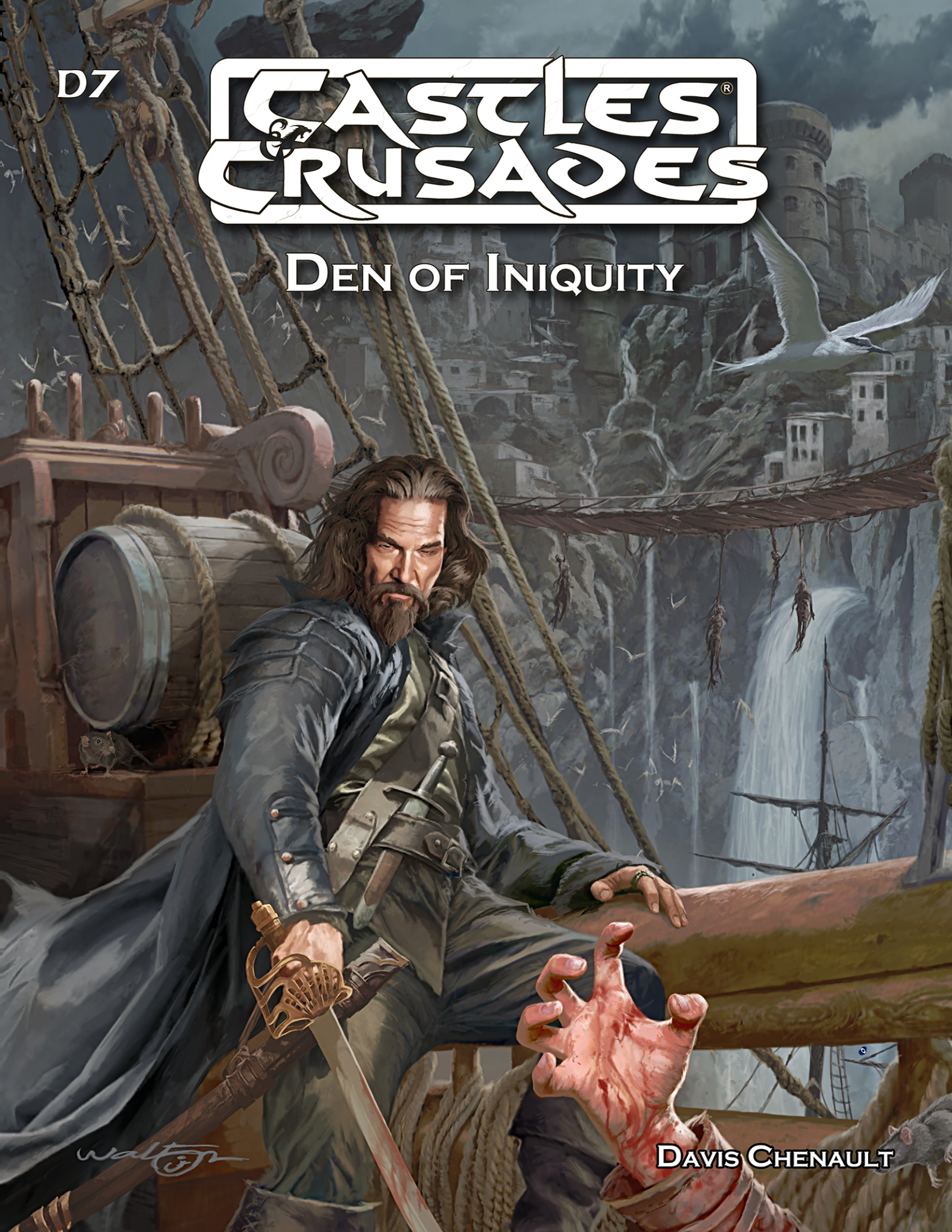


D7

CASTLES & CRUSADES

DEN OF INIQUITY



Walter

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DEN OF INIQUITY

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Raglesborg! The name is a byword for all that is wrong with Inzae. Peopled by thieves, rapsallions, bandits, reavers, cutthroats, refugees, and murderers, it is more a den of brigands than it is a city. The rabble who live here belong to no principality nor fall under the rule of any who call themselves lord or king. Many of those wretched seafarers who pirate the waters of the southern Interzae, the cruel bandits who roam the dark roads of the Graffenvold, and the outlaws preying on the weak in the war-torn Gravia eventually make their way to this city of thieves. They come to trade ill-gotten goods or revel in sins with the plunder of their criminal labors for here, there is no fear of arrest or execution for their crimes and indulgences. It is, indeed, more accurate to describe Raglesborg as an asylum for those wanted throughout the Graffenvold, the Gravia and beyond. It is a city with no connection to the world other than as a resting place for those transiting from one crime to the next.

OVERVIEW

Raglesborg: Den of Iniquity describes a remote port city that is independent of any kingdom or lord. Pirates and thieves use the city as a haven where they gather to trade goods, plan raids, find help and recuperate from combat in the relative safety of the like-minded and spirited. This module describes Raglesborg and its immediate environs. While designed for play in any fantasy setting, *Raglesborg: Den of Iniquity* is presented here as part of the Inzae campaign setting, detailed in *The Dragon's Crucible*. The information provided allows for many adventures within

the city, its environs and the surrounding region. This module is particularly useful for those players who would prefer a more nefarious lifestyle for their player characters.

The following pages contain a brief history of the city, notes about the city's culture and governance, and more than sixty encounter areas in Raglesborg. Each encounter area describes the major NPCs associated with it and offers at least one adventure hook for further development. The material presented should be amended, added to, or changed as suits your needs.

THE ARROW OF TIME

TURBULENT WATERS

A millennia ago, an immensely wealthy and powerful elite ruled the Gravia. The leaders of this kingdom became cruel and brutal as they sought ever greater control over its people and bounty. Chafing at their master's whip, the people revolted, and the whole of the Gravia plunged into a ferocious civil war. That conflict has continued through the centuries. The unrelenting violence of the civil war caused a flood of refugees to pour out of the Gravia. People sought to escape the depredations of a land trammelled beneath the rapacious desires of uncaring warlords to live out their lives in more peaceful lands. This diaspora helped to populate much of the southern Interzae.

One such group of refugees landed upon the Urstin peninsula. Nine families gathered at the end of a narrow fjord and built

a village on the hills above the bay. The remoteness and the natural protection of the fjord staved off the ravages of the world and for many generations they lived in relative peace. It would be wrong to say they prospered.

The lands around Rablesborg are dangerous and inhospitable. Crops are difficult to maintain, and herds of sheep and cattle are too often the prey of the ferocious beasts that roam the interior of the peninsula to sustain a prosperous and easy life. Life was very tough for the settlers, and the people of Rablesborg turned to the sea for more and more of their bounty.

From generation to generation, the families passed down tales of their ancestor's exploits in the Gravia. These told of lands owned and stripped away, of slights and petty feuds, of greedy lords, betrayal, and wrongdoings that would anger even the gods. Buried within the tales was a theme, a theme nourished over time. There grew a burning desire for revenge and a return to their homeland to lay claim to that which was once theirs and take vengeance for slights delivered generations ago.

It was Mandrinz Vilsbooter who first took to the sea to steer his ship to the coastlands of the Gravia. He and his men raided small communities on the coast and several merchant vessels plying their trade along the coast. Mandrinz and his crew plundered the wealth of those they found and delivered sentences of death upon the descendents of those who insulted his forefathers.

The plunder Vilsbooter garnered from these raids was not great, but to the people of Rablesborg, it was great indeed. Within a short time, others soon followed in Vilsbooter's wake and began attacking small coastal villages and plundering what ships they found on the Interzae. These attacks satiated that deep-seated desire for revenge fomented in the people of Rablesborg and the bounty supplied the goods needed to make their lives easier. Small in scope and sporadic at first, these raids became more extensive and more regular with the passage of years. The people of Rablesborg took pride in these raids, and many came to see this as an avenue to power, wealth and security.

In addition to money and goods, the raiders from this village brought in captives to serve in various capacities throughout Rablesborg. The captives served as wives, servants, laborers, skilled tradespeople and some were held for ransom. As the population increased, the raids increased and became less focused on the coasts of the Gravia and more on the merchanting vessels serving that area. Within a few generations, the ships from Rablesborg were raiding along the entire coastline of the western Interzae.

Though the people of Rablesborg did not consider themselves pirates, to the rest of those in the Gravia and beyond, these depredations were considered the work of brigands and pirates. The attacks had become so regular and brutal and costly that several merchant guilds and lords banded together to put an end to this menace from Rablesborg. A large fleet and several thousand mercenaries were employed and sent in search of Rablesborg.

The location of Rablesborg had been kept secret up to this time. The fjords on the eastern Urstin are deep, rugged and

as numerous as flies on a rotting corpse. Many rumors swirled about its location, but few outside Rablesborg knew how to navigate the treacherous waters near the Urstin and which of the fjords lead to Rablesborg.

Knowing their numbers were too small to meet with the fleet on the open water, the leaders of Rablesborg contacted others who plied the Interzae. Offers of gold were enough to engage many captains to join Rablesborg's fleet. A select few were given safe harborage in Rablesborg. When the fleets finally met, that of Rablesborg greatly outnumbered that of the Gravians. Under the command of Otto Bilter, the Veerm, the fleet of Rablesborg sent nearly 100 ships to the inky depths of the Interzae and opened the coasts of the Gravia to unchecked raids for decades to come.

During this era, called the Raglinsirt, the ships and fleets of Rablesborg came to rule the southeastern Interzae. All the vessels which carried the flag of Rablesborg were feared, and many a boat and soul of those who confronted them were sent to the murky depths of the Interzae. Villages, towns and even cities along the coast were razed to the ground or would pay ship's captains "protection money" to avoid being pillaged. Rablesborg increased in size, wealth and power. The number of ship's captains who had access to the port and who were offered safe harborage swelled. Fully half the vessels putting into Rablesborg belonged to no nation, people or creed. These were pirates and bloodthirsty reavers whose names and deeds were known throughout the Interzaa and ring down through the ages.

During this time, Rablesborg underwent a significant change. No longer were the stories of old related to new generations, family names and ties to the Gravia lost, and the loyalties which once bound those who lived here, severed. People who took to the seas and stole, looted or pillaged others rose to dominance. Within a few short generations, an entire city and society embraced piracy and brigandry. The leaders of Rablesborg, the ship's captains and others adopted this lifestyle. Like the tentacles of some million-armed octopus, those in Rablesborg made connections to all manner of outlaws, criminals, gangs, pirates, ruffians, and other sorts of foul and malignant people found in Inzae.

For several hundred years, the pirates from Rablesborg acted with near impunity in the southern Interzae. This situation changed after a warlord came to prominence in the northwestern Gravia. Aogust von Tallerst, The Heartless. He had conquered dozens of coastal cities and many more in the interior. The first task he set himself to after securing the coastal provinces was to bring about an end to the pirating of Rablesborg. Aogust assembled a great fleet.

Through guile, bribery, torture, murder, assassination and some even say sorcery, Aogust discovered that Rablesborg lay in one of the fjords on the eastern side of the Urstin Peninsula. Aogust launched his fleet. A battle upon the Interzae raged for a decade or more. Tens of thousands died, and hundreds upon hundreds of ships found a watery grave beneath the turgid and blood-soaked waters of the great inland sea. Eventually, the

fleets of Aogust made their way to the Urstin and began the process of clearing the fjords one at a time until they found the city of Rablesborg.

The battle for Rablesborg was short, bloody and brutal. No quarter was given on either side even though the pleas of the people rang so loud it is said the gods bent an ear and heard their plight. As the final hours of the battle approached, the Interzæ quaked. Mountains tumbled into the sea, and a great wave is said to have washed over the Urstin. This wall of water, two hundred feet high, sped down the fjord, picking up everything in its path and splintered it against the cliffs beneath the city.

Aogust's entire fleet disappeared beneath the waves. Aogust was never seen again and, were there any survivors, they were never heard from again. The city of Rablesborg was scoured and shattered wiping most who lived there from the face of existence. Those few from Rablesborg who had fled deep into the Urstin at the battle's beginning were the only survivors. In the years that followed, many returned encamp themselves in the ruins of Rablesborg and began rebuilding. Those ship's captains still at sea and who knew the location of the city returned as well.

It has been many centuries since that time and, though Rablesborg is much smaller than before, it continues to be a safe-haven for pirates, brigands, and others of the most nefarious type. There are fewer pirates than in days past, and they neither raid as much nor as far as when the city was in its prime, but they seem crueler now, more exacting in their depredations and more thorough in their wanton pillaging. Few of the powers in the Interzæ have the strength to confront the menace that Rablesborg presents. Others don't care to. It is said that the gods felt remorse at having destroyed so much and killed so many in the past that they took pity upon the peoples of Rablesborg and now protect them in some small measure. Others say that there are those in the city who worship the Dragon and it is the Mother of Worlds who watches over them.

Currently, there are no powers in the southern Interzæ who can muster the force to overwhelm Rablesborg. Many merchants travel in caravans and hire men-at-arms for protection.

These caravans can be large, and ships of war often accompany the convoys adding some protection.

Other merchants pay the various pirate captains to avoid attacks, though this is a dangerous proposition as the merchants never know if the captain will stay true to their bargain. Additionally, there are other pirate captains who ply the waters who have not received extortion money and may attack the merchants.

Most, if not all the cities whose livelihood depends upon trade across the Interzæ do not have the resources to attack Rablesborg or are capable of fielding large enough fleets to thwart the menace. Most of the cities or principalities are embroiled in wars on their landward side which are far more pressing. The cities closest to Rablesborg are Firstenfeld and Bergholt. Both these have warred with one another recently and depleted their resources. Further afield are Bistenorg, Himsteim, and Knokley.

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All of these cities are engaged with other polities who pose a more significant threat.

Many cities or principalities offer a bounty for pirates though. The more famed pirates bring great rewards, but even the less well-known pirates have significant rewards. The system of bounties has encouraged the growth of an entire industry of bounty hunters who ply the Interzæ seeking pirates. Often these ship's captains act as rapaciously as the pirates when in need of resources and are themselves becoming a problem. These are known as Felbooten. Some have banded together to form organizations and guilds.

A few cities and guilds are rumored to have contracts with the leadership of Rablesborg. These cities pay large sums of gold to stop all attacks on any vessels carrying that city's colors. Typically, only the wealthiest of guilds and towns can afford to pay this bounty. Confounding this are those lords, cities, or guild houses who hire the pirates to do their bidding at sea. This latter development is turning into a lucrative business in Rablesborg, with more and more of the pirates accepting money to carry out specific raids or attacks.

Not surprisingly, the jazrim of the Barlang have connections with Rablesborg. They raid in many of the same places the pirates from Rablesborg. This has led to many confrontations. The mutual interests of both have also produced some profitable trading in both the Balrang and Rablesborg. The jazrim come to port, primarily in late winter or very early spring, to trade for material difficult to acquire in their homeland. This trade is conducted quickly, as tensions rise precipitously and fights might ensue. The jazrim then return to the Barlang, typically raiding coastal towns on the way.

Brigands, outlaws, robbers, and other criminals also find their way to Rablesborg. They come from as far away as the interior of the Gravia and the Troke. As with the pirates, Rablesborg offers them safety and a place to trade and revel in the plunder they have acquired. There are not many bandits who travel here as the distances are great and travel is dangerous. They do not bring many goods but the goods they do bring tend to be highly valued.

A result of all the various arrangements mentioned above is that those in power in Rablesborg have made profound and abiding contacts with many of the criminal organizations, guilds, noble house, and others in the cities and towns of the Gravia, Graffenvold, Troke and the coastal cities of the Barlang. If one desires to find a central node around which many criminal activities occur, Rablesborg is the place to begin looking. That is, if one were brave enough to enter that city.

RAGING STORMS

A CITY ON THE PRECIPICE

The Urstin Peninsula sticks out like a crooked and broken thumb from the Schlipp in the northern Graffenvold. Broadly speaking, the Urstin is dominated by a low central valley that rises to highlands in the west and north and gradually inclines

to the east and south while declining in the southwest. Waters running from the interior tend to flow south and then west where they dump into the Interzæ in small and large falls. The western and northern coasts are dominated by deep fjords and the east coast by tall cliffs. A string of Islands extend from the northern end of the peninsula into the Interzæ.

The interior of the Urstin is rugged. Great evergreen trees reaching magnificent heights crowd the interior. Swamps, seasonally flooded grasslands, rivers, creeks, periodic flooding, and boulder fields make travel through the Urstin arduous. The soil is scoured and infertile. The uplands on the west and north are riven by deep valleys.

The interior is home to wildlife common to the Graffenvold. There are herds of mammoth, elk, deer and other herbivorous animals. The region is famed for its large elk, the antlers of which are prized handles for daggers and swords. The wolves, zwitter rorer (saber toothed tigers), bears, and other ferocious predators roam the interior of the Urstin making it a perilous place to travel.

The Urstin is home to other malevolent creatures as well. Shtumpf (trolls) are found throughout the area. These are said to be an ancient line of shtumpf and very powerful. They lay claim to the valleys, swamps, and caves throughout. Few brave the interior for this very reason. The vestigial remains of a once great tribe of Heervzjo live in the northern regions of the Urstin as well as the islands just north of the peninsula. These have taken to hiding in the caves that pepper the northern coastline and islands extending from it.

The seas are rife with fish and wildlife. Fishermen attempt to make a living off the sea along the western side of the bay where the schools are large and the fish great in size. Due to the treacherous nature of the coastline, few fishermen come here and fewer still return. Most prefer the safer waters of the fjords. There are many predatory beasts living in the waters, some so large as to be able to sink boats and small ships. Octopi live along the coastline and are found in great profusion close to the coast. A few of these are so large that they are known to have capsized the largest of ships that sail the Interzæ.

The western side of the Urstin Peninsula is a twisted maze of fjords. At the end of one of the deepest and longest fjords in the Urstin lies Rablesborg. The fjord has underwater stacks and boulders in such profusion that moving through its course is rather dangerous. There are other crooked tributary fjords leading into the main channel and even staying on the main channel is challenging.

The fjord ends in a broad bay surrounded by cliffs two to three hundred feet in height. The beach at the bottom of the cliffs reaches six to seven hundred feet into the bay. At the end of the fjord, the Gnut River (The Drink) flows over the cliffs in a steep waterfall called the Falzengnut (the Frozen Drink). The falls drop into the center of the beach, splitting it into almost two perfect halves. Above the falls, a broad valley stretches several miles into the interior. The valley floor is dominated by undulations and steep rising hills fifty or more feet in height

with the Gnut River flowing through the middle. The rises or hills on the valley floor are called Illen and they spread up the valley, numbering in the hundreds before one enters the wilds of the Urstin itself.

FALLING WATERS

WET BUILDINGS AND RUINED ROADS

Rablesborg is located at the end of a fjord. The dock area in the bay consumes most of the beach with houses and buildings climbing up the walls of the cliff. Atop the cliffs, the city extends up the valley. Rablesborg is sparsely inhabited. It once had a population of thirty thousand or more people. There are only a third that number living here now. People tend to congregate around the fortified areas of the upper portion of the city leaving large empty areas in between them. Though not part of Rablesborg proper, there are houses and small clusters of people living around the fjord a few miles down the valley. The cliffs overlooking the fjord and the tributary fjords have fortifications or buildings on them as well. There are a few people, warlords or pirates living in these fortifications though most are abandoned.

The bay is the most densely populated area of Rablesborg. Buildings are crowded around the dock and up the cliffs. The northern side of the bay is more populated than the southern half. Most of the ships dock on the northern side and conduct business nearby. The southern half has a switchback road extending up the cliff to the city proper. Elevators for moving large amounts of goods up and down the cliff area ll located on the southern side of the bay.

Above the cliffs, Rablesborg is anchored on the cliff's edge and seemingly claws its way up the river and the valley. There are eight large hills called the Atkillen in the valley. Each of these has a fortification atop it. These are population nodes with houses and buildings clustering around them. These were the locations of the original settlers and a few contain some of the only remnants of the original buildings of the city. A broken wall marks the eastern periphery of the Rablesborg though people do live well beyond it.

The upper portion of the city is large and fully half of it is abandoned. Many of the other older buildings have been taken apart and used for various construction projects elsewhere in the city. The architecture is varied and reflects blocky square influences from the far east to the more smooth and rounded styles of the west. Most of the structures are wooden but the larger buildings are almost all made of stone.

There have been several attempts at walling Rablesborg's eastern side over the centuries but only one was successfully completed. It has since fallen into disrepair and much of the brick and stone taken over the centuries for construction projects elsewhere in the city. Rablesborg extends from the wall to the east becoming more sparsely inhabited before giving way to small farms and then wilderness.

There are a few habitations, farmsteads and fortified manors outside Rablesborg. Most of these are found on either side of the

fjord. In the past, numerous forts and watchtowers were built to keep an eye on incoming vessels or for those who could afford it, some place safer than Rablesborg in which to live. Most of these places are abandoned now. The few that are not are inhabited by farmers, herdsman or those who prefer to stay as far from Rablesborg as possible yet enjoy what relative safety it offers. Virtually no one lives to the east and in the interior the Urstin Peninsula and those that do are powerful and brave.

KNIVES, AXES AND SWORDS

DEADLY NEGOTIATIONS

Rablesborg has no central ruling authority. Leadership of the city rests with a few powerful individuals, gangs or organizations called gilden. The term gilden is given in mockery of the guilds which run many of the cities throughout the Gravia and the Graffenvold. There are dozens of gilden throughout the city, each with their own territories and hierarchies. There is no tax collection from a central authority, though everyone pays money to one or more gilden for protection, by tradition, or under threat. There is no city guard, judiciary or city administration. Politically, Rablesborg is a chaotic place.

That is not to say that the city is without some structure. Over the years a measure of leadership and control or understandings and accepted traditions have arisen to bring the city under some semblance of order. When these are ignored or overlooked or when disagreements arise, violent resolution is common. One should not expect anything like justice in the management of these affairs. It is typically those with the greatest power who enact any punishment they might see fit to whomever they desire. The arrangements of the various gangs, guilds, organizations or people in Rablesborg are at least preventing it from descending into complete chaos. But, this arrangement is tenuous and, as one might expect, on the verge of collapse at any moment.

Each of the gilden rules their streets, blocks, or areas of the city in whatever manner they decide. Some are heavily reliant on violence or threat of violence to enforce their will while others focus more on protecting the members to enforce order. The make-up of the leadership of each gilden is different as well. Some leaders are elected, others fight for the right, and a few even have inherited positions. They may be run by an individual, organization or family.

The most powerful of the gilden are called the Aldermin (Which means the worthless men. This is a mocking term referring to the Firmin). There are only a few Aldermin. They exert a small or large influence over the smaller gilden in the area under their control. The Aldermin have a council of sorts. The leaders of each gather to discuss issues of importance such as punishment for prominent members of the community who break traditions or accepted laws. They also discuss trade disputes, treaties or similar. These meetings are rare and only occur when necessary.

Gilden come and go with time. Allegiances shift, members die, or the more powerful simply eradicate the opposition.

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Membership in the Aldermin shifts in time and number as well, for much the same reasons. The gilden work, if not together, not in direct opposition to one another. Or, if in opposition, at least with an accepted manner or structure of opposing one another. Within this set of agreements and customs there are murders, assassinations, spying, thievery, thuggery and innumerable bloody confrontations. One is, after all, dealing with some of the most untrustworthy, violent, short tempered and murderous people in all the world. Currently, a near perfect balance of power rests between five of the Aldermin. They control Rablesborg as much as it can be controlled or care to control it.

THE MEAN STREETS

SLIDING INTO CHAOS

Most of those who live permanently in Rablesborg come from all around the shores of the southern Interzae. There are also those from the interior regions of the Graffenvold and Gravia and as far afield as Todavia, the Hoords and the northern shores of the Interzae. This polyglot collection of peoples and cultures has produced a colorful city to say the least. Different languages, foods, customs, clothing, architecture, and social norms clash spectacularly, creating a city of a million experiences. With people arriving from all over the periphery of the Interzae, the city's nature morphs and changes as practices from around the world are incorporated into it, if even on a temporary basis.

The population of Rablesborg can reach twenty thousand people or more. Roughly 10,000 people live in the city year-round the rest being temporary and transiting through the city. Rablesborg is almost entirely dependent on food stuffs from outside as there are so few farmers and herdsman to support the city. During the winter months, Rablesborg's population swells. People from all over around the Interzae gather here to pass these months. During these times, Rablesborg is a veritable cornucopia of licentious behavior as the various crews of bandits and pirates enjoy the fruits of their labor.

Undergirding everything is a distinctly high level of violence. It is true that most of those who travel through Rablesborg are brigands, pirates or worse. It can be a violent and dangerous place for all who travel to the city and for those who live in the city. The competing crews, gangs, cabals, organizations, and individuals meet in a highly charged atmosphere in which violence is a daily norm.

One of the most important things to know about Rablesborg then, is how not to get killed. Obeying the few standards of behavior is necessary for the longevity of anyone in Rablesborg. Like any place, goods are bought and sold. Most buying and selling is conducted in public with contracts and negotiations being managed the same way. These are verbal agreements usually voiced in public so that others can hear what is being said should any disagreement arise. Disputes are supposed to be resolved in public as well. Onlookers and those who may have heard the original agreement are encouraged to participate. The crowds typically cheer or align themselves with one party or another. The person with the majority of followers typically

wins. This is not always fair or remotely just and it is not unknown for large fights to follow.

Quarrels often break out between those in Bergholt. These can be settled on the spot or taken to the Yard for resolution. Once swords are drawn, a fight to the death usually follows except in a place the Yard (though that is not uncommon). Everyone is very careful not to pull a weapon because everyone knows that once pulled, someone will likely die and there is no authority to go to should any injustice be committed. The fight settles it.

Those who do not want to end up on the pointed end of a sword, spear, or knife try to avoid confrontations. They keep to themselves or with their respective crews and are careful not to hurl insults or challenges at others. Still, it is worth repeating that fights and killings are common and no authority works to prevent it.

That said, there are times when a person acts so egregiously towards others that several of the Aldermin may band together to bring them back under control. If it is an egregious murder or crime with little or no instigation, one or more of the Aldermin may help. If someone is shown to be exceedingly or unnecessarily violent, efforts are being made to bring that person in line by bribery, contacting their superior or handler or, finally, killing them. The worst of all crimes is divulging the location of the city to outsiders. For any of the Aldermin to become involved, there must be a very good reason. Typically, this reason involves a bag of coin.

Another route to achieve some 'justice' has developed over time, though it is rarely used is through Judicars, the 'men of retribution.' Should someone be wronged or be desirous of retribution for some abuse, friends or family of the aggrieved must turn to friends, family, or men-for-hire to help settle the affair. The latter are called Judicars. The Judicars are feared by most as their idea of settling affairs has a mortal finality to it. They also cost a lot.

Most barter occurs in the various trade houses or markets throughout the city. The public nature of trade helps reduce the potential for thievery, lying, cheating, and murder. This reduces the potential but does not even come close to its elimination. No taxes are levied on anything though the gilden in the area in which the exchange occurred may require some portion of the exchange or a flat fee as compensation for the protection they offer.

It is an oddity that there is very little street thievery or burglary in Raglesborg. Perhaps this is because there is no protection from punishment should one get caught, perhaps there is too little to take, perhaps it's the sudden, quick, and brutal punishments for those who are caught. Punishing a thief is typically handled by the victim of the crime. Any punishment can be meted out. For example, if one were to catch someone stealing an apple, the person who catches the thief can cut off a finger off, a hand, or a head.

Raglesborg is not for the faint of heart.

THE ALDERMIN

THE BRUTAL TRUTH

The Aldermin are a loose group of the wealthiest and most powerful gilden in Raglesborg. They have some nominal control over the city, more or less acting like a big protection racket for those in Raglesborg. The Aldermin collect a 'tax' from the populace or other gilden and in return they offer protection from other gilden, aldermin, or the various criminals, pirates, and brigands who are in the city. Most of the merchants and the more permanent residents of the Raglesborg are forced to contribute to the aldermin on a regular basis. Those who are of a more itinerant nature are occasionally asked or forced to pay a fee to stay in Raglesborg. Those that do not are left to fend for themselves or killed.

Those gilden which are considered members of the Aldermin changes frequently. Shifts in power, wealth, influence, followers, and other factors all contribute to cause fluctuations of power within each gilden and with reference to one another. Each of the members usually fields a small group of enforcers, though none has ever gained enough power to rule the entirety of Raglesborg.

