons, and three private rooms in the back. The basement holds the stock of liquor and entrance to the basement is locked at all times. The first floor is the somewhat cluttered apartment of Alfred 'Pops' Chandler (age 62), a retired guard and two private rooms for his bouncers (who are active guards).

Pops bought this place when he retired with money he scraped together and borrowed from other soldiers. He has made quite the go of it, and this is a popular place for the off-duty city guard to drink. Ale is 4 cp a pint, beer 2 cp, and spirits 6 cp a shot. Pops uses two guards on different shifts to act as bouncers, paying them with cheap ale and a free room. He has done much the same for entertainment. When the washed-up Bard Theodore Collier (age 37) came to him with 2000 silver and said "tell me when it's gone", Pops knew a bargain when he saw it. Theodore now sleeps on the common room floor, and performs melancholy songs of love lost each evening. Should the party manage to sober Theodore up, he will want to adventure for an equal share of treasure.

ALFRED CHANDLER (*He is 3rd level, chaotic good fighter whose vital stats are HP 21, AC 12/15. His primary attributes are strength, dexterity, constitution. His significant attributes are strength 15 and constitution 13. The equipment he normally uses is leather apron and a staff. If he knows of trouble, he will don his chain hauberk armor and carry his long sword.*)

THEODORE COLLIER* (*He is a 4th level, chaotic evil bard whose vital stats are HP 24, AC 10/14. His primary attributes are intelligence, wisdom, charisma. His significant attributes are strength 15 and charisma 16. The equipment he normally uses is a dagger. If he knows of trouble, he will don his +2 studded leather armor and carry his +1 feather staff. NOTE: If the party manages to sober Theodore up, his intelligence and wisdom both become 14 and his charisma 18.*)

130. STAR'S ELIXIRS

SIGN: A black cauldron

REASON: Healing elixirs, buy or sell components

This two-story firebrick building contains a small room in the front of the ground floor that is rustic but comfortable. The back of the ground floor contains cook pots and herb selections. The basement is stocked with oils and firewood, and the second floor is Star's apartments.

Star had an accident as a child that left a horse-shoe shaped scar across her right cheek and forehead. She was never the same again. After spending many years in the wilderness, she settled here.

Star Mason, age 38, truly is a witch. She can cast *remove curse*, and make *potions of love*. She can offer minor healing potions and can cast out possessions. She will charge 500 gold per level of the spell she must approximate to accomplish these tasks, and 50 gold per bottle for the healing potions.

STAR MASON (*She is a neutral good Tradeswoman who can cast remove curse 3x per day, and can make four half-strength healing potions per week.*)

APARTMENTS III

131. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement. There are 19 adults (8 men, 11 women) and 26 children resident here.

132. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement and attic. There are 12 adults (9 men, 3 women) and 3 children resident here.

133. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement. There are 13 adults (4 men, 9 women) and 16 children resident here.

134. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement. There are 12 adults (7 men, 5 women) and 20 children resident here.

135. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement and attic. There are 12 adults (7 men, 5 women) and 5 children resident here.

136. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement and loft. There are 14 adults (all women) and no children resident here.

137. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement. There are 5 adults (3 men, 2 women) and 8 children resident here.

138. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement. There are 12 adults (5 men, 7 women) and 26 children resident here.

139. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement and loft. There are 6 adults (3 men, 3 women) and 18 children resident here.

140. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement and loft. There are 19 adults (13 men, 6 women) and 12 children resident here.

141. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement and attic. There are 18 adults (5 men, 13 women) and 20 children resident here.

142. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement. There are 15 adults (13 men, 2 women) and 2 children resident here.

143. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement. There are 10 adults (1 man, 9 women) and 1 child resident here.

144. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement and attic. There are 12 adults (all women) and no children resident here.

145. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement. There are 7 adults (1 man, 6 women) and 1 child resident here.

146. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement and loft. There are 16 adults (10 men, 6 women) and 27 children resident here.

147. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement and loft. There are 11 adults (3 men, 8 women) and 14 children resident here.

148. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement and attic. There are 16 adults (11 men, 5 women) and 8 children resident here.

MOATGATE BUSINESSES III

149. WOOD AND STUFF

SIGN: A bow saw

REASON: Buy or sell cutting gear.

This two-story brown stone building has a shop on the ground floor that holds axes, saws, awls, adzes, and other woodworking tools. The basement is a storage area with wood, saw blades, and axe heads, the first floor is the apartment of Everett Pond, age 49, a widower.

Everett runs a shop with a decent business, but is considering retiring. Since his wife died two years ago he has not taken joy in his work, and is interested mostly in fishing these days. Any tool or weapon that could be used for woodworking can be bought in this shop for 200% of the *C&C Players Handbook* price. Everett does not make any of the products he sells, just puts the parts together from locally purchased parts. He does some small amount of shaping on handles to better fit the hand.

Everett will be interested in different tree types for handles and will seek help if local wood or metal supply problems occur.

EVERETT POND* (*He is a lawful neutral Master Artisan.*)

150. FORTUNE TELLER

SIGN: A deck of cards

REASON: receive fortune telling and readings

This two-story with loft brown stone building holds a room in the front half of the ground floor, the apartment of Richard (age 26) and Beatrice (25) Bull in the back of the ground floor and all of the first floor, and a storage area for props and foodstuffs in the basement.

Richard goes by the name 'Triannus the Theurgist', and runs a fortune-telling and love potion business from this storefront. Both his fortunes and his love potions are fakes, and one day someone will take revenge upon him for it. No matter how angry a customer is when they come in, no matter how vehement their exhortations, thus far he has been able to convince them that all did turn out as he predicted, just not in the way he predicted. To keep this option open should he tell fortunes for a party they will be very vague. He asks 10sp for a brief "reading", 2gp for a longer session and charges 10gp for his "amorous elixir".

RICHARD BULL* (*He is a neutral evil Tradesman.*)

BEATRICE BULL (*She is a lawful neutral Tradeswoman.*)

151. COBBLER

SIGN: A leather shoe

REASON: Buy or sell leather goods

This two-story firebrick building holds a cobbler's shop on the ground floor, leather and old tools in the basement, and the apartment of Simon (age 39) and Nancy (age 36) Finch on the first floor.

Simon Finch runs his shop with the help of five apprentices (ages 16–21). They specialize in repairing worn leather items, and there is enough business to keep all six of them busy. The apprentices all live nearby and are both treated well and paid well. Simon charges 20% of an item's value to make repairs.

A week before the party first stops in here, Simon will have had a run-in with a local gang of bully-boys. They are trying to get a piece of this successful business by strong-arming him into paying them a percentage of his total income. He will pay dearly and point the boys out if a group can put an end to them.

SIMON FINCH* (*He is a Master Artisan.*)

NANCY FINCH (*She is a Tradeswoman.*)

APPRENTICES* x 5 (*These are Apprentice Artisans.*)

152. WINDOWS

SIGN: A stained glass window

REASON: Buy or sell window materials, investigate Apple's mystery

This two-story plus loft stone building with crystal windows holds a window shop with everything from waxed paper to medium-grade glass in stock on the ground floor, a framing area and glazing shop in the basement, and the apartment of George (age 35) and Fay (34) Apple on the first floor.

This store stocks windows. It sells windows to everyone in the district at reasonable rates. It is run by George and two assistants (ages 19, 21) who live nearby.

Two weeks ago, George got his hands on some used stained glass windows, and he is thrilled about them. The problem is that since he put them in the basement, his assistants refuse to go down there. They tell him that the basement is haunted, but whenever he goes down there he finds nothing wrong.

The stained glass is actually stolen from a ruined temple to Hel, and whenever there are living beings around that have no holy symbols amongst them, ghosts do indeed come from the windows. If George (who is somewhat religious and carries a holy symbol) trusts the party, he will ask them to investigate for him.

GEORGE APPLE* (*He is a lawful neutral Tradesman who carries a holy symbol and a short sword.*)

FAY APPLE (*She is a lawful good Tradeswoman.*)

ASSISTANTS* x 2 (*These are lawful neutral or lawful good Tradesmen.*)

153. DOCTOR

SIGN: A bone saw

REASON: To get medical attention

This two-story brown brick building is poorly maintained. It has two intertwined snakes engraved next to the door. The ground floor holds a large room with a bed, two padded chairs, a wooden bench, and a workbench along the left-hand wall. The basement holds supplies and a stock of expensive liqueurs. The first floor is the somewhat messed up apartment of Doctor Galvin Brewer.

Doctor Brewer, age 57, used to be an excellent doctor. But then he found alcohol as a soothing balm to the pain he felt at losing the occasional patient, and all too soon it became the focus of his life. He is not a capa-

ble doctor any more, but he is the best that most of the residents of the district can afford, so they go to him.

He charges 10 sp for a consultation if he believes his patient can afford it, otherwise he settles for whatever he can get. He will make daily home visits for 2 gp a week, this may (50% chance) double the rate of hit point recovery or cure a minor disease. If a party comes here for treatment, there is a 15% chance that the good doctor makes things worse by causing more damage (1d8 hit points) or deciding that amputation is the only cure to any given problem.

DOCTOR GALVIN BREWER* (*He is age 57, a chaotic neutral Tradesman.*)

154. BILLIARDS

SIGN: A billiards table

REASON: some friendly gaming

This two-story with a loft building has a large room in the ground floor with six billiards tables in it. A smaller back room holds kegs and barrels of ale and wine. The basement holds untapped kegs and barrels, the first floor is the apartment of Henry (age 25) and Arleigh (26) Meade along with their two small children (Barbara, age 3; Hobart, age 2). The loft is used to rent to people who have consumed too much ale while playing billiards at a rate of 1 gold a night.

Henry and Arleigh are both very good billiards players, and will play a “friendly” game with any customers. They will not gamble themselves, for fear of angering the entertainment districts, but do not stop their customers from gambling. There are 2d4 customers in the billiard house at any time. A table costs 5sp per hour, coffee, ale and other beverages are available for 1–5sp.

A party looking for some quick cash could come here and gamble it into a fortune, as long as they don’t cheat (Henry and Arleigh won’t tolerate it), or run into Ralph “Lefty” Dove (age 38), a billiards expert that wins 90% of all games he plays. He is here 10% of the time.

HENRY MEADE* (*He is a Tradesman with the Swindling Ability.*)

ARLEIGH MEADE (*She is a chaotic neutral Tradeswoman with the Swindling Ability.*)

RALPH “LEFTY” DOVE* (*He is a neutral good Tradesman with the Swindling Ability.*)

CK’s Note: All three of these characters have *swindling* to represent their skill at billiards, they will not cheat against a customer, and Henry will not tolerate cheaters in his business (though for the right price he’ll teach PCs how to cheat at other establishments).

155. RIVERMAN’S GUILD

SIGN: A river boat

REASON: looking for work

This two-story plus loft brown brick building holds offices and a waiting area on the ground floor, a storage area in the basement, the apartment of Lawrence Beebe (age 32) on the first floor, and the loft holds four rooms for members to sleep in.

The Riverman’s Guild is open to boat owners, captains, boatmen, sailors, and bargemen, but not to others. If the party qualifies, they will be allowed to join, but not invited. The onus is upon them to prove that they deserve membership. Membership will get the party 1d4 offers for work a month, but will cost 2 gold per month.

This group is very tight-knit, and should the party accuse any member of the Riverman’s guild of wrongdoing, they will band together to protect the accused. Even if the accused is found to be guilty, the party will be excluded from dealing with members of the guild – basically, river travel

and river work will be denied them. This group is also at odds with the Watermen’s Guild (*see The Outs: Rivermen’s Town #8*).

Lawrence runs this place like a high-end guild, making certain that members are comfortable when they stay here and offering them the finest in drinks and food that he can afford to supply. He charges low prices for food and drink so that a good meal with wine is available to members for 2 sp. Lawrence has four helpers that assist him in keeping the building up.

LAWRENCE BEEBE* (*He is a lawful neutral Tradesman who carries a feather staff.*)

156. BEADLE’S OFFICE

REASON: arrested, or seeing someone who is

This two-story brown stone building holds a large cell and two desks on the ground floor, an armory for the volunteer guard and the Beadles in the basement, the first floor holds separate apartments for Neal Land (age 32) and Marvin Cook (age 40).

Neal and Marvin patrol the streets of this district during the day, spending much of each day in the wealthy area around the fane and convent, and a smaller amount of time in the rest of the district. The area around the Moat Gate is well controlled by the guards on the gate, and the rest of the district is not as ‘important’ to them as the wealthy areas.