There are currently five members of the Aldermin. They each control a section of Raglesborg with disputed and neutral territories between them. These groups occasionally battle each other for more control of the city. The cobbled streets can turn red with blood at these times. The groups are made of freebooters, sell swords, and occasionally, a loyal member. They are a rough lot. Many are wanted in other lands and so remain in Raglesborg for safety. In some cases, whole pirate crews or gangs of brigands hire off to a gilden only to leave suddenly should the winds of fate provide them an opportunity to make gold elsewhere.

VILKERS

The Vilkers are led by Thomas One Eye. In his younger years, Thomas captained a vessel and was notorious throughout the southeast of the Interzae. Such a large price was laid in his head that his 'loyal' followers betrayed him. Having escaped several attempts to capture him, Thomas made for Raglesborg. It took him some time, but he managed to build a group of followers and form his own gilden, eventually rising to the heights of power in the city. This is something that has not gone unnoticed by other captains.

The Vilkers are a violent lot and quick to take vengeance for any slight. They are also an aggressive group attempting to gain control over ever more territory within the city. Thomas the One Eye intends to lay claim to all Raglesborg before he dies. This has put him and his group at odds with everyone and tensions are mounting. Currently the Vilkers control two districts on the outskirts of Raglesborg; Fastelbrok and Lerekseim. The Vilkers rule these districts rather loosely as Thomas One-Eye is focusing his attention elsewhere. While so distracted, another gilden has gained enough strength to challenge the Vilkers control of Lerekseim.

THOMAS ONE EYE (He is a lawful evil, human multiclass fighter 7/rogue 3 whose vital statistics are HD 7d8, HP 42, AC 18. His primary attributes are strength, dexterity, and intelligence. His significant attributes are strength 14, dexterity 13, and intelligence 14. He wears +2 leather armor, +1 gloves of protection, and +1 bracers of defense. He carries a +2 scimitar, shield, a +2 dagger, a bag of tricks and a stone of good luck. He has 1,000 gp in coin and jewels on his person.)

Mark Spangler (He is a lawful evil, human rogue 6 whose vital statistics are HD 6d6, HP 29, AC 16. His primary attributes are dexterity, constitution and wisdom. His significant attributes are dexterity 17 and wisdom 14. He wears +3 leather armor and gloves of the pickpocket giving him a +2 to any pick pocket attempt. He carries a dagger of venom, +1 short sword and dust of disappearance. He has 2,000 gp in coin and jewelry.)

THUGS X20 (These are chaotic evil, humans whose vital statistics are HD 1d8, HP 6, AC 13. Their primary attributes are strength and dexterity. They wear leather armor and shield. They carry short spears and short swords. They have 20 gp in coin and jewelry.)

MINTERMIN

The Mintermin are highly organized, with their own uniforms, weapons and a strict hierarchy of leadership. Of all the Aldermin, these are the most organized and the most efficient. The group is currently lead by Somsof von Bolderink, a dour and angry person who is an unrepentantly viscous man.

The Mintermin collect their taxes and keep peace in the district using rapid, public and cruel punishments for those who fail to do their duty. This organization would be larger and stronger were it not for the gruff, dismissive, and ultimately cruel behavior of Somsof. On the other hand, it was Somsof's force of will that brought the Mintermin together under one banner and without his leadership, this gilden would quickly dissolve.

The Mintermin control the Hirszenhold, Ardinfield, and the Rattenbillt. None in these areas challenge the Mintermin's rule, but the local gilden are constantly fighting with one another and those in other districts.

SOMSOF VON BOLDERINK (He is a chaotic neutral, human barbarian 8 whose vital statistics are HD 8d12, HP 68, AC 19. His primary attributes are strength, constitution and dexterity. His significant attributes are strength 14, dexterity 17, constitution 16 and charisma 13. He wears +2 hide armor and +2 bracers of defense. He carries a +2 flamberge of wounding, a +3 hand axe of puncturing, a ring of spell resistance 5, and a horn of fog. He has 5,000 gp in coin and jewelry on his person.)

HENDAL ROTTENSKEEN (She is a lawful neutral, human cleric 7 whose vital statistics are HD 7d8, HP 51, AC 19. Her primary attributes are strength, wisdom and intelligence. Her significant attributes are strength 13, dexterity 15, intelligence 16 and wisdom 17. She wears a chain hauberk of damage reduction 3, a +2 shield of faith, a +1 helm of protection, a ring of spell shooting stars, and a diadem of spell storage. She

carries a +2 wolf spear, a staff of commanding, and +2 dagger. She has 2,000 gp in coin and jewelry on her person.)

THUGS X10 (These are chaotic evil, humans whose vital statistics are HD 1d8, HP 6, AC 13. Their primary attributes are strength and dexterity. They wear leather armor and shield. They carry short spears and short swords. They have 20 gp in coin and jewelry.)

SABBLIMMIN

Karl Ortoff von Bilderborg rules this gilden with an iron fist. He is known for unrelenting and unusual tortures. The threat of torture is enough to keep most of his followers under control. Oddly, he rarely uses torture or any type of punishment to keep his followers obedient. It seems the threat is enough. On the other hand, if Karl has not had the opportunity to punish anyone in some time, he randomly selects a person to frame and punish just to insure everyone knows what would happen should they disobey him.

The Sabblimmin are variously diligent about collecting their fees and taxes from the populace. They are also incapable of settling on a set fee so that, depending on need, the fees one pays vary greatly. Sometimes it is so great as to completely ruin a merchant or inhabitant. Despite this, they usually do little more than threaten people to get their money or service. The Sabblimmin control the Barzenbruk and Rattenbillt. They have little presence in the latter and care little for it.

KARL ORTOFF (He is a chaotic neutral, human monk 8 whose vital statistics are HD 8d12, HP 78, AC 20. His primary attributes are constitution, dexterity, and charisma. His significant attributes are strength 14, dexterity 16, intelligence 14 and charisma 17. He wears a +1 belt of defense, +2 bracers of defense, +1 brooch of defense, gloves of ogre strength and boots of silent movement. He carries a +2 cat-o-nine tails, +1 dagger of venom and a +2 scimitar. He has 1,000 gp in coin or jewelry on his person.)

FEDOR VON BELWIT (He is a lawful evil, human assassin 6 whose vital statistics are HD 6d6, HP 29, AC 17. His primary attributes are constitution, dexterity and wisdom. His significant attributes are constitution 14, dexterity 16, intelligence 13, and wisdom 16. He wears normal clothing, +2 bracers of defense, +1 ring of protection, brooch of protection +2, and gloves of protection +1. He carries a +4 type IV venomous dagger, a robe of hiding giving +3 to all hide and conceal checks, boot of silence giving a +2 to all move silently checks, and a +1 small crossbow. He has 3,000 gp in coin and jewelry on his person.)

THUGS X15 (These are chaotic evil, humans whose vital statistics are HD 1d8, HP 6, AC 13. Their primary attributes are strength and dexterity. They wear leather armor and shield. They carry short spears and short swords. They have 20 gp in coin and jewelry.)

PATHOR GINDORS

This group runs their section of town with a gentle hand. They depend more on a willing loyalty than threat of force to garner

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loyal followers. Their fee collection methods tend to be of the less violent sort and less onerous. Their leniency is sorely taxed by those who are disloyal. For those who betray the trust of the Pathor Gindors, punishment is quick though not cruel. The bridge over the Gnut River is sometimes decorated with those hanged for such.

It is a large organization with informers in many areas of Ranglesborg. This allows them to keep ahead of events and stay in power because their numbers are small. The tentative leader of this organization is Heritz Mackler. He is a sly, cunning and foxy leader who, with a twist of his mustache can discern the intent of almost all whom he interrogates. He is the consummate leader of men. But the truth is, Heritz is one of a number of men who run the group. This membership is kept secret for, if nothing else, this is a secretive group.

HERITZ MACKLER (He is a chaotic neutral, human ranger 7 whose vital statistics are HD 7d10, HP 58, AC 17. His primary attributes are strength, dexterity and wisdom. His significant attributes are strength 14, dexterity 15, intelligence 14 and wisdom 17. He wears +2 leather armor and a +2 ring of protection. He carries a +3 hook sword or sharpness, +1 warhammer, a ring of detect lies, +2 short bow and efficient quiver. He has 3,000 gp in coin and jewelry on his person.)

BANLIN VON URLIKHEIM (He is a lawful neutral, human rogue 6 whose vital statistics are HD 6d6, HP 24, AC 15. His primary attributes are dexterity, constitution and intelligence. His significant attributes are dexterity 16, intelligence 16 and wisdom 14. He wears +2 leather armor and boots of elvenkind. He carries a +2 dagger of throwing, +2 poniard and a ring of feather falling. He has 2,000 gp in coin and jewelry on his person.)

MUDEL VON FRIEDELHEIM (He is a lawful evil, human assassin 6 whose vital statistics are HD 6d6, HP 29, AC 15. His primary attributes are dexterity, charisma and intelligence. His significant attributes are dexterity 16 and charisma 17. He wears a +3 ring of protection. He carries a +2 shortsword, +3 small crossbow, a necklace of adaptation, and dust of illusion. He has 1,000 gp in coin and jewelry on his person.)

ABEL DE ZAUSER (He is a lawful evil, human assassin 6 whose vital statistics are HD 6d6, HP 22, AC 18. His primary attributes are dexterity, wisdom and intelligence. His significant attributes are dexterity 18, intelligence 15 and wisdom 14. He wears +5 bracers of protection. He carries a +3 throwing axe, +2 short sword and a periapt of wound closure. He has 2,000 gp in coin and jewelry on his person.)

THUGS X20 (These are chaotic evil, humans whose vital statistics are HD 1d8, HP 6, AC 13. Their primary attributes are strength and dexterity. They wear leather armor and shield. They carry short spears and short swords. They have 20 gp in coin and jewelry.)

THE NIMITZMER

The Nimitzmer are a notoriously rowdy lot and have the largest membership of the Aldermin. Much of the time, the Nimitzmers do not pay much attention to those under their influence.



The leader, Goldanf Nrogarak, is aware the days of the Nimitzmers are numbered and seeks to have as few enemies as possible when the time comes. Their collections are small, except in the direst of circumstances. Much of their money comes from those arriving in port and these are treated leniently as those who arrive carry with them not only wealth but the potential for a great amount of bloodshed.

The leader of the Nimitzmer is Goldanf Nrogarak. She is in her middle age and the youngest leader of all the gilden. It is her guile, cunning and a wispy willingness to kill at the merest hint of disloyalty or disrespect which has garnered her a great fear, respect, and loathing amongst her followers. Goldanf is an exceedingly intelligent person who measures the value and worth of those under her control and tries to treat them accordingly, though often fails miserably. The Nimitzmer controls the Piles and the Vilk.

GOLDANF NROGARAK (She is a chaotic evil, human monk 8 whose vital statistics are HD 8d12, HP 72, AC 20. Her primary attributes are constitution, dexterity and intelligence. Her primary attributes are dexterity 18, constitution 15, and intelligence 16. She wears +1 bracers of defense, +1 periapt of defense and +1 robe of defense. She carries a +3 staff, +2 brass knuckles, +1 spiked gauntlet, ring of blinking and ring of zane's ire that activates once every 24 hours and cannot be removed. She carries 100 gp in jewelry on her person.)

NARAGALD LIP (He is a chaotic neutral, human bard 5 whose vital statistics are HD 5d10, HP 38, AC 15. His primary

attributes are charisma, intelligence and wisdom. His significant attributes are charisma 17, intelligence 16, wisdom 15 and dexterity 14. He wears laminar leather and shield. He carries a +2 scimitar and a +1 dagger and a circlet of persuasion. He has 1,000 gp in coin and jewelry on his person.)

THUGS X25 *(These are chaotic evil, humans whose vital statistics are HD 1d8, HP 6, AC 13. Their primary attributes are strength and dexterity. They wear leather armor and shield. They carry short spears and short swords. They have 20 gp in coin and jewelry.)*

THE FEW, THE POWERFUL

YOUR LIFE FOR MINE

There are few individuals in Rablesborg who do not belong to any gilden and whose loyalty is only to themselves or their close followers. These people rarely involve themselves in the events of Rablesborg and few want them to do so.

PATRIVEV VON BILDERBORG

Patrivev is one of the few in Rablesborg who has no allegiance to a gilden or organization. He captained a troop of free swords in the Gravia for years before taking to the sea. He then captained a vessel for several decades before coming to Rablesborg. He intends to live out the rest of his life here with those who have come with him. He now lives in a small keep on a cliff overlooking the fjord just outside Rablesborg proper. He has twenty loyal retainers who live with him.

Patrivev has a keen intellect and is an acute observer of men. He senses fear and hesitation like few others and chooses to act when action is most likely to produce his desired outcome. He is a ruthlessly efficient commander, brooks no disloyalty and is quick to react to insult. His reputation in Rablesborg is such that none interfere with him or require, nor even offer, that he join a gilden. None know exactly what it is that brought Patrivev to Rablesborg. And, no one asks anymore.

PATRIVEV *(He is a lawful neutral, human knight 9 whose vital statistics are HD 9d10, HP 76, AC 22. His primary attributes are charisma, constitution and strength. His significant attributes are strength 15, constitution 15, intelligence 14, and charisma 17. He wears +3 full chain suit, +2 large shield, and a +1 helm of protection. He carries a +2 heavy lance, +3 longsword, +2 battle axe, destier stone horse and a rod of rulership with 200 minutes remaining. He has 5,000 gp in coin and jewelry on his person.)*

MANSTEIN *(He is a chaotic neutral, human knight 6 whose vital statistics are HD 6d10, HP 48, AC 20. His primary attributes are charisma, intelligence and strength. His significant attributes are strength 16, intelligence 15, and charisma 16. He wears a +3 chain shirt, and a +1 shield. He carries a heavy lance, +2 warhammer, +3 bearded axe, and a ring of the ram. He has 2,000 gp in coin and jewelry on his person.)*

MEN AT ARMS X20 *(These are lawful neutral, human knight 1 whose vital statistics are HD 1d10, HP 8, AC 16.*

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Their primary attributes are charisma, constitution and strength. Their significant attributes are strength 13, and charisma 14. They wear chain shirts and shields. They carry longswords and maces. They have 200 gp in coin and jewelry on their persons.)

BALWING

Balwing does nothing in Rablesborg except wander from tavern to tavern or alley to alley, inebriated or incapacitated. He tells stories and composes poetics for his audience. Balwing has been coming to Rablesborg for several decades and remains here most of the year. Occasionally he boards a vessel to be dropped off in some distant port or even joins raids as fits his mood.

Though not universally liked, Balwing is almost universally respected and feared. Balwing's angry side is always bubbling just beneath the surface. It's as if his tales and poetics are a medicinal to keep his anger in check. Those who have crossed or challenged him rarely escape the fracas alive and those who do are sorely injured and carry scars from the encounter for life. Balwing is particularly enamored of cutting off opponent's noses.

BALWING *(He is a chaotic neutral, human bard 8 whose vital statistics are HD 8d10, HP 71, AC 21. His primary attributes are charisma, dexterity and wisdom. His significant attributes are charisma 16, wisdom 16 and dexterity 17. He wears a +3 cloak of resistance and +2 cuir bouille armor. He carries a +2 rapier of sharpness, 10 type III poisonous darts, a dagger of wounding, a stone of alarm and a circlet of comprehend languages. He has 8,000 gp in coin and jewelry on his person.)*

THE JESTER

She is only known as the Jester. The Jester is a well-known 'solver of problems.' She acquired a skill and penchant for killing like few others in Rablesborg or beyond have. It is rare that she is seen in Rablesborg, but when sighted, the Jester is given wide berth and universal respect, though by no means admiration. All fear her. It is said she is in Rablesborg far more often than people know because she disguises herself for anonymity's sake.

The Jester is from the far west, near the Kambrian Mountains. In the constant wars of that land she learned to kill and took a liking to it. Her skills were held in great regard eventually becoming a sell sword, then basically an assassin. It was a short journey. She comes to Rablesborg seeking employment, when bored, or trying to relax and recuperate from a mission. She has little interest in other's lives and cares nothing for anyone or anything other than herself. The Jester has the tattoo of a dragon on her back, something that, should any in Rablesborg know, would mean an instant death sentence.

THE JESTER *(She is a chaotic evil, human assassin 8 whose vital statistics are HD 8d10, HP 80, AC 24. Her primary attributes are dexterity, intelligence and wisdom. Her significant attributes are dexterity 18, intelligence 16, wisdom 16 and constitution 18. She wears a +4 sash of protection, a cloak of the bat, a leather jerkin +4, and a +2 brooch of protection. She carries a +4 venomous dagger, +3 hand crossbow, +2 short*

sword of sharpness, dust of illusion, ring of enfeeblement and boots of climbing. She has 200 gp on her person.)

DISTRICTS OF RAGLESBORG

SWORDS, KNIVES, POISON AND LIES

There are ten districts in Rablesborg. They conform to the areas around one of the Atkillen and the dock. Each district differs in small ways from the others. Some of the differences are cultural as people from different regions of Inzae cluster together. Some districts are primarily frequented by particular groups of people while other differences emerge from economics or the leadership of a particular Gilden. The section also contains the details of 71 encounter areas in Rablesborg. Each of the encounter areas contain information useful for running adventures out of, in, or near Rablesborg. A brief description of the area is given followed by important details associated with the encounter. Adventure hooks are provided in each encounter or themselves be the place of adventure.

In brief, the districts are:

PILEZ: This district covers the north dock area. Most ships dock in this district. There are bawdy houses, trading houses, taverns, bars, fishermen and others here. It is the most densely populated district in Rablesborg and receives the most visitors. The Nimitzmers control this district.

VILK: This district is the southern portion of the bay. There are docks here but most are in disrepair and the others used only when the northern portion is full. A few trade houses and bars are found here. These mostly service fishermen. This area is important because almost all transport up and down the cliffs goes through this district. The Nimitzmers control this district.

AMDELEN: This portion of Rablesborg is on the cliffs just above the bay. It is dominated by the large fortress and bridge crossing the Gnut river and Falzengnut. Most public meetings are held in this area. Some of the oldest structures in all Rablesborg are found here. The Pathor Gindors control this district.

BARZENBRUK: This is the most licentious of the districts in Rablesborg. Most of the bars and houses of ill-repute are found here. It is one of the least safe areas of Rablesborg where petty theft is common and the occasional murder occurs. The Siblimmen control this district.

HIRSZENHOLD: This district is known for its polyglot nature. People who stay in Rablesborg for more than a few weeks tend to migrate here. A large portion of the permanent residences are descended from the people of the Troke. There are others from much further afield though, to include a few jazrim from the Barlang. The Mintermin control this district.

ARDINFILD: The Ardinfield is the commercial hub of Rablesborg, though one might not guess from the scant number of shops and exchange houses. Most trade is managed in private meetings and behind closed doors. The Mintermin control this district.

RATTENBILLT: Rablesborg is no different than other cities in that the slaughter of animals and making of leather is a nasty business and relegated to certain districts. This district houses most of the meat markets and is home to most tanners. The Siblimmen control the district.

KLINGEN: This district has the oldest structures in it. Some of them stretch back one thousand years. It is also home to several families who claim to have lineage to the original founders of Rablesborg. But this affords them nothing but boasts in taverns and bars. This district is in dispute.

FASTELBROK: This district has most of the riff raff in it. Standards and expectations are set very low in Rablesborg and those unemployable, lazy, and worthless lot who can't make it as smugglers, fishermen, raiders, servants or otherwise usually find their way here. The Vilkers control this district.

LEREKSEIM: The outskirts of Rablesborg are sparsely inhabited. Most of the hunters, farmers and herdsmen live here. This district is the most insular and those from Rablesborg proper are often viewed with suspicion. The Vilkers control this district.

THE PILEZ

Pilez literally means 'docks.' This district of Rablesborg is on the north side of the bay. Most of the quays are located here. A large cobbled patio, rising 10 feet off the beach, extends roughly 400 feet back to the cliffs. Behind this are cliffs reaching nearly 400 feet in height. A waterfall pours over the top into the bay casting a misty spray over the whole dock area.

The dock is jammed with buildings of all sorts. There are tall wooden houses, squat warehouses, round buildings and others. Structures ascend the cliffs as if climbing them. Taverns, bars, fish stalls, and residences are piled on top of one another and thrown together as if something vomited houses from all over the Interzae onto the cliffs and dock. Ships and boats of all sizes crowd the dark waters of the bay. Fishermen, sailors and workers crowd the docks and quays early in the morning and again late at night. Most raiding vessels dock here, and the quays typically have half a dozen ships in dock every day.

The Pilez is varied in its nature. There are warehouses, a fortification, trading posts, habitations, taverns, bars, bawdy houses and places where many pleasures can be found. A great deal of business is conducted in this area. As ships pull in, the captains have the choice of trading goods from ship to ship, on the docks, at the various trade houses around the bay or in the upper portion of Rablesborg. Fully one quarter of all the trade in Rablesborg occurs here.

The Pilez can be a dangerous place since this is usually the haunt of most sailors, pirates, and ruffians of all sorts who arrived by sea. Most who come here are only in Rablesborg for a short time and tend to stay and carouse in places nearer their ships, compatriots and safety. They haunt one of the many bars or taverns in the Pilez or the Vilks and spend much of their time drinking and gambling or looking to do so. If one keeps their nose out of other's business and keeps clear of confrontational acts and insulting people,

much of the violence can be avoided. Though, fighting and an occasional killing in bars and elsewhere is not an uncommon occurrence and by some considered a pastime.

The Nimitzmer has a great deal of influence over this district. Most of the locals pay them for protection or otherwise serve them in whatever capacity they might.

The Nimitzmer occasionally collect fees from those disembarking here. Though they have found it easier to strongarm the local merchants for a share of the proceeds of any trade conducted in this area rather than confront ship's captains demanding specie. This has created quite some tension between the merchants and the Nimitzmer.

1: VENDEL PRAO (TAVERN, THE LONG PROW)

The central quay ends on a broad and deep cobbled patio. Standing at the far end, like a tumble of broken beams and masts is the Vendel Prao. Its several floors of clapboard walls, sprinkled with portholes for windows appears to be masquerading as a building that the wind and rain and the sheer ungainly bulk of it have conspired to tip over, but have not quite managed to do so. Above the entry, a makeshift prow juts out above the cobbled patio with a single banner caked in dirt so thick its color is obscured.

Inside the main room, the darkened beams and walls reflect the dull orange glow of fires in deep set fireplaces and the glowing coals from braziers. Thick tables and chairs crowd the floor while nooks and crannies spiderweb along the walls holding smaller tables that one may even consider cozy. A bar stretches the entire end of the room where kegs are piled and stacked. Barmen and barwomen wander throughout taking orders for drink and other pleasures.

The Vendel Prao is a four-story tavern. It is frequented almost exclusively by sailors. The place only serves beer and similar refreshments as well as various types of tobacco. Occasionally a block of cheese or loaf of bread is served, but this is rare and usually moldy. Anyone can bring food into the place to eat while drinking, gambling or otherwise engaging themselves. Rooms are for rent in the upper floors. These rooms are usually taken by sailors when a lot of ships are in port. As this is the Vendel Prao's primary clientele, it can empty as quickly as it fills.

This is the first stop for many of the sailors who arrive in Raglesborg. When it is full, the celebratory undertakings often last well into the night only quieting down in the early morning. The bar is a rowdy place and fights are not uncommon, especially between the crews of rival ships. Though by convention and unwritten agreement, these fights are usually taken to the Yard (see 11 below) for resolution.

The owner, Rudger von Bergholt, is a tall and portly man with a full head of hair and beard stretching to his considerable waste. He is quite witty with a biting sense of humor. Usually he is only concerned with the business of serving beer and selling

rooms. However, his position as owner of one of the largest and most frequented taverns in Raglesborg has given him access to information and knowledge like few others and his discerning dissemination of that information has turned into a lucrative business itself.

The ground floor is the bar area, the second floor only has four large common rooms. The upper floor consists of a dozen or so multiple rooms and the fourth floor is for single rooms, there are 6 single rooms. Below are the average costs of drink and rooms. These prices can easily double when the port is full and are half as much when the port is near empty.

Beer low	5 cp
Beer Medium	10 cp
Beer High	15 cp
Tobacco common	2 cp
Tobacco rare	1 sp
Common room	15 cp
Multiple Room	1 sp
Single Room	6 sp

ADVENTURE HOOK

One of the servers, Ethan de Hook, has come upon some information he is willing to part with should anyone seem interested in splitting the proceeds with him. One of the smaller vessels in the bay has a secret hold where a great deal of treasure is kept. Ethan de Hook has stolen the key to the door to the hold.

NPCS OF NOTE

RUDGER VON BERGHOLT (*He is a lawful neutral, human fighter 4 whose vital statistics are HD 4d10, HP 24, AC 12. His primary attributes are strength 14, constitution 13 and intelligence 15. He wears leather armor. He carries a club and +2 scimitar. He has 500 gp in coin and jewelry on his person.*)

This is the overweight, gruff owner of the Vendel Prao. His knowledge of the area is great and his price for that knowledge greater still.

KRIGILT (*It is a chaotic neutral, jazrim, fighter 4 whose vital statistics are HD 4d8, HP 22, AC 14. Its primary attributes are strength and constitution. Its significant attributes are strength 17 and constitution 15. It wears ring mail. It carries a battle axe. It has 200 gp in coin and jewelry on its person.*)

Krigilt was left for dead by his fellow jazrim. He woke from a stupor and has been biding his time ever since to return to the Barlang and exact some revenge.

BALE VON FIRSTENFELD (*He is a neutral, human fighter 4 whose vital statistics are HP 31, AC 11. His primary attributes are strength, dexterity and constitution. His significant attributes are strength 15, dexterity 13 and intelligence 8. He wears normal clothing. He carries a scimitar. He has 20 gp in coin.*)

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Bale is a rather notorious sellsword in Rablesborg. He takes virtually any job offered him and does so with little pay. His is willing to do almost anything and is a very capable fighter. His dim wit though has kept him poor, unemployed and drunk most of the time.

Rumors

- 1: A rare albino octopus has been sighted north of Rablesborg.
- 2: The jazrim of the Balrang are planning a major assault somewhere on the coast.
- 3: One of the patrons here has come to kill a ship's captain.
- 4: A treasure is hidden in an abandoned building in Rablesborg.
- 5: The PCs are being watched and someone is ready to steal from them.
- 6: There is a secret treasure trove beneath the Yard.

2: ZAENGAL (BAR, SEASWALLOW)

On the north end of the bay, a large ship with no masts nor oars rocks gently in the salty breeze. It is lashed to several mossy piers near the dock. A broad gangway extends from the dock to the main deck. The main deck is covered in a wide blue and yellow mud and dirt spattered canopy from which many colorful banners are draped. Lanterns are hung inside the canopy and across the deck casting a deep yellow aura over the entire ship and the waters around it. Tables are spread out under the deck where sailors and others take their drink and pass the day or night in revelry.

The ship is dilapidated and appears to be sinking, only buoyed up by the insistent desires of the waters to not want it in its depths. Ropes stretch from the deck in tangles, tied off to piers and posts and to the quay. A tall rear castle looms over the main deck where a banner with a black swan sitting against a white background hangs listlessly in all but the heaviest breezes.

The Zaengale is frequented by locals who do not put out into the Interzæ and a few itinerants who come to Rablesborg and leave just as quickly. It is believed by most who spend their life on the water that even entering the Zaengale would cause the curse of Radik the Bold to become theirs as well. As with most places in Rablesborg, the Zaengale is a dangerous place if one is not mindful of their manners. The locals do not take kindly to strangers in their midst. It is commonly full in the late evening.

There are small totems and protective runes carved over most of the surface of the ship. These are to prevent the curse of Radik befalling any who step aboard. Only beer and spirits are served until after the evening catch is brought in when boiled fish soup is served to those requesting it.

This ship belongs to a one-time infamous pirate, Radik the Bold, who gave up going to sea after a fateful encounter with a monster of the deep. He moored his ship, dropped anchor, and has never been on the Interzæ since that day. He claims he is

cursed and that the vile creature he encountered seeks to drag him into the depths. This belief is not entirely untrue. Radik the Bold once cursed the gods during a storm and the lords of the deeps have ever since wanted to drag him under. Should he ever put out into the Interzæ proper, a monster from the deep comes calling.

Radik traveled with a priest, Marl von Bitterborg. They are life-long friends and companions who have faced death together many times. Marl is still on board the ship and wanders around throughout the night proclaiming doom and damnation to all he encounters. He relentlessly talks about the Interzæ and its depths and the monsters found therein. He pays homage to the war god and is not too concerned with the sea gods. This is a problem for him and those closely aligned with him.

Beer (low quality)	2 cp
Beer (medium quality)	4 cp
Beer (high quality)	6 cp
Tobacco (common)	5 cp
Tobacco (rare)	10 cp
Stew	10 cp

ADVENTURE HOOK: A dwarf named Fingott Broken Axe is imprisoned in the hold of the ship. Very few know he is there. Fingott has been in the hold for ten years. In addition to being captured, the dwarf has the ill fortune of being in the hold when Radik decided he would never put to sea again. Being unable to arrange a ransom for Fingott directly, Radik just kept him in the hold. If Fingott is returned to his people in the Kragenmores, those who returned him are handsomely rewarded. Fingott would prefer to kill Radik and Marl before being returned. He is quite insistent upon that.

NPCS OF NOTE

RADIK THE BOLD (*He is a neutral evil, human barbarian 7 whose vital statistics are HD 7d12, HP 55, AC 13. His primary attributes are strength, constitution and wisdom. His significant attributes are strength 16, constitution 16 and wisdom 13. He wears hide armor. He carries a +2 bearded axe of sharpness, belt of frost giant strength, an amulet of spell resistance 6, a gem of seeing and a ring of underwater action. He has 1,000 gp in coin and jewelry on his person.*)

Radik lives in perpetual fear of the sea yet he is drawn to the deep waters. This plight has alternately emboldened Radik to take action and left him without course.

MARL VON BITTERBORG (*He is a chaotic neutral, human cleric 6 whose vital statistics are HD 6d8, HP 38, AC 12. His significant attributes are constitution 14 and wisdom 16. He wears leather armor. He carries a +2 maul of fear and a strand of prayer beads with blessing, healing, karma, smiting, and windwalking beads. He has 100 gp in jewelry on his person.*)

FINGOTT (*He is a neutral good, dwarf fighter 5 whose vital statistics are HD 5d10, HP 22, AC 10. His primary attributes are strength and charisma. His significant attributes*

are constitution 7. He wears nothing, carries nothing and owns nothing.)

A sworn enemy to those who captured him, FIngott's course in the future is clear for him to see. Though thankful for freedom, he will not leave Rablesborg without blood on his hand.

Rumors

- 1: A witch dwells in Rablesborg.
- 2: One gilden has gained too much power and others are plotting against it.
- 3: When the sun sets, voracious sea creatures enter the bay.
- 4: A ship's captain has a great treasure in his quarters.
- 5: A kreut rests at the bottom of the bay.
- 6: A thief has stolen a treasure and is hiding in the Pilez.

3: KERZENVEBL (SWORDSMITH)

A large wooden building leans out from the cliff, each floor larger than the one beneath. Makeshift, oversized polearms are used as posts to hold the upper floors in place as it seems the entire building is about to tumble over onto the dock. Large counters stretch across the front, filled to overflowing with dozens of weapons. Braziers, alight with dull orange and yellow flames, are placed regularly behind the counters.

Cedric von Bulov has owned this weapons shop for years and years. He is a gruff man, burly and always cold, no matter the weather. Having tried a life at sea, he decided he preferred staying on dry land. His business started as a few simple swaps of weapons but has grown ever since.

Cedric is quick to laugh at jokes and finds much about Rablesborg entertaining. However, he is never the first to put forth the jokes or humor as he is a cautious man, a very cautious man.

Many weapons can be purchased at Cedric's shop. He buys or trades for weapons from the ships which come to Rablesborg. His specialty is to buy worn out or discarded weapons and refurbish them. He has a shop with a small smithy in the rear of the house. Weapons prices here are higher than average.

There is a small collection of very fine weapons in the rear of the building by his workshop. Some of these are for sale. A portion of these weapons belong to his personal collection. The latter consists of some very unusual blades from around the world. He only shows these to high paying and trusted customers.

Weapons cost

Far below average	-2 to hit and damage	-50%
Below average	-1 to hit and damage	0%
Average	normal	+50%
Above average	+1 to hit and damage	+2000%
Far above average	+2 to hit and +2 to damage	+5000%

ADVENTURE HOOK

Cedric has all sorts of weapons in his collection but would like to have more. He is willing to pay great sums for weapons belonging to the Inzal or those coming from the far east. He also wants weapons belonging to named individuals or houses, such as the Axe of Count Lenstreim, the Bleeding Sword or the Donningerin. Cedric does not care how these weapons are acquired or who is hurt in acquiring them.

NPCs OF NOTE

CEDRIC VON BULOV (He is a chaotic neutral, human fighter 4 whose vital statistics are HD 4d10, HP 28, AC 17. His primary attributes are strength, intelligence and wisdom. His significant attributes are strength 13, intelligence 16 and charisma 15. He wears a +2 steel breastplate. He carries a +3 luck blade allowing 3 re-rolls a day. He has 2,000 gp in coin and jewelry on his person.)

Cedric's ponderous bulk consumes any room he enters. His cracked and wrinkled face bely an anger and hatred ready to erupt at any moment.

Rumors

- 1: There is a war hammer, blessed by the gods, in Rablesborg.
- 2: A ship's captain is obsessed with one of the weapon's in Cedric collection.
- 3: Cedric owns a 'knighting' sword from a baron in the Gravia.
- 4: The best weapons in the world are made in Todavia.
- 5: Someone is trying to call a servant of the Dragon to Rablesborg.
- 6: A fish found in the bay prophesied doom on Rablesborg.

4: OOSERMEENT (TRADING HOUSE)

This semi-circular colonnade seems out of place on the docks. Tall and narrow columns hold a roof over a bazaar nearly three times the length of a ship. A large variety of goods are displayed here: crates of food, barrels of drink, piles of rope, boxes of construction equipment, bolts of cloth, some armor, a few weapons, and even kitchenware. Large, bulky, dogs are lashed to nearly every column and sit silently eyeing everyone who walks by, ready and eager, it seems, for something to do.

This market is owned by Miloshe Yan de Binderbower. Miloshe does not own any of the wares in the colonnade. He rents out the spaces to vendors who then sell or trade their material. Miloshe provides protection to those who use his space to sell goods. This is mostly done via threat and the dogs, though he does have quite a few enforcers who are more than willing to help in a pinch. Miloshe helps arrange large trades between individuals, though these are handled in private.

The goods come almost exclusively from the ships which come to port. Occasionally goods from inland or brigands are found

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here. There is little guessing what is available at this market at any time. Most of the material sold here could not easily be dispensed with otherwise and the Oostermeent is a last resort place to sell loot.

Miloshe allows captains to sell and trade captives in his market. These transactions are all handled at the south end of the colonnade. Here, captives are placed on a podium and bid out. Most are sold as permanent servants, some are purchased for their purported ransom value and others for work aboard ship. Miloshe doesn't care, he just wants a small percentage of the trade. It is from this trade that Miloshe derives the greatest amount of income.

Miloshe also trained at the Tallerstat and is a master of the arcane arts. He has kept this part of his life a complete secret from those around him. It is a rare occasion that Miloshe uses any of these abilities, but he is prepared to do so to save his life or should it otherwise be necessary.

ADVENTURE HOOK

A noble is for sell in the market. He belongs to the elite of Firstenfeld. His return is met with great reward and fanfare. That is, unless his enemies get to him first. The noble implores the PCs to help him escape Ranglesborg, knowing his life is forfeit if he does not get back to the protection of his family.

NPCS OF NOTE

MILOSHE YAN DE BINDERBOWER (*He is a lawful neutral, human illusionist 6 whose vital statistics are HD 6d4, HP 16, AC 13. His primary attributes are intelligence, wisdom and charisma. His significant attributes are intelligence 14 and charisma 13. He wears a +2 necklace of defense, +1 ring of protection and a circlet of persuasion. He carries a ring of mind shielding and a wand of spell turning. He has 2,000 gp in coin and jewelry on his person. He has the following spell slots: 0—5 / 1st—4 / 2nd—3 / 3rd—2.*)

The secretive, reclusive, and wary merchant hides a secret that would result in execution should anyone discover it.

DOGS X12 (*These neutral animals vital statistics are HD 2d4, HP 7, AC 13. Their primary attributes are physical. They attack with a bite for 1d4 damage.*)

ENFORCERS X6 (*These are lawful neutral, humans whose vital statistics are HD 1d8, HP 6, AC 13. Their primary attributes are strength and dexterity. They wear leather armor and shield. They carry short spears and shortwords. They have 20 gp in coin and jewelry.*)

Rumors

- 1: A cursed reliquary is being sold in one of the stalls.
- 2: A valuable item has been lost and is believed to have been taken by a vendor.
- 3: A member of Miloshe's guard is a spy for another.
- 4: A servant is planning an escape and is being helped by a ship's captain.

- 5: A ransom is being delivered soon.
- 6: One of the servants of a gilden is a wizard.

5: HAUBENHUZIN (FORTIFICATION)

The falls tumble violently down the two-hundred-foot cliff covering all the docks in a fine mist. Just south of the falls, a series of spiralling steps wrap around a dozen narrow towers speckled with windows, doors, and balconies. The red conical roofs of each carry banners with a black ship on a yellow background. The towers are bent and crooked with age and cast a malignant grimace over the docks as if a dragon's maw were opened and about to devour all in sight.

A short but stout wall with but a single door wraps tightly around the base of the lowest tower. Within is the Haubenhuz, that place where audience with the Nimitzmers is allowed. The doors are always open and any and all are welcomed into a smoky chamber festooned with the trophies of much villainy upon the seas. Armed guards wait, a razor's edge from violent action, to interrogate those who arrive.

This is the fortification overlooking the docks. There are thirteen towers in the complex. The towers are narrow with few rooms in them. Stairs wrap around the outside of all the towers and lead to their respective uppermost floors and entry. Guards keep an eye on the docks and the fortification from the roof and the highest rooms.

The lower floors of each tower have at least one room but no more than three. Only the lowermost of the largest tower has an entry anywhere but that described above. This is referred to as the Haubenhuz, the Welcome Room.

The towers are intertwined with one another and stretch to within fifty feet of the top of the cliff. Despite their age and appearance, all the towers are well maintained and have been for centuries. They are slightly crooked and bent in a few places having been jostled by earthquakes. The towers are not all occupied as most of the interior is only useful as watch posts or being manned in case of war or assault.

The rearmost six towers abut the cliff face. These have access to a series of rooms and chambers built into the cliffs. Most are interconnected by circuitous tunnels or secret passages. This is where most of the occupants of the Haudenhuzen live, gather, eat, and store materials.

There are roughly 40 inhabitants in the tower including the Nimitzmers. The others are servants of one type or another and manage the cleaning, repairs, cooking and other maintenance activities the fort requires.

ADVENTURE HOOK

The Nimitzmers are always seeking to increase their membership. They prefer to test those they consider potential members. They do this without the knowledge or consent of those they intend to coax or ask to join their gilden. One of the

tests is for the potential members collect money they are owed. In this case, the Nimitzmers contract the PCs to collect money from a ship's captain who has already paid but against whom Goldanf Nrogarak has a grudge.

NPCS OF NOTE

See Nimitzmers above for details on the gang of bandits.

Rumors

- 1: The Nimitzmers have been asked to kill a notorious ship's captain.
- 2: Something unusual is hidden in the caves in the cliffs.
- 3: Jazrim are tortured and tormented in the fort.
- 4: A monstrous beast is lost in the maze of caves behind the fort.
- 5: A devil has been released in the catacombs beneath the fort.
- 6: Several members of the Nimitzmers are about to be kicked out.

6: SAILMAKER

Along the dock is an open warehouse draped with cloth, racks, and sails. The structure is airy but cluttered and crowded with material of all sorts. Rolled up sails, bolts of cloth, looms and weaving materials are piled in a seeming chaotic nature throughout the warehouse. Attached to one side of the warehouse is a tall and narrow building sticking up like the mast of a ship. The mossy stone and dark timbers of this house contrast sharply with a red conical roof out of which a single large round window looks out over the docks and bay.

This is the place of Samual Walsmorth, the sailmaker. He comes from the Troke. He came here against his will after having been taken prisoner some decades ago. His skills were useful in Raglesborg and was forced to work with a gilden making and repairing sails. The gilden long since disbanded but Samual's usefulness, known to all who lived here or came to Raglesborg, was instructed to continue working. By necessity, Samual has become the preeminent sailmaker in Raglesborg. Samual does not pay protection money to a gilden and he is considered off-limits to all others.

Samual's lingering hope is that he might return to the Troke someday. He has acquired enough money and influence that he believes he can escape the city by calling in a few favors and buying a place aboard as ship. Samual just needs the ship to take him to the Troke. This is more difficult than it may appear since no one is currently willing to take him aboard their ship lest they suffer punishment for giving a valued member of the community their freedom.

Samual is looking for someone brave enough to undertake the task though. He has the location of what he believes to be the wreck of a very fast vessel. All he needs is for someone to get to the vessel, insure it is seaworthy and then be willing to take

him to the Troke. The only problem is that the boat is wrecked in the northern Urstin Peninsula in heervzjo territory. Samual does finance the expedition and pays handsomely for his return.

ADVENTURE HOOK

Making sails may seem an easy task. This is not true. Particular materials serve particular needs and Samual has run out of the best materials. The materials can be purchased or stolen in Bergholt and a few other places in the Gravia. Samual pays well for this material.

NPCS OF NOTE

SAMUAL (*He is a chaotic neutral, human multiclass rogue 2/bard 2 whose vital statistics are HD 2d8, HP 7, AC 13 His primary attributes are charisma, dexterity and intelligence. His significant attributes are dexterity 16, charisma 14 and intelligence 14. He wears padded armor. He carries a +2 dagger. He has 200 gp in coin and jewelry on his person.*)

Rumors

- 1: A new sail design is making the ships of the Balrang faster.
- 2: Loose lips sank a ship, and Samual knows who those lips belong to.
- 3: A ship's captain is a notorious cheat and liar.
- 4: The Kralitrium (see 7 below) is in disarray and the current leader is about to be disposed of.

7: KRALITIRIUM

The cliffs on the north side of the fjord are carpeted with dwellings stacked one on top of another. These squat buildings cling to the cliffs like clams. Twisting amongst the buildings are small staircases, ramps, and bridges in an apparent random pattern, that is until one's eye lands upon a building where all the paths appear to lead. A red slate roof hangs over a large building with a balcony from which hangs a banner in the shape of a tri-sale emblazoned with a scimitar resting across an anchor.

The path up to the building is circuitous, bending and twisting amongst many houses crowded with rough and angry looking sailors, revellers and others who seem to have been too long without a fight. Approaching the building, the Kralitrium, the guild of sailors, one is met with the unsavoury prospect of getting past two hulking and brutal looking guards brandishing shimmering blades of razor sharp iron.

This is the guild house for the sailors who ply their trade in Raglesborg. Many of those unaffiliated with a captain or ship or those who are willing to trade allegiance with others come here for employment or in some cases, protection. The guild protects its own and manages its member's contracts with captains or others. This does not always work out for those involved but does often enough to make it a functional gilden. Taking advantage of the gilden or dealing poorly with it makes finding crew replacements in Raglesborg nigh on impossible. The guild

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does blacklist captains or ships if payments are not made or treatment of those contracted is outside the norm.

This gilden's leader is Boris Stog de Goot. Boris is not a good man. He treats everyone as a servant. He demands that those around him follow his orders at all times. When disobeyed, Boris is unrelenting in his punishments. When he is crossed or feels cheated, Boris is unforgiving and seeks revenge both petty and significant.

ADVENTURE HOOK

Boris feels he has been cheated. He would prefer that someone unassociated with the guild exact the revenge he desires. He wants to have a ship sunk, but not in port. He would also like the captain of the ship brought to him alive and in good condition in order to further punish the captain.

NPCS OF NOTE

BORIS STOG DE GOOT (*He is a chaotic evil, class and a half monk 6 and fighter 3 whose vital statistics are HD 6d10, HP 47, AC 16. His primary attributes are strength, constitution, and charisma. His significant attributes are strength 13, dexterity 16, and charisma 14. He wears a +1 ring of protection, gloves of frost giant strength, and boots of striding and springing. He carries a +2 spiked gauntlet and a +2 sap. He has 500 gp in coin and jewelry on his person.*)

A punishing beating awaits all those who disobey or offer any disrespect to Boris. His anger is explosive and often messy.

GUARDS X 12 (*These are chaotic neutral, humans whose vital statistics are HD 1d8, HP 5, AC 12. Their primary attributes are strength, constitution, and dexterity. They wear leather armor. They carry scimitars and saps. They have 20 gp worth of coin and jewelry.*)

THUGS X6 (*These are chaotic neutral, human fighter 2 whose vital statistics are HD 2d10, HP 14, AC 13. Their primary attributes are strength, constitution, and dexterity. Their significant attribute is strength 13. They wear ring mail armor. They carry scimitars and clubs. They have 100 gp in coin and jewelry.*)

Rumors

- 1: A captain is a liar and has unjustly thrown several sailors overboard.
- 2: The Nimitzmers and Boris are headed to a conflict.
- 3: A ship's captain needs a few raiders to augment his crew.
- 4: A treasure is hidden on the coast.
- 5: A beast lives in the Pilez and is killing people.
- 6: A Veerm, a child of the Ninzane resides underneath the Urstin.

8: THE VILK

The VilK (the Walk) is that area of the bay on the southern side of the Falzengnut. A dock covers most of the beach. There

are several dilapidated quays extending into the bay. These are rarely used other than by the fishermen who live in Raglesborg, by vessels needing repair or when the northern side of the port is full. There are a few houses, trade houses, stalls for fishermen to sell their goods, several bars and those involved in the repair of ships in this district. It is most notable for the road leading up to that portion of Raglesborg on top of the cliffs, the Starsen.

The cliff face is dominated by two structures, the Vaken and the Starsen. The Vaken is a series of towers built atop one another and abutting the cliff. This ancient fortification looks over the bay like a vulture ready to eat a corpse. This old fort has been turned into houses over the years. Mixed and mingled with the towers are dozens of small square houses piled on top of one another.

The Starsen is a broad, looping road carved into the wall of the cliff. It switches back and forth like some great snake up the cliff to the walls of the city above. Great cranes reach out over the top of the cliff like the arms of giants, heaving material up from the docks below to the city above.

The dock area has several rows of buildings arranged parallel to the cliffs. This ramshackle and rotting collection of timbers and stone appears to be slowly decaying and turning into flotsam. It is as if everyone has given up even the hope of repairing their homes and habitations or have moved to other places.

Not many people live in the VilK. It almost appears abandoned, though this is not the case. Most of those here are fishermen or involved in the movement of goods from the bay to the city above. These people are often gone or working elsewhere leaving a sense of emptiness during the day. During the evening, after the fishermen have returned, the VilK livens up. It also becomes more dangerous. The people who live in the VilK find the presence of strangers in their midst disturbing and actively discourage them from staying in the area. It is not rare that someone, who is slow to realize this, is murdered. A pall of despair lingers here like a poison that has seeped into the ground.

8: TREDLARS MILL (MARKET)

Just to the south of the falls is Tredlar's Mill. This area is bereft of all but a few large abandoned warehouses and one lone tavern. There are tables, firepits, and many tents and tarps spread throughout the area, attached to one another by poles, ropes and rigging. The ground is churned to mud from so much traffic. Several dozen people sleep on the ground. Banners dangle from many stakes depicting the flag or symbol of various ships or gangs. The whole forms a huge and ungainly village. Near the center, a lone narrow tower punctures the tents, stretching far above the lake of rippling canvas to loom as if ready to take leave of its surroundings.

Tredlars Mill is one of the more popular places in Raglesborg for trade between ship's captains and brigand leaders. The area is very busy when ships first arrive with their ill-gotten gains. It is ghostly quiet when few ships are in harbor or all trading has finished. Most any common items can be found in Tredlar's Mill at some time but the goods here are random in nature.

Tredlars Mill is overseen by Boris Verkolfen bin Hirsensfeldin and his crew of enforcers. Verkolfen and his men insure peace is kept during the trades. He also runs a tavern called the Mill. It is in the center of the tent village. The Mill is a simple affair with one large room in which beer is served for 2 cp a tankard. There are several stories of common rooms above with places on the floor for people to sleep. These cost 10 cp. The tower is attached to the tavern. It reaches a hundred feet or more above its surroundings. This is where Boris lives.

Verkolfen and his men offer to act as interpreters and/or witnesses to any transactions. The latter comes at a 10% transaction fee and is a lucrative second income for him. This can be made even more lucrative by those willing to take a bribe to remember transactions incorrectly. Being caught doing the latter can lead to immediate execution. Even suspicion of such often leads to the death of one person or another.

ADVENTURE HOOKS

Verkolfen has many problems. Most of these are disagreements amongst captains, poorly remembered contracts, thieves and constant fighting in Tredlar's Mill. He is hiring some muscle to start enforcing his will in Tredlar's Mill and bringing order to the market. This should begin, he opines, "by making an example of someone." That someone is a ship's captain whom Verkolfen dislikes.

There is a dungeon beneath a warehouse on Tredlar's Mill. It has been there for ages and ages but has been forgotten or lost to time. It houses the treasures of one of the previous owners of Tredlar's Mill. Access to the dungeon has recently been discovered by a drunkard, Wandll.

NPCS OF NOTE

BORIS VERKOLFEN BIN HIRSENFELDIN (*He is a lawful evil, human rogue 4 whose vital statistics are HD 4d6, HP 16, AC 14. His primary attributes are dexterity, intelligence, and wisdom. His significant attributes are dexterity 14 and intelligence 13. He wears leather armor and +1 bracers of defense. He carries a +2 scimitar and +1 dagger. He has 300 gp in coin and jewelry on his person.*)

Boris Verkolfen is thin with an angular face always looking cockeyed at those who speak to him. Boris often ignores what is being said, focusing rather on how difficult it would be to kill those to whom he speaks.

HENCHMEN (*These are chaotic neutral, humans whose vital statistics are HD 1d8, HP 5, AC 12. Their primary attributes are strength, constitution, and dexterity. They wear leather armor. They carry scimitars and saps. They have 20 gp in coin and jewelry.*)

WANDLL (*He is a lawful evil, human rogue 2 whose vital statistics are HD 2d6, HP 9, AC 11. His primary attributes are dexterity, constitution and charisma. His significant attributes are dexterity 14 and charisma 16. He wears normal clothing. He carries a dirk. He has 5 gp on his person.*)

Wandll is a drunk and part time pirate. He hires out when he needs money. Recently he fell in one of the wells in Tredlar's

Mill. Unknown to all, this well had a lip and a recessed portal. Rather than tell anyone about what was down the well (once he was rescued), Wandll kept this as a secret and much later, one evening, went down the well to explore. There he found a series of tunnels. He feared exploring further after he heard some growling and rumbling in the dark. He beat a hasty retreat from that dark world. Wandll is hoping to find some dupes to go down in the tunnels and inspect them, so he can go down later and take all the treasure. There is no amount of deception, lying and cheating Wandll finds disagreeable in this endeavor.

Rumors

- 1: A ship's captain intends to kill Verkolfen.
- 2: The Nimitzmer's have put a contract on Verkolfen.
- 3: Verkolfen cheats his patrons.
- 4: Verkolfen harbors a witch.
- 5: The ground beneath Tredlar's Mill is cursed.
- 6: Verkolfen is planning to unseat the Nimitzmer and over the Vilk. He is seeking help in this endeavour.

9: FALSINLIND (BAR, THE FISH HOOK)

Near the cliffs and beneath the eaves of two larger buildings is a squat structure with but a single small door and two tiny round windows. Light nervously spills out the windows and from around the closed door. A few sections of plaster remain on the exterior, but most that can be seen is the bare and bony rock and brick of the walls. Broken and shattered red tiles, stained with ash and dirt barely cling to the roof above.

This is the Falsinlind. Unless one knows the bar is here, it would likely be missed by any who walk by. A small door opens onto steps leading down to a rocky floor. Tables and benches surround fire pits over which fish of all sorts are roasted. A large cask sits on a table in the center of the room. An elderly man draws beer from it, handing it to customers.

This is a bar catering almost exclusively to those fishermen who live in Ranglesborg and the very few who live up the fjord. There are no rooms for rent. The fare is generally simple and the beer locally made. The food is, on the other hand, very good and really inexpensive. Everyone is encouraged to bring their own food to cook. This is done over any of the open fires. A half dozen or more people gather around each one late in the evening cooking fish, drinking ale, telling stories, and occasionally plotting murder, revenge, thievery, and worse.

The locals who come here try to keep to themselves, realizing that most of the outsiders who come here are as likely to spill blood as words and ale. They do band together in a fight with outsiders no matter how unfair or unjustified it might be. They protect their own first.

When ships from the Balrang are in port, it is not unusual to see some jazrim in here. The jazrim enjoy fish and since they never bring their own, the owner obligingly serves them to make

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some extra income. A few jazrim live in Rablesborg and make an appearance here when visiting jazrim are in the Falsinlind enjoying the ware. Unlike others in Rablesborg, the fishermen do not mind the presence of the jazrim. Generally, the jazrim do not cause many problems, knowing they are outnumbered and should anything go wrong, are likely to be killed.

If one is seeking knowledge of the surrounding fjord and the waters up and down the western Urstin, this is the place to ask. The fishermen here are extremely knowledgeable and a vast source of knowledge about the coast line. One must first prove trustworthiness or present coin for this information. Even then it is reluctantly given and sometimes outright lies are told to protect the location of fishing grounds or other important information.

The owner, Randulf von Biltter, lives upstairs and above the bar. He is rarely found in his quarters but down in the bar. Randulf is elderly with only a few gray wisps of hair on his head and poor eyesight. He is not very talkative, rather gruff and dismissive to strangers. His knowledge of the coastline extending from Rablesborg to the Hoords is almost encyclopedic. He even has a highly detailed map drawn on the floor of his bedroom. Something he did years ago but can no longer make out clearly.

ADVENTURE HOOK

A fisherman brought in an unusual fish. This cursed fish was brought into Rablesborg and is hidden under a tarp in a boat. The fisherman has no desire to keep it but knows going back to sea and returning it from where it was found would be very dangerous. He seeks some help in doing so.

NPCS OF NOTE

RANDULF (*He is a chaotic neutral, human fighter 5 whose vital statistics are HD 5d10, HP 42, AC 12. His primary attributes are strength, constitution and wisdom. His significant attributes are strength 13 and wisdom 17. He wears leather armor. He carries a +4 scimitar of sharpness. He has 100 gp in coin and jewelry on his person.*)

Despite his aged appearance and apparent weakness, Randulf is a foul-mouthed, aggressive, and bitter man. That is, until someone asks about his maps and knowledge of the sea.

JAZRIM (*These are lawful evil, humanoids whose vital statistics are HD 3d10, HP 22, AC 14. Their primary attributes are strength and constitution. They wear scale mail. They carry scimitars and have 20 gp in coin and jewelry on their person.*)

GRUIN VALTAMMER (*He is a chaotic neutral, dwarf bard 6 whose vital statistics are HD 6d10, HP 41, AC 14. His primary attributes are strength and charisma. His significant attributes are strength 14, constitution 13, wisdom 14 and charisma 16. He wears +2 leather armor. He carries a +2 battle axe, and a book of poetry that, when read from, casts charm person on one target. He has 1,000 gp in coin and jewelry on his person.*)

This dwarf fisherman is a rarity. Unlike like almost all his kin and kind, this dwarf enjoys the sea and fears the world beneath.

This peculiarity has left him an outcast from his own. He tried the way of pirates, but found the wanton slaughter unbecoming, to say the least. He has since taken to the sea as a fisherman and exploring the world as he can. He listens intently to tales and stories and writes many of them down. He has also become a very engaging orator, entertaining all he cares to entertain.

Rumors

- 1: The red waves have started in the center of the Interzæ.
- 2: The children of the Interzæ take and kill any and all who enter their territory.
- 3: The Dragon rumbles and the Interzæ is engulfed in waves as tall cliffs.
- 4: Many gulls have gathered in the north. Many more than have ever been seen before.
- 5: A statue has fallen into the sea and the Firmin cursed the waters nearby.
- 6: A one legged dog was seen, portending trouble ahead.

10: THE SPIT (BAR)

At the end of a rotting quay stands a tall, lonely building. Like the quay, it seems to be rotting and falling apart. The clapboard walls are old, grayed with weather and, lacking any care, dying of neglect. Many planks are missing or have been so poorly repaired that they might as well not be there. The lower floor has several small windows and the upper floors have larger windows. The highest floor is topped with a wood shingled roof in desperate need of repair. A large sign hangs over the entry depicting a spittoon.

This is The Spit. It is run by a group of sailors who quit their ship in exchange for, what they believed at the time to be a better life running a bar. The group took over this building and started buying and selling ale. They are notoriously bad at their job. They never test the ale to determine its value, repair nothing, intermittently serve food and rent rooms whenever they have the mood rather than the service. The lot are, simply put, failures.