Neal and Marvin do care about the rest of their district, and go out of their way to help other districts when needed. Right now, they are looking for a man known as “club foot” who is wanted for thievery in the Jewel District.

In the evenings, the volunteer guard takes over from Neal and Marvin, and patrols the streets of the district.

There are always 0–3 (d4–1) prisoners in the cells.

NEAL LAND (*He is a 2nd level, chaotic neutral fighter whose vital stats are HP 14, AC 15. His primary attributes are physical. His significant attribute is strength 17. The equipment he normally uses is chain mail and a longsword.*)

MARVIN COOK (*He is a 2nd level, chaotic good fighter whose vital stats are HP 14, AC 16. His primary attributes are physical. His significant attributes are strength 15, dexterity 14. The equipment he normally uses is chain mail and a longsword.*)

PRISONERS x 0–3 (*These are generally age 16–32 Simple Commoners, Tradesmen, or Vagabonds.*)

157. PRIVATE INVESTIGATORS’

SIGN: Crossed daggers

REASON: Investigating a crime or asking for help with one

This two-story brown stone building has a smoky glass front door with “Thomas Martin, PI” etched into the glass. The ground floor has an office where Martin’s secretary sits at all times and a back office where Martin runs his business from. The basement holds mementos of jobs done in the past – including a dagger with “To Martin, with kind regards, Sir Maxwell” engraved upon it. The first floor is Thomas’ apartment, where he keeps strange objects like a gorilla mask and a beat up old military school tunic.

Thomas, age 40, is a private investigator. He handles cases of all kinds, from marital infidelity to murder. He comes across as an incompetent, but is actually very skilled and successfully solves over 90% of his cases. He has the help of a network of informers and contacts, including in the guard. Of note are his associates Richard Oak (36), who has deep contacts into the thieves’ guild, and Theodore ‘T.C.’ Carver (38), who is a close associate with Gnigul Butterbotham (CZ:Y #71) and often arranges rapid transport for Thomas.

Thomas is a former member of the city's militia, and maintains those contacts reluctantly. The only case he has been unable to crack in his long years is his missing wife. Anyone who brought him accurate information about her whereabouts would instantly become a member of his inner circle. Thomas likes to smoke the occasional cigar. His services are available for 10gp per day plus expenses, more for dangerous jobs.

His assistant's name is Jerome 'Quail' Hoggins (63), an aging bureaucrat who is meticulous in his duties, but seems to constantly nag Thomas about one small thing after another.

THOMAS MARTIN* (He 4th/4th level, lawful neutral fighter/thief whose vital stats are HP 15, AC 13. His primary attributes are physical. His significant attribute is dexterity 18. The equipment he normally uses is a walking stick short sword.)

JEROME 'QUAIL' HOGGINS (He is a lawful good Tradesman.)

RICHARD 'RICK' OAK* (He is a chaotic good Tradesman with the Swindling Skill.)

THEODORE 'T.C.' CARVER* (He is a neutral good Tradesman)

158. CLOTH AND STRING

SIGN: a ball of yarn

REASON: looking for work, buying or selling cloth goods

This two-story brown stone building has a storefront with bolts of cloth, skeins of yarn, and twine of varying quality on the ground floor, rope and excess stock is stored in the basement, and the apartment of Bertram (age 28) and Francine (29) Smith on the first floor.

Bertram runs this shop with the help of three assistants (ages 22–25) who all live in the surrounding tenements. He sells cloth that is serviceable, and rope that is actually very good quality. Both can be had for 125% of the prices listed in the *C&C Players Handbook*.

Bertram has heard of a loom that is supposedly stored in an old ruin Northeast of town that will weave the finest of cloth no matter the skill of the user, and do so at twice the normal speed. If a party seems trustworthy, Bertram will tell them that he will borrow the value of his business (1,000 Gold) to pay them for it if they deliver it to him. We suggest adding this loom to the storage area in the basement of **THE DARK CHATEAU**, or creating a separate adventure for the recovery of the loom.

BERTRAM SMITH* (He is a neutral good Tradesman.)

FRANCINE SMITH (She is a Tradeswoman.)

ASSISTANTS* x 3 (These are Tradesmen.)

159. EMPTY BUILDING

This two-story brown stone building has a sign in the window that says "For Rent. See Robin Hogg near the Fane". It has two rooms on the ground floor, a one room basement with supports every 5 feet in the center, and apartments for a single family (bedroom, kitchen, living room) on the first floor. Robin will rent this out for 5 gp per month if the tenant will share 50% of the profits from their business with him. Otherwise he will want 75 gold.

160. WALL CUTLERY

SIGN: A serpentine dagger

REASON: buying and selling knives

This two-story plus attic firebrick building holds a shop that displays all sorts of cutlery in the front of the ground floor, and a sharpening shop in the back of the ground floor. The basement holds a small forge that is

vented out the back, the first floor is the apartment of Victor Wall (age 45), his wife Marlene (40), and their son Terrance (15). The attic is currently a storage area for household goods, since the only access is from the Walls' apartment, and also where Victor stores his two magical weapons – a *dagger of throwing* +2 and a *short sword* +3.

Victor runs a successful cutlery business, selling primarily food preparation utensils. He does sell a fair share of daggers and brokers the occasional sword deal, but his focus is on kitchen cutlery. His son Terrance is his assistant.

GOODS	COST
Awl, piercing or hooked	3 sp
Cleaver, great	1 gp
Cleaver	15 sp
Clippers, small to large	15 cp – 1 sp
Cutlery, table, various service pieces	25 cp – 25 sp
Dagger, long (10–inch blade, straight or curved)	2 gp
Dagger, long, with sheath, straight or curved (10–inch blade):	3 gp
Dagger, short (6–inch blade, straight or curved)	75 sp
Dagger, short, with sheath, straight or curved (six–inch blade)	80 sp
Knife, average (eight–inch blade)	20 sp
Knife, average, with sheath (eight–inch blade)	25 sp
Knife, fighting (12–inch blade)	45 sp
Knife, fighting, with sheath (12–inch blade)	1 gp
Knife, folding three–inch blade	3 sp
Knife, folding four–inch blade	4 sp
Knife, folding six–inch blade	8 sp
Knife, heavy (15–inch blade)	75 sp
Knife, heavy, with sheath (15–inch blade)	80 sp
Knife, pen, folding two–inch blade	25 cp
Knife, throwing, pair of (five–inch blade, no quillions)	1 gp
Mirror, silvered steel (four by six inches)	20 sp
Mirror, steel (four by six inches)	10 sp
Nippers, small to large	35 cp – 10 sp
Pincers, small to large	5–15 sp
Razor, straight edge, folding	15 sp
Scissors, large	5 sp
Scissors, small	3 sp
Sharpening steel rod	4 sp
Table ware (spoons, knives, etc.), per piece	2–5 sp
Tweezers, small to large	2–6 sp

Last week a man came into the shop and offered to sell Victor a perfectly matched set of four daggers that were clearly not for cutting food. There was a strange symbol on the daggers that reminded Victor of a snake. Since the man equivocated about where he came across them, Victor turned him down. After much research he has discovered that this is a rare set of magical daggers worth one hundred times what the seller was asking. He would offer a party 10% of the sale price if they would find the man and arrange the sale. He has approached Thomas Martin, but without a cash agreement Thomas won't take on the work.

Unfortunately, the man was a freelance thief working out of Dunfalcon, and the Dunfalcon thieves' guild discovered the theft when one of their number

was nabbed for it by the constabulary. They have followed the seller – Dirk Gilbert – here. Dirk, age 22, will be killed in a nearby tenement, and after some quiet questions, the party should be able to discover that a group of five strangers who were sleeping on the floor of the common room at Ye Porker’s Stern were seen entering Dirk’s apartment shortly before his death.

These perpetrators will leave town immediately, but the party can choose to track them down...

VICTOR WALL* (*He is a neutral good Tradesman.*)

MARLENE WALL (*She is a neutral good Tradeswoman*)

TERRANCE WALL* (*He is a neutral Tradesman*)

DIRK GILBERT (*He is a 5th level, chaotic neutral thief whose vital stats are HP 20, AC 15. His primary attributes are physical. His significant attribute is dexterity 17. The equipment he normally uses is studded leather armor and a short sword.*)

DUNFALCON THIEVES’ GUILD MEMBERS x 5 (*These are 6th level, chaotic neutral thieves whose vital stats are HP 24, AC 15. Their primary attributes are physical. Their significant attribute is dexterity 17. The equipment they normally use is studded leather armor and a short sword.*)

161. WATERMAN BROS. BUILDERS

SIGN: A half-constructed house

REASON: get work done, investigating burglaries

This two-story brown brick building holds an unfurnished room in the front of the ground floor, a workshop with saws and plastering equipment in the back half of the ground floor, a basement filled with tools and scraps of wood, and the apartment of Roland (38) and Olive (36) Waterman on the first floor.

The office appears empty but in good repair when the party first enters. Only after several minutes will someone come from the back room and ask what they want. Roland runs this business with the help of two apprentices (ages 22, 23). This business repairs and upgrades local apartments at reasonable rates. They have an “agreement” with the Thieves’ Guild that they will give the Guild information about places they have worked on with valuables in them, and the guild will purposefully mess up one apartment a month. Since Roland always knows ahead of time which apartment will get broken up, he makes certain the owners know of his business.

Should the PCs contract with Roland to repair a local apartment they are renting, they are certain to attract the attention of the Thieves’ Guild as adventurers are generally more wealthy than your average tenement dweller...

ROLAND WATERMAN* (*He is a chaotic neutral Master Artisan who carries a shortsword.*)

OLIVE WATERMAN (*She is a chaotic evil Tradeswoman who carries a dagger.*)

APPRENTICES* x 2 (*These are chaotic neutral Apprentice Artisans*)

162. YE PORKER’S STERN

SIGN: The rear end of a pig with three G’s branded on it.

REASON: Seeking information, having a drink

This two-story plus loft brown stone building has a tavern common room in the front of the ground floor and a taproom in the back. The basement is a buttery with an array of ales and wine and even a few harder liquors stored here in kegs and barrels. The first floor is Ernst Grumbold’s apartment, and the loft is rented out to whomever is in the taproom and can’t afford or manage to get home.

Ernst (age 50) is a happy aging gentleman who loves his work and doesn’t mind talking. He sees and hears a lot, and if a party is willing to spend

long hours over ale talking with him while he works, they can learn nearly anything about Yggsburgh and the East Mark from him. His knowledge is deep and will likely amaze the PCs.

Ernst charges **C&C Players Handbook** price for beer, wine, ale, and liquor. His income is modest, but he works for himself and enjoys what he does. He is smart enough not to give away secrets about the city or about spies, but if the price is right and he trusts the characters he may tell them such information in confidence.

Ernst has an assistant named Terrance Hawk, age 22, who helps him lug barrels into and out of the basement, and two barmaids (Adelaide and Hope, ages 19, 22) that run drinks back and forth for customers. For those few customers he really likes Ernst will get their drinks himself, and sit down with them to consume.

Ernst can be run as a sage (See Appendix B) on all topics related to Yggsburgh and the East Mark. Any topic that clearly fits into history, society, secret societies, etc. of the local area he will know about.

ERNST GRUMBOLD* (*He is a Tradesman whose vital stats are HP 6, AC 22. His primary attributes are both physical and mental. His attributes are strength 17, dexterity 16, constitution 13, intelligence 18, wisdom 15, charisma 17. The equipment he normally uses is amulet of natural Armor –a AC +10 and club [kept under the bar]. If he knows there will be trouble, he will wield his longsword +4. He has the following skill bundles: Knowledge Specialist – Yggsburgh and environs [see appendix B] —level 4, Bullying, Business, Escape, Esoteric, Military Leadership, Judgment, Suborning, Swindling, and Woodsman.*)

TERRANCE HAWK* (*He is a 3rd level, neutral good fighter whose vital stats are HP 20, AC 12. His primary attributes are physical. His significant attribute is strength 17. The equipment he normally uses is leather armor and a staff.*)

BARMAIDS x 2 (*These are neutral good Tradeswomen.*)

163. BOATMEN’S SUPPLY

SIGN: An anchor

REASON: Seeking repairs or fishing information

This two-story brown stone building has a shop in the front of the ground floor that holds supplies needed by boatmen, fishermen, and the like. The back of the ground floor is a small office. The first floor is the apartment of Stanley (age 55) and Gilda (53) Fischer along with their son Thomas (16).