The Spit caters to low ranking sailors. Those ranking members of crews are discouraged from coming here. Most of the upper rank shipmen follow this dictum but occasionally one wanders in, usually to their regret. The Spit tends to attract the more violent or ill-tempered crewmen as well. Fights are a common occurrence in the Spit. So common that an area right outside the rear has been cordoned off and is used as a fighting pit. It is not unusual for someone to die in the pit. This is rarely the concern of anyone other than the friends of the deceased.

Baleful Knob Ear is the last remaining of the original crew who opened the Spit. He runs the place and does so with a keen sense of threat backed up by violence. However, he rarely resorts to violence anymore to get people to listen to him. He is also aware of his limitations in a fight (having lost so many) and allows those stronger than him to have the run of the place.



He is also a spiteful little man and would not hesitate to betray someone for money or leave them in a lurch.

ADVENTURE HOOK

The Spit is a place where lies, mistruths, falsehoods and rumors are as plentiful as flies, spiders, and roaches. It is said that all dead lies come to the Spit to find a second life. Amongst the flotsam there is one truth. One sailor, Beorn Slack, claims that a witch comes to Raglesbord, purchases people at market, takes them back to her lair and sacrifices them. He has been saying this for years. He claims to have escaped the witch and came here to warn people. None pay any attention to him.

Its true, once a year a hag comes to Raglesborg and purchases a human for sacrificial purposes. She purchased Beorn a long time ago. He did escape. She knows he is here and visits him on occasion just to terrify him. The hag is in Raglesborg now.

NPCS OF NOTE

BALEFUL KNOB EAR (He is a chaotic neutral, human barbarian 4 whose vital statistics are HD 4d12, HP 29, AC 13. His primary attributes are strength, constitution and intelligence. His significant attributes are strength 13 and intelligence 13. He wears studded armor. He carries a +2 mace. He has 300 gp in coin and jewelry on his person.)

Two huge fists and a temperament to back him up has served Baleful well over the years. His gruff appearance is not a front.

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BEORN SLACK (He is a chaotic neutral, human fighter 1 whose vital statistics are HD 1d10, HP 6, AC 10. His primary attributes are strength, constitution and dexterity. His significant attributes strength 14 and constitution 14. He wears normal clothing. He carries a club. He has 5 gp on his person.)

Sacred and lonely, Beorn Slack is on of the few people in Raglesbor that is aware of the threats outside the city's confines. And no one believes him.

Rumors

- 1: A trunk of gold, the weight of a dozen men, is in the hold of a ship.
- 2: A ship's captain has decided to cashier some crew at the Spit.
- 3: A tavern owner poisons the food of people he does not like.
- 4: A spy from Bergholt is in Raglesborg.
- 5: The fish found along the coast are cursed.
- 6: The Interzae is more turbulent than ever and the Dragon returns soon.

11: BILDENVOT (BOAT YARD)

Two broad quays extend into the bay. Each is piled high with planking, barrels, boxes, crates, ropes, workbenches and a vast array of tools. One lone boat creaks noisily on the waves while lashed to the quay. The mast is broken.

Several tarps hang over the side. A burned and scarred upper deck and rear castle mark its previous battle. At the end of the quay is a long warehouse, doors open, spilling debris.

This is the boatyard. The two quays are controlled by Kurl Shortbeard, a dwarf of wicked nature. Kurl has been in Rablesborg for a hundred years. He arrived after being branded in shame as an outlaw by his own clan. He was accused of stealing gold from the clan treasury and killing the guards in order to escape. This is true, though the clan could never prove it so did not execute him. Kurl was cast out to manage on his own. He tried his hand at sea, but his fear of drowning overcame him and he has remained on land since coming to Rablesborg. He took up ship's repair by accident but has become an expert over the years.

Several dozen workers help Kurl when a boat is in need of repair. Currently there is only one in Rablesborg that needs significant repair. Kurl's business has afforded him the opportunity to become involved in all manner of deals and arrangements with other pirates. This is where he makes the majority of his money.

Due to his nature, Kurl Shortbeard is still interested in regaining the respect of his fellow dwarves but is little inclined to do anything about himself. He would prefer that others do his bidding. He gladly finances raids on the shtumpf of the interior. He pays handsomely for the head of every shtumpf slain. He then shrinks and adds these to his collection. His intention is to someday return to his clan and present the heads as evidence of his prowess. Kurl is insane to think this will afford him respect from his clan. He has been branded, accused of thievery and murder and cast out. That will never change. But try he must.

ADVENTURE HOOK

Kurl, to regain his status as a dwarf, hires others to collect shtumpf heads. He has placed a 50gp reward for any shtumpf head brought to him. Kurl does not pay this reward regularly and has made a few enemies in Rablesborg because of this. Kurl gives the PCs the location of where he believes some shtumpf are located and offers to pay for each head they bring him. Should the characters bring back the head of a shtumpf, Kurl may or may not pay or pays less than originally offered citing size, shape or other problems. Forcing the issue of payment could be a problem for the PCs. Kurl is a valued member of the community and has many supporters in Rablesborg. If the PCs force the issue of payment, Kurl asks for help from amongst some of the more powerful people in Rablesborg.

NPC'S OF NOTE

KURL SHORTBEARD (*He is a chaotic evil, dwarf, barbarian whose vital statistics are HD 7d12, HP 5, AC 15. His primary attributes are constitution and intelligence. He wears a chain shirt. He has a +3 battle axe, ring of the ram and necklace of deflection. He has 1,000 gp in coin and jewelry on his person.*)

Angry, spiteful, and consumed with a desire for status are the only words to describe Kurl Shortbeard.

Rumors

- 1: The coast along the eastern stretches of Gravia have been left unguarded because of inland conflicts.
- 2: The cedar of the Urstin is so valuable in western Gravia that a plank is now selling for 100 gp.
- 3: The monsters of the deep outside the fjord can sense traitors and come up to kill them.
- 4: Ten men are about to be hanged on the bridge.
- 5: The war in the south has depleted the coffers of Halpveg.
- 6: A shipwreck in one of the channels of the fjord holds a great treasure.

12: THE YARD (COMMON AREA)

The dark sands of the beach quickly give way to a muddy stomp surrounded by a series of irregularly placed wooden poles up to a foot in width. A sprinkling of weeds and brush have sprung up despite the heavy traffic to which the area is obviously subjected. A dozen wide wooden stands are haphazardly placed throughout the grounds.

The Yard is an area reserved for fighting. When an egregious wrong is committed, someone insulted, or a challenge made and accepted, the ensuing combat is often conducted in the Yard as a public spectacle. Hundreds of people gather to watch the fights. People make bets and offer encouragement, drink, bet and treat the whole as a celebration rather than a fight.

The stands are each made of wood and roughly 20 feet square. Participants are supposed to stay on the stand for the duration of the fight. Falling off the stand indicates one has lost, though that may not be the end of the fight and as often as not are continued off the stand. The fights can take place with fists or weapons, depending on the desires of the participants, and go on until someone loses, quits, surrenders or is killed.

The grounds of the Yard are cursed. So much blood has been spilt here over the centuries that the mud and sand itself bear the burden of all the sins of those who have perished in the Yard. Late at night and if very little disturbances are taking place, tiny fat earthworms crawl up to the surface and consume these sins. If at least ten worms are collected, ground up and cooked then the essence of cedar added, a type IV poison can be made. The apothecary in Rablesborg knows the formula. The problem is that the worms can be dangerous as they emit a spray when touched. The airborne particles are a type III poison. Everyone within 5 feet of the worm must make a constitution check or fall ill.

ADVENTURE HOOK

During a fight, one of the characters is insulted or pushed or in some manner offended. The person doing so is attempting to get into a fight to gain a bit of prestige. If the character chooses not to fight, the person continues to brazenly insult the PC until a duel is accepted. If the character still refuses to fight, the

crowd beings to pelt the PC with food and debris followed by stones and rocks. The fight is not to the death, but anything can happen. If the character wins, the insulter holds a grudge and seeks to exact vengeance in a dark alley somewhere. If the agitator wins, he begins to befriend the character offering aid and acting as an accomplice in town, though he does maintain a sense of superiority. If a character is killed, the agitator gains some notoriety and is asked to join the Nimitzmers. If he is killed, the character who killed him is asked to join the Nimitzmers. If they do not, friends of agitator seek to take vengeance on the character.

NPC'S OF NOTE

AGITATOR (*He is a neutral evil, human multiclass rogue 3/monk 3 whose vital statistics are HD 3d8, HP 16, AC 14. His primary attributes are dexterity, constitution and strength. His significant attributes are dexterity 16, constitution 16, intelligence 13, and charisma 7. He wears leather armor. He carries a dagger and brass knuckles. He has 10 gp on his person.*)

Agitator is petty and engrossed by a need to feel superior to others.

THUGS (*These are chaotic neutral, humans whose vital statistics are HD 1d8, HP 5, AC 12. Their primary attributes are strength, constitution, and dexterity. They wear leather armor. They carry clubs and saps. They have 5 gp on their person.*)

Rumors

- 1: The earth of the Yard is cursed with the spirits of the dead.
- 2: A ship's captain is planning a series of fights with those he captured.
- 3: Poisoned blades are often used in combat.
- 4: The heads of the gilden have decided to end the fighting in the Yard.

13: ALISTAR'S GOODS

This small building sits on the corner of a street. It crowds out the buildings to its left and right with overhanging balconies and a preposterously large roof. Several large doors and bay windows open onto the street. Behind is a dark room with several greasy lanterns hanging from the ceiling. Within is a vast assortment of goods such as barrels and crates, weapons, clothing, trunks, jars, wheels, construction materials, and even furniture.

Many of the ships coming to port have material with them that few in Rablesborg find useful or that cannot be rid of quickly or through agents. Alistar is one of those people who finds the small and mundane potentially useful. He buys the goods no one else does. Often, he gets these things for far less than they are worth. He then sells them in Rablesborg or through his many contacts; other merchants whom his agents meet at sea or in Rablesborg.

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Alistar is not a good person. He is in fact a rather cruel person, liar, cheat and petty thief. He takes advantage of everyone he can. Alistar sells broken goods, rotted food and ripped sails knowing full well that what he sells is worthless or no good. For this reason, Alistar has a few enemies within Rablesborg and without. Alistar's is only allowed to exist because he pays a hefty sum to the Nimitzmers every month. He also avails himself to them in times of need, whether financial or otherwise.

Alistar has a few items he has not sold. He is an avid collector of books and tomes and scrolls. He reads most everything he can get his hands on and, if pressed, pays more than those items might be worth. Few know this and he tries keeping it this way. From talking to him one would never guess he is the most erudite person in all Rablesborg.

ADVENTURE HOOK

Alistar has a problem. He needs a new group of negotiators to meet with merchants to whom he sells goods. Several merchants have begun to balk at his prices and the quality of some items purchased in the past and are threatening to quit working with him or reveal to others what it is he does and how his prices are unfair. Alistar has not taken this lightly and would like some guards to accompany his next shipment of goods to these merchants. The task he sets before his newfound negotiators is nothing less than convincing those merchants they meet to comply with all previous agreements.

NPC'S OF NOTE

ALISTAR (*Alistar is a lawful evil, human class and a half rogue 5/bard 2 whose vital statistics are HD 5d8, HP 26, AC 15. His primary attributes are charisma, dexterity and intelligence. His significant attributes are charisma 15, dexterity 13 and constitution 13. He wears +2 leather armor. He carries a haversack of handiness, a +2 shortsword, and a vial of type IV poison. He has 1,000 gp in coin and jewelry on his person.*)

Rumors

- 1: The owner of the Oosermeent is a thief and scoundrel who cheats his customers.
- 2: Several ship's captains are spies for Firstenfeld.
- 3: The Pathor Gindor's are planning to attack the Nimitzmers.
- 4: A collection of valuable scrolls are locked away in the fort in the upper city.
- 5: A fight between two crews is immanent.
- 6: A poorly guarded is being brought down the Urstin to Rablesborg.

14: VAKEN

A crowd of thin, square buildings mixed with round tall towers, crumble up the cliffs on the south side of the falls. There are dozens of these houses and towers piled atop one another or leaning against each other for support. Each is stacked on top of another at an odd

angles or as offset squares precariously balanced on top of the one below. There are doors, balconies, windows, and ledges reaching out from the buildings in a cacophonous scramble. The entirety of the architecture is a bit confusing to the eye. Making it worse are the drying clothes and fish strung between the buildings and, at the highest point, several bodies dangle from nooses. People are gathered outside the buildings, on the steps leading up the cliff, balconies, and ledges. It is a noisy place, replete with drinking, carousing, and verbal warfare. The towers look altogether uninviting and in all, appears as if the cliff has erupted in gigantic molars and canines full of cavities and worms.

The Vaken houses an unknown number of men, women, and children. These linger, gather, and cavort in small and large groups on rooftops and balconies as if none had anything better to do. Clothes are hung out to dry on long lines. Fish are hung out to dry in the hot sun alongside the clothes. The smell of refuse and the unwashed consumes the air around the Vaken like a hungry gnat. The swill of those living here tumbles down the steps and cliffs and walls to gather and pool before slowly draining into the bay. On cool days the smell is nearly intolerable. On hot days, it is enough to make a strong man gag.

There are only several hundred people who live here in the Vaken. Most of these are fishermen and those who do odd jobs around Rablesborg. Occasionally one finds a sailor or other who has fallen on hard times. The people of the Vaken tend to keep to themselves and even have their own sign language. They also all know each other. Anyone caught in the Vaken who does not belong is summarily beat and thrown out. Occasionally the person is killed. Those caught using their sign language and not of the Vaken are typically murdered.

There is no leader of this group, rather, there are a group of men and women who are consulted if there are issues of concern or otherwise might affect the Vaken as a whole. Other than this, the people here are left to their own ends.

ADVENTURE HOOK

The Vaken holds a secret. A few of the towers along the cliff once belonged to a fortification. The fort had access to a myriad of tunnels built into the cliff. These were long ago sealed and have almost entirely passed out of memory and knowledge. One of the tunnels has recently been opened. A few homeless children explored the interior and came out terrified. They hastily sealed the opening and told no one of their experiences. Recently, they visited the tunnel entry and found it reopened. Deep claw marks were found on the wood used to seal the tunnel.

NPCS OF NOTE

GAMANULF (*Gamanulf is a chaotic neutral, human fighter 4 whose vital statistics are HD 4d10, HP 27, AC 12. His primary attributes are strength, dexterity and charisma. His significant attributes are strength 13 and charisma 14. He wears leather armor. He carries a club and short sword. He has 10 gp in coin and jewelry on his person.*)

Gamanulf is the appointed leader of the Vaken. The gruff old man is a capable leader in so far as making people obey him. His rather arbitrary rulings, on the other hand, leave a lot to be desired.

Rumors

- 1: A monster haunts the Vaken, kidnapping the old and infirm.
- 2: The fishermen have decided to exert their independence from the Nimitzmers.
- 3: The abandoned portions of the Vaken contain ancient treasures.
- 4: A curse is laid upon all who live within the Vaken.

AMDELEN

The Amdelen covers that portion of Rablesborg at the top of the cliffs and overlooking the bay. The area is centered around a bridge and two large towers at either end of the bridge. This structure is called the Burinblet and is the home to the Pathor Gindors, the Aldermin who currently have control over this district. These two large towers and bridge were once the center of activity and administration in Rablesborg. Though they no longer serve that purpose, the traditions of old still linger and many public disputes are handled in the Burinblet or nearby.

The Bridge is also the place where traitors are hung, and it is not unusual to see several bodies dangling from the bridge.

The Amdelen is one of the smallest of the districts as the Pathor Gindors are one of the weaker gilden in Rablesborg. It is also one of the districts with the smallest and most dispersed populations. It is also home to several of the more important taverns and meeting places in Rablesborg. Most of the Ship's Captains handle their affairs with other Captains in one of the taverns or bars here.

Occasionally disputes are settled in public arenas where arguments are laid forth by either side. That typically occurs in the Amdelen. Most of these disputes are handled peacefully or at least amicably. Grudges, and there are many, are settled elsewhere.

Most of those who live here are involved in portage of goods from the bay to the upper portion of the city. They also serve as sailors, repairmen or as workers in any other odd jobs needing done around Rablesborg. They all pay to their local gilden and receive protection for it. Many are also allowed to stay in the Burinblet should they find themselves without a place to stay.

The Pathor Gindors rule with a lenient hand, depending upon loyalty and reciprocity for their power. This works out for the most part. There are times when debts owed become too onerous and the debtor begins to get the upper hand in any negotiations.

15: BILDENBORD (BOAR'S HEAD)

A long wooden walk stretches the entire length of one side of this street, acting as a porch for one massive building. An awkward, poorly built, canopy extends over

the walk and into the street. Along the wall underneath the canopy are the mounted heads of numerous types of wild animals. The eyes of the deer, elk, boar and bear all follow those who walk up and down the canopy. A single large door, with a massive boar's head above the lintel, opens onto the interior.

Within is a broad room with tables and chairs spaced far apart giving the room an airy feeling. A massive boar's head sits above a counter to the south side of the room. Two large fireplaces are opposite one another. A single large staircase leads up to a balcony and walk where there are doors to the many rooms upstairs.

The Bildenbord is a tavern which has become a favored meeting place for captains, brigand leaders, other powerful individuals or those in the upper hierarchy of an organization. It has become a traditional neutral space for those people to rest, recuperate, and meet. For the most part this is respected by all those who patronize the Bildenbord.

This tradition is enforced by Rihgelt Von Hilt. He is an aged killer, an assassin who runs a small guild of killers who ply their trade in the Gravia and the Graffenvold. He also uses his men to enforce the traditions of the Bildenbord. Should anyone disobey the edicts and traditions of the Bildenbord, Rihgelt bides his time to enact a punishment. This always ends in a killing and everyone knows it.

ADVENTURE HOOK

Rihgelt is looking to recruit a new member or two for work in Bergholt, Firstenfeld or the regions between those two cities. He carefully assesses any individual and offers them some small jobs such as gathering information, spying etc. Later, and after much training, the jobs become more dangerous and deadly.

NPC'S OF NOTE

RIHGELT VON HILT (*Rihgelt is a lawful evil human assassin 8 whose vital statistics are HD 8d6, HP 2, AC 19. His primary attributes are dexterity, wisdom and charisma. His significant attributes are dexterity 17, intelligence 16, wisdom 16 and charisma 16. He wears a +3 leather jerkin, +2 ring of protection and boots of stealth. He carries a +3 shortsword of sharpness, a +2 hand crossbow and a +4 dagger of wounding. He has 1,000 gp in coin and jewelry on his person.*)

Rumors

- 1: A meeting of Captain's is about to occur.
- 2: A bounty is placed on the head of a prominent merchant in Firstenfeld.
- 3: A captain is looking for a raiding crew.
- 4: A disagreement about the allotment of loot is turning into a mutiny.
- 5: A dispirited captain is seeking revenge.
- 6: A ship carrying much gold is leaving Bergholt for the Troke.

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16: LABZAR (THE BAZAAR)

The broken cobbles and muddy holes of this twisting street are lined by ramshackle stalls and a single story building whose collapse is underway. The stalls and buildings are mostly empty with little more than mud and garbage filling their open spaces. A few, however, bored and listless souls weakly hawk wares to those who wander this street. It is a lonely place, as if abandoned by even the wind.

The bazaar is not owned by any single person, though it is overseen by one person Odomir Von Relfthensen. The goods sold here are those left over from elsewhere, the junk of the garbage. There is very little of any real value at the bazaar though one may find a good deal on some food, barrels, household necessities and the like.

Odomir prefers it this way and actually puts quite an effort into insuring no one sells anything of value in the bazaar. If something does arrive, he usually purchases it for himself. This keeps the place empty and easy for Odomir to keep a watch over. Odomir can usually be found wandering through the empty stalls or sitting smoking a pipe and drinking some tea somewhere inside.

Odomir has a secret bazaar beneath the streets of Raglesborg. One comes by invitation only. Odomir makes sure he knows the people he invites and swears them to secrecy before they are allowed to enter.

There are perhaps fifty people and no more who know of the place and they are some of the wealthiest members of the town and of the ship's captains.

This bazaar is more like an auction house. Here he sells all manner of high value goods; people of noble birth, potions concocted in the far corners of the world, rare texts, weapons and art work. When he does open it for bidding—at completely random times, those who come are very happy to be invited. No one knows how the material is gotten or who brings it in (though many suspect) and no one asks.

ADVENTURE HOOK

Always on the search for the rare and wonderful, Odomir has his eyes on a piece of artwork in Bergholt. This could be just the beginning of adventures for the characters to travel the world over in search of unusual and rare magic or material.

NPC'S OF NOTE

ODOMIR (*He is a lawful neutral, human multiclass wizard 7/assassin 7 whose vital statistics are HD 7d6, HP 27, AC 18. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are dexterity 15, intelligence 16 and wisdom 13. He wears a +2 cloak of displacement, a +3 ring of protection and +1 smock. He carries a ring of charm, ring of hold person, +3 dagger of venom, and wand of hold person. He has 100 gp in coin and jewelry on his person.*)

Rumors

- 1: The bazaar is the hiding place of a great treasure vault.
- 2: Rare and wonderful items can be had if one knows the right question.
- 3: There is naught but death and rats in the bazaar.
- 4: The best deals on cookware are in the bazaar.
- 5: A plague killed most of the people who went to the bazaar.
- 6: The poor and homeless gather in the bazaar at night to sleep.

17: THE MAMMOTH (TAVERN)

On the edge of the cliff overlooking the bay is the Mammoth. The tavern appears a series of covered and walled landings tumbling down a steep hill and cliff face giving the Mammoth the effect of a waterfall flowing down to the fjord. Broad wooden steps beckon to a wide entry from which laughter, yelling and screaming erupt. The aroma of beer and fish stew fills the air.

Inside, sitting squarely on the floor, is a large stuffed mammoth head. The horns are still intact and extend up and round out, almost reaching the ceiling. The hair on the head is dyed garish colors and the horns are festooned with small strips of paper dangling with necklaces and charms. The clientele are roaring with drink. Tables, stools and chairs are crammed tightly into every nook and cranny of the tavern as are, apparently, the customers. Stout barmaids weave amongst the crowd serving beer and stew.

The Mammoth is one of the most well-known taverns in Rablesborg. Of them all, it is the most frequented and crowded. It is run by Vendal bin Braxtunborg, a tall and broad man whose past as a brigand and pirate is well known. There were so many bounties on Vendal that he took to Rablesborg for safety some time ago and has never left. Whether by accident or design he acquired the Mammoth while in Rablesborg. Vendal is quick to anger, quick to punish betrayal and quick to forgive. His nature is so unpredictable that most think Vendal is a little off. This could not be further from the truth. Vendal's moods and actions are well thought out and quickly acted on and are always to his advantage. Compared to the general insanity that rules interactions in Rablesborg, Vendal's well thought actions appear abnormal.

The Mammoth serves a wide variety of beers and liquors. Most of the food is a very simple fair and generally consists of broths and stews. Clients are allowed to bring their own food and eat it as well as cook it at the various fireplaces and pits found throughout the many dozens of common rooms of the Mammoth. Beds, rooms, stalls and common rooms are for rent nightly. The price varies greatly. The common rooms, found in the lower section of the Mammoth, can be as low as several copper with the private rooms found at the top of the Mammoth being as high as 10 gp per night.

The Mammoth consists of 33 houses. Each is interconnected by stairs, breezeways or bridges. These vary in size depending

on location. Some are large, up to a 100 feet across and 50 feet deep, while some are small, only 20 feet across. The rooms are sparsely furnished and attended to. Each area has its own servers and access to casks of ale, beer or other drink which may have come in that day.

The clientele is varied. Many seamen and crew can be found here at all hours of the day and night. Most of those who come to the upper portion of the city eventually make their way here for at least one night of revelry. In the upper rooms many deals are made between ship's captains, brigands or others. The Mammoth can be a dangerous place for those not wary of their words and manners. Many a bored sailor is here looking for entertainment. It is not uncommon for that entertainment to turn exceedingly violent very quickly.

ADVENTURE HOOK

A band of cut-throats from the Halptier are staying in the Mammoth. They are eagerly seeking new members to waylay the helpless pilgrims going to Kreutzmark. This crew have much inaccurate information about the current state of affairs in the Halptier. They are causing lots of problems in the Mammoth and the owner is eager for them to leave. So eager that a confrontation is brewing.

NPCS OF NOTE

VENDAL (He is a lawful neutral, human barbarian 8 whose vital statistics are HD 8d12, HP 64, AC 16. His primary attributes are strength, constitution and intelligence. His significant attributes are strength 15, constitution 15 and intelligence 14. He wears a +2 mail shirt. He carries a +2 vorpal battle axe. He has 500 gp in coin and gems on his person.)

REGIN (He is a lawful evil, human assassin 5 whose vital statistics are HD 5d6, HP 20, AC 15. His primary attributes are dexterity, wisdom and intelligence. His significant attributes are dexterity 15 and intelligence 13. He wears a +3 leather jerkin. He carries a +2 dagger of wounding, a +4 shortsword, and a +1 hand crossbow. He has 500 gp in gems and jewelry on his person.)

Regin is an assassin who resides in the Mammoth. He has been living the life of a regular seaman for several months and living in the mammoth. His target of assassination is none other than Vendal, a target far out of his skill zone. Unbeknownst to him, he was sent on this mission as a death sentence from the guild to which he belongs.

Rumors

- 1: A band of brigands is hiding some loot outside of Rablesborg.
- 2: A captain is a known liar and breaks most of his agreements.
- 3: A table of gamblers has loaded dice and cheat newcomers.
- 4: Vendal is a dangerous man to anger, very dangerous.

18 THE FELBINGART (BURINBLET)

There are two hulking towers here, one on either side of a bridge of brutal construction. Waters churn beneath the bridge in grotesque heaves tumulting down the falls as if escaping some damnation. The massive stones of the towers sit like weights too great for the earth to bear, cleaving into the cliff's sides and cracking the foundations of the cliffs. The towers stretch high and straight as if ascending to the heavens while casting baleful glances at those left behind. The bridge stretches over the waters in one painful span buttressed by pillars of single granite. Dessicated and crow-pecked corpses hung from the bridge offer a dire warning to those who would break the covenants of Rablesborg.

The Felbingart, more commonly known as the Burinblet, is a large fort sitting on the edge of the cliffs and stretching across the Gnut river and waterfall. It was built ages ago and has remained virtually unchanged since that time. It is the largest fort in Rablesborg and once the seat of power for the ruling family or lord in Rablesborg. Though still an important part of Rablesborg's social and political fabric, it no longer holds the mystique of power it did in the past. The current occupants, the Pathor Ginders, are small in number, having been worn down over the years by failed pirating and constant feuding with other gilden.

The towers are named the Burinblet and the Garhilm. The towers and bridge were constructed by giants ages ago as a gift to the people of Rablesborg for some long forgotten boon. Each tower is roughly 200 feet tall with ten floors in each. The towers are connected by the bridge over the river and a narrow walkway between the upper floors. The Felbingart is occupied by the Pathor Ginders. Those who occupy the towers are typically the most powerful Gilden in Rablesborg. This is not the case currently. The Pathor Ginders have been worn down by long standing feuds and failed pirating for a decade or more.

The bridge, Garhilm, is a public place and used for execution so that everyone can see who has broken what few conventions the city has. Punishment is usually horrific and public. It is a rare day that there is not a body hanging from the bridge. The bridge is also used as a public meeting space for captains and others to air their grievances against one another. This traditional for dispute resolution is not used as often as it once was.

ADVENTURE HOOK

The Pathor Grinders are in need of more manpower and are seeking new members. These would start out as guards and little more only later advancing into full membership. The position comes with perks, such as being able to live in one of the towers and free food. On the other hand, the Pathor grinders are constantly in strife with others so fighting is normal and deadly.

NPCS OF NOTE

See Pathor Grinders above.

Rumors

- 1: A poet, famous throughout Todavia, is in residence in the Felbingart.
- 2: Several gilden are planning to raid the Felbingart.
- 3: The halls and tunnels beneath the towers are haunted.
- 4: A man, innocent of the crimes he is accused of, is about to be hanged.
- 5: The stones of the fort are enchanted.
- 6: One of the members of the Pathor Grinders is a spy for another gilden.

BARZENBRUK

The Barzenbruk is a large district that covers much of the southwest periphery of Rablesborg. The starsen winds up the cliff and ends in this district. There are warehouses, bazaars, trading houses and taverns near this portion of the Barzenbruk. The taverns and bars spread up the streets like a plague of rats. Those who come up the starsen often make it no further than these bars and taverns. The drink is cheap and pleasures of all types can be had in these places. This is the most licentious area of Rablesborg and the most dangerous.