Stanley, Thomas, and their assistant Wilfred Lamb (age 53), who lives nearby run this shop. Items to repair or build ships can be bought here, as can refitting equipment and fishing gear. Stanley loves the rivers around Yggsburgh and will gleefully share information about where the best fishing is, what riverboats to avoid, and how to get in to little known inlets in the East Mark. Of course, he’ll only have time to talk with paying customers, but treat him as if he has the Sage Skill or “Knowledge Specialist” bundle for all things fish related (see Appendix B).

STANLEY FISCHER* (*He is a neutral good Tradesman who carries a short sword.*)

THOMAS FISCHER* (*He is a Tradesman.*)

GILDA FISCHER (*She is a Tradeswoman.*)

WILFRED LAMB (*He is a Tradesman.*)

Sample Items for sale:

GOODS	COST
Anchor, 25#	8 sp
Anchor, 50#	14 sp
Anchor chain, per 1'	2 sp
Bailing scoop	1 sp
Bait box, 1' x 1' x 2'	9 sp
Bait pail, 3 gallon	10 cp
Calking, waterproof, pint	3 sp
Canvas, per cloth yard	15 cp
Cargo hamper, wicker, per cubic foot interior	6 cp
Cord heavy, per 10'	3 cp
Cord light, per 10'	2 cp
Float, large	6 cp
Float, medium	4 cp
Float, small	2 cp
Gaff hook, 8' pole	5 sp
Gaff hook, 4' pole	4 sp
Hook fish, large, per 12	16 cp
Hook fish, medium, per 12	8 cp
Hook fish, small, per 12	4 cp
Line, heavy, fishing, 100 yard spool	26 cp
Line, heavy, fishing with hook every 6', 100 yard spool	5 sp
Mast small, per 1'	5 sp
Net, purse seine, large	16 sp
Net, purse seine, medium	10 sp
Net, purse seine, small	6 sp
Oar, 6'	2 sp
Oar, 8'	3 sp
Oar, 10'	5 sp
Oilskin coat	15 sp
Oilskin pants	15 sp
Pole, fishing per 1'	4 cp
Rope, per 1'	4 cp
Rope, heavy, per 1'	5 cp
Spar, small, per 1'	6 cp

164. RECOVERED GOODS

SIGN: A walking staff

REASON: buying or selling used goods

This two-story brown stone building holds a many-roomed cluttered shop of cast-away items on the ground floor, more rummage in the basement, and the apartment of Osgood (age 56) and Claire (54) Chapman on the first floor.

Osgood runs this shop with the help of his assistant Donald Conner (35). There is a 70% chance that they have anything the party is seeking, higher for city items like clothing, lower for weapons and armor. Osgood has culled a lot of magic from old cast-aways over the years, and the Castle Keeper could make them available here at 150% of the *C&C Players Handbook* price as suits his campaign.

When the Castle Keeper describes this shop, he should picture an old second-hand store, or your Friendly Local Game Store to get the image of the type of clutter that has built up here.

Osgood is an honest man that just enjoys junk. He spends one or two days a week out shopping sales, and will sometimes not come in until well after dark. During these times, Donald will run the shop, but will ask the party to return later if they are seeking anything extraordinary.

The Castle Keeper should have fun with Osgood, supplying the party with things that they need in the process, but accentuating Osgood's eccentricity. Donald will roll his eyes and shake his head when Osgood gets carried away.

OSGOOD CHAPMAN* (*He is a chaotic good Tradesman.*)

CLAIRE CHAPMAN (*She is a Tradeswoman.*)

DONALD CONNER* (*He is a Tradesman.*)

165. ROWAN'S MEMORIALS

SIGN: A funeral pyre

REASON: Arranging a funeral (professional mourners, temple arrangements, etc.)

This two-story plus loft firebrick building has an office done in dark colors in the front of the ground floor, and a small room with a raised platform in the center in the back. The basement holds a large fireplace with a bellows and a coffin manufactory. The first floor is the apartment of Simon (age 32) and Mara (30) Rowan and their three young children (Amber 3, Roy 2, Nancy 1). The loft contains dressing rooms and nearly a hundred bright sets of clothing.

Scattered about the office section of this room are paintings with phrases like "Wouldn't you like to see your loved one off in style?" which depicts forty or more people wailing behind a casket. Or "Magically protected so they don't leak!" with a casket painted under it.

Simon is a good business man. He knows that selling funeral services isn't enough. So he tries to sell "extras" to his customers. He will have the body preserved, he will bring in mourners (hired from the local tenements and clothed upstairs), he will sell special "magic sealed" coffins. Whatever extra he can heap on, he will. He has six apprentices (ages 17–22) that assist him in making arrangements, building coffins, embalming, burning the bodies of the poor, etc. They also stand in as coffin bearers (for a fee of course) when the bereaved cannot produce six strong men to bear the coffin. A typical funeral will cost several hundred silver coins, as much as 1000gp for a truly lavish affair, although he can provide a "bare minimum" service for 200 sp if pressed.

Since embalming is infrequently called for, Simon does not keep a separate space for it. When it needs to be done the coffin making tools are cleared away and the body is embalmed on the workbench in the basement.

SIMON ROWAN* (*He is a lawful neutral Tradesman.*)

MARA ROWAN (*She is a neutral good Tradeswoman.*)

APPRENTICES x 6 (*These are neutral good Tradesmen and women, all with charisma of 14 or higher.*)

166. THE BROKEN SWORD TINKER SHOP

SIGN: A broken sword on one side, a whole sword on the other

REASON: Getting goods repaired

This two-story grey stone building holds a small shop in the front of the ground floor that is filled with leather and metal goods. The back room is a disorganized repair shop, with leatherworking tools, a small forge, and tin punches. The first floor is the apartment of Neal (32) and Elfgiva (31) Hay.

Neal is a tinker, and will fix broken items in short order for 10% of the

original cost of the item. He is a nice enough fellow, but not really a “people person”, so will come across as gruff and uncaring. His repairs are excellent, and the item will be as good as new when he is done.

NEAL HAY* (*He is a chaotic neutral Tradesman who carries a longsword.*)

ELFGIVA HAY (*She is a chaotic good Tradeswoman.*)

167. THE SOUP KITCHEN

SIGN: A steaming bowl

REASON: A bite to eat, rumor mongering

This two-story firebrick building has rows of benches and a small table in the front room, and a kitchen in the back room of the ground floor. The basement holds stacks of wooden bowls, cooking utensils, and the base materials for making soups – potatoes, onions, and the like. The first floor is the apartment of the gnomes Warren and Rose Chalkly.

The soup kitchen serves soup for all meals. While it is cheap and affordable, you're never certain what you will get from the soup – early bowls from a big batch will be full of meat and vegetables, later bowls will be mostly liquid. And the meat is often quite questionable, with pigeon being the best meat used. But if you're poor and hungry, or looking to hear things about the unnamed and homeless of Yggsburgh, here is the place to come. Soup is always 2 copper a bowl, and the soup kitchen provides the bowls. If you want bread you have to bring your own; same with drink. Though Warren has rigged up running water in the kitchen to rinse the bowls out occasionally, he will not allow customers in to use it.

There are always 1d4 customers in here, and during normal meal times there are 3d8. They are primarily lower lower class and the under class, and will have a lot of information about those who are always around but never known. There is a 10% chance each time a party enters here that a member of the Beggars' Guild (CZY encounter #51) will ask them for some coin to buy their “poor family, with six kids” some soup. If the party offers to buy the soup instead of hand over the cash, the beggar will go round up six urchins to eat with him.

WARREN CHALKLY* (*He is a chaotic good Gnome Tradesman.*)

ROSE CHALKLY (*She is a neutral good Gnome Tradeswoman.*)

168. YGGSBURGH SOUVENIRS

SIGN: A depiction of the Citadel

REASON: Buy trinkets

This two-story brick building has been painted bright pink, such a bright pink that it can be seen from Citadel Avenue. The ground floor contains a shop filled with small items like dice, walking sticks, and shot glasses that say “Yggsburgh” or “The East Mark” on them. These are all overpriced, costing from a few silver to a few gold pieces. The basement is a workshop where catchy phrases are carved, gilded, or engraved onto cheap items bought elsewhere in town. The second floor is the apartment of Wilbur (68) and Golda (66) Roper, an elderly couple that own and run the shop with the help of three assistants (ages 18–22).

This business sells tacky souvenirs to tourists and newcomers out the front, and sells information about likely targets for the Thieves' Guild out the back. They were not making enough money on just the souvenirs because they cannot afford a shop directly on Citadel Avenue, so the Ropers made a pact with the thieves' guild. They provide information about likely “marks” that come into their shop, and they receive 10% of the take on all robberies they refer. Of course, the thieves' guild being who they are claim they only rob a small number of these marks, when in fact they mug nearly everyone the Ropers point out to them.

WILBUR ROPER (*He is a chaotic evil Tradesman.*)

GOLDA ROPER (*She is a chaotic evil Tradeswoman.*)

ASSISTANTS* x 3 (*These are Tradesmen.*)

169. CHAPLAIN'S SCHOOL FOR WAYWARD BOYS

SIGN: Two smiling boys

REASON: Investigating a crime

This two-story plus loft brown stone building is nearly perfectly white-washed. The ground floor contains a hallway leading past eight doors (four per side) that opens onto a dining room. The dining room doubles as a reception area during non-meal hours, and there will always be one boy here to greet guests. The first floor is similarly arrayed, with Master Chaplain's room directly over the dining hall. The loft is broken into four small rooms. The basement has two rooms and a kitchen in it.

This is Chaplain's school for wayward boys. If your boy has been repeatedly in trouble with the law, or you just don't want to deal with him any more, you can send him to Chaplain, and of course pay Chaplain, and he will straighten them out with the help of his four assistants (all former graduates) that live in the loft.

Chaplain, age 52, is ruthless in his search for order amongst “his boys”. The rooms in the basement if inspected will be found to have chains on the beds. Beatings are a daily occurrence and the boys do whatever they have to do if it means avoiding a beating. His “assistants” are all worse. Having grown up with Chaplain's example, these are some of the boys (ages 16–19) that found it “just what they needed”, and they act as if harsh treatment is just what every one of these boys needs.

Chaplains boys maintain the sidewalk for the entire block, paint the building four times a year, paint the inside six times a year, maintain the gardens, and work at a vegetable stand Chaplain runs in a green space over in the Burghers' Quarter. They work hard and are punished often, but for many, this is the magic that “reforms” them. Unfortunately, for some it merely makes them distrust authority even more.

BROTHER FRANK CHAPLAIN* (*He is a lawful evil Tradesman with a 18 strength.*)

ASSISTANTS* x 4 (*These are lawful neutral or lawful evil tradesmen.*)

170. VACANT STOREFRONT

This two story firebrick building has a sign in the window that says “For Rent. See Robin Hogg near the Fane”. It has two rooms on the ground floor, a one room basement with supports every 5 feet in the center, and apartments for a single family (bedroom, kitchen, living room) on the first floor. Robin will rent this out for 5 gp per month if the tenant will share 50% of the profits from their business with him. Otherwise he will want 75 gp.

171. LEATHER GOODS

SIGN: A new pair of boots

REASON: Buy or sell quality leather goods

This three-story brown stone building holds a leather goods shop in the front of the ground floor, boiling vats and leatherworking tools in the back. Large pieces of cured leather fill the basement in bundles, while the first and half of the second floor are the apartment of Dunstan (30) and Francine (27) Barber. The rest of the second floor is rooms for Dunstan's three apprentices (ages 19–21).

Dunstan Barber is an absolutely honest businessman. He will not sell you a product he thinks is wrong for your needs without warning you, he will not try to sell you something that is weak or poorly crafted either. This only causes one problem – his work is expensive for this part of town. All items made of leather in the *C&C Players Handbook* can be bought here for

200% of book price. But they will be the highest quality. Dunstan also has leather armor and whips that are “Expert quality.” These items cost a full 50 times the PHB cost of the item, or 200% of the cost of an expert item.

Dunstan will seek help from any quarter if his supply of leather is interrupted.

DUNSTAN BARBER* (*He is a chaotic good Master Artisan who carries a whip and wears a leather jerkin.*)

FRANCINE BARBER (*She is a Tradeswoman.*)

APPRENTICES* x 3 (*These are Apprentice Artisans.*)

172. BRASS AND BRONZE

SIGN: A brass lantern

REASON: Buy and sell brass goods

This two-story brown brick building has a showroom in the front displaying lamps, picture frames, and weapons made of brass and bronze. The back room holds a small forge and tools for working and polishing brass and bronze. The basement holds stocks of brass and nickel, while the first floor holds the apartment of Edward (age 32) and Belle (32) Mason.

Edward and two apprentices work the forge in this shop daily, while Belle minds the showroom. If a customer wants something special she will call Edward out to deal with them, but otherwise she will handle all transactions.

Edward found a lump of brass in his last shipment that enwrapped a large diamond (10,000 GP value). He is quietly looking for a place to sell this diamond, and if a party shows up with a significant number of gems he will ask them if they are interested.

The diamond actually belongs to a smuggler who is looking for where ‘his’ lump of brass went. Should the party (or anyone) show up at a money-changer with this diamond, Albrecht Stewart (age 25), the smuggler, will find out about it and get their description.

All items made of brass in the *C&C Players Handbook* can be purchased here for 125% of book price.

EDWARD MASON* (*He is a lawful neutral Tradesman.*)

BELLE MASON (*She is a Tradeswoman.*)

APPRENTICES x 2 (*They are Tradesmen.*)

ALBRECHT STEWART (*He 6th level, neutral evil, thief whose vital stats are HP 24, AC 17. His primary attributes are strength, dexterity, constitution. His significant attribute is dexterity 17. The equipment he normally uses is +2 studded leather armor and a +1 short sword.*)

173. TAD’S MONEYSCHANGER

SIGN: A stack of coins

REASON: Get money and/or gems exchanged

This two-story firebrick building has a small room with barred windows in the front of the ground floor, and a large counting room where customers are met at the barred windows in the back of the ground floor. The basement holds a locked vault that cannot be opened (due to enchantment) except from 5–6 AM and 7–8 PM. The second floor is the home of William and Brechta Silver.

William “Bill” Silver, age 35, runs this moneychanger with the help of two assistants. He rarely allows customers in past the barred windows, preferring that they deal with the assistants through the bars. But some customers do enough business here that they can come through the stout door into the counting room.

William is paranoid, and this place is magically protected at each door, with the door from the front of the building into the counting room and the door

to the vault being specially enchanted. The key that opens them is not a normal key, and if anyone other than William puts them (or anything) into the keyhole they will trigger a magical trap that paralyzes all within 15 feet.

The counting room will hold many coins on a good day, but rarely more than 100 gold pieces worth. Copper is the norm for this part of town after all. The vault holds 1,200 gold, a *longsword* +2, and a suit of *chain mail* +2.

William will exchange coins and gems for a fee of 5% of total value. He was approached by Edward Mason (#172), and informed master Mason to get rid of his diamond quickly and quietly, as someone was looking for it.

WILLIAM “BILL” SILVER* (*He is a Tradesman with the Secondary Skill Esoteric Ability.*)

BRECHTA SILVER (*She is a neutral good Tradeswoman.*)

174. HOPE’S CHEST

SIGN: An intricately carved chest

REASON: Responding to Carey and Ronald’s pleas for help

This two-story firebrick building holds a showroom with some magnificent chests in it, and a large workshop in the back of the ground floor. The basement holds wood, hasps, and locks, and the first floor is the apartment of Charles and Hope Slater.

Charles Slater, age 24, has a relatively successful business making crates for shipping, and occasionally the beautiful chests like those on display in the front room. His goods typically cost from 10–30gp. He has two assistants that are kept busy all of the time, and life should be perfect for him.

Except for one problem. Hope, age 22, set her eyes on Charles two years back, and six months ago gave him a love potion that actually worked. They were married in a whirlwind ceremony about four months ago, and she moved in. Since he drank the potion, he has been distracted and not handling the affairs of the shop. His assistants (age 21) have been making do, but they are starting to fear that eventually the shop will go under and they’ll become unemployed. They’re looking for help. They don’t know that Charles was given a love potion, they just know he’s not acting himself, and that it’s more than just infatuation.

Should the party enter the shop and any member appear knowledgeable, the two assistants – Carey and Ronald – will take them aside and ask for help. Of course, if they actually break the power of the elixir, there is no telling how Charles will react...

CHARLES SLATER* (*He is a neutral good Tradesman.*)

HOPE SLATER (*She is a chaotic evil Tradeswoman.*)

ASSISTANTS* x 2 (CAREY AND RONALD) (*These are Tradesmen.*)

175. FOX’S FLOPHOUSE

SIGN: A bed

REASON: A place to sleep

This two-story plus loft brown brick building has a small room with a desk in the front of the ground floor, and the back of the ground floor is the apartment of Hubert (age 42) and Charlene (41) Cutter and their three children (ages 12, 9, 7). The basement holds supplies and cleaning gear, the first floor is broken into private sleeping rooms, and the loft is a common sleeping room.

Hubert runs a shoddy place to sleep for the night that is frequented most often by those who are caught by the closing of the gates. All of his rooms have flea and tick problems, the private rooms being the worst.

Private rooms can be rented for 4 silver a night, the common room for 8 copper a night. No food is provided and no stabling is available.

There is a 15% chance that staying here for the night will cause a character to make a constitution save (CL 10) or contract a disease of the Castle Keepers' choosing.

HUBERT CUTTER* (*He is a chaotic neutral Tradesman.*)

CHARLENE CUTTER (*She is a Tradeswoman.*)

176. COOPERMAN'S

SIGN: A barrel

REASON: Investigating a crime

This two-story firebrick building has a workshop taking up the entire ground floor where barrels and kegs are made. The basement holds copper hoops, boards, and a board warping vat for making somewhat rounded kegs. The first floor holds the apartment of Clarence Cooper, age 33. Typical prices are:

GOODS	COST
Firkin, 8 gallon capacity	2 sp
Kilderkin, 20 gallon capacity	6 sp
Keg, 30 gallon capacity	8 sp
Barrel, 40 gallon capacity	9 sp
Puncheon, 80 gallon capacity	24 sp.

Clarence is the fifty-third member of his family to own this business, and until recently he wished he did not. He wanted a profession that earned more money than being a cooper, but he has found his "niche". After his two apprentices (age 21) leave each night, he picks the best keg out of those finished that day, and takes it downstairs. There he places a false bottom into the keg with a secret access panel. A local smuggler comes by in the dark of night once a week and pays Clarence an additional 5 gold each for these kegs. He is very happy with this arrangement, and could not care less what his kegs are being used for.

CLARENCE COOPER* (*He is a chaotic neutral Tradesman who carries a shortsword*)

APPRENTICES* x 2 (*These are Tradesmen*)

177. SILVER GOODS

SIGN: A fork

REASON: Buy or sell silver

This two-story whitewashed building holds a shop with a few small silver trinkets in it on the ground floor, with a silver smithy in the back of the ground floor. The basement holds unused tools and fuel. The first floor is the apartment of Hugh (age 33) and Daisy (35) Edwinston.

Hugh makes his money on low-quality silver products. He will buy silver, but only for purposes of melting it down, diluting it with tin or iron, and making more cheap silver work. The denizens of the Moatgate District seem happy with his work, but the upper class citizens around the Fane would not purchase it, and his business isn't booming.

Hugh has two apprentices (age 22) who live nearby. He will take on contracts to create silver items, but they too will be made from alloys. Most of his trinkets are available for a few silver coins with a rare item costing a gold piece or two.

HUGH EDWINSON* (*He is a neutral good Master Artisan.*)

DAISY EDWINSON (*She is a lawful neutral Tradeswoman.*)

APPRENTICES* x 2 (*These are Apprentice Artisans.*)

178. FOOD FOR THOUGHT

SIGN: A fire with meat over it

REASON: cook a bite to eat, rumor mongering

This three-story grey brick building holds a small area in the front of the ground floor where people come to drop off their food and wait for it to be cooked. The back of the ground floor is several 'cooking rooms' where the staff cooks up the food brought in by customers. The basement holds fuel for the large number of cook fires, the first floor is the apartment of William (age 29) and Marlene (29) Gilbertson, and the second floor is separate rooms for four of William's seven assistant cooks. The other three live nearby.

This cookhouse will cook your food for you, or sell you food and then cook it. The price for cooking your meat is 2 copper, and it is 4 copper to have the entire meal cooked. William sometimes increases this rate if there is a lot to be cooked or the meat is particularly thick. The meat available from here is as follows:

GOODS	COST
Rat, x 2 meals	1 cp
Pigeon	2 cp
Chicken	5 cp
Dog	6 cp
Pork joint	1 sp

William's cooks make a small amount off of each meal they cook, and at the end of the day he pays them in copper. He's an honest man, and will round up when the total is close, down when it is just over.

A batch of wood was recently delivered to William that burns hotly for more than a day. He has used it all up, but would very much like to get his hands on more of the same wood, as it saved him a lot of money. But that was the only such shipment he has received, the others being the normal oak. He can describe the wood as very dense and a grayish flat bark with few blemishes. He will offer the party 150 gold to find the source for him and secure a contract. He knows it came from out near the Glittering Knobs, nothing more. The Castle Keeper can develop this hook as he sees fit.

WILLIAM GILBERTSON* (*He is a neutral good Tradesman who carries a butcher knife.*)

MARLENE GILBERTSON (*She is a Lawful good Tradeswoman.*)

ASSISTANT COOKS* x 7 (*These are Tradesmen who carry butcher knives.*)

APARTMENTS IV

179. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement and attic. There are 13 adults (8 men, 5 women) and 15 children resident here.

180. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement and loft. There are 14 adults (6 men, 8 women) and 21 children resident here.

181. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement and loft. There are 16 adults (4 men, 12 women) and 8 children resident here.

182. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement and loft. There are 22 adults (6 men, 16 women) and 12 children resident here.

183. PENNY-RENT RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement and loft. There are 41 adults (21 men, 20 women) and no children resident here.

184. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and loft. There are 17 adults (4 men, 13 women) and 16 children resident here.
185. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and loft. There are 23 adults (9 men, 14 women) and 14 children resident here.
186. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 11 adults (all women) and no children resident here.
187. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 17 adults (8 men, 9 women) and 30 children resident here.
188. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 9 adults (7 men, 2 women) and 6 children resident here.
189. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and attic. There are 11 adults (9 men, 2 women) and 2 children resident here.
190. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and loft. There are 18 adults (all women) and no children resident here.
191. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and attic. There are 15 adults (2 men, 13 women) and 2 children resident here.
192. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 14 adults (11 men, 3 women) and 12 children resident here.
193. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 6 adults (5 men, 1 woman) and 2 children resident here.
194. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and loft. There are 16 adults (10 men, 6 women) and 20 children resident here.
195. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and attic. There are 16 adults (8 men, 8 women) and 8 children resident here.
196. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 23 adults (10 men, 13 women) and 34 children resident here.
197. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement. There are 15 adults (8 men, 7 women) and 25 children resident here.
198. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and attic. There are 5 adults (1 man, 4 women) and 4 children resident here.
199. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement. There are 14 adults (8 men, 6 women) and 16 children resident here.
200. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 17 adults (10 men, 7 women) and 21 children resident here.
201. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 26 adults (12 men, 14 women) and 12 children resident here.
202. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and loft. There are 10 adults (2 men, 8 women) and 4 children resident here.
203. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 10 adults (3 men, 7 women) and 6 children resident here.
204. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and loft. There are 24 adults (18 men, 6 women) and 12 children resident here.
205. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement. There are 20 adults (3 men, 17 women) and 6 children resident here.
206. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 19 adults (13 men, 6 women) and 18 children resident here.
207. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 15 adults (10 men, 5 women) and 5 children resident here.
208. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement. There are 31 adults (19 men, 12 women) and 27 children resident here.
209. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and loft. There are 18 adults (10 men, 8 women) and 24 children resident here.
210. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 29 adults (14 men, 15 women) and 14 children resident here.
211. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 14 adults (7 men, 7 women) and 20 children resident here.
212. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and loft. There are 9 adults (4 men, 5 women) and 21 children resident here.
213. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and loft. There are 31 adults (18 men, 13 women) and 13 children resident here.
214. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and attic. There are 14 adults (8 men, 6 women) and 24 children resident here.
215. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 15 adults (5 men, 10 women) and 15 children resident here.
216. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 17 adults (12 men, 5 women) and 5 children resident here.
217. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement. There are 19 adults (10 men, 9 women) and 25 children resident here.
218. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and loft. There are 24 adults (13 men, 11 women) and 27 children resident here.
219. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement. There are 10 adults (5 men, 5 women) and 24 children resident here.
220. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and loft. There are 5 adults (2 men, 3 women) and 8 children resident here.
221. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and loft. There are 9 adults (5 men, 4 women) and 4 children resident here.
222. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 17 adults (11 men, 6 women) and 12 children resident here.
223. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement. There are 7 adults (all women) and no children resident here.
224. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and loft. There are 19 adults (14 men, 5 women) and 5 children resident here.
225. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 13 adults (all men) and no children resident here.
226. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement. There are 15 adults (3 men, 12 women) and 3 children resident here.
227. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 24 adults (14 men, 10 women) and 10 children resident here.
228. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 21 adults (9 men, 12 women) and 9 children resident here.
229. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and loft. There are 29 adults (15 men, 14 women) and 14 children resident here.

230. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement and loft. There are 17 adults (6 men, 11 women) and 18 children resident here.

231. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement and loft. There are 19 adults (9 men, 10 women) and 15 children resident here.

232. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement and attic. There are 16 adults (9 men, 7 women) and 20 children resident here.

233. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement. There are 16 adults (12 men, 4 women) and 4 children resident here.

234. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement and attic. There are 18 adults (10 men, 8 women) and 22 children resident here.

235. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement. There are 20 adults (5 men, 15 women) and 12 children resident here.

236. RESIDENTIAL APARTMENT BUILDING, fire brick, three floors, basement and attic. There are 9 adults (2 men, 7 women) and 4 children resident here.

237. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement. There are 18 adults (12 men, 6 women) and 18 children resident here.

238. RESIDENTIAL APARTMENT BUILDING, stone, three floors, basement and attic. There are 12 adults (1 man, 11 women) and 2 children resident here.

239. RESIDENTIAL APARTMENT BUILDING, brick, three floors, basement and loft. There are 9 adults (6 men, 3 women) and 3 children resident here.

MOATGATE BUSINESSES IV

240. GOLDEN MERCENARY GUILD

SIGN: A gold armored soldier

REASON: Looking for work or guards

This two-story plus loft firebrick building has a well-appointed room in the front with a receptionist who will inquire if visitors are there to hire or sign up, with the rest of the ground floor dedicated to private rooms. The basement holds a storage area with some used gear that can be purchased by members. The first floor is the apartment of Edgar Drum. The loft is set aside for meetings and ‘friendly’ games of cards.

The Mercenary Guild is a guild for guards and soldiers. There is a board on the left side of the hallway beyond the front room that is covered with notices of hiring. The Castle Keeper can make up postings as needed or desired.

Membership in the guild is open to all for-hire adventurers and soldiers. The cost per month is 1 gold. For that price, postings, discounted (to book price) equipment purchases, and discounted (by 10%) legal services are provided. Rooms are available to members only for 5 gold per month.

Edgar, age 65, is a grizzled old soldier who will not take any fighting in his establishment. Armed escorts can be hired for 2–10 sp per hour depending on the mercenary’s skill, contract soldiering work is provided for 5–50 gp per month per man plus all expenses and loot found.

Edgar is keen to attract members from the larger Swordsmen’s Brotherhood. However he holds its guild master Ulysses Hoggwood in great esteem and does not want to increase friction between their rival guilds.

EDGAR DRUM (*He is a 6th level, lawful neutral, fighter whose vital stats are HP 42, AC 13/18. His primary attributes are strength, dexterity, constitution. His significant attribute is strength 17. The equipment he normally uses is studded leather armor and a cudgel [treat as club]. If he knows there will be trouble, he will don his plate mail and wield his broadsword.*)

241. THE COOKHOUSE

SIGN: A chicken leg

REASON: Cooking or rumor mongering

This two-story brown stone building has a large open room in the front of the ground floor that holds long open fireplaces along the three outside walls, and a wood storage area in the back of the ground floor. The basement is unused at this time and is stacked nearly floor to ceiling with old furniture and cast-offs. The first floor is Steven (30) and Gladys (29) Robbins’ and their two children (2 and 3) apartment.

Steven collects 4 copper per meal to cook here, and is both friendly and garrulous. He will walk about the room engaging all customers in conversation.

He has an apprentice that lives nearby who is responsible for making certain there is enough wood in stock. Unfortunately, his apprentice (age 22) hasn’t shown up in two days. If the party agrees to check on the apprentice, they will find him dead in his room, the evidence pointing to Gilbert “Gafs” Fuller, who hangs out at the River Rat Tavern (CZ:Y #59 in the Storehouse District).

STEVEN ROBBINS* (*He is a neutral good Tradesman.*)

GLADYS ROBBINS (*She is a Tradeswoman.*)

242. YGGSBURGH GUIDES

SIGN: A map

REASON: Looking for tours of the city

This three-story white brick building has an office in the front of the ground floor and meeting rooms in the back. The basement holds a small printing press and uniforms, the first floor is the apartment of Jasper and Roberta Franklin, and the second floor is split into six rooms for Jasper’s guides.

Jasper rents guides to the city for 15 silver a day. These guides will take clients anywhere in the city they would like to go, but will try to guide them to places where they take kickbacks. The guides make almost nothing from Jasper, but he feeds them, houses those he likes the best, and they are allowed to make their own deals for “where to stop” in town.

Should their kickback scheme be publicly complained about, the city will be forced to do something about it, and Jasper will be in a lot of trouble because he’ll have to actually pay his employees for their services.

JASPER FRANKLIN* (*He is a neutral evil tradesman who carries a shortsword.*)

ROBERTA FRANKLIN (*She is a neutral evil Tradeswoman.*)

GUIDES x 10 (*These are chaotic neutral Tradesmen and women.*)

243. YEEROUF’S PETIT BANK

REASON: When the party wants to hock something for cash, including what is too hot to sell normally, this is the place. They can also buy hard-to-find items here, such as brass knuckles, old musical instruments, and jewelry at wholesale prices (caveat emptor)

SIGN: A pile of gold coins beneath three connected gold balls – the latter being the near-universal sign of a pawn broker.

This is a brick building with a 60-foot frontage. The western half of the building comprises Yeerouf’s secondary loan bank location, the eastern half being Yeerouf’s storage area (See the CZY text at encounter #74 for details of Dalbid Yeerouf). This building is run by Dalbid’s trusted apprentice Walter Slater, age 24. Walter does not have Yeerouf’s power, but he does have some tools that Yeerouf has entrusted him with.

If a lone individual comes to his shop with a highly valuable object, Walter uses a wand to paralyze the victim, steals all their goods, carries the helpless individual to the storage area (where he has a locked cell), binds and then sells him

or her when slavers from downriver call. This is a once a week occurrence.

This place has many magical alarms, guards, and warding devices, so no robbery or looting is anticipated. However, if the characters discover what's going on here and defeat Walter in combat, then the Castle Keeper can assign as many as six lesser magic items, in addition to the *wand of paralyzation* Walter uses, as loot to be taken. There should be between 2,000–8,000 gp in coin, gems, jewelry, and other small valuables here. He also has several minor scrolls, which the Castle Keeper should flesh out.

GOODS AND SERVICES	PRICES
Purchasing Items	30% of market value
Purchasing Stolen Property	10% of market value
Selling item after 90 day's time has passed	60% to 75% of market value
Interest Rate Charged	10% per month on sum loaned

This pawn shop is filled with all the usual items brought in by desperate or crooked persons to pawn for some quick cash in hand. The Castle Keeper must decide on the exact contents of the shop, but the selection should be limited to less valuable items, Yeerouf keeping the more valuable at his primary location, include the categories listed below:

- Armor
- Art objects, small
- Books (few, they being uncommon and costly)
- Boxes and coffer, small
- Capes and cloaks (middling quality)
- Daggers with sheaths
- Clocks
- Gems, loose
- Glass objects
- Ivory objects
- Costume Jewelry
- Ladies chatelaines
- Lock picks and breaking & entering items
- Medals
- Mirrors, glass
- Musical items (drums, horns, stringed instruments, flutes, etc., including hunting horns)
- Paintings
- Porcelains
- Pocket watches
- Silver and Silverware items
- Swords with scabbards
- Weapons, hidden (brass knuckles, saps, etc.)
- Weapons, other sort (axes, feather staffs, maces, sword canes, etc.)

WALTER SLATER (He is a 6th level, neutral evil wizard whose vital stats are HP 18, AC 13. His primary attributes are strength, intelligence, dexterity. His significant attributes are strength 17, dexterity 18 and intelligence 16. The equipment he normally uses is dagger and wand of paralyzation. His spells per day are 0th x 5, 1st x 5, 2nd x 4, 3rd x 2..)

CK's Note: For more on Dalbid Yeerouf, also refer to *Yggsburgh Town: The Storehouse District* encounters #60 + #116.

244. DALBID YEEROUF'S STORAGE SHOP

REASON: Investigating slavery or Dalbid Yeerouf

SIGN: None

This storage building is located on the north side of Plaza Avenue between Fisher and Lower Market Streets. This brick building is three stories tall with a full attic. It has a 60-foot frontage, the eastern half being Dalbid Yeerouf's storage area, the western half being Yeerouf's Petit Bank, it being an expansion of his main business, Yeerouf's Loan Bank (CZ:Y encounter #74). Dalbid owns the entire building, so the basement and upper floors are also storage areas. The basement has store rooms and a secret apartment for those who have been taken for slavery. In this hidden suite of rooms is located a secret trapdoor entrance to the Thieves' Underground tunnels (see *Yggsburgh Encounter 52, The Thieves' Guild*).

The first floor of the building is one giant room with pillars for support. This area is used to store goods that are not for sale, or are too hot to sell at this time.

Walter Slater (see Encounter #243) guards this area for Yeerouf, and sees to the feeding of those in the basement. He also deals with those who ransom their goods, but always contends that in those dealings he is not working for Yeerouf. Of course this is not true, Dalbid Yeerouf happily helps the thieves guild ransom items, and uses Walter as a cover should the town officials ever take umbrage at this activity.

Walter sleeps here at night, on a fine bed that is purported to have belonged to Lord Yggsburgh himself.

The Castle Keeper should fill this building with goods from the lists for Yeerouf's Loan Bank and Yeerouf's Petit Bank. There will never be coin or gems here, and only rarely magic items. Other things are stored here in droves though.

CK's Note: For more on Dalbid Yeerouf, also refer to *Yggsburgh Town: The Storehouse District* encounters #60 + #116.

245. YGGSBURGH POSTING SERVICE

SIGN: A poster

REASON: get a notice posted

This two-story firebrick building holds a small office with a desk in it and a large printing room in the back of the ground floor. The basement holds paper and ink, the first floor is the apartment of Alfred (40) and Mara (42) Stone.

The receptionist will take a message from customers, and for a fee of two gold will post that message at Citadel Square, Market Square, several different taverns about town and at The Outs Inn. Once a week Alfred packages up copies of all of the postings and ships them quietly to the Baron of Redfort. For this service, Alfred is paid 1 gold coin a month, and as far as he's concerned there is nothing wrong with what he is doing. What he doesn't know is that one of his posting assistants is a spy for the Baron. That assistant slips his reports in amongst the postings.

ALFRED STONE* (He is a chaotic neutral Tradesman.)

MARA STONE (She is a chaotic good Tradeswoman.)

POSTING ASSISTANT* x 4 (These are Tradesmen who carry short swords.)

POSTING ASSISTANT* (SPY) (He is a 1st level, neutral evil thief whose vital stats are HP 5, AC 13. His primary attributes are physical. His significant attribute is dexterity 18. The equipment he normally uses is short sword.)

246. CHIRURGEON

SIGN: a leg

REASON: Seeking medical attention

This two-story firebrick building has a small waiting area in the front and a large operating area in the back of the ground floor. This area has both surgical and embalming tools and equipment in it. The basement holds experimental tools and parts in jars. The first floor is the apartment of Osgood Usher.

Osgood, age 40, will perform surgery for any of a large array of problems, and is really not too bad at what he does. Unfortunately, he believes that most problems can best be solved by cutting off parts. Consequently, most of his business is in the mortuary side. A consultation costs 20 sp, surgery rates vary from 1–50 gp.