Petty thieves linger in the area preying upon those who are unable to hold their liquor and make themselves vulnerable to thievery. In many cases, the bar or tavern owners are in league with the petty thieves, feeding valuable information about potential targets to any thief with whom they might split the loot. In a few cases, the tavern owners even encourage thieves to rob from patrons at night. Fights are a common occurrence and the bartenders or others do little to dissuade these fights. In some cases fights are encouraged because the aftermath can be advantageous to a bar owner.

Another portion of this district is distinct. Weapon makers have congregated there. A ready supply of customers are available in the taverns and bawdy houses of this district. Most of the weapon makers are very good at their job. Their prices are higher than those found in the dock area. Those who make and repair weapons pay much in extortion money to the Sabblimmin and do receive preferential treatment in times of need.

The sabblimmin have nominal control over this district. The lack of concern for most of those who come here and enjoy carousing in the bars and taverns marks the Sabblimmin approach to rule. Preferential treatment is given to the weapon's makers. This has caused some consternation with tavern and bar owners.

19: MISTENBIL

A single block tower has been plopped unceremoniously on a rocky hill. It appears so completely out of place that it is as if the area around were vomiting it out. Six ungainly, squat towers are crammed together like upended scroll cases. A tight wall of block and masonry wrap around the towers, choking them. The walls

are painted garish colors with no discernable order, coherency nor design. It is an ugly place. A small door is found at the end of a cracked and worn staircase. Two large, hairy dogs are chained to the wall by the door.

This is the Mistenbil, a stronghouse and fortification used by many gilden over the years. Six towers of five to six floors comprise the fortification. They are connected to one another by tunnels underneath the hill. Each has only one entry. Windows are found only in the upper floors. An eight-foot tall wall encloses a courtyard that is 10 feet wide at its widest. Beneath the towers, rooms and chambers have been dug into the hill. There are several secret exits to the tower. These are not well-kept secrets as most people have lived here long enough to learn of them. Each is well guarded or blocked.

The fort is currently occupied by the sablimmin. They have placed guard dogs at the entry and guards occasionally watch from one or more of the towers to insure nothing untoward occurs near or at the Mistenbil. The dogs bark as soon as anyone goes up the stairs. This warns those inside of a visitor and a guard comes out to ask their business. Or not. There is a 50% chance no one even cares enough to check. If the barking continues for a long time, someone does eventually show up. Most conversation are handled on the steps, but should one need to speak to the head of the gilden, they are invited in and taken to the closest tower. There, in a small poorly lit room, discussions take place.

The rooms throughout are used for storage, sleeping, food preparation, training or other mundane activities. There are not enough members of the gilden to fill or use all the chambers associated with the fortification, so most are empty much of the time. There is a prison and torture room in the basement of the hill. This treasury is in a tower where the head of the gilden stays as well.

ADVENTURE HOOK: Beneath the hill are several rooms reserved for prisoners. One such prisoner, Gifrid, is being held for ransom. He is a prince of any nearby city. No one has contacted Gifrid's family. Karl Ortoff needs an emissary to contact the family and establish grounds for his return.

Gifrid is not of noble birth, rather he is a bastard and, when his family is asked for money in exchange for his life, it is refused. Gifrid tells any potential bargainer of this problem and tries to persuade his captors to release him. Gifrid is not a bad person and fully intends to keep any promises he makes. Karl cares only about the money and does not believe one word spoken by Gifrid—or at least pretends not to believe him.

NPCS OF NOTE

DOGS (These neutral animals vital statistics are HD 1d6, HP 5, AC 12. Their primary attributes are physical. They attack with a bite or 1d4 damage.)

GIFRID (He is a lawful neutral, human knight 3 whose vital statistics are HD 3d10, HP 21, AC 10. His primary attributes are strength, constitution and charisma. His significant attributes are strength 13 and charisma 14. He wears sackcloth.)

Rumors

- 1: Petty thieves rob customers of the taverns nearby.
- 2: The tavern owner's gilden is planning to challenge the sablimmin.
- 3: Something horrible is killing seafarers in the streets of Rablesborg.
- 4: Karl Ortoff has decided to challenge the tavern owner's gilden
- 5: Von Uwe can make weapons that are blessed by the Firstinmin.
- 6: The Pathor Gindors intend to take over Rablesborg.

20: BOWYER

This long, tall and narrow building seems to be trying to hide under several large trees and behind numerous hedges. Pushing through the prickly leaves of hollies and thorns if the demonwood is painful and irritating. It's as if the brush is alive and working diligently to keep everyone out.

The twisting maze of hedges hems in a long building with a broad porch. Dozens of piles of wood, branches, bones, pots, urns and piles of wood working tools are heaped on the porch in disarray. Bows hang from the rafters like ornaments or are piled, stacked and arranged over the porch. Three massive, hairy, hounds with brutal jaws and spiked collars pant aggressively on the porch's edge.



This is the home of Fridlaug. He is a bower of renown who escaped a certain death in the Gravia to arrive here. His work is so valued that none bother Fridlaug nor even require he pay any of the various fees around town. Anyone who cares and has the money, comes to Fridlaug for their bows. Fridlaug makes superior bows and knows it. He charges very high prices for his bows. Fridlaug can make most types of bows but he does not make crossbows (even though he knows how). These bows cost 10x the normal price for a +1 to attack, 20x for a +2 to attack and 30x for a +3 to attack. He can increase the draw strength of a bow as well. This add a +1 to damage. It is 10x the cost for a +1 to damage, 20x for a +2 to damage and 30x for a +3 to damage. These are not magically enhanced bows, rather they are just very well made.

Fridlaug was once a highwayman who raided the roads and byways in the northern Graffenvold. His notoriety with a bow was great and he was feared far and wide. He was captured and placed in a dungeon in Bergholt awaiting grizzly tortures. However, he escaped, or allowed to escape as some tell. The experience jolted Fridlaug. He moved to Rablesborg and has remained there ever since. He is still feared.

Fridlaug works with a jazrim named Grizmeerg. He and the jazrim have known each other for decades and are as close friends as any might expect from either. Grizmeerg is hated by many in Rablesborg. Even for a jazrim he is gruff and disagreeable. He is, however, an excellent craftsman and friends with Fridlaug. His knowledge of the Balrang is extensive. He often serves as an interpreter when jazrim arrive in Rablesborg. He can also organize jazrim for a raid should anyone care to accompany them to war. Grizmeerg is also an outcast and cares little for his homeland. He willingly provides key locations, maps and any other necessary information to those raiding the Balrang. All this costs gold.

ADVENTURE HOOK

The Balrang has a few unusual animals that live along its coasts. Of these, there is one, the bull-walrus, whose tusks are of great value to Fridlaug. He is willing to pay 100 gp per tusk brought to him. Grizmeerg offers help in planning the raid but will, under no circumstances, accompany the raiders.

NPCS OF NOTE

FRIDLAUG (He is a lawful neutral, human archer 9 whose vital statistics are HD 9d8, HP 66, AC 20. His primary attributes are intelligence, dexterity and strength. His significant attributes are intelligence 17, dexterity 18, strength 15 and constitution 15. He wears a +3 mail shirt, a cap of aiming conferring a +1 to all to hit rolls with bows, and boots of pass with no trace. He carries a +4 mongolian reflex bow (see Arms & Armor), +3 longsword and a +1 hand axe. He has 500 gp in gems and jewelry on his person.)

GRIZMEERG (He is a chaotic neutral, jazrim fighter 6 whose vital statistics are HD 6d10, HP 45, AC 14. His primary attributes are strength, constitution and dexterity. His significant attributes are strength 17 and dexterity 15. He

wears leather armor. He carries a +1 battle axe. He has 200 gp in coin and jewelry.)

DOGS (These neutral animals vital statistics are HD 3d8, HP 16, AC 13. Their primary attributes are physical. They attack with a bite for 1d4+1 damage.)

Rumors

- 1: Vulfram (Area 35) is a killer. It is best to keep one's distance from him.
- 2: Do not trust anyone in Rablesborg.
- 3: Most people in Rablesborg would rather not be here.
- 4: Anything can be had for the right amount of gold. Anything!
- 5: The gilden in Lereksheim are about to go to war.
- 6: Verkolfen (Area 8) is as honest as they come in Rablesborg.

21: ARMORER:

Huge columns raise a round, multi-story, stone building above the ground. The columns enclose a large open area filled with furnaces, bellows, anvils and tools all used in the construction and repair of armor. Half a dozen workman labor over the hot furnaces pounding on metal or sit quietly linking chain. Smoke has stained the stone of the upper floors such that it appears a lump of coal sitting in the midst of other houses. The upper floors have large windows overlooking the yards beyond. The uppermost floor has a balcony wrapping around the entire structure. A conical blue tile roof caps the whole.

Thakmar and his wife Regilde own this armory. They oversee numerous workmen who spend most of their time repairing most types of metal, and occasionally leather, armors. Thakmar inherited the business from his father and him from his father. Thakmar and Regilde are both good at this job and many come here to have their armor repaired.

They primarily mend armor. The production of armor is a second source of income and not regularly undertaken. He does not have the knowledge nor materials to adequately make or repair most plate armors or those armors with many moving parts. They are, however, experts at breastplates and chain armors.

Prices vary but one can expect to pay 10% of the armors purchase value for repair and much more if the armor is significantly damaged. Thakmar purchases armor that has been damaged and is near useless. He typically pays no more than 10% of the original value of the armor.

Over the years Thakmar acquired some unusual pieces of armor which he keeps in his apartments above the smithy. These belong to nobles or gentry or are of ancient origin. Some of this armor is very valuable and has not seen combat in ages, if ever. He does not sell these armors and few know of the collection. There are many noble families who would greatly appreciate their return.

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ADVENTURE HOOK

Thakmar owns a shield that belonged to a noble lineage of dwarves. This shield needs repairing. The metal needed for it is unique to the hills of the Hoords. Thakmar pays a lot for this metal if someone can acquire it for him. This metal is considered a holy metal by the dwarves and it is not parted with except under duress. Only the most powerful of the dwarven lords are known to possess it. The only places it is known to be mined are in the Barlang and the eastern areas of the Kragenmores near the Hoords.

NPCS OF NOTE

THAKMAR (*He is a chaotic evil, human fighter 5 whose vital statistics are HD 5d10, HP 38, AC 20. His primary attributes are strength, dexterity and intelligence. His significant attributes are strength 17, dexterity 13, intelligence 13 and charisma 13. He wears a +4 chain shirt and ring of spell resistance 5. He carries a +2 war hammer and a +1 godentag. He has 500 gp in coin and jewelry on his person.*)

REGILDE (*She is a chaotic evil, human barbarian 6 whose vital statistics are HD 6d12, HP 61, AC 20. Her primary attributes are constitution, strength and wisdom. Her significant attributes are strength 13, constitution 16 and wisdom 14. She wears +3 chain, +1 shield and bracelet of damage absorption 2. She carries a +2 lucerne hammer and a +1 dagger. She has 600 gp in coin and jewelry on her person.*)

HELPER X12 (*These are lawful neutral, mixed-race, fighter 2 whose vital statistics are HD 2d10, HP 14, AC 15. Their primary attributes are strength, constitution and dexterity. Their significant attributes are strength 14 and dexterity 14. They wear leather armor. They carry war hammers. Each has 100 gp in coin and jewelry on their person.*)

Rumors

- 1: The meister of Halpveg has a chain coat blessed by the gods.
- 2: A captain has died and the crew needs a new leader.
- 3: Anwyn the Spinster (Area 32) worships the dragon.
- 4: A unique and strong shield is found in the Balrang.

22: EXCHANGE HOUSE

A shroud hangs over the dark timbers of this antique building. The odd angles, jutting balconies, too numerous windows and slanted timbers mix in an unhealthy architectural pallor. An open door, rather than welcoming one to enter, signals a loathing and repulses those who peer inside. A simple shingle in front, dangling listlessly by one chain has one word clawed into it, "Wain" with several coins depicted beneath.

This is the house of Aor. Just a few short months ago Aor ran a successful exchange house. Though not popular with those who came here to trade goods, the house of Aor had a reputation for fairness. Aor, the owner, a gruff, disquieting man, insulted products with wild abandon and drove hard bargains, but was

always fair. This all changed about six months ago when Aor purchased a cursed decanter.

This purchase was quite by accident. Aor never set eyes upon the decanter. It was hidden in a large box Aor paid for sight unseen. Once he removed the decanter and opened it, the curse fell upon his house. The decanter sews distrust in all those around. It arouses one's deepest suspicions of those within eyesight. In effect, the decanter causes those fall under its sway to find and focus upon the most negative aspects of those within eyesight. The curse only affects those within eyesight of it. Once out of sight, the curse is no longer effective. Those under the curse often have no idea they are under a curse because the thoughts they have were always buried deep within. A CL 3 charisma check can avoid the effects.

The curse is the cause of the downfall of the House of Aor. Sensing that all those who came in were trying to cheat him, Aor started accusing people of bad deals and other more nefarious behaviors. Likewise, those who entered the House of Aor to purchase something were immediately suspicious of Aor and accused him of charging too much or selling inferior products. It was not long before people just quit coming to the House of Aor. Even the thieves so inclined to burgle residences don't even bother

Aor has deduced that the decanter is somehow the source of his problems. However, the decanter is imbued with a magic such that its owner does not want to get rid of it. This becomes more difficult with time. A CL 5 charisma check must be made to sell or otherwise dispose of the decanter. A failed attempt causes the next attempt to incur a -1 penalty. Each failed attempt increases the penalty by one point until the owner simply refuses to rid themselves of it.

ADVENTURE HOOK

Aor knows that he is under a curse. He is very suspicious of the decanter but suspects others may be involved in the curse. As Aor trusts no one who enters his shop. He his list of suspects is long. If, and only if, the PCs engage or outside the shop, will he possibly bring up the curse and offer to hire the characters to locate the perpetrators.

NPCS OF NOTE

AOR (*He is a lawful evil, human fighter 4 whose vital statistics are HD 4d10, HP 34, AC 12. His primary attributes are strength, intelligence and wisdom. His significant attributes are strength 13 and intelligence 14. He wears leather armor. He carries a +3 sap. He has 500 gp in coin and jewelry on his person.*)

Rumors

- 1: An evil creature lurks near the outskirts of Ranglesborg.
- 2: A trove of gold can be found in a shtumpf lair.
- 3: The sablimmin are lead by a liar and thief.
- 4: Karl von Uwe (Area 23) puts inferior metals in his weapons.

- 5: Fridlaug (Area 20) steals whatever he can from weak or unsuspecting customers.
- 6: The House of Wax (Area 27) is known for selling poisonous candles to those the owners dislike.

23: MUTZENGLIT (WEAPON MAKER)

A street careens up the side of a hill, ending at a broad open workspace. Furnaces burn hot and flues pump black and gray smoke into the air. The ringing of metal on metal is muffled only by the dilapidated buildings hemming in the anvils and workbenches. Behind and to one side of the work area are smaller buildings covered in ash, groaning with age. Steam hisses loudly as weapons are thrust in and out of buckets of water. It is a cacophony of steam, moving arms, burning furnaces and hammers pounding on metal.

Under the shed, where men beat and pound metal into submission a symphony of movement and action is taking place. Weapons are being forged. There are racks and benches stacked high with a cutlery intended only for the evisceration of other men. At the end of the work area, leaning against the wall is a large shield with several swords thrust through it.

This is the Mutzenglit (Gleaming Edge). Weapons are made and repaired here. The Mutzenglit is run by Karl von Uwe. Karl and his helpers can make common weapons. Complex weapons are outside his prevue and he does not consider making them. He also repairs weapons, though again, complex weapons are not his specialty.

Karl does have a unique expertise in making polearms. Karl has access to some of the best woods in the Graffenvold. The elasticity, strength and resilience of the wood make them highly desired for the hafts and handles of polearms. Additionally, Karl von Uwe has perfected his art over the years and makes some extraordinary polearms. All of the bill hooks, glaives and similar polearms which Karl produces receive a +1 to hit and damage. These cost 25x the listed value in the **Player's Handbook**.

Karl is also an expert in handling polearms. He is willing to train people in the use of polearms should they be willing to pay. He charges 10 gp per day for one hour of training. It takes 160 hours of training to receive a +1 to hit and another 160 hours for a +1 to damage. These bonuses are permanent and apply only to the use of the polearm one is being trained to use. Each bonus must be trained for independent of the other. To receive both, the full 320 hours of training are necessary. One can train for no more than two hours per day.

Karl is brusque and generally uncaring to the point of rude, but does not realize this. He spent years at sea raiding and more time in the southern Graffenvold as a bandit. The mayhem and slaughter over those years has simply left him jaded. Older now, his bones are tired of the slaughter and prefers to make weapons for others. Though he may be tired, Karl does, without hesitation, pick up a weapon to fight and does not take slights

well at all. Karl has several enemies in Raglesborg, though he does not seem to care much.

NPC'S OF NOTE

KARL VON UWE (*He is a neutral, human barbarian 5 whose vital statistics are HD 5d10, HP 48, AC 14. His primary attributes are strength 16, dexterity 16, intelligence 13 and charisma 8. He wears leather armor. He carries a longsword and a +3 glaive. He has 500 gp in coin and jewelry on his person. Special: He is an expert with polearm use and receives a +3 to attack and damage when using a polearm*).

GREGOR BILDEN (*He is a chaotic evil, human ranger 6 whose vital statistics are HD 6d10, HP 35, AC 16. His primary attributes are strength, wisdom and dexterity. His significant attributes are strength 17, dexterity 16, and wisdom 13. He wears +1 ring mail. He carries a +2 short bow, +1 bastard sword and two +2 hand axes. He has 100 gp in coin and jewelry on his person*).

ADVENTURE HOOK

Karl's numerous enemies in town include several people for whom he refused to make polearms or declined to train in the use of those weapons. One in particular, Gregor Bilden Von Tilshim, took great offense at Karl's refusal. Gregor intends to waylay a group coming to Raglesborg with a shipment of wood for Karl. Karl has learned of the plan and needs outsiders to take of this business for him, permanently.

Rumors

- 1: A new arrival to the docks is a spy from the Gravia.
- 2: There is a mangy dog that wanders around everyone is trying to kill, but no one can.
- 3: One of Karl's apprentices was murdered. Whoever finds him receives a great reward.
- 4: Adilade (Area 41) has grown bored. Everyone should be wary around him.
- 5: The future portends death and destruction.
- 6: The waters of the bays north of Ragelesborg hide a creature who craves the flesh of man.

24: NINFELBST (NINE KNIVES, TAVERN)

A red clapboard structure wraps around a hill in snake-like fashion. On top is a narrow, six story wooden tower overlooking the entire serpentine structure like a crone peering over hated offspring. A walk-way, draped with a green canopy fronts the snaking building. Thick-booted and well-armed guards accompanied by bald and clean-shaven scrawny men carrying coin cups walk the planks, scrutinizing passers-by. The many windows and doors of the place have scantily clad men and women hawking various wares.

The Ninfelbst is a house of ill-repute. It is run by a cabal of mean-spirited and cruel owners, Stefan, Mirella and Yanev.

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These three buy people from the various markets in town and bring them here to work. Stefan, Mirella and Yanev arrived in Rablesborg years ago and opened the Ninfelbst in lieu of returning to the Interzae. These are cruel people who care little for the sufferings of others, only seeking to gain more gold.

The Ninfelbst literally wraps around the hill in a spiral until it reaches the top. On top is a six story tower in which the three reside in an uncomfortable arrangement. No one except a few servants and guards are allowed in the tower. Inside is a rather eclectic collection of very valuable furniture and artwork and other knick-knacks. A significant sum on gold and jewelry is also stored in the tower. The owners are careful not to allow others to know how much money they make and work diligently to always appear poor. The three make a lot from their various endeavors in Rablesborg but most comes from the Ninfelbst. They have made so much money that they have no idea how to get rid of it.

To guard their establishment, the owners have over two dozen guards wandering the grounds, enforcing payments for goods, collecting their portions from the 'vendors' and dispensing with problematic patrons. These guards are brutal and care not a whit for the patrons. They are here to protect their employer's investment and make some money.

Stefan, Mirella and Yanev are each "beholden" to a creature of nightmares for all their success—and eventual doom. Ages ago, a powerful warrior occupied the tower. He died and no one ever found his body. Truth be told no one even looked. Because this warrior was not immolated after death, his spirit came to reside in the Ninfelbst and, over time, has become a living aberration, a creature of one's nightmares who never entered the world of the dead.

By the time the three current owners arrived, it reached its fullness of its power. This creature, an Eye of Occulus, now uses its power to influence Stefan, Mirella and Yanev encouraging them to do ever greater acts of evil and vile. The Eye of Occulus has remained in the tower since death and has no intention of ever leaving.

ADVENTURE HOOK

Stefan, Mirella and Yanev all want to leave the Ninfelbst. The three have yet to devise a plan to escape the Eye of Occulus nor Rablesborg nor how to divide their gold. It is becoming more difficult for them to work with one another. Tensions are rising and their association is about to boil over into conflict. Though they have a lot of gold, it is difficult to access as the Eye of Occulus keeps it in its lair deep beneath the tower. One of the three owners may approach the PCs in order to find a solution to their problem.

NPCS OF NOTE

STEFAN (He is a lawful evil, human rogue 6 whose vital statistics are HD 6d6, HP 22, AC 15. His primary attributes are dexterity, wisdom and intelligence. His significant attributes are dexterity 14, intelligence 15 and wisdom 15. He wears

+2 leather armor. He carries a +2 dagger of wounding and 2 bottles of sleeping potion. He has 40 gp in coin and jewelry on his person.)

MIRELLA (She is a chaotic evil, human barbarian 7 whose vital statistics are HD 7d12, HP 61, AC 14. Her primary attributes are constitution, dexterity and wisdom. Her significant attributes are constitution 14 and wisdom 14. She wears scale mail and a periapt of wound closure. She carries a +3 battle axe and a +1 spear of wounding. She has 60 gp in coin and jewelry on her person.)

YANEV (He is lawful neutral, human cleric 5 whose vital statistics are HD 5d8, HP 32, AC 17. His primary attributes are wisdom, intelligence and constitution. He wears chain mail, shield and +1 bracers of defense. He carries a +2 godentag and a strand of prayer beads. He has 100 gp in coin and jewelry on his person.)

EYE OF OCCULUS (This chaotic evil, undead's vital statistics are HD 12d8, HP 80, AC 18. Its primary attributes are physical. It attacks with one or the other eye with an ice storm for up to 10d6 damage or a fireball for up to 10d6 damage. The Eye of Occulus can choose how much power to attack with ranging from 1d6 to 10d6.)

Rumors

- 1: A dark evil resides in the basement of the tower.
- 2: There is a curse and pox upon the owners.
- 3: Yanev has hired an assassin to kill Stefan.
- 4: The workers in the Ninfelbst are planning to kill their owners.
- 5: Rihgelt (Area 15) is a murderer.
- 6: Beorn (Area 10) tells so many tall tales, one never knows what to believe.

2.5: HINDEHILL

A deadly silent and broad patio drapes this block like a cape of death. The patio is cobbled with bright white stone. A low wall wraps the patio in a dark embrace. Sitting in the center of the patio is a massive block of granite twice the size of a man, as if to anchor Rablesborg in place. A stair leads up to the top of the block of stone where a hangman's scaffold, stock, and headsman block lie.

This ancient structure is a place of execution and punishment. It is still used on occasion by those who want to make a truly public display of punishment. In most cases it is used when an Aldermin is overthrown and the leader, captured by rivals, is destined for death. These executions are public and often festive affairs.

There is an executioner in Rablesborg who enacts these punishments. He lives in a small house near the Hindehill. He comes from a long line of executioners and the craft has been handed down for ages. None know his name and he is simply called the 'Executioner.' The Executioner has one son



who is being trained to take over the task of his aging father. Neither of two involve themselves in the affairs of Ranglesborg unless necessary. The two are treated as pariahs by most of the inhabitants of the city and consider, alternately, holy and cursed.

Because executions are rare (executions on the Hindehill) in Ranglesborg, the Executioner generates income as an assassin as well. Very few people know that he operates in this capacity. He only works outside of Ranglesborg. His favorite haunt for assassinations is Bergholt.

ADVENTURE HOOK

The Executioner is training his eldest son to become an executioner. To do so he needed someone to practice on. To wit, the Executioner purchased someone from one of the markets and intends to execute him. This person, Mark Von Bronhill, is innocent of any crime save being on board a ship at the wrong time. He is in a covered cage at the edge of the executioner's patio. When seeing or hearing the characters, Mark begs for help.

NPCS OF NOTE

EXECUTIONER (He is a lawful evil, human assassin 5 whose vital statistics are HD 5d6, HP 20, AC 12. His primary attributes are dexterity, strength and intelligence. His significant attributes are strength 15. He wears leather armor. He carries a +2 headman's sword. He has an enchanted cap that, when worn, imparts a +5 to attack and +10 to damage

to all immobile opponents. He has 100 gp in gems and jewelry on his person.)

SON (He is a lawful evil, human assassin 1 whose vital statistics are HD 1d6, HP 6, AC 11. His primary attributes are dexterity, intelligence and intelligence. His significant attributes are strength 16 and intelligence 14. He wears a leather smock. He carries a headman's sword. He has 10 gp in gems and jewelry on his person.)

MARK VON BRONHILL (He is chaotic good, human knight 3 whose vital statistics are HD 3d10, HP 14, AC 10. His primary attributes are charisma, strength and constitution. His significant attributes are strength 13 and charisma 14. He has nothing of value.)

Rumors

- 1: The headsman is also an assassin for hire.
- 2: The headsman mask is an evil artifact, cursing all who wear it.
- 3: The executioner is protected by a divine mark.
- 4: The executioner collects skulls.

HIRSZENHOLD:

The Hirszenhold is a narrow district consisting of no more than a few blocks. It is the most densely populated district in Ranglesborg and houses people from all over Inzae. The streets and shops are a mixture of many people speaking different languages. The buildings in this area are old but maintained better than most the rest in Ranglesborg. Most are multi story timber affairs with balconies that stretch over the street. Many of the more unusual businesses found in Ranglesborg are in this district. This attracts many people from aboard ship and elsewhere seeking unique services or seeking unusual and rare items for sale.

The streets of the Hirszenhold wind around a central hill where the Purvinhuz sits like a citadel keeping a watchful eye over everything. One street, the Beelstrasse, makes a looping arc around the entire district. The rearward side of all the structures on this street are constructed of stone, effectively creating a wall around the district. The entry to the district has an arch spanning the Beelstrasse. There are many smaller alley and egresses from the Hirszenhold between buildings and underground.

There are groups of people from all over Inzae who live here. They congregate in enclaves separating themselves from one another. Most have retained their culture, languages, and even laws with necessary adaptations to Ranglesborg. There are even a few Jazrim who live here. The bars and taverns are not extremely busy and used more for meeting rather than carousing or drinking. It is the only place one can find good food to eat in all Ranglesborg. Though the availability depends upon the bounty brought in from the sea.

The district is controlled by the Mintermin. Their leader, Somsof von Bolderink keeps the district under tight control and collects fees on a regular basis. The locals are much appreciative of the

protection he offers. Only a few come to the district and cause problems. These are dealt with harshly, quickly and publicly.

26: PURVINHUZ FORTRESS

This rambling structure stretches the length of one city block. The Purvinhuz appears to have been built over several hundred years with additions being added as one or another portion collapsed. One end is constructed all of wood while the other is constructed all of stone and the central portion a mixture of the two. The roof is sprinkled with a cacophonous mix of walkways and porches jutting this way and that. The fortress is confusing to look upon and very distracting to the eye as it pulls and pushes in all directions.

The great doors to the main hall are swung wide revealing a large room with bleachers facing a lowered floor. In the center of the is a small wooden podium in the likeness of a ship's prow. Several guards linger in the room and a servant shuffles to and fro cleaning the bleachers or keeping the coals in braziers burning.

The Purvinhuz is home to the Mintermin. Their leader, Somsof von Bolderink and his companion Hendal Rottenskeen can almost always be found within the confines of the fort. Though Somsof is the leader of the Mintermin, it is Hendal who controls and manages the day to day activities of the fort and crew. The two form an unlikely blend. Somsof is a gruff and angry man with a dour outlook on life. Hendal is less angry and has a rather bright disposition. Where the two meet is in the unremitting capacity rule with an iron fist and a general capacity to physically manipulate others into doing their bidding.

There are many a scarred individual in Raglesborg who can attest to this capacity. These two willingly entertain complaints and concerns of those under their rule. This is not to be mistaken for any type of desire to deal justly with anyone. For these two, justice equates to an outcome which financially or otherwise benefits them.