OSGOOD USHER* (*He is age 40, a neutral Tradesman.*)

ASSISTANT* (*He is a neutral evil Tradesman.*)

247. RABBIT STEW

SIGN: A rabbit

REASON: buying food to cook

This two-story brown brick building holds a room full of small wire cages on the ground floor, storage for hay, straw, and feed in the basement, and the apartment of Jud (age 45) and Amy (42) Ridge on the first floor. This business sells small animals from rats to pigs. Jud takes reasonably good care of the animals but knowing their fate does not get attached to them. The prices he charges are:

GOODS	COST
Rats (x 2)	1 cp
Cats	3 copper
Pigeons	2 cp
Chickens	1 sp
Mongrel dog	5 sp

JUD RIDGE* (*He is a neutral Tradesman.*)

AMY RIDGE (*She is a neutral good Tradeswoman.*)

248. SCRIVENER'S BARBER SHOP

SIGN: A man with a beard

REASON: Haircuts or shaves

This two-story firebrick building has a room with four chairs in the front of the ground floor, and a minor surgery room in the back. The basement is used as a storage area. The first floor is Walter (age 30) and Jean (28) Scrivener's apartment.

Walter has three assistant barbers (each age 18) who help him provide shaves and haircuts for those who need it. They perform haircuts for 2 silver and a shave for 1 silver. Their work is not the quality that can catapult you into the upper class, but it is serviceable.

WALTER SCRIVENER* (*He is a neutral good Tradesman.*)

JEAN SCRIVENER (*She is a Tradeswoman.*)

ASSISTANT BARBER* x 3 (*These are Tradesmen.*)

249. HENRY'S FRESH FISH

SIGN: A large fish

REASON: Buy food to cook

This two-story grey brick building smells of fish from the middle of the street. The ground floor has a large room filled with tables, a storage area for ice is in the basement, and the apartment of Henry Woodward on the first floor.

Henry, age 34, is a widower who sells fresh fish for 1 to 8 copper out of this business. He is not very personable, and his assistants normally deal with customers.

HENRY WOODWARD* (*He is a lawful neutral Tradesman.*)

ASSISTANT* x 2 (*These are neutral good Tradesmen.*)

250. SMALL'S WIGS AND HATS

SIGN: A white wig

REASON: Buy wigs and hats to fit in with the populace

This two-story brown stone building has a small room in the front of the ground floor, and a wig manufactory in the back. The basement is currently blocked off and unusable, and the first floor is the apartment of Carey (age 55) and Elfgiva (53) Small, which they share with their children Gerald (17) and Charles (19).

Gerald and Charles are Carey's apprentices. They spend their days creating less-than-perfect wigs and low-end hats. When a customer enters the store, Gerald stops and deals with them. He is always in the market for different hair, but doesn't have the cash to pay too much. His biggest business is wigs for the poor to emulate their betters.

He charges 8 gold for a wig and 2 gold for a hat. They won't be the best in town, but they are serviceable (upscale wigmakers charge 10–50gp or more for their wares).

Charles and Gerald are both in the market for wives, but are hoping to marry into the middle class where they can build a decent business that is more profitable.

CAREY SMALL* (*He is a Tradesman.*)

ELFGIVA SMALL (*She is a Tradeswoman.*)

GERALD SMALL* (*He is a neutral evil Tradesman.*)

CHARLES SMALL* (*He is a Tradesman.*)

251. LANE'S FENCING AND PENS

SIGN: A rail fence

REASON: Buy fencing materials

This two-story brown stone building has a wood workshop on the ground floor, storage for wood and wire in the basement, and the apartment of Jasper (age 33) and Sophie (29) Lane of the first floor.

Jasper makes fences and animal pens with the help of three assistants. The fences are some of the best in town, and the pens are decent quality also.

If the party befriends Jasper for some reason, he will eventually let it slip to them that he was forced to make man-sized wooden cages several weeks ago by a man named Ralph. He will give a description that matches Ralph Blakely from CZY area #50. He will tell the party that he was well paid, but he fears that "Ralph" is using his cages on humans because the man brought him manacles to put on the inside of the cages.

JASPER LANE* (*He is a neutral good tradesman.*)

SOPHIE LANE (*She is a Tradeswoman.*)

ASSISTANTS* x 3 (*These are Tradesmen.*)

APARTMENTS V

252. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and attic. There are 16 adults (8 men, 8 women) and 24 children resident here.

253. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 10 adults (3 men, 7 women) and 12 children resident here.

254. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement. There are 19 adults (14 men, 5 women) and 5 children resident here.

255. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement. There are 24 adults (15 men, 9 women) and 18 children resident here.

256. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 10 adults (8 men, 2 women) and 4 children resident here.

257. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement. There are 34 adults (18 men, 16 women) and 42 children resident here.

258. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and attic. There are 29 adults (19 men, 10 women) and 20 children resident here.

259. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and attic. There are 32 adults (19 men, 13 women) and 38 children resident here.

260. **PENNY-RENT RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement. There are 60 adults (36 men, 24 women) and 4 children resident here.

261. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 29 adults (15 men, 14 women) and 14 children resident here.

262. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 15 adults (11 men, 4 women) and 12 children resident here.

263. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 25 adults (9 men, 16 women) and 18 children resident here.

264. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement. There are 25 adults (12 men, 13 women) and 28 children resident here.

265. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 29 adults (10 men, 19 women) and 32 children resident here.

266. **RESIDENTIAL APARTMENT BUILDING**, fire brick, three floors, basement and attic. There are 6 adults (3 men, 3 women) and 6 children resident here.

267. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and loft, untenanted. This structure is in need of repair. Marmaduke Silver (area 10) is considering its purchase. Vagrants may be found squatting within and unscrupulous adventurers might be hired to clear them out.

268. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and attic. There are 20 adults (2 men, 18 women) and 6 children resident here.

269. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 29 adults (10 men, 19 women) and 40 children resident here.

270. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement. There are 34 adults (19 men, 15 women) and 36 children resident here.

271. **RESIDENTIAL APARTMENT BUILDING**, brick, three floors, basement and loft. There are 13 adults (all women) and no children resident here.

272. **RESIDENTIAL APARTMENT BUILDING**, stone, three floors, basement and attic. There are 17 adults (4 men, 13 women) and 12 children resident here.

APPENDICES

APPENDIX A. NEW MAGIC ITEMS

Stone of cockatrice summoning: This grey stone is engraved with magical symbols. When identify is cast upon it, the caster will get the feeling that the stone is beneficial, and learn the command word, but nothing more. When the stone is held in one's hands and the command word is spoken, a Cockatrice (See *Castles & Crusades: Monsters and Treasure*) is summoned to the feet of the caster. The summoned Cockatrice will stay for a number of rounds equal to the level of the person holding the stone. If there are enemies of the caster about, it will attack them first. When all enemies are gone, or if there were none to begin with, the Cockatrice will turn on the stone holder and his associates for the duration of its stay. At the end of the allotted time it will simply disappear. This stone has 2d10 charges when found. Value: 5,000 gp. XP: 750

APPENDIX B. SAGE RULES

If you are utilizing the Secondary Skill system from Castle Zagyg: Yggsburgh, the following secondary skill should be added for those people in this work who are listed as Sages. Even if the Secondary Skill system is not utilized, the following can be utilized for NPCs who would have specific knowledge.

KNOWLEDGE SPECIALIST (INTELLIGENCE – PRIME INTELLIGENCE)

The Knowledge Specialist has delved deeply into one topic and knows a lot about that topic through either study or experience. Knowledge Specialists can be used as sages 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:

- Flora
- Fauna
- Mystical Beasts
- Dragons
- Undead
- Insects
- Potions
- Magic Items
- Named Items (artifacts and relics)
- Archeology
- Architecture
- Books
- History (Man, Elf, Dwarf, etc.)
- History (kingdom)
- History (city)
- Supply and Provisioning

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 C. THE FANE OF THE THREE NORNS

The Fane of the Three Norns is a beautiful grey block structure constructed in a heavy, gothic fashion. The towers on the north and south ends of the structure are topped by The Three Norns, and the doorway is fronted by thick square pillars of marble.

The 12 Priestesses (all with mainly helpful spells and not given to combat) serving here are:

HIGH PRIESTESS, THE SUPERNAL DIANA SILVA (She is an 11th level, chaotic neutral, human cleric whose vital statistics are HP 45, AC 12. Her primary attributes are wisdom, intelligence, charisma. Her significant attribute is wisdom 18. She carries a staff and a +2 ring of protection. Clerical spells: 0th x 6, 1st x 6, 2nd x 5, 3rd x 4, 4th x 3, 5th x 2, 6th x 1.)

PRIESTESS, THE VENERABLE CAROLINE DELL (She is an 8th level, chaotic neutral, human cleric whose vital statistics are HP 40, AC 10. Her primary attributes are wisdom, intelligence, charisma. Her significant attribute is wisdom 16. She carries clothing and a staff. Clerical spells: 0th x 5, 1st x 5, 2nd x 4, 3rd x 3, 4th x 2.)

PRIESTESS, PIOUS ARLENE HUNTER (She is an 6th level, chaotic neutral, human cleric whose vital statistics are HP 30, AC 10. Her primary attributes are wisdom, intelligence, charisma. Her significant attribute is wisdom 16. She carries clothing and a staff. Clerical spells: 0th x 5, 1st x 4, 2nd x 4, 3rd x 2.)

PRIESTESS, PIOUS LAUREL APPLE (She is an 4th level, chaotic neutral, human cleric whose vital statistics are HP 20, AC 10. Her primary attributes are wisdom, intelligence, charisma. Her significant attribute is wisdom 15. She carries clothing and a staff. Clerical spells: 0th x 5, 1st x 3, 2nd x 2.)

PRIESTESSES, DUTIFUL X 8 (They are 2nd level, chaotic neutral, human, elf, and half-elf clerics whose vital stats are HP 10, AC 10. Their primary attributes are mental. They carry clothing and staff. Clerical spells: 0th x 4, 1st x 2.)

1. ENTRYWAY

The walnut doors to the temple are ten feet across and carved with three women working yarn while small humans go about daily chores along the bottom edge. During service hours (9 am, 12 noon, 3 pm, and 6 pm) there will be a lesser priestess here to greet worshippers. At other times the door will be closed but not locked, and those seeking counsel of the priestesses of The Three Norns are welcome and expected to just walk in.

2. MAIN CHAPEL

The main chapel of the Fane is a huge room supported by ornate square pillars with dragon and wyvern heads carved into them. Down the center of the room runs a long narrow embroidered carpet that depicts long skeins of yarn, with one of the three Norns weaving, one measuring, and one cutting, equally spaced along its length. There are benches along the walls for the infirm to sit upon during services, and the Nuns of the convent will ask those who sit during services and are hale to leave. There is always one priestess here attending to the chapel itself and the attached Fane. This will be one of the lesser priestesses.

3. FANE OF THE THREE NORNS

The Fane is an alcove created by curtains hanging on the end pillars of the chapel. The Fane holds the statues of The Three Norns which, it is rumored, will sometimes pronounce the destiny of a faithful person that prays in front of them.

When a particularly troublesome person appears and insists upon praying until he or she gets an answer, the Nuns will forcibly remove him or her to rid the chapel of the individual in time for the next service.

4. STAIRS TO THE BASEMENT

These marble stairs are watched over by a priestess at all times, and can be sealed by a shifting block that sits next to the dais of the Fane. They lead to the basement where the most holy relic of the Fanes is stored. The guard here will fight to keep interlopers out, but the whole time will plead with intruders to leave the Three Norns in peace or risk having their lifelines cut short.

5. PRIVATE COUNSELING ROOM

This room has frescoes of a woman going from a baby to an elderly woman and then being buried. There are several comfortable couches, a fainting couch, and three overstuffed chairs crammed into the room. This is where the family of a recently departed is brought for counseling if such is necessary.

6. STAIRS TO PRIESTESS' CHAMBERS

This room contains statues of previous high priestesses at both young and old ages. The stairs up run along a fresco showing the Three Norns working their strands.

7. STAIRS TO PRIESTESS' CHAMBERS

This room contains statues of previous high priestesses at both young and old ages. The stairs up run along a fresco showing the seasons changing and a deer in each season – a fawn in spring, one lying old and frail in Winter etc.

8. PRIVATE TEMPLE

This room is a private temple where ceremonies are held for dignitaries and the wealthy of the town. Of course, a substantial donation of 500 gold piece value is required to obtain a private service. There are 24 cushioned seats and a small altar in the room.

The walls are covered with tapestries showing the Three Norns watching over a group of infants playing.

9. PUBLIC VISITING AREA

This area at the top of the stairs holds four chairs and a couch. It is a public area where priestesses can meet with visitors. The walls are covered in frescoes showing the Three Norns spinning, measuring, and cutting threads.

10. PRIESTESS' CHAPEL

This is the chapel of the resident priestesses. It holds a statue of each of The Three Norns, and pillows for the priestesses to kneel upon. The priestesses hold services here throughout each night, and are allowed to come here to light a candle and pray to the Three Norns at any time. Should non-believers enter this shrine, the statues will pronounce judgment upon them. The nature of the judgment will depend upon the intruders' reason for being here. If it is to help, the statues may go so far as to grant them magic to help in their endeavors. If they are here to pillage, the statues may go so far as collapsing the roof upon the party.

11. VISITING PRIESTESS' QUARTERS

This lavish bedroom is kept to house visiting priestesses. It holds a wardrobe, four-poster walnut bed, fireplace, and writing table. Along the east wall is housed a collection of religious works from the Tenoric Pantheon. If a party priestess is a faithful of The Three Norns, they can stay in this room for free if they take an equal share of the work.

12. PUBLIC VISITING AREA

This area at the top of the stairs holds four chairs and a couch. It is another public area where priestesses can meet with visitors. The walls are covered

in frescoes showing the Three Norns tending a field of wheat with human faces in place of the grain. In the northeast corner the tapestry shows the Norns cutting the wheat and using it to make a tapestry.

13. PRIESTESS' CHAMBER

This room holds the beds and chests of two dutiful priestesses.

Daisy Woods, Margot Marshal

14. PRIESTESS' CHAMBER

This room holds the beds and chests of two dutiful priestesses.

Wilma Salter, Edwina Button

15. VENERABLE CHAMBER

This is the quarters of Venerable Caroline Dell.

16. PRIESTESS' CHAMBER

This room holds the beds and chests of two dutiful priestesses.

Virginia Jackdaw (1/2 E), Rosamund Shadebough (E)

17. PIOUS CHAMBER AND STAIRS TO PUNISHMENT ROOM

This is the quarters of Pious Laurel Apple.

18. VENERABLE CHAMBER

This is the quarters of Pious Arlene Hunter.

19. PRIESTESS' CHAMBER

This room holds the beds and chests of two dutiful priestesses.

Tansy Wilder (E), Hope Brewer

20. EMPTY, STAIRS TO STORAGE

This door is kept locked and the High Priestess holds the only key.

21. MEDITATION ROOM

This room has glass windows that look out over the property of the Fane and Convent. Priestesses come here at all hours of the day and night to meditate. The symbol of three torches is engraved about the walls and large pillows lay about the floor.

22. HIGH PRIESTESS' CHAMBER

This is the quarters of High Priestess Diana Silva

23. PUNISHMENT ROOM

This room is used to punish priestesses, nuns, and lay nuns that have gone astray. While it is not often needed, the room can be locked and bolted at the foot of the stairs in area #18. The door into area #25 is locked from the other room. This room is completely bare, with hardwood floors and stone walls engraved with the three torches of The Three Norns. The unfaithful are placed into the room and left there for a number of days determined by the High Priestess, with the delivery of bread and water their only interaction with the outside. It is the responsibility of the Pious to insure that none trespass on the solitude of those confined in this room, and she holds the key.

24. STORAGE

This room is packed with goods from all of the years the Fane has been here. The contents range from furniture to clothing, with boxes and dressers and barrels all intermixed. There are three old altar services (gold, value 100, 140, and 185 gold pieces) in an old box at the bottom of

a stack (minimum 2 hours searching), a *ring of protection* +2 in the drawer of an old chest of drawers (minimum ½ hour searching), and two sets of *Robes of Armor* (see Appendix B) – one AC +2, the other AC +5.

25. STORAGE

This storage room has been closed off from the rest of the Fane for a very long time. There are entrance doors in areas 23 and 24, the one in area 23 locked from area 23, the one to area 24 locked from this room.

Two weeks ago a *Homunculus* whose master died nearly a year ago settled into this room, entering through a hole in the eaves. It is chaotic evil, the death of its master having driven it mad.

Each day the *Homunculus* will fly out of this room and wreak its havoc upon the populace of the city. The city has been patient, but yesterday notified the High Priestess that either she finds someone to take care of the *Homunculus* or they will send soldiers onto the property to deal with it. Two nuns have already been poisoned by this beast, and the priestesses are not willing to risk more of them. But the Fane will not allow city soldiers onto the grounds for fear of the precedent that sets. So the priestesses are looking for a small group that can deal with the problem.

The *Homunculus* has collected several baubles from this room and from its daily forays into the city. It is attempting to rebuild its master in a crazed attempt at regaining normalcy, so all that it has collected reminds the *Homunculus* of its lost master. In the room, formed roughly in the shape of a man lie:

- A wax head with a face but no hair for a head
- 50 gold pieces in stacks of 5 each for arms
- 2 moonstones worth 25 gold each in place of hands
- A sewing dummy for a body
- An old cloak covering the rest except the hands

Walking sticks and feather staffs are its next mostly likely acquisitions, as it is certain its master will get up once he has legs.

HOMUNCULUS* (*This chaotic evil construct's vital stats are HD 2d10, HP 14, AC 14, MV 20 ft., 50 ft. fly. Its saves are mental. It attacks with a bite for 1d3 damage. Its bite delivers a poison that renders the victim unconscious for 5d6 minutes, save negates. Its special abilities also include Darkvision, Twilight Vision, and high Intelligence. XP: 58*)

*See *Monsters and Treasure* p. 49 for more information.

Where the *Homunculus* came from, what happened to his master, and the state of its master's possessions, are all left to the Castle Keeper to define.

26. BURIAL ENTRANCE AND LOOM

The steps to this room are inlaid tile. Each step holds a golden thread of a different length. The fourth step from the bottom depicts a thread that is cut into pieces. If a character has been paying attention to the steps, they notice automatically. If they ignore the designs on the steps, then an Intelligence check with a Challenge Level of 5 is required to notice one is different.

This step is trapped. When weight of more than 50 pounds is placed upon it, seven long, thin blades shoot out of the wall, aligned at different heights. If the character setting off this trap is of size small, only four blades hit them, the others striking through the air above the character's head. A man-sized creature or larger is hit by all seven. Each blade deals 1d8 damage and retracts after shooting out. A Dexterity check will allow the character to avoid the blades. The base Challenge Level of the check is 4, making the Challenge Level exactly causes one blade to miss, and for each point that

the Challenge Level is beaten by, an additional blade missed. Thus, if the character beats Challenge Level four by six points (effectively makes Challenge Level 10), they contort their body enough to avoid all seven blades.

At the foot of the stairs is the room that holds the most precious item of the Fane – The Loom of Norns. A faithful of the Three Norns can sit at this loom and weave a tapestry, and whatever is woven into the setting can be made real at a later date. Knights, demons, soldiers, a keep, all can be woven into the tapestry. The catch is that only one subject type can be included in a tapestry, and these people and things are not just created, they are summoned from elsewhere in the world at the time the tapestry is activated. They may not be pleased with sudden removal from their home.

27. TOMBS OF HIGH PRIESTESSES

This hallway contains stone-covered tombs of previous high priestesses. The tombs are sealed with blocks of stone 6" thick and engraved with their name and the years they were at the Fane. The bodies inside are just bodies.

28. TOMB OF THE FOUNDER

This is the mausoleum of the founder of the Fane, The Honorable Sir Garth Slater KOC. He founded the Fane and the Convent 100 years ago in the name of his wife, who was a devout faithful of the Three Norns. He is buried here, and has rested here peacefully for 85 years.

Unfortunately, his rest is now being disturbed by three *Tavis Wyrms*. They have tunneled here and use the Tomb as their nest, tunneling out once every few days to feed. The Priestesses are aghast that the tomb of the founder of the Fane is being desecrated. They will gladly pay a group that can be trusted (or bribed) to keep their mouth shut as much as 500 gold for the service of slaying these beasts. The *Tavis Wyrms* will defend "their" lair to the end.

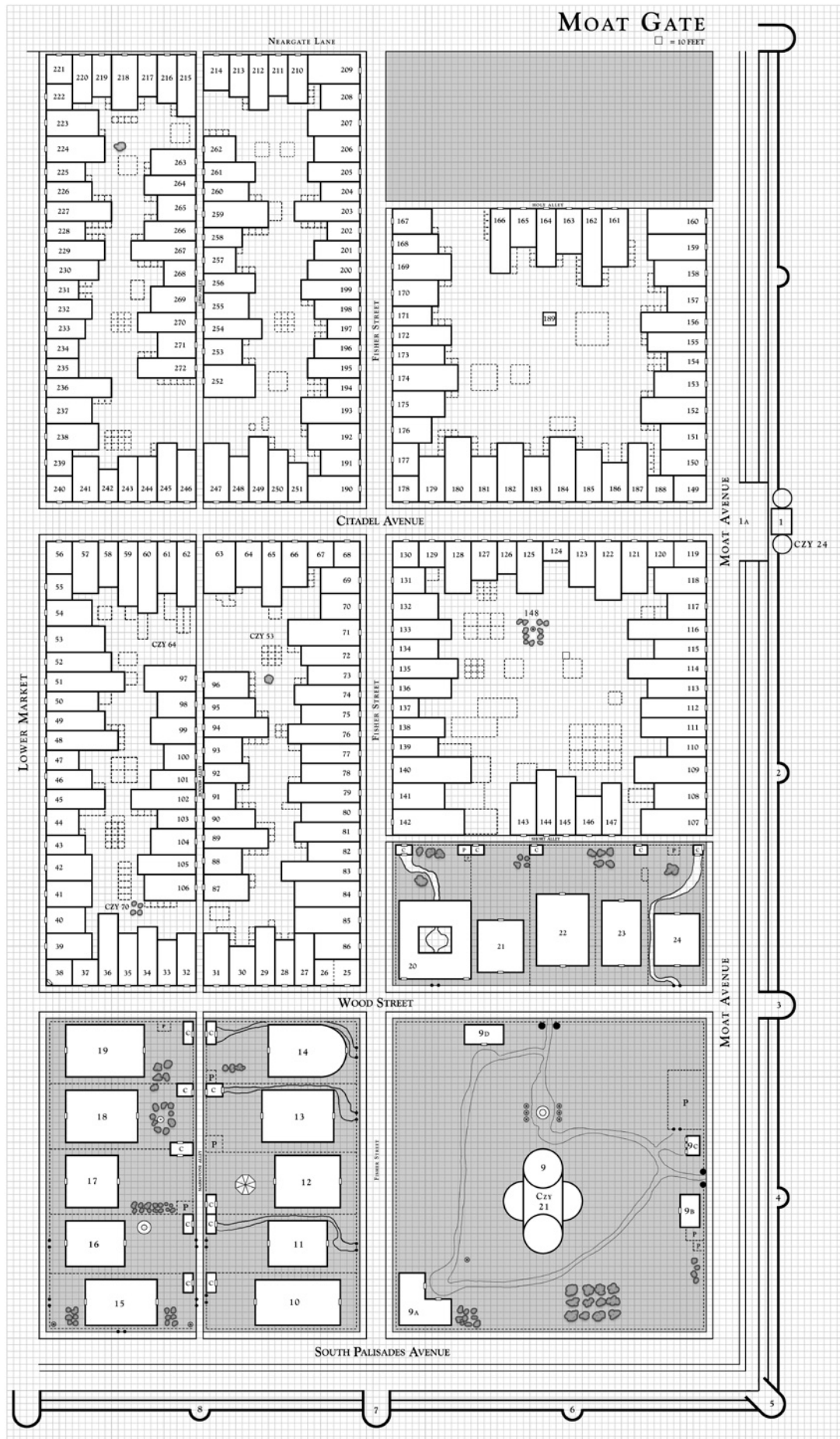
TAVIS WYRMS* x 3 (*This neutral extraplanar creature's vital stats are HD 3d8, HP 14,17,20 AC 16 MV 30 ft., 20 ft. burrow. Its saves are physical. It attacks with a bite for 1d8 damage. Its special ability is heat. When a non-magical metal weapon strikes this creature, it begins to melt, becoming useless in 4 rounds, and melted slag in 4d4 rounds, though normal damage still applies if the tavis is struck. Any creature that touches the tavis suffers 1d6 fire damage, constitution save for half. It is immune to all fire attacks. Cold-based attacks do double damage. XP: 72, 81, 90.*)