The fortification has a chaotic layout. It has been rebuilt and added to so many times that the original scheme for the Purvinhuz has been disregarded and most additions exist only to fix a collapse or to serve a particular purpose at that moment. The fort is riddled with secret rooms and corridors. Even the walls have fake panels and hollow spaces one can walk down. The upper eastern portion is reserved for Somsof and Hendal. The crew reside elsewhere in the fortress. The walkways on the roof always have at least one guard wandering them. The entry hall also has at least two guard inside.

ADVENTURE HOOK

Several of the Mintermin have been spying for a rival Gilden. This has recently been discovered by the Captain of the Guard, Boris von Herrenheim. Boris intends to catch them in the act of handing over information to the gang. Boris gave the traitors some incorrect information on the location of a secret door that leads to Somsof's room. It does not, it leads to an ambush Boris has set up. The traitors learned of this. They are attempting to

find someone to replace them on their foray into the darkness in the hopes that Boris and others will be killed. Is it possible to convince the PCs to undertake this deadly task?

NPCS OF NOTE

BORIS VON HERRENHEIM (*He is a chaotic neutral, human fighter 5 whose vital statistics are HD 5d10, HP 34, AC 15. His primary attributes are strength, intelligence and constitution. His significant attributes are constitution 14 and intelligence 13. He wears a chain shirt. He carries a shield and +2 shortsword. He has 500 gp in coin and jewelry on his person.*)

See above for stat blocks on Mintermin.

Rumors

- 1: Somsof has a prison inside the fortress where he keeps and tortures those who have angered him.
- 2: A rival gilden is planning a raid on the Purvinhuz.
- 3: The exchange house (Area 22) is cursed
- 4: The leader of a gilden is having an affair with another gilden's leader's partner.
- 5: A trove of maps can be found in one of the abandoned towers out of town.
- 6: The candles in the House of Wax are not to be dismissed lightly.

27: DEE VAXEN HOOSEN (THE HOUSE OF WAX)

A tall and narrow tower reaches crookedly up and above a clump of barrel-chested houses. A façade of crumbling plaster and a bright conical red slate roof is nearly comical in contrast to the dour surroundings. If not funny, it is certainly out of place. Stretching off to one side is a broad and open workhouse. Here, pots of steaming wax hanging above sputtering fires. This is the Vaxen Hoosen or the House of Wax.

A short fence wraps around the tower and work area. Inside are racks with dozens upon dozens of candles hanging from their wicks. There are too many colors to describe and the shapes vary greatly from common tapered varieties to complex renderings of dragons, people and other objects.

The House of Wax is run by Vahn vin Bildenhussel from the Troke. He and his wife Mirdel have made candles for many years. They were both trained by the same chandelier in the Troke where they met. Both being of a nefarious and evil bent, the two formed a quiet bond that has lasted nearly a lifetime. The two apprenticed in the far south and east of the world to learn arts unknown in the Troke. After their return to the Troke, they traveled from place to place selling their goods. It became known that the two had become purveyors of the forbidden and their named shortly became synonymous with death, murder, and worse. They moved to Raglesborg.

The House of Wax mostly sells normal candles. These candles are very well made, long lasting, and give off little smoke or residue. There are also the special candles which Vahn and Mirdel are known for. These candles range anywhere in value from one gold piece to several thousand gold pieces. The rare and expensive candles have many effects. Some act as poisons, others for healing, they can cause blindness, memory loss, clumsiness, boils, etc. Other candles are used for ritual magics or summoning spells.

As with many of the more famed inhabitants of Rablesborg, Vahn and Mirdel have bounties on their heads. Each is worth upwards of 10,000 gp for murder, assassination, accessory to murder and other crimes. The two are constantly in search of rare and unusual herbs, metals, ores, liquids, animal parts etc. Their list is extensive and their willingness to pay well for some items is well known. The two do not respond to slights well and everyone is well aware of this and tread lightly around the two.

ADVENTURE HOOK

The two sold a candle that they should not have. This candle opens doorways to the Void allowing creatures from the other side of the Maelstrom to come to Inzae. They discovered this quite by accident when testing a candle which came out of the same batch of wax. The candle was sold to an Elbert Von Rothenstein. It needs to be reacquired quickly or much can go wrong. Elbert is said to have headed to Bergholt.

NPCS OF NOTE

VAHN VIN BILDENHUSSEL (*He is a lawful evil, human multiclass wizard 5/assassin 5 whose vital statistics are HD 5d6, HP 19, AC 18. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are dexterity 14, wisdom 16 and intelligence 17. He wears a robe of protection +3, +2 bracers of defense and a +2 diadem of protection. He carries a wand of frost balls, a +3 cestus and a +2 dagger. He has 3,000 gp of gems and jewelry on his person.*)

MIRDEL (*She is a lawful evil, human multiclass wizard 5/monk 5 whose vital statistics are HD 5d8, HP 38, AC 13. Her primary attributes are dexterity, intelligence and constitution. Her significant attributes are dexterity 16, constitution 16 and intelligence 13. She carries a +5 bow staff. She has 6,000 gp in gems and jewelry on her person.*)

Rumors

- 1: The Moneylender (Area 31) is cursed.
- 2: The Meathouse (Area 46) has rigged the fighting pits.
- 3: A sacred fish has been caught and brought to Rablesborg (Area 9).
- 4: A feared warrior is returning to Rablesborg to exact revenge.
- 5: The north end of the Urstin is home to many schtoompf
- 6: Devalued gold is being passed around in Rablesborg.

28: THE SUNKEN VESSEL (TAVERN UPPER TOWN SABBLIMMIN)

The Sunken Vessel is located on top of a small gnoll near the outskirts of town. The tavern appears to tumble in fits and starts all the way down that rise until bounces into a beaten track heading to the east. The Sunken Vessel appears not to have been designed with a purpose, rather it's as though someone just piled one small house on top of another and called it a building. The sounds of revelry can be heard from within. There are dozens of rooms in the Sunken Vessel, perhaps fifty, perhaps more. Each is distinct in its own way. The rooms are connected by breezeways, corridors or simply leaning up next to one another.

The tavern is run by the Hosengroof family. The Hosengroofs have been part of the Rablesborg elite for ages and at one time were members of the Altermin. That is no longer the case and members of the family grate under the leadership of others. Anders, Holly, Mallsom, Wegrent and Beert Hosengroof are the most influential members of the family, guiding the activities of the others. The Hosengroof family is large and there are many people in Rablesborg who are loyal to them.

The beer and food in the Sunken Vessel ranges from very good to very bad. The price almost always has nothing to do with the taste. The beer and liquor follow in the same manner. It is as if those who run the tavern have no taste buds or are of such varied tastes that there is no consistency to the foods sold here. The cost can be as low as 10 cp but ranges upwards to 20 gp. The beer or liquor ranges from 1cp for watered down leftovers to 100 gp for rare liquors.

The four members of the family mentioned in the previous paragraph are all putting together a crew of mercenaries to bring down the Sabblimmin. They then intend to take over the territory that was once theirs. Although they have not been caught yet, the Sabblimmin suspect the family of various types of less than savory activities.

Several members of the family are involved with selling goods and cheating the Sabblimmin out of their fees. These goods are brought in by bandits and not pirates and are delivered several dozen miles out of town. Later the goods are brought into Rablesborg through a series of contacts and they sell that which they can. If they were to be caught doing this, much blood would be spilled.

ADVENTURE HOOK

The PCs overhear talk not intended for their ears. This could occur in a bar, trade house, or through a flimsy wall. Two people speak of the Hosengroof's intention to usurp the Sabblimmin. This is something both voices agree needs to be stopped.

NPC OF NOTE

ANDERS (*He is a lawful evil, human fighter 7 whose vital statistics are HD 7d10, HP 57, AC 15. His primary attributes are strength, dexterity and intelligence. His significant attributes*

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are strength 13, dexterity 14, intelligence 13 and wisdom 13. He wears scale mail and shield. He carries a +3 club, +2 dagger and 6 throwing knives. He has 400 gp in jewelry on his person.)

HOLLY (She is a chaotic evil, human barbarian 4 whose vital statistics are HD 4d12, HP 45, AC 13. Her primary attributes are constitution, strength and dexterity. Her significant attributes are strength 13, dexterity 18, and wisdom 14. She wears normal clothing and gloves of speed. She carries a +2 short spear and a war hammer. She has 100 gp in coin on her person.)

MALLSOM (He is lawful neutral, human cleric 6 whose vital statistics are HD 6d8, HP 37, AC 18. His primary attributes are wisdom, dexterity and intelligence. His significant attributes are strength 13, dexterity 16, wisdom 16 and intelligence 16. He wears +1 chainmail. He carries two +2 small flanged maces and is ambidextrous. He has 1,000 gp in jewelry on his person.)

WEGRENT (He is a lawful evil, human assassin 3 whose vital statistics are HD 3d6, HP 14, AC 12. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are dexterity 17 and wisdom 16. He wears normal clothing. He has a +3 shortsword of wounding and 4 vials of type IV poison. He has 200 gp in coin on his person.)

BEERT (He is a lawful neutral, human monk 5 whose vital statistics are HD 5d12, HP 45, AC 14. His primary attributes are constitution, dexterity and charisma. His significant attributes are strength 15, dexterity 15, intelligence 16, wisdom 14, and charisma 17. He wears normal clothing. He carries a +2 staff and +1 sleeve tangler. He has 200 gp in coin and jewelry on his person.)

ALOIS HANRI VUIRANT

What a tale Alois has to tell. It would be best not to give him the opportunity to tell it. Alois is a very long winded person who can take a very short story and turn it into a novel. "Flourish the flourishes" is his motto. Alois is a wanderer and trouble maker. Hailing from lands far to the east, Alois made his way across many lands and kingdoms to find himself ran afoul of powerful people in the Reintier. He made his way here by boarding a vessel that was taken by pirates. He talked his way out of a quick death. He is awaiting a time to leave Raglesborg, a place he considers a foul and malignant hole worthy of nothing but the contemptible souls that already live here.

Several things are holding him back. First, Alois is indebted to several of the Sablimmin for ensuring that he was brought here to safety and they kept him safe while here. The Sablimmin want the favor returned and intend to use Alois to get one of their 'men' a job at the wharves in Bergholt. Also, Alois has received word that one of the ships in the bay is carrying an old tome of poems and writings from a long dead poet. These are very valuable. Alois wants them but does not have the capacity to steal them himself.

ALOIS (He is a chaotic neutral, human bard 6 whose vital statistics are HD 6d10, HP 42, AC 14. His primary attributes are wisdom, charisma and intelligence. His significant attributes are charisma 17, intelligence 15 and dexterity 15. He wears a +1 leather jerkin. He carries a +2 staff of charming, a +1

longsword and a horn that casts sound blast 3 times per day. He has 100 gp in gems and jewelry on his person and a book of poems worth 2,000 gp. Note: Bards in Inxae do not have musical instruments nor do they sing. They render poetics, passages from famed tales for affecting their abilities.)

MANDER THE FARER

Mander now resides in the tavern "The Sunken Vessel." For decades Mander travelled the Reintier as a bandit, highwayman, rober, man-at-arms, soldier and mercenary. He is very familiar with many of the trails and long forgotten byways of that region. He used these forgotten or hidden trails to quickly move his band of cutthroats around the Reintier. This infamous band, "Bludniks" was known far and wide for its quick and daring raids.

Mander is old now and it has been a decade or more since he travelled outside of Raglesborg. His memory is still very good, his eyesight nearly perfect and his wit keen as a sharpened sword. He is willing to part with some knowledge of these trails and important places should enough coin be offered. Although gold is always fine with Mander, it seems that paying for room and board are much preferable. And, should one purchase expensive drink for him, he is willing to part with even more information. The Castle Keeper should use Mander as an adventure generator.

MANDER (He is a chaotic neutral, human ranger 6 whose vital statistics are HD 6d10, HP 38, AC 12. His primary attributes are strength, dexterity and wisdom. His significant attributes are dexterity 15, strength 15, intelligence 16, and constitution 14. He wears padded armor. He carries a +5 dirk of puncturing. He has 400 gp in coin and jewelry on his person.)

Rumors

- 1: The Sablimmin are losing control of their territory.
- 2: A bright light in the sky portends danger ahead.
- 3: An ugly man with one tooth has a gold chain worth a fortune.
- 4: Mander is a liar and beggar preying upon the gullible.
- 5: An old fortification up a nearby fjord contains a blessed artifact.
- 6: The Tower of Belrop (Area 63) houses an ancient evil.

29: MUSTERHOOSSEN (TAVERN, THE CROWS NEST)

On this muddy lane, crowded with hovels and shacks, a single tall structure juts above the surrounding buildings. Four poorly built stories of wood and stone are topped by a mast with a crow's nest atop. Several drunks are passed out in the mud in front of a door barely clinging to its hinges. From within, the raucous clamor of loud boasts mixes with angry voices in drunken slurs.

Inside is a large room with rotting and creaking floorboards. It is host to dozens of tables and a long

horseshoe bar splayed out in the center of the room. A rough and rowdy clientele drink forcefully and loudly amidst the clamor of too many voices. The dark interior is bathed in a dim yellow and angry light that illuminates nothing but foul odors and irritation.

The Musterhoosen is a tavern frequented by sailors and brigands from the Reintier. Of all the places in Rablesborg, this is perhaps the most dangerous. Most of those who come here are seeking to enjoy a night or day away from their other activities in a drunken stupor or fight. These are a bloodthirsty lot.

The owner, Walrun, is an unkind man by nature and has become even more unkind over the years, due in no small measure to his surroundings. His patrons are a feisty lot who would just as well fight their time away as drink their time away. Walrun long ago gave up trying to do anything other than get some coin from his clientele however he can be dismissive, insulting and quick to take out a club or more if necessary to keep people under control. And by this, he means not doing as much damage to himself or his property as is necessary.

He does not intervene in fights and rather enjoys watching a good beating.

The beer is cheap and the swill served in cracked wooden bowls is even cheaper and of very little nutritional value. The rooms above are likewise cheap, if not free. The rooms are let at 10 cp a night. The only problem is that none of the rooms have doors and the patrons are left to find space on a floor themselves. This leads to many crowded rooms and people wandering in and out at all hours of the night and day.

Hroar Backlstone frequents this tavern when he is in town. He belongs to a group of brigands working the Reintier. He came to Rablesborg to exchange some goods. That being accomplished, Hroar can now focus on his second mission which is to hire an assassin to kill his gang leader.

ADVENTURE HOOK

Walrun is seeking some help in knocking some sailors around who have damaged his property. These sailors are going to be boarding a ship soon and put to sea for a few months before returning. Walrun cares not if the beating occurs before or after they put to sea.

NPCS OF NOTE

WALRUN (*He is a chaotic evil, human barbarian 4 whose vital statistics are HD 4d12, HP 37, AC 12. His primary attributes are strength, constitution and wisdom. He wears leather armor. He carries a +2 large battle axe. He has 300 gp in coin and gems on his person.*)

HROAR BACKLSTONE (*He is a chaotic evil, human assassin 3 whose vital statistics are HD 3d6, HP 12, AC 14. His primary attributes are intelligence, wisdom and dexterity. His significant attributes are dexterity 15 and intelligence 12. He wears studded leather armor. He carries a sap, dagger and +1 shortsword. He has 50 gp in coin and jewelry on his person.*)

Rumors

- 1: The roads between Halpveg and Isenborg are unguarded,
- 2: The drink in the Troll Tooth (Area 43) is mixed with Shtumpf blood.
- 3: A cursed ship sails the Interzae and carries a black sail.
- 4: Fineous (Area 31) worships dark forces.
- 5: Yalder (Area 39) needs help with a problem.
- 6: The truth is not easy to find in Rablesborg, but it's here.

30: APOTHECARY

A low stone wall, topped with iron spikes, wraps irregularly around a stone faced house. Three bulky floors are topped by a blue tiled roof. A walkway wraps around the roof where dozens upon dozens of crows roost. Greenish smoke wafts gently from piping and chimneys poking out of the roof as if legs of a dead spider. A door in the wall is closed and upon is etched a small vial. A nameplate attached to the door reveals it to be the home of Maester Fredreek von Bile. Between the wall and the house is a small lawn with an occasional, very colorful flower popping up out of the ground.

This is the home of Fredreek von Bile. He arrived here some decades ago to escape persecution in the Gravia. In order to make a living and keep his identity hidden, he has taken on the role of an apothecary. This is the best apothecary Rablesborg has to offer and it is not very good. Those going to sea and returning also make their way up here to find cures for various ailments.

Fredreek pays for protection through various potions which bring good health, luck, bravery or any other thing his protectors request. For the most part, these concoctions are just concoctions, mixtures of various herbs and spices and other more 'interesting materials' which provide taste, jolts of energy and mood enhancers—or nothing at all. Fredreek depends as much on his customer's desire to believe his concoctions work as the ability of a few to actually work.

Fredreek sells potions, drinks, salves, soaps and anything else he can imagine in order to make a living. He promises to create potions which can do most anything from making one more attractive or fierce looking to increasing one's strength or healing. It should be noted that he can not produce most of what he offers, but he can produce the following types of potions. Use these as a guideline when creating other potions, salves etc.

Sea sickness:	Drink prevents motion sickness, good for 1–6 days. +4 to appropriate check.	10 sp
Colds:	Drink prevents cold, does not cure, good for 24 hours. +6 to appropriate check.	15 sp
Nausea:	stops nausea. +5 to appropriate check.	15 sp
Balance:	Drink increases balance for 6 hours. +3 to any dexterity check versus falling, tripping etc.	2 gp

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Infection:	Salve for open wounds. Prevent infection.	2 gp
Repellent:	Salve repels insects completely for 24 hours.	2 gp
Pepper track:	Powder prevents animals from using scent to follow.	5 gp

Fredreek can make all 1–3 level spells that can be converted to potions. The cost is 300 gp per draught for a 1st level potion, 600 gp per draught for a 2nd level potion and 900 gp per draught for 3rd level potions. Fredreek must perform an intelligence check to successfully make the potion. Difficulty is CL 3 for 1st level, CL 5 for 2nd level and CL 7 for 3rd level. It takes 1–3 days to make the potion depending on the level equivalency. There is no way to know if the potion was made correctly until used.

ADVENTURE HOOK

The apothecary is seeking a books and tomes to further his field of expertise. These books are rare and valuable. Fredreek believes that there is a library in Bergholt which holds six books of great value. And he will pay an exorbitant amount of gold for any one of these books. He does not know the owner. “He is just a small person who likes tea a lot.”

NPCS OF NOTE

FREDREEK VON BILE (*He is a lawful evil, human multiclass assassin 5/wizard 5 whose vital statistics are HD 5d6,*

HP 19, AC 14. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are intelligence 15 and dexterity 14. He wears a cloak of displacement and boots of elvenkind. He has 400 gp in coin on his person.)

Rumors

- 1: Fredreek creates poisons for numerous people in Rablesborg.
- 2: The tea Fredreek sells tastes horrible but contains an elixir to increase strength.
- 3: The apothecary is a dishonest man selling little more than hopes.
- 4: A ship’s captain has a grievance against Fredreek and intends to have him killed.

31: GELTENGGRABBER (MONEY LENDER)

The block is dominated by tall thin tower constructed of black rock jutting 100 feet straight up into the sky. A narrow stone staircase wraps around it, ending abruptly at an iron bound door halfway up the height of the tower. A red slate roof, grimy and cracked with age, sports a torn banner with three golden coins upon it. Like a prison, there are no windows except just below the roof.

At the base of the tower is a small wooden shack, though which one must enter to gain access to the stairs. The door, reluctantly opened, leads to a room with but a single table and door. Two guards, burly and cruel, stand, coiffed in chain, on either side of the table. A single lantern hangs from the ceiling. It is quiet, deadly quiet in this room.

This is the home of Fineous Crab, the moneylender. He hails from the Troke and made his way here after some nefarious dealings with the lords of that realm. Not given to manual labor, he decided to lend his money to erstwhile privateers for what many consider usurious rates. He is a weasel of a man. Devious, a natural liar, bent to betrayal, Fineous has few friends and no one, not even his guards, fully trust him.

Fineous’s position in Rablesborg is precarious. His life is always in danger from those who owe him money and do not want to pay. For this reason, Fineous rarely ever leaves his tower. His guards, of which there are twelve, insure his safety in the tower. Fineous pays them well. He also employs assassins to kill those he deems a threat.

Fineous generally only lends gold only to those with a reputation of paying debts or fulfilling promises. He is very discerning. He deals honestly with these people as they are his only source of income. Further, betraying these people would be dangerous. Some of these relationships do sour as being a pirate produces a very inconsistent income stream. Fineous’ demands for repayment despite difficult times has made him some bitter enemies. He does, on occasion, lend to those with little reputation but whom he senses do pay their debts. If they do not, they are dealt with harshly.

ADVENTURE HOOK

Should the PCs come to Fineous to borrow some money, he makes an offer they might want to refuse. He agrees to lend the gold to the PCs at no interest if, and only if, they agree to kill a certain Captain and take whatever they can find and bring it back to him.

NPCS OF NOTE

FINEOUS (*He is a lawful neutral, human rogue 12 whose vital statistics are HD 12d6, HP 40, AC 20. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are dexterity 17, intelligence 15, wisdom 15, constitution 14 and charisma 14. He wears +2 leather armor, +2 ring of protection and +2 bracers of defense. He carries a +3 venomous dagger, a +4 dagger of throwing that returns to the users hand, dust of disappearance, hat of disguise and scarab of spell resistance 3. He has 200 gp in coin and jewelry in his person.*)

GUARD X12 (*These are chaotic neutral, human fighter 6 whose vital statistics are HD 6d10, HP 40, AC 16. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 15, dexterity 15 and constitution 14. They wear chain mail and carry spears and longswords.*)

Rumors

- 1: Captain Ulrik Von Boun owes Fineous a ship.
- 2: There is a secret entrance to the tower.
- 3: Fineous has a price on his head in the Troke.
- 4: One of the guards is on the payroll of an aldermin.
- 5: Fineous houses a powerful creature in the uppermost floor of his tower.
- 6: Fineous orders a certain fish everyday from the docks.

32: SPINSTER

Several tumbled and broken buildings are scattered down this block. These appear as mere shells consisting of walls and empty windows awaiting a house to wrap around them. Strung between the walls and buildings are several dozen tarps, old sails and blankets. Beneath and amongst the tarps is a makeshift floor of rubble. In the center are several large looms where an aged man and several zjerd sit and weave. Several anxious zjerd scurry around moving bolts of cotton and wool to and fro about the room.

The old man sitting at the center loom is Anwyn von Ressenzelt. He has lived in Raglesborg for nearly 50 years. He comes from a royal line in the Gravia and was brought here as a slave when in his youth. He was then purchased by a local and has worked as spinster ever since that time. When his owner died, Anwyn simply took over the job. During this time, Anwyn took to closely associating himself with the fates who wove the destiny of man. His devotion to his loom and the Fates has paid dividends.

Anwyn's owner used zjerd slaves as help. Anwyn continued the practice. There are six zjerd who work with Anwyn. They do

not do so willingly though have little choice but to accept their fate and pray for some opportunity for escape.

They do their tasks diligently and well for they too worship the Fates. Another zjerd, Greegov, is of noble lineage. He comes from the far south in the Drazkleed. Unlike his brethren, he bucks fate and refuses to do much work except when starving. Anwyn keeps him locked up most of the time. Anwyn is hoping to ransom Greegov someday as he is, supposedly, worth a lot.

ADVENTURE HOOK

The spinster is, as most who spin, closely associated with Mortzva and the Fates. Anwyn makes cloaks that can be imbued with magical powers. He needs a special yarn or cotton dyed in the blood of any number of unusual beast to create protective cloaks. He is willing to trade the making of cloaks in exchange for buckets of this blood. He is particularly desirous of shtumpf blood.

NPCS OF NOTE

ANWYN (*He is a chaotic neutral, human cleric 5 whose vital statistics are HD 5d8, HP 21, AC 13. His primary attributes are charisma, intelligence and wisdom. His significant attributes are wisdom 16, intelligence 16 and dexterity 13. He wears a leather jerkin. He carries a wand of spell turning, a mace of disruption and a bag of caltrops. He has 500 gp in coin and jewelry on his person. He can cast the following spells; 0—4, 1st—3, 2nd—2, 3rd—1*)

GREEGOV (*He is a lawful evil, zjerd rogue 3 whose vital statistics are HD 3d6, HP 8, AC 12. His primary attributes are dexterity and intelligence. His significant attributes are dexterity 16. He wears and carries nothing of value.*)

ZJERD X6 (*These lawful evil, humanoids vital statistics are HD 1d6, HP 2, AC 10. Their primary attributes are physical. They are unarmed.*)

Rumors

- 1: The blood of a shtumpf is imbued with dark magics.
- 2: Golden threads protect the wearer from harm.
- 3: The wool of a Mammoth, woven properly, protects the wearer from cold.
- 4: Anwyn has contacts in the zjerd kingdom and is a traitor to man.
- 5: Anwyn can cast the eye of the Fates upon those who anger him.
- 6: Anwyn can produce fabrics imbued with great magic.

ARDENFILD

It is difficult to say that Raglesborg has a commercial hub as material is sold throughout the city and there are no laws in place concerning when and what and where anything can be sold. However, the Ardenfild comes the closest place in Raglesborg to being a commercial center. There are streets devoted to single activities, such as Potters Row where ceramic vessels are sold, Weavers Alley where woven goods are sold,

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etc. There are not many artisans in Raglesborg and those that are here must compete with what is brought in aboard ship. It is only because of the irregularity and inconsistent nature of the goods being brought to Raglesborg that even allows these workers to ply their trade.

The artisans in this district have formed various gilden and seek to control and enforce certain restrictions to protect themselves and their industries. This has not worked out well for them. The Mintermin control this district and have nary a care for the artisans and their craft. The rancor and discord between the Mintermin and the local gilden is coming dangerously close to confrontation. This is exacerbated by the Mintermin's refusal to recognize the gilden and becoming more violent in their enforcement of rules and collection of fees.

The district is rather broad with clusters of buildings along the many winding streets. Much of the area in this district is abandoned. Those buildings that are occupied are almost all constructed of wood and are several stories high. These are closely packed, for security and typically built around courtyards or wells. Each of these enclaves is nearly a small community unto itself with taverns, shrines and communal warehouses. Within these enclaves, one is fairly safe (it is Raglesborg after all) but in the abandoned lots and unoccupied areas it can be very dangerous as enterprising thieves attempt to rob any and all.

33: VAKENBELD

Atop a hill is a blocky, fortified manor. Turrets leer from each corner and a catwalk with a crenelated battlement extends around the roof. A steeply pitched slate roof is topped with a banner depicting a bear and three coins. The manor has four floors with windows only in the highest floor and arrow slits in the lower floors. A short wall with a crenellated battlement wraps around the base of the hill. A squat square and bulky gatehouse offers the only entry.

This is an old fortified manor. At one time it housed a gilden but it was forcibly disbanded by the Mintermin. The interior was ransacked in the ensuing battle. Much of the good inside were taken to the Mintermin's stronghold and the place abandoned for a few years. Now several Mintermin have reoccupied it and are trying to make it livable. Of the dozens of rooms in the manor, those here only stay in a few. A guard usually walks on the walkway on the roof during the day, though not always. One or two guards are typically in the gatehouse as well.

There are seven people who stay here now. Their job is to insure order in the district or at least be able to react swiftly to any problems that occur and collect fees as is their desire. The seven are lead by Sasha, an unrepentantly evil person who takes her share of any fees collected. She is trying to garner some support amongst these seven as she intends to start her own gilden. Little does Sasha know, she was sent here for a reason. Somsoff suspects her of being disloyal. Ven was sent to accompany her and the others and report back on Sasha's activities.

ADVENTURE HOOK

There is a dungeon beneath the Vakenbeld. Sasha has recently discovered this. She wants all that might be found in the halls beneath the earth. Sasha is looking for someone to explore it for her. She does not want the Mintermin to know about it and sneaks her accomplices inside. However, when they leave, she ambushes and attempt to kill them. She may use her fellow Mintermin to do this or others.

NPCS OF NOTE

ERNST (He is a lawful evil, human barbarian 4 whose vital statistics are HD 4d12, HP 39, AC 13. His primary attributes are constitution, strength and wisdom. His significant attributes are constitution 17 and wisdom 14. He wears leather armor and shield. He carries a two-handed sword and longbow. He has 100 gp in coin and jewelry on his person.)

VEN (He is a chaotic neutral, human multiclass monk 4/rogue 4 whose vital statistics are HD 4d6, HP 19, AC 15. His primary attributes are constitution, dexterity and intelligence. His significant attributes are constitution 14 and dexterity 15. He wears leather armor and shield. He carries a battle axe and cudgel. He has 200 gp in coin and jewelry on his person.)