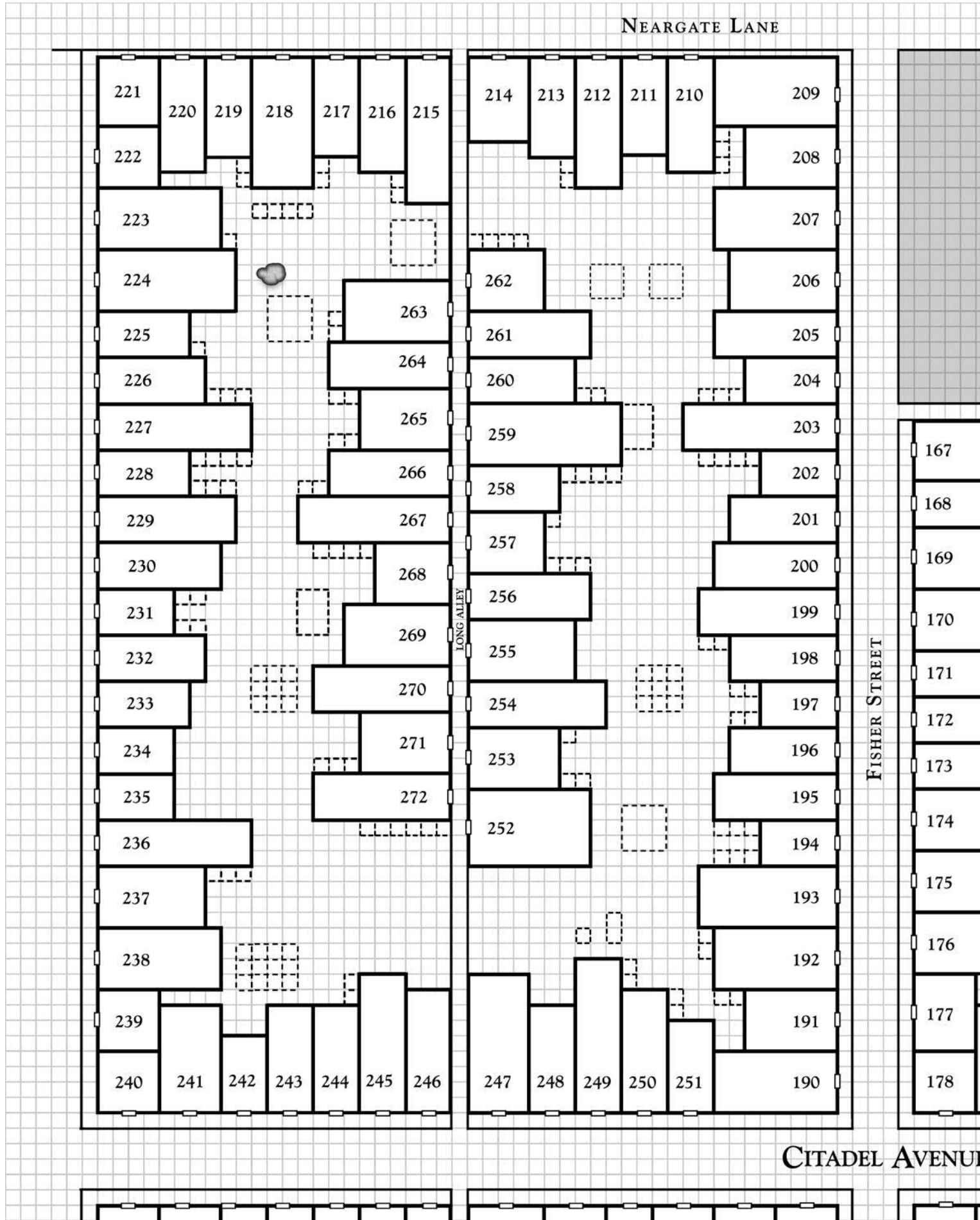
*See *M&T* p 78 for more information.

If the party slays the *Tavis Wyrms*, they will find that the sarcophagus of Sir Garth has been split asunder and a wealth of treasure has spilled out. Outside the sarcophagus lie 300 gold pieces worth of mixed coin minted more than two centuries ago, a +2 *longsword*, and a *ring of swimming*.

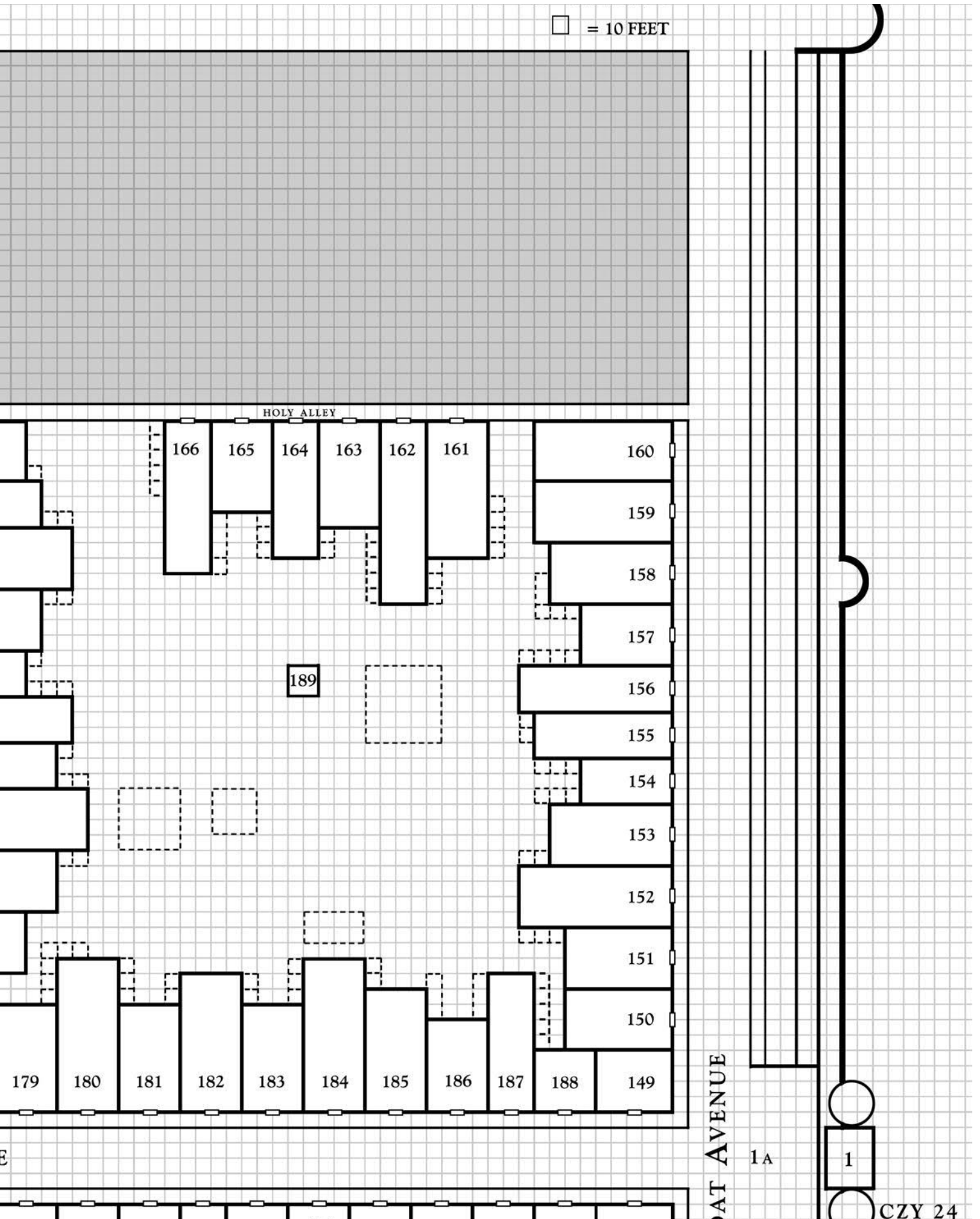
Taking this treasure is questionable at best. The Castle Keeper is advised to carefully consider the reactions of the priestesses and nuns should they discover any looting of Sir Garth's tomb.

40 YGGSBURGH TOWN: MOATGATE DISTRICT





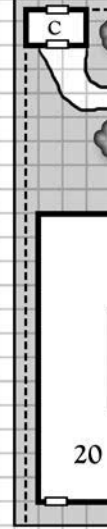
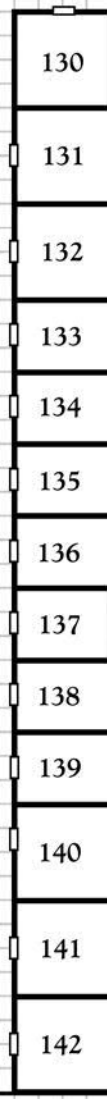
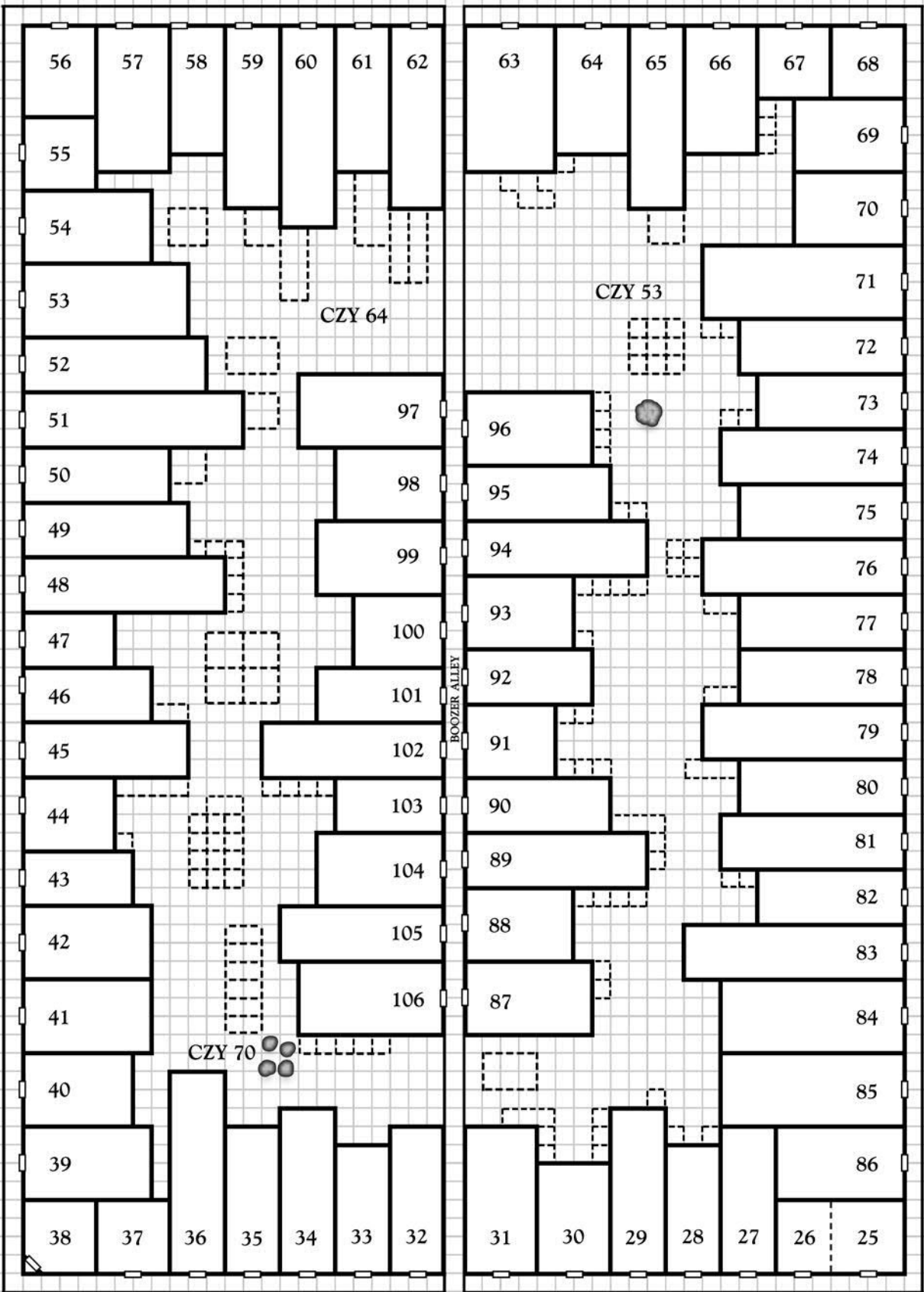
□ = 10 FEET



CITADEL AVENUE

LOWER MARKET

FISHER STREET



WOOD STREET