SASHA (She is a neutral evil, human rogue 5 whose vital statistics are HD 5d6, HP 24, AC 16. Her primary attributes are dexterity, wisdom and intelligence. Her significant attributes are dexterity 16, intelligence 14 and wisdom 16. She wears +2 leather armor and a cloak of displacement. She carries a +2 hand crossbow and a dagger wounding. She has 500 gp in gems and jewelry on her person.)

THUGS X4 (These are neutral evil, human fighter 1 whose vital statistics are HD 1d0, HP 6, AC 13. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 13 and dexterity 13. They wear leather armor and carry longswords. Each has 10 gp on their person.)

Rumors

- 1: A trottigen giant is coming to Raglesborg to retrieve a family artifact.
- 2: The people of the district are not paying their dues to the Mintermin.
- 3: A treasure is hidden somewhere in the Vakenbeld.
- 4: A slave used to tend some crops is in fact, a former Aldermin.
- 5: The hunt for someone who attempted to assassinate Somsoff is centered on the Ardenfield.
- 6: A blessed axe is located underneath the Kreut (Area 5).

34: BILZER (CARPENTER)

Of the dozen buildings on this street, this one appears to be the best repaired and kept. Close inspection reveals that it is not only better maintained than the surrounding buildings, it is intricate in its details. Filigree and weaving, unusual joints, straight lines bending into curved lines of

such delicate and unusual make set this building aside as unique, unlike any other building in all Rablesborg. No stone, mortar or other material appears amongst the elaborate woodwork. A broad porch extends into the street. Steps leading up to the porch are bounded by wood carvings of great batlike creatures.

This is the house of Hernod Kaffel. He is a carpenter of extraordinary skill. Many even say he is blessed by the gods with the hands of creation. Nothing could be further from the truth. Hernod is cursed by the gods. This is a curse which bedevils him his every waking moment. Hernod slew a priest in Kreutmark many decades ago. The priest, in his dying breath, laid a curse upon Hernod. "Build a temple to Fistmin every day or die a miserable and painful death." As all temples to the Firstmin are constructed solely of wood, Hernod started building things out of wood to prevent his death.

His craft was poor at the beginning and he could barely cut a straight line and knew nothing of joints. In time and with practice, Hernod has become an expert carpenter. For years he wandered from place, both hunted for the murder and desperate to build something. He disappeared into the west and for years worked as a builder and then foreman. His past caught up with him so he made an escape to the last place in all the west of the world where he would always be safe. He has remained here ever since. Everyday he works on his house or other's projects, but every single day he works to build something. Should he not, he will surely lapse into poor health and die.

Hernod has grown tired of his craft. He is aged and his hands do not work as well, his eyesight is giving and time is wearing him thin. But he does not want to die, not just yet.

ADVENTURE HOOK

Always seeking a manner in which to break the curse, Hernod has decided upon one final attempt to end the curse and die in peace. He wants to go to Kreutmark and atone for his crime. He wants to build a new temple in the place where he committed the murder. Hernod needs someone to accompany him, vouch for him and protect him on his journey.

NPC'S OF NOTE

HERNOD KAFFEL (He is a lawful neutral, human monk 7 whose vital statistics are HD 7d12, HP 64, AC 14. His primary attributes are constitution, strength and intelligence. His significant attributes are constitution 15, strength 14 and wisdom 16. He wears normal clothing. He carries a +4 cudgel and two +2 daggers. He has 1,000 gp in coin and jewelry on his person.)

DOGS (These are neutral, animals whose vital statistics are HD 2d6, HP 10, AC 12. They attack with a bite for 1d4 damage.)

Rumors

- 1: Hernod is blessed by the gods with the gift of building.
- 2: Hernod is cursed by the gods.

- 3: The barber (Area 35) is a friend of Hernod and the two are assassins for hire.
- 4: The wooden statues Hernod build can come to life.
- 5: Hernod is an arsonist.
- 6: Hernod murdered a priest decades ago.

35: BARBER

A small three-story house, narrow and deep, sits like a lonely sentinel amongst the ruins of dozens of other houses. The front of the building is painted red while the rest is a mixture of mossy stones and gray clapboard walls. Almost unique to Rablesborg are the round windows and metal piping on the exterior pumping smoke into the air. A signpost is planted firmly into the ground in front of the house. Engraved upon the sign is the silhouette of a head with a razor cutting across its neck.

Vulfram is a barber. This job affords him a respectable income since many of those who frequent Rablesborg have their hair arranged in elaborate patterns to establish their status or arranged in such a manner as to strike fear into their enemies. Vulfram has a way with hair. His shop is not large but is fastidiously clean. There is one chair in his common room and several tables around it with the instruments used for cutting hair neatly arranged on top.

Vulfram is also a murderer and an assassin. Of those evil people in Bergholt, Vulfram is one of the worst of the lot. He finds a certain pleasure in killing that others do not. On occasion he makes his way into the night to waylay and kill someone just because he enjoys it so much. A few suspect him of such but care little to do anything about it.

He is also an assassin and hires out to any all. Of this he is proud and brags about his ability to sneak into even very well guarded palaces to slay the mightiest of lords. There is some bragging to this but, he is a very capable assassin and is well known in Rablesborg, if not abroad. Vulfram is always seeking jobs. His specialty is in the south and west of the Gravia. This is where he is from and he cannot, he says, shake the accent.

ADVENTURE HOOK

Vulfram needs spies in unusual locations. Currently Vulfram seeks information on a castle in the west. He pays quite a sum for useful information if the PCs can get it and not get caught.

NPC'S OF NOTE

VULFRAM (He is a neutral evil, human assassin 6 whose vital statistics are HD 6d6, HP 30, AC 17. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are dexterity 16, intelligence 14 and charisma 15. He wears +3 bracers of defense, hat of disguise and a +2 cloak of resistance. He carries a +5 vorpal razor, a +3 dagger of venom, a +1 shortsword of wounding and +2 blowpipe. He has 200 gp in coin and jewelry on his person.)

40 CASTLES & CRUSADES

Rumors

- 1: Take care not to offend the barber.
- 2: A man is lost in the woods east of Rablesborg.
- 3: The barber does hair extensions that give unholy protection.
- 4: The ugliest man in Rablesborg hides behind the barber's shop.
- 5: There is much more to barber than meets the eye. Be wary.
- 6: No man is free from the wrath of the sea.

36: SHTUMPPFANG (TAVERN THE TROLL TOOTH)

Were it not for the windows aglow with light, this building would be nearly indistinguishable from the surrounding dilapidated ruins in these blocks. A single door framed in bone and hung with several leather tarps marks the entry. A tumble of burnt timbers and half a roof rest precariously over the lower floor. Several windows, like sleepy eyes, peer into the street. Inside, numerous tables made of ship parts clutter the floor in no seeming pattern. The few patrons inside, drunk and sober, laugh and joke amongst one another with a tinge of violence in their voice.

The Troll Tooth (Schtoompffaang) is owned by Rettam Beldenbirt. Rettam is in his late middle ages. He came to Rablesborg late in his life and decided this was the safest place for him to settle. He comes from far to the east where he worked with the vilest of the Jazrim as a guide on raiding parties in the Troke. Rettam is a despised man there and tales of his doings have travelled far and wide.

Only a few know of his doing in Rablesborg but word is getting out and there are not a few who find the man worthy of little more than death. But all are wary of Rettam, his subtle strength and his pet worgs cast a pall of fear around him.

Despite that, Rettam is a people person. He enjoys telling yarns and talking to all manner of louts, thieves and rascals. As such, he opened a tavern and welcomes any and all inside. Not many come. The worgs and his reputation for violence keep most at bay. Those that do regularly visit the place tend to be of the roughest or dumbest sort.

There are a dozen or more rooms for rent in the place. The drink is shabby and food poorly prepared from the cheapest of ingredients. There is little to bring someone here. That is, unless one is looking for to hire true thugs.

ADVENTURE HOOK

Rettam is growing wary of those in Rablesborg. As word of his deeds in the east increases, his desire to move n increases. He is looking to gather a few people to go with him further south and west. He makes clear his intention is to loot and plunder along the way. Rettam is unrelentingly loyal to those who are loyal to him. However, to any who even appear to be willing or desirous

of turning on him, he turns on with unhesitating mortal fury.

NPCS OF NOTE

RETTAM BELDENBIRT (*He is lawful evil, human ranger 6 whose vital statistics are HD 6d10, HP 49, AC 16. His primary attributes are strength, constitution and dexterity. His significant attributes are strength 14, dexterity 16 and charisma 15. He wears +2 leather armor, a ring of chameleon power, a ring of freedom of movement and boots of striding and springing. He carries a +2 nine lives stealer bastard sword and a +3 bow. He has 2,000 gp in coin and jewelry on his person.*)

WORGs X3 (*These neutral, magical beasts vital statistics are HD 4d8, HP 30, AC 17. Their primary attributes are physical. They attack with a bite for 2d4 damage. Their special abilities are trip, darkvision 60 feet, twilight vision, scent and tracking 6.*)

Rumors

- 1: The executioner is about to execute an innocent man.
- 2: There are many poorly guarded villages in the west ripe for plundering.
- 3: The zjerd armies moving north do not pay much, but they pay any willing to serve under their banner.
- 4: Rettam's worgs can speak.
- 5: Rettam is a murderer who worked with the Jazrim in the east.
- 6: Under no circumstances trust Rettam.

37: BAKER

One can smell the sweet aroma of freshly baked breads wafting through the alleys and streets of this block. The pleasant smell creates a calm unlike any other place in Rablesborg. The bakery from which wafts such a wonderful fragrance consumes nearly a whole city block. It is a large brown, brick building with wings stretching from its rear and sides. Smoke wafts from a dozen chimneys spread haphazardly amongst the buildings. Carts are lined up in front and around the entire place unloading and loading goods.

There is an open hall near the front with many tables, shelves and displays arranged along the walls and down the center of the room. Loaves are stacked in neat rows and piles throughout the room such that the tables, shelves and displays seem to overflow with bread. Several smock wearing men and women bark prices and haggle with those seeking to purchase bread.

Orin Fausminster von Aglenbrook once had a rather successful business in Aglenbrook selling bread as provisioning for ships traveling the Interzae. This ended when it was discovered, quite by accident, he had also involved himself in the transport of goods stolen from notables in the vicinity. These items were baked into the bread and sold to very specific ships. He made good an escape from authorities with the aid of those to whom he sold the goods. Not caring at all for a life on the seas, Orin was dropped off in Rablesborg and has remained in the city ever

since. Orin resorted to his old trade immediately and is now the preeminent baker in Rablesborg. He is also one of the most well-connected people in Rablesborg. There are those in Gravia who still seek reparation and justice for the crimes he committed while in Aglenbrook.

Orin purchases flour from the various ships which arrive in Rablesborg. He has a near monopoly on the flow of flour through the city and intends to keep it that way. This allows him to set the price for flour and bread. Orin is a stingy man and has, of late, begun to raise his prices and the flour that he sells. Having squeezed out any other suppliers in Rablesborg, there is no other recourse for the city's inhabitants. They must go to Orin for food.

Those who occupy the highest rungs of power and wealth have hardly noticed this occurring. Those at the bottom have noticed. Several ship's master have noted this as well. There are many people who would like to put this to an end. Orin has enemies and he knows it. To fend off any potential attacks, Orin has hired a dozen or more ruffians to secure his safety. This has not changed the situation, only increased the odds of a violent confrontation as the latter threatens the status of several members of the Rablesborg elite.

Orin can make breads that give benefits to those who consume them. The list below is not comprehensive though indicates the type and price of such breads. Each bread can be baked in a day but acquiring the right ingredients may take months. All of the special breads effect physical being and not mental being.

Healing 1-4	100 gp
Healing 1-6	200 gp
Healing 1-8	400 gp
Recovery* +1	25 gp
Recovery +2	50 gp
Recovery +3	75 gp
Ration**	2 gp

*Recovery: This bread increases the rate of recovery from wounds. The modifier is added to the number of hit points the consumer recovers in a day of rest.

** These breads are used as rations and are the equivalent of one days rations and weigh 1/4 lbs with a 1/10th EV. So ten days worth of rations is 1 EV and 2.5 lbs

ADVENTURE HOOK

Orin is always searching for ingredients for his breads. Most of these are purchased from any of the various markets in town or at the docks. However, supply is irregular and Orin always finds himself short of one ingredient or the other. Orin offers to pay for any number of spices or ingredients that can be collected from the Urstin, the sea or markets in any number of towns across the Interzae. These are often difficult to locate and in some cases very dangerous to acquire. For example, the congealed blood of a of an eagle would prove challenging.

NPCS OF NOTE

42 CASTLES & CRUSADES

ORIN (He is a neutral, human cleric 7 whose vital statistics are HD 7d8, HP 39, AC 17. His primary attributes are strength, wisdom and dexterity. His significant attributes are wisdom 17, dexterity 16 and strength 14. He wears a chain shirt and periapt of wound closure. He carries a +2 mace of disruption. He has 200 gp in coin and jewelry on his person.)

GUARDS (These are neutral evil, human fighter 1 whose vital statistics are HD 1d0, HP 6, AC 13. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 13 and dexterity 13. They wear leather armor and carry longswords. Each has 10 gp on their person.)

Rumors

- 1: Ground spine of an elothir is used for making special breads.
- 2: The berries of the Rottem Bush only grow near rivers.
- 3: Some locals plan to raid Orin's bakery.
- 4: Orin's spice room has the scale of a dragon in it.
- 5: Salt from the Bakken Flat is used in the best breads.
- 6: Orin angered a ship's captain who intends to exact revenge.

38: BELLAMRON (TRADING HOUSE)

This narrow and tall, nondescript, clapboard building is crammed between several other equally small and cramped buildings. It appears small, that is, until one realizes all the buildings are but part of one tangled mess stretching the entire length of a city block. The upper floors hang like vultures at odd angles from one another, nearly reaching the buildings on the opposite side of the street. Long open bays interspaced with doors stretch along the front. Behind the bays and beyond the doors are rooms filled with all manner of merchandise to sell.

This is Bellamron von Rablesborg's exchange house. The place is neat and orderly with guards watching over the items within. Few people enter Bellamron's other than ship's captains, merchants or others seeking expensive wares for trade or sell elsewhere. The locals, lower shipmen or others neither have the money nor inclination to purchase what is for sale here.

Bellamron inherited this business from his father, Hont Von Bellfen. His father had established an efficient trade with those wealthier captains and merchants who sought to trade what they could to whom they could in more legitimate manners. Hont gre wealthy doing this. Bellamron's mother lived in the Gravia and with Hont's money, sent Bellamron to the Tallerstat. There, Bellamron secretly learned the 'craft.' With a natural inclination to making trouble, it was not long after graduating that he found himself in trouble. After years of mischief and mayah, his mother 'rescued' him and sent him to Hont.

Bellamron immediately liked Rablesborg and has remained here ever since. He has contacts in many ports throughout the Gravia, Graffenvold, Troke and even in the Balrang. Bellamaron is aware of current market prices for most things and adjusts



his prices accordingly. He is an uncanny businessman and only carries the most expensive and rare of items.

ADVENTURE HOOK

Bellamron needs to find a merchant in a city along the coast who has gone missing. Bellamron believes the merchant to have been accused of dealing with pirates, which is true, and taken prisoner or escaped and is in hiding. Bellamron would like the merchant found and brought back to Rablesborg for safety. This is a long-time friend of Bellamron.

NPCS OF NOTE

BELLAMRON (*He is a chaotic evil, human wizard 6 whose vital statistics are HD 6d4, HP 18, AC 18. His primary attributes are intelligence, wisdom and charisma. His significant attributes are intelligence 17, dexterity 13, and charisma 16. He wears a cloak of displacement and +5 amulet of protection. He carries a +1 dagger of wounding and a wand of charm. He has 1,000 gp in coin and jewelry on his person.*)

GUARDS X6 (*These are chaotic neutral, human barbarian 3 whose vital statistics are HD 3d12, HP 25, AC 18. Their prime attributes are strength, constitution and dexterity. Their significant attributes are strength 15 and dexterity 16. They wear chain shirt and shields. They carry spears and battle axes. They have 50 gp in coin and jewelry on their person.*)

Rumors

- 1: Merchant in Firstenfeld knows location of illegal trading or meeting place and intends to tell authorities unless paid.
- 2: Prostitutes in Vitner's are a band of thieves.
- 3: Bergholt has sent a spy to Rablesborg in an effort to locate the city precisely on a map.
- 4: Map for sale shows the location and layout of various strongholds in the Gravia.
- 5: The islands to the north are being used as a base of operations by pirates from the Balrang.
- 6: The Heellahskappen holds a terrifying secret.

39: THE ZALBERGITTEN (SILVER MERCHANT)

The Hoorsenbasser twists and turns up a hill, midway up, the buildings rest on unsteady ground, leaning into one another for support. It's here one finds the Zalbergitten. The stone facade is cracked and crumbling. There are no windows in the lower two floors, only a door, made of bronze with the image of a deity, Imbruar, beaten into it.

Inside that door is a small, sweaty room with a single table sitting heavily on the floor. Two massive wooden chairs sit at either end of that table. There are several old scales and weights placed in the center of the table. There is a small wooden door on the far side of the room. Two heavily armed and armored guards lounge quietly on stools in separate corners of the room. A bird in a cage chirps mournfully.

44 CASTLES & CRUSADES

Yalder Ehoon owns the Zalbergitten. He is a tall and wiry man, aged and ugly. He has quick eye and even quicker hands. He is dishonest to the core. Yalder was threatened with execution years ago, an event which gave rise to his current situation. He escaped his home and managed, quite by accident, to find himself here. Those in Rablesborg who care, allowed him to trade in silver if he agreed to two simple rules; never cheat a member of Rablesborg's elite and never leave Rablesborg. He agreed.

Yalder makes a great living as a silver merchant. His job is simple, he takes silver and melts it down. These are returned to the seller as ingots or in coin. Yalder has a mint in the back with a dozen or more coin presses and hundreds of potential coins to make.

They are not good counterfeits but do provide some cover for those needing it. These can be pure silver or various degrees of impure metal additions. Yalder charges a 10% melting fee and a 10% conversion fee. The conversion fee is only used for coin making and having the silver manufactured into things such as necklaces, rings or other items. Yalder also pinches off a tiny bit of silver in each job.

Over the years he has amassed quite a sum of silver for himself. All this is done on the floors above or in the rear of the building. Almost all the silver is stored on the upper floor.

This is a three story building. The ground floor is for metal exchanges and melting silver. The second floor is for the guards and common areas. The upper floor is the personal quarters of Yalder and his silver storage. At any given time, there is 1,000–5,000 gp worth of silver in the upper floor. Four guards are in the residence at all times. There is a large guard dog upstairs as well.

ADVENTURE HOOK

Yalder needs help leaving Rablesborg. He is willing to pay handsomely for those who might agree to take him overland to Bergholt. He would prefer to leave by land as he is afraid of the sea. Yalder is under the impression that his life would be better outside Rablesborg. He is mistaken. If his absence is noted, a crew from one of the Aldermingoes looking for him.

NPCS OF NOTE

YALDER (*He is a lawful neutral, human rogue 7 whose vital statistics are HD 7d6, HP 29, AC 12. His primary attributes are dexterity, wisdom and intelligence. His significant attributes are dexterity 16, intelligence 16 and wisdom 14. He carries a +2 dagger of venom, cap of true seeing and 1,000 gp in coin and jewelry on his person.*)

GUARDS X2 (*These are chaotic neutral, human fighter 5 whose vital statistics are HD 5d10, HP 38 and 29, AC 16. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 15. They wear full chain and carry short swords and daggers. They have 100 gp in coin and jewelry on their person.*)

Dog (*This is a neutral animal whose vital statistics are HD 1d8, HP 5. It attacks with a bite for 1d4 damage.*)

Rumors

- 1: The silver merchant debases his currency.
- 2: The dog who live with Yalder is possessed by an ancient demon.
- 3: A silver mine is located in the Urstin.
- 4: A shtumpf curse has been placed on the silver ingots sold in the Zalbergitten
- 5: Miloshe (Area 4) is cursed.
- 6: Nothing good ever came of it.

RATTENBILLT

Raglesborg is no different than other cities in that the slaughter of animals and making of leather is a nasty business and relegated to certain districts. This district houses most of the meat markets and is home to most tanners. The district is rather large and spread out with numerous abandoned buildings and empty lots. There are a lot of makeshift pens and gates in the open lots. These hold various animals but mostly cattle. The owners quite often sleep in shacks within, or nearby, the animal pens. Dogs guard many of the pens. Stray cats and dogs amble aimlessly about in great profusion. It is not unusual to see people using them as target practice.

The Sabblimmen control this district in a manner of speaking. Of all the districts, this one produces the least amount of money. At best one has access to a fairly steady supply of meats and wool. At worst the district produces nothing other than headaches. The sablommen keep a small presence here to quell any flagrant problems. It is rare when even that is managed.

There are a few important places here. A temple to the Firsmen and a Kreut are found in this district. At some point during the year most people make their way to one or the other to offer prayers to the gods. The more religious-minded come here more often. There is also an old collapsed fortress that seems to be sinking into the ground. Efforts to fix it have failed and many rumors abound as to the nature of the problem.

40: HEELLAHSKAPEN

This tall and angular hill is topped by a blocky square tower tumbling into ruin. The hill it sits on appears to be collapsing in upon itself and gobbling up the fort. Scaffolding and piles of stone and mortar are chaotically piled around and on the hill as efforts to slow or reverse the destruction has been undertaken. No one is working on the structure now and the material has obviously been abandoned for some time. At the base of the hill there is a single wood building piping smoke out of a chimney. In front are numerous small stands with statues of the Firsmen resting on them.

This fort was originally built so many years ago the stone of which it is made looks old. It was occupied for many centuries but finally abandoned nearly 200 years ago when the collapse started. Many claimed the fort to be cursed and attempts to occupy it since that time have all ended in quick abandonment

or worse. Within the last two decades another effort was made to stabilize the fort. That too was ended in disaster. Everyone believes the place to be cursed. A priest, Mineheerd, and his aids arrived a few years ago to watch over the fort to protect it and, as some say, protect Raglesborg from what might lie within.

The fort is not cursed. The tunnels beneath the fort are extensive, large and poorly built. The last master of the fort came under the delusion that there was gold in the rock beneath the hill. He was wrong. This did not stop him from attempting to locate the gold though. Tunnels were excavated by slaves who knew little of mining. So poorly were the tunnels built and buttressed that it was only a matter of time before they started to collapse.

Even this, however, was not the real issue. The tunneling beneath the hill grew quite extensive and quite deep. Too deep and the miners touched upon the Endless Palace. Only now, many hundreds of years later, has the waft of the Dragon began to seep up from underneath world and begin consuming all it touches. This is what brought the priest Mineheerd.

Mineheerd came to Raglesborg at the request of Klode (Area 44). When Mineheerd arrived, he quickly discovered that the taint of the Dragon was in the air and trouble was afoot. He built a small shrine and took up residence at the base of the hill, determined to figure out a way to block the tunnels leading underneath the earth or stop whatever might come out. Mineheerd cares nothing about the goings on in Raglesborg and focuses all his attention on Heellahskapen. The residents are well aware of his power and leave him to himself. Some even bring him food, clothing, wood and offer to run errands for him.

ADVENTURE HOOK

Need more be said? It does not go unnoticed if the PCs enter the derelict fort and begin exploring the depths beneath it.

NPCS OF NOTE

MINEHEERD (*He is a lawful neutral, human cleric 10 whose vital stats are HD 10d8, HP 68, AC 19. His primary attributes are wisdom, charisma and strength. His significant attributes are strength 15, dexterity 14, constitution 13, intelligence 14, wisdom 18 and charisma 16. He wears +2 chain mail, +1 shield of deflection, helm of true seeing and ring of protection chaos. He carries a +3 halberd of wounding, +2 mace of disruption and periapt of warning which alerts the wearer to the presence of those who wish to do harm. He has 3,000 gp in coin and jewelry on his person.*)

GUARDS X4 (*These are lawful neutral, human cleric 3 whose vital statistics are HD 3d8, HP 17, AC 15. Their primary attributes are strength, wisdom and dexterity. They wear chainmail. They carry +1 spears and +1 maces. They each have 100 gp in coin and jewelry on their person.*)

Rumors

- 1: A giants stirs in the earth beneath Raglesborg.
- 2: Mineheerd is attempting to summon a creature from the deep.

- 3: The foreign priest is planning to occupy the Heellahskappen.
- 4: Beneath the Heellahskappen is a vein of gold.
- 5: Someone has disturbed the Dragon's slumber.
- 6: Broken promises and betrayal lead to ruination.

41: ADILADE BELLCOSE AND THE HAUTENHUZ (WEAPON'S MAKER)

The central portion of Rablesborg is dominated by blocky stone buildings. Near its center is the Hautenhuz. This rather large octagonal building is enclosed within a low wall. Inside is a courtyard with an array of fires, bellows, anvils and workstations for sharpening and pounding metal into weapons. The din is ungodly loud and hammers at the eardrums. Men, and not a few dwarves, are seen moving about with purpose in the various stages of weapon production.

Around the courtyard are many doors leading off into darkened rooms. Some few have metal grates across them while others are open. Hardly anyone in the place takes notice of those walking in. Only one person walks up. A huge man, fully seven feet in height and so ugly and with such huge muscles one might mistake him for an ogre or giant.

Adilade Bellcose is a rarity among men. He is massive and huge. So huge that most people, when first meeting him, believe him to be an ogre or some bizarre manifestation from the time before the fall of the Dragon. He is also ugly. So ugly that most people prefer to look away when talking to him. Adilade does not mind this. He knows he has an edge in all conversations and uses his hideous appearance to sharpen that edge. Generally, to win an argument or get his way in a negotiation, all Adilade has to do is force the person to face him and Adilade tends to win.

The Hautenhuz (House of Edges) is Adilade's shop. He repairs and makes simple weapons. Most of his income is derived from repairs. His workers are very skilled and capable, as is Adilade, though he does little of the work anymore. A few types of magical weapons, usually those of +2 or less enchantment, can be repaired in Adilade's shop. The shop also makes weapons. All the weapons made here are exceedingly expensive and all are masterwork conferring up to +2 modifiers. He does not sell nor buy common weapons. He also does not deal in armor or shields. He has no interest in them.

Adilade, having in the past been a bandit, mercenary, adventurer, pirate and thief is well known throughout the central Gravia. His sheer size and bulk made his life difficult and disappearing for a while was impossible as he is so easy to recognize. There is a huge bounty on his to this with up to 20,000 gp still being offered for his head. Although he is protected by the Aldermin, Adilade doesn't really need it and they know that. Hence there is a small arrangement whereby Adilade agrees not to cause problems for the Aldermin and the Aldermin agree to leave Adilade alone.

Adilade, being Adilade, has kept to this arrangement, but a natural propensity to dangerous activities and being easily bored, Adilade has decided to rework the agreement. He intends to join the ranks of the Aldermin and wrest some amount control over Rablesborg.

Those who work at the forges were once members of Adilade's crew of brigands. Most are loyal to Adilade though a few have ideas of their own and are desirous of making some gold in a way that does not involve risking one's life and limb.

ADVENTURE HOOK

Adilade needs some unique metals. These metals are only found in the Kragenmores in the houses of the dwarves. Adilade is willing to pay handsomely for these metals. The dwarves never sell these metals. Adilade has learned that a dwarf, and member of a crew, is coming to Rablesborg soon. The dwarf has an axe into which these metal are fused.

NPCS OF NOTE

ADILADE (He is a lawful neutral, human multiclass fighter 10/rogue 10. His vital statistics are HD 10d8, HP 70, AC 20. His primary attributes are strength, dexterity and charisma. His significant attributes are strength 19, constitution 16, dexterity 17 and charisma 14. He wears a +4 brigandine, +3 armbands of deflection, a periapt of spell resistance 4 and gloves of speed conferring a +2 to initiative. He carries a +4 large flanged mace, +3 thieves tools and a potion invulnerability. He has 2,000 gp in coin and jewelry on his person.)

WORKER X2 (These are lawful neutral, human fighter 5 whose vital statistics are HD 5d10, HP 40, AC 15. Their prime attributes are strength, dexterity and constitution. Their significant attributes are strength 14 and dexterity 14. They wear scale mail. They carry +2 bastard swords and +1 spears. They each have 500 gp in coin and jewelry on their person.)

WORKERS X2 (These are chaotic evil, human rogue 4 whose vital statistics are HD 4d6, HP 15, AC 14. Their primary attributes are dexterity, wisdom and intelligence. Their significant attributes are dexterity 13 and wisdom 13. They wear studded leather armor. They carry short swords, crossbows, and +1 daggers. They each have 100 gp in coin and jewelry on their person.)

WORKERS X6 (These lawful evil, human fighter 3 vital statistics are HD 3d10, HP 20, AC 16. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 14 and constitution 14. They wear chain mail and shield. They carry spears and longswords. Each has 100 gp in coin and jewelry on their person.)

WORKERS X6 (These are lawful neutral, human bandits whose vital statistics are HD 1d6, HP 3, AC 11. Their prime attributes are physical. They wear padded armor. They carry short swords. They have 10 gp on their person.)

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Rumors

- 1: Adilade is descended from giants.
- 2: The weapons made by Adilade are the best in all the Gravia.
- 3: Adilade despises the people of Raglesborg and intends to slaughter as many as he can.
- 4: Laird von Firstefeld (Area 50) intends to kill Adilade.
- 5: Laird (Area 50) and Adilade have a secret agreement to take over Raglesborg.
- 6: The best time to forge a sword is during the Red Night.

42: THE MENAGERIE

A massive multi-story warehouse, its wood blackened with age, dominates this block like a boulder amongst pebbles. Small, square, windows, criss-crossed with iron bars line the uppermost portion of the warehouse. Only one large door, barred and locked offers entry. Attached to one end of the warehouse is a stone tower stretching high above the warehouse. It teeters to one side, leaning into the street, threatening to collapse into ruin. A sign, dangling ominously and heavily, depicting a griffon, hangs above the door.

This unusual building is the home of Rankrid von Urstin. Rankrid, having been left to die by his father, spent most of his entire youth in the Urstin peninsula alone. He was just old enough to survive. Rankrid spent that time communing with the Firmin and learning the ways of the wild. He came to see the world as needing tamed and brought into order for man's use. After coming to Raglesborg, Rankrid developed a rather odd philosophy. He viewed men as no more than animals needing tamed as well. Because he could do neither to the extent he desired, he began taming things in the only manner he knew how; cages.

Rankrid collects animals and unusual creatures from the Urstin and other places. He brings them to Raglesborg and places them inside cages in his warehouse. The warehouse houses all manner of strange and unusual creatures gathered from around the shores if the Interzæ and into the deep forests to the south. Though few know it, Rankrid collects and cages sentient creatures like jazrim, humans and shtumpf. He is careful to keep the latter portions of his collection to himself.

Rankrid does a fine job keeping the smaller animals alive. He does not do so well with the larger animals, sentient creatures and some carnivores. The warehouse is dark, damp and cold. Food supplies are limited and conditions are not the best. Many creatures die in that warehouse. One exception to Rankrid's dismal record is his pet zwitter rorer. This beast, for whatever reason, attached itself to Rankrid years ago and has remained a loyal and steadfast pet ever since. Of course, it helps that the zwitter rorer is well fed.

Rankrid makes most of his money training animals for various people in Raglesborg and beyond. His dog training is legendary.

He also trains riding horses and war horses. He can, if given time, train boars and even bears. He expects significant compensation for these efforts. He purchases rare animals as often as he can.

ADVENTURE HOOK

Rankrid is looking for a small striped fox that is found in the marshes to the west of Raglesborg and along the coast. The fox is difficult to locate and even more difficult to catch. He pays 1,000 gp for a male and female pair.

NPCS OF NOTE

RANKRID (*He is lawful neutral, human druid 6 whose vital statistics are HD 6d8, HP 36, AC 17. His primary attributes are wisdom, intelligence and constitution. His significant attributes are wisdom 17, dexterity 17 and constitution 16. He wears a +4 padded armor. He carries a staff of animal control, a wand of charm animals and a +3 scimitar. He has 300 gp in coin and jewelry on his person.*)

ZWITTER RORER (*This is a neutral, animal whose vital statistics are 4d10, HP 32, AC 17. Its prime attributes are physical. It attacks with two claws for 1d8+8 and a bite for 3d6. It wears scale barding. Its special abilities are jump, rake and trip.*)

Rumors

- 1: Rankrid keeps dwarves in cages in his basement.
- 2: Rankrid's pet is let loose at night to hunt and eat whatever it wants.
- 3: Lars (Area 46) sells the corpses of those who died in his pits to Rankrid.
- 4: A beast from the interior is hunting for its mate. The mate is in the warehouse.
- 5: It's time for a change, the Aldermin must go.
- 6: A summoner is in Raglesborg and she brings death with her.

43: EVANTUN

A broken and disheveled old man, chained to a chair, begs for food on the porch of an equally broken and disheveled building. The clapboard walls are cracked, the windows pointless and the roof an offense. No sign is necessary to indicate the nature of the business, the old man in chains suffices well enough. The ungainly building stretches deep into the block and high above the surrounding buildings. Groans, mixed with the clamor of chains, escapes from within the building. It is the only thing that escapes.

The Evantun (the Servant's Quarters) is the only place in Raglesborg that is solely devoted to selling slaves or, technically, permanent unpaid servants. Slavery is looked down on in much of the world. Jazrim and other races of the Dragon keep slaves, so 'they' say, humans do not. This, however, does not stop people from having slaves. People who can afford them

purchase lifelong, unpaid servants who have no legal nor social standing. The Evantun sells those servants.

Jost Borger von Hirrenfeld owns this establishment. He converted a dilapidated warehouse into a holding pen for those people he purchases from the docks or elsewhere. Most of those inside are the leftovers from the markets in the rest of the city. Jost buys those whom others would or could not and keeps them here. He only parades and sells them elsewhere in the city when there is little to no competition from others. Otherwise one must come to the Evantun to buy servants. His trade is brisk for the life of a slave is usually short in Raglesborg.

Of those in his employ, one person stands out, Unen Neffer. She comes from the far east of Inzae and her tribe is rarely seen in this part of the world. Unen is in Raglesborg for a reason. She is seeking a noble of her tribe who committed some heinous crime, escaped and disappeared into the west. His trail has lead her as far as Raglesborg where, Unen learned, he boarded a vessel for raiding. Knowing her target well, she assumes he will return. Because the people of her tribe are easily recognized in this region of the world, Unen dons a disguise and stays in this disguise all day and night. Lest her identity be suspect, she remains aloof and withdrawn from others and the revelries in which they partake.

There are only a few dozen people in here at any time. All are in poor condition being underfed, overexposed and suffering the whims of Jost. They range in price from 1,000–3,000 gp and more. The ones who make it here are typically tradespeople. Most others of less utility rarely make it to Raglesborg and are dumped into the Interzae.

ADVENTURE HOOK

Should any of the PCs enter the Evantun and speak with Jost about some servants, he gladly, though cautiously, shows them around. The servants, all in cages, do their best to remain unseen pulling back to the rear of the cells. One of the PCs recognizes one of the servants or perhaps, one of the servants recognize the PC.

NPCS OF NOTE

JOST BORGER VON HIRRENFELD (*He is a lawful evil, human multiclass cleric 5/rogue 5. His vital statistics are HD 5d6, HP 22, AC 15. His primary attributes are wisdom, dexterity and charisma. His significant attributes are wisdom 15 and dexterity 13. He wears leather armor and +2 shield. He carries a +3 whip and a +2 shortsword. He has 500 gp in coin and jewelry on his person.*)

MIRIAM VON HIRRENHELT-UNEN NEFFER (*She is a lawful evil, human assassin 7 whose vital statistics are HD 7d6, HP 36, AC 17. Her primary attributes are dexterity, intelligence and wisdom. Her significant attributes are dexterity 17, intelligence 15 and wisdom 14. She wears a +3 scarab of protection, a +2 sash of protection, a periapt of neutralize poison, and a +4 robe of deflection. She carries a +3 dagger, a small blowgun with 10 +2 poisoned darts, a type III poison ring, dust of disappearance and a guardian gem that warns her*

of threats in a 50 foot radius. She has 1,000 gp in coin and jewelry on her person.)

BARNED LEK (*He is a chaotic evil, human monk 7 whose vital statistics are HD 7d12, HP 49, AC 14. His prime attributes are strength, dexterity and constitution. His significant attributes are dexterity 16 and constitution 14. He wears a ring of healing that heals 1–3 hp of damage per hour and a sash speed conferring a +1 to initiative rolls. He carries +2 brass knuckles and a +2 sap. He 400 gp on his person.*)

SLAVERS X10 (*These are lawful evil, human fighter 1 whose vital statistics are HD 1d10, HP 7, AC 12. Their primary attributes are strength, dexterity and charisma. Their significant attributes are strength 13 and charisma 13. They wear leather armor. They carry whips and clubs. They carry 10 gp. each.*)

Rumors

- 1: Those who are worth a ransom are imprisoned beneath a house on the Atkillen.
- 2: One of the servant's is a spy.
- 3: A deadly menace stalks the streets at night.
- 4: Jost is a liar and a cheat.
- 5: A broken Kreut lies shattered in the Urstin, portending ruination.
- 6: The Witch of Freyland has taken another life.

44: TEMPLE

The massive temple towers above everything near and far. The topmost floor points to the sky and the home of the Firsmin. The temple is like a heavy weight plopped into a weedy lawn weighing Raglesborg in place and giving realization to the only thing that matters; the Firsmin. The wood is grayed with age, stained and mottled with black lichen and green mosses. Steeply inclined roofs are blankets of dark green moss. The doors to the lowest floor is open. This is an invitation and reminder that to pay homage to the Firsman is a duty and honor to be ignored at one's peril.

This is a temple to Firsmin. As is typically the case, there are no other temples in the city. It is four floors in height and reaches nearly 200 feet tall. Each floor is smaller than the previous giving it the appearance of a ziggurat. The temple is constructed entirely of wood and elaborately carved from one to the next. The lower floor of the temple is open to anyone. Sacrifices and prayers are made the central chamber. The three upper floors are only open to priests. Any attempt to enter the upper floors by those who are not priests cleric or druids result in the permanent reduction of 1 point to that person's primary attribute. Everyone should know that they are not allowed in the upper floors.

Temples are never occupied permanently, only periodically. There are three priests who currently live in the temple. They tend to the temple's needs, doing repairs and cleaning the place as well as giving insuring the duties of the people of Raglesborg to the Firsmin are met.

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Klode has been here for several years and is planning on leaving some time soon. She intends to go the west but has not informed anyone of her decision. She knows that if she leaves now her life will be in danger. Swinthuid finds Klode unspeakably rude and would nothing more than to see her leave the temple. Swinthuid spends most of his time in Rablesborg drinking, gambling and other less than savory activities. Valdmarr came to Rablesborg with Klode. He is here to pay homage to the Firmin and continue with his goal of reaching Kreutmak.

ADVENTURE HOOK

The interior of the temple has been well cared for. This cannot be said of the exterior. Klode wants to hire someone to work on the exterior of the temple and scrub its walls clean of lichen, mold and moss. This could come at a high cost because an invisible creature stalks the exterior and lives under the eaves of the highest floor.

NPCS OF NOTE

KLODE (*She is a chaotic neutral, human cleric 7 whose vital statistics are HD 7d8, HP 43, AC 17. Her primary attributes are wisdom, charisma and dexterity. Her significant attributes are wisdom 15, charisma 14 and dexterity 13. She wears chain armor and a shield. She carries a +2 trident of striking and a wand of lightning bolts. She has 100 gp on her person.*)

SWINTHUID (*He is a neutral, human cleric 6 whose vital statistics are HD 6d8, HP 29, AC 14. His primary attributes are wisdom, intelligence and charisma. His significant attributes are wisdom 16, strength 14 and charisma 13. He wears leather scale armor and a ring of the ram. He carries a +2 godentag and censer of healing. He has 500 gp in coin and jewelry on his person.*)

VALDMARR (*He is a lawful neutral dwarf cleric 6 whose vital statistics are HD 6d8, HP 34, AC 16. His primary attributes are wisdom and constitution. His significant attributes are constitution 15 and wisdom 14. He wears chainmail and shield. He carries a +3 warhammer of wounding, a +2 halberd and a ring of spell storage with six levels of spells. He has 1,000 gp in coin and jewelry on his person.*)

Rumors

- 1: The temple is haunted.
- 2: The last person to work on the exterior walls of the temple fell to his death.
- 3: A curse has been laid on the temple.
- 4: A mammoth needs to be sacrificed during the next celebration to cleanse the temple.
- 5: The uppermost floor holds vast treasures.
- 6: Klode intends to bring the wrath of the Firmin down upon the people of Rablesborg.

45: KREUT

A massive menhir lies next to the river. It has been overturned and the tip of it rests in the river. Scribbled

with many thousands of symbols and etched with blessings and prayers, the menhir shows its age. Old scaffolding and shredded ropes show repeated attempts to upend the kreut.

This kreut is quite large. It stretches nearly 100 feet in length and is 40 feet in girth. It fell over long before anyone settled this area. A thousand years of prayers at the obelisk have covered the initial engravings. These were made by the followers of the Dragon. They cursed it and Heimdel. This was the reason it eventually fell over. Once found, the curses and foul etchings have most been obliterated or covered with new prayers or symbols. Much time deciphering the symbols and prayers would be necessary to discover the older script.

Agos ago the Firmin cursed the Kreut. It no longer offers beneficences to those who worship at its feet and cannot be righted unless the right person undertakes the task. There have been attempts in the past to upright this kreut but all have failed. Recently Klode and Mineheer attempted to have it righted. They failed. If, by some chance, the PCs manage to get the stone to stand up, the early script of those who followed the Dragon is revealed. All this must be destroyed and the kreut renewed for it to remain standing.

ADVENTURE HOOK

Should the PCs be interested, standing the Kreut upright necessarily involves the use of trottigen giants. Precisely four giants must be in attendance and helping to lift it upright. It was the duty of the trottigen to locate and care for the kreuts. A trottigen can found at Area 64.

Rumors

- 1: The Firmin have abandoned the people of Rablesborg.
- 2: A fortress of an Alderman has a map to treasures buried by long dead pirates.
- 3: The Kreut weeps blood once a year.
- 4: The trottigen (Area 64) sabotages efforts to stand the kreut upright.
- 5: Broken bottle, long nights and burglary are in the air tonight.
- 6: The kreut weeps blessed tears once a year.

46: THE MEAT HOUSES

A half dozen long slaughterhouses crowd around a central sandy yard. A cocohany of soon to be dead and dying animals fills the yards and surrounding blocks with terror and pain. The smell of rotting flesh, gushing blood and recently opened stomachs permeate the air and even the ground. It is a fetid swamp of death and dying. Racks of fresh meats, legs, heads, tongues, intestine and hooves hangs on racks buzzing with clouds of flies, gnats and mosquitoes.

This area is simply called the Meat House. All the animals slaughtered in Rablesborg are supposed to be slaughtered here.

That is not the case, but it is true for the most part. Local herdsmen and farmers or others bring their animals here to be slaughtered or to slaughter them. Because the area is communally owned, it is rarely cleaned (if ever) and the waste or byproduct is left to rot in the searing heat of summer or freeze into solid chunks during the cold of winter.

Although it is communally owned, it is overseen by Lars Lop Ear (so called because both of his ears were removed as punishment for eavesdropping some decades ago). He and his two aids, Ottomar and Rinka insure that those who come here to slaughter have a place to slaughter and then sell their meat. Tipping the three of them is required. If one does not tip, a beating and forcible donation of meat is gathered.

The three also run a pit fighting ring. This is very informal. Once a week or so Lars or Rinka go to the docks or any of the various bars and taverns around Ranglesborg and announce a reward for the person who wins in a pit fight. This award can be upwards of 100 gp. Contestants do not pay to enter. The betting that occurs on the floor by spectators is managed by the three. They take a percentage of the bets. This is how they make their money.

Of the three only Ottomar engages in an occasional pit fight. This typically occurs when gold is running low and Lars wants to keep the reward. Larss is the brain of the three and organizes the whole operation. Rinka acts as a barker and uses her considerable skills at telling stories, entertaining and getting her way to insure there are enough spectators betting to make the endeavor worthwhile.

The rules of the pit are standard across Inzae. One can choose how to fight. Whether unarmed and armored, with weapons or armor. Contestants are matched by the type of fight they choose and not skill level. Although the fights are not supposed to be to the death, many are.

ADVENTURE HOOK

Generally, the Meat House is one of the more calm areas of Ranglesborg. Lately this has not been the case. The last series of pit fights has resulted in a high number of deaths and maiming. The son of a ship's captain recently died in a pit fight. The father is not in port but is expected at any time. Lars is looking to hire someone to bring the body to the docks and present it to the captain. Lars does not want to do this because the captain, a bloodthirsty killer at best, is likely to go berserk and slay whomever he can until his thirst for revenge is sated. That would include the bearer of bad news.

NPCS OF NOTE

LARS LOP EAR (*He is a chaotic evil, human monk 8 whose vital statistics are HD 8d12, HP 6, AC 18. His primary attributes are constitution, dexterity and charisma. His significant attributes are intelligence 17, constitution 16, dexterity 16 and charisma 14. He wears +2 bracers of defense. He carries a +4 cestus and a +2 hose scythe. He has 200 gp in coin and jewelry on his person.*)

OTTOMAR (*He is chaotic neutral, dwarf monk 7 whose vital statistics are HD 7d12, HP 67, AC 15. His primary attributes are strength and constitution. His significant attributes are strength 16, constitution 14 and dexterity 14. He wears a sash of damage absorption 2 and a girdle of strength +4. He carries a +1 sap and +2 brass knuckles. He has 20 gp in coin on his person.*)

RINKA (*She is a chaotic evil, human bard 7 whose vital statistics are HD 7d10, HP 59, AC 14. Her primary attributes are charisma, dexterity and intelligence. Her significant attributes are dexterity 16 and charisma 16. She wears leather armor and a cloak of persuasion. She carries a +2 staff of charm, a +1 shortsword and a sash of wound reduction. She has 300 gp in coin and jewelry on her person.*)

Rumors

- 1: An army of jazrim plans a raid on Ranglesborg.
- 2: Some of the meat is tainted and potentially deadly.
- 3: No one has had mammoth in many months and the price of such meat would be very high.
- 4: Lars has rigged the fights.
- 5: Rinka calls upon dark magics to entrance people.
- 6: Ottomar is wanted in the Kragenmores for treason.

KLINGEN

The Klingen is a broad area near the eastern and southeastern edges of Ranglesborg. Most of it is abandoned, marked by ruined or dilapidated houses, abandoned lots, crumbling walls and empty streets. Amongst this detritus, a few intact buildings stand out like wily foxes ready to pounce on some small unsuspecting prey. The streets wind and twist nowhere as if designed by unwinding a ball of string. The few structures remaining intact are peppered throughout the district and not clustered as in the other areas. There are a few small shacks where people live. These are not permanent houses nor were they meant to be. Most of the structures in good repair were built centuries ago. Some being nearly half a dozen centuries or more old. These are all made of stone and are a blocky style no longer constructed in this region.

Those who live here tend to be either extremely poor or well off or well connected. The poorer people who live here cannot find employment elsewhere and have little or no money nor a source of income. Drunks and homeless from other districts come here to sleep away their nights and days when no lodging is available or they do not have the gold for a room. Many of the homeless stay in this district as well. They are left to their own and during the harsher months of the year it is not uncommon to find a frozen body or two and someone dead from starvation. There are some who have been in the district for a long time and say they can trace lineages back to the founding of Ranglesborg. They have held onto land and traditions for centuries, though this affords them little anymore other than a reason to brag in a bar.

This district is rarely visited by those coming to Ranglesborg. Trade, negotiations and other activities are conducted

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elsewhere. Little of this occurs in the Klingen. What does bring people here are some of the skilled artisans who reside in this district.

No gilden has control over this area though several are attempting to take control of it. The locals have their own group of henchmen they use to protect themselves, but this is a rather loose employment. Those here maintain a bit of independence from the rest of Ragelsborg because they are quite powerful and would prefer, quite energetically, to be left to their own devices.

47: KARLINGE (FORTIFICATION)

A crumbling stone wall wraps halfway round a small hill nearly encasing a blocky stone fort. The ungainly ugliness of the fort is nearly an offense to the eye. It appears nothing more than a random assortment of towers and square stone buildings jammed onto the top of a hill. The refuse of too many pigeons roosting in the nooks, crannies, and windows of the Karlinge have given the fort the appearance of crying acid tears, streaking the stone in white and gray.

A ragged path from a weedy street is beaten through some bramble and shrub to a wide, oddle built fortification. A short wall wraps around the base of the hill. There is only one entry unless one chooses to jump the wall. The fort itself is built of small short towers packed as tightly as one can imagine without actually being inside one another.

There seems to be no organization to its construction. The truth is, this was, many ages ago, a prison. It was built to keep people in not out. The entire structure is riven with tunnels and cells as it was built over many centuries and with no particular order in mind. Tunnels extend from its basement to many nearby buildings in Raglesborg.

The fort has not been regularly occupied for many decades. Nature is finally making inroads to its destruction. Currently, a small band of brigands from the south are camping in the Karlinge. They gathered here for privacy and safety while they divide their lot and figure out to whom they want to exchange or sell it. This is an exceedingly untrustworthy band and, even considering their occupation, are led by a borderline paranoid. They look poorly upon those who disturb them. The leader, Varl, takes offense easily and retribution is quick and deadly. Even should an encounter end without any harsh words or a fight, Varl is so paranoid he moves camp. On the other hand, should the characters manage to earn Varl's trust, he can impart significant amounts of information about the Halptier and the current state of affairs in that region.

ADVENTURE HOOK

The tunnels beneath the Karlinge have not been entered in ages. Many of the prisoners who were cast down into the deepest cells died there and were never immolated. Their remains now haunt the fortress' depths. A proper burial for the dead is the only manner of allowing those souls to pass through to the other side.

NPCS OF NOTE

VARL KURGMIN VON HOORN (*He is a lawful evil, human multiclass ranger 8/rogue 8 whose vital statistics are HD 8d8, HP 55, AC 19. His primary attributes are dexterity, constitution and strength. His significant attributes are dexterity 17, strength 15 and intelligence 17. He wears +2 scale armor and +1 shield. He carries a +3 longbow, +2 longsword of frost and a belt of spell resistance 3. He has 2,000 gp in coin and jewelry on his person.*)

BRITT (*He is a lawful evil, human rogue 4 whose vital statistics are HD 4d6, HP 15, AC 16. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are dexterity 16 and wisdom 14. He wears +1 studded leather armor. He carries a short bow, +1 dagger and thieves tools +2. He as 200 gp in coin and jewelry on his person.*)

FARGUS ARTINHEN (*He is a chaotic evil, human 3rd level rogue fighter whose vital statistics are HD 3d8, HP 1, AC 14, BtH +3 and MOVE 30 feet. His prime attributes are strength, dexterity and wisdom. His significant attributes are strength 13, dexterity 14 and wisdom 16. He wears studded leather and +1 gloves of initiative. He carries +1 thieves' tools, ten +1 bolts, crossbow and longsword. He has 100 gp on his person.*)

BANDITS X4 (*These are chaotic evil, humans whose vital statistics are HD 1d8, HP 6, AC 13. Their prime attributes are physical. They wear leather armor and shields. They carry spears and longwords. They each have 10 gp on their person.*)

Rumors

- 1: Escaped 'servants' gather in the woods east of Raglesborg.
- 2: Tusks of the Bull-Walrus can be used as a medicinal for those suffering diseases.
- 3: There are unspeakable things haunting the tunnels beneath the Karlinge.
- 4: A large troop of brigands is making its way up the Urstin.
- 5: Alistar (Area 13) collects books and tomes of great power.
- 6: Two midshipmen are planning to take over their captain's ships.

48: CLOTHIER

This elaborate structure spans nearly a whole city block. It is made of several houses interconnected by tall angular roofs and porches. An awning runs the entire length of the street. The few windows one can peer through reveal rooms piled high with cloth, looms, bolts of wool, cotton, silk and similar fabrics.

This is the home and workplace of the clothier, Selvind. He hails from the east, in the southern Troke and was brought here after his vessel and most of those on it sank to the bottom of the Interzae. His experience as a clothier gave him the opportunity to impress anyone in the community and prove to them he had some utility other than as a slave to the various farmers and taverns in Raglesborg. Though few cared, enough found his skill useful that he was given his 'freedom' and allowed to work as

clothier. Due to the nature of his business and clientele, Selvind has never really made much gold. He did, however, manage to marry and have a daughter, Amwun.

Most of the cloth Selvind receives are gifts or garbage depending upon which perspective one views it. Because so few people have their clothes made or are willing to much more than a pittance for it, the cloth brought to Raglesborg just keeps piling up. Most of the cloth is average or poor make but there are several bolts worth in the thousands of gold. Only Selvind knows this. He keeps these bolts hidden.

He also keeps one other thing hidden. Selvind is an illusionist. He has tried, in the past to orchestrate an escape from Raglesborg but has only managed to just barely return to his residence alive each time. He has given up in this endeavour. He occasionally uses his skills to avoid problems but is very careful not to be found out.

ADVENTURE HOOK

Selvind wants his daughter out of Raglesborg. A local gilden leader has decided he wants to marry Amwun. He is willing to give the PCs several bolts of cloth to take her to safety to avoid the marriage and the potential for ending up in one of the various houses of ill-repute around Raglesborg. These bolts are worth 5,000 gp each if sold to the right person. It will take some time before Selvind would trust the PCs. Another idea he has had is to have the gilden leader who wants to marry his daughter killed.

NPC'S OF NOTE

SELVIND (*He is a lawful evil, human illusionist 6 whose vital statistics are HD 6d4, HP 17, AC 12. His primary attributes are intelligence, wisdom and charisma. His significant attributes are intelligence 17, wisdom 14, charisma 14 and dexterity 13. He wears a smock, periapt of wound closure, a diadem of missile deflection +3 and a robe of protection from evil. He carries a wand of spell turning, a +2 dagger and a ring of animal control. He has 1,000 gp in coin and jewelry on his person.*)

AMWUN (*She is a chaotic neutral, human commoner 0 whose vital statistics are HD 1d6, HP 3, AC 10. She has no primary attributes. Her significant attributes are dexterity 13, intelligence 14 and charisma 14. She wears commoner's clothing and carries no weapons.*)

Rumors

- 1: The silver merchant is cursed
- 2: A cabal of evil beings rule the Nine Knives.
- 3: Tunnels and caves in the cliffs behind the falls harbor ancient treasures.
- 4: A local gilden head desire to marry Amwun.
- 5: The Purvinhuz (Area 26) has many secret entrances.
- 6: A noble is imprisoned in a cell in the Mistinbil (Area 19).

49: TAVERN BILTER THE GONFOGGER

The muddy lane in front of the Gonfogger reeks of urine, feces and beer. This is an altogether uninviting place. The Gonfagger sits like a weed crammed between two other buildings. Its four lowest floors stretch upwards like a tower until it reaches the height of the neighboring building's roof. The uppermost two floors spread out like branches on a tree its columns, planks and beams resting on the roofs of the floors beneath and neighboring houses. A single red light burns on a stand outside beneath a sign in the shape of a keg.

The ground floor of the Gonfogger is tiny with well-worn steps leading up. An older man sits behind a desk at one corner of the room. One large barn room door is open on the other side of the room. The smell in here is atrocious and there are no windows. The man behind the desk glances up and asks, "Room or Gonfag or both?" This is Bilter von Urstin, the owner.

It is said the Gonfagger is a tavern, of sorts. After spending any time in it one can only come to the conclusion that it fails miserably at both serving drinks and offering a place to stay. The entire establishment is run down, dilapidated and overrun with rats and vermin of all sorts.

The lower floor has a large room where one can rent a place to sleep on the floor. The second, third and fourth floors all have 4 rooms with a single bed in them. The fifth floor is the Gonfag. This is the bar. This room is large and stretches out over the adjacent buildings. There is a balcony surrounding the entire floor. The upper floor has Bilter's quarters.

Despite its appearance, poor service, tasteless beer and disgusting rooms, the Gonfagger is typically crowded at night. Over the past few decades the establishment has become a meeting hall for the various captains and band leaders who come to Raglesborg for safety, planning, meetings or for whatever reason. This makes the Gonfag a dangerous place as well. The leaders and captains are almost always on guard against potential threats. Bodyguards and henchmen, quick to act (especially after imbibing a bit too much), are well armed and capable.

Many say that Bilter never sleeps and is completely indifferent to his surroundings. His room is just above the bar and the noise and revelry of the Gonfag lasts long into the night preventing him from sleeping yet he never does anything about. His service is horrible yet he never changes the food nor the brew. It is not true that he does not sleep nor is he indifferent. Bilter does sleep. He is nearly deaf. What many take for indifference is a simple incapacity to hear well and a desire to do anything about the Gonfogger's situation. He is approaching 70 years of age and has more or less given up on the Gonfogger. He plans to go into the wilds of the Urstin from which he came and pay homage to the Firmin as he was taught.

The common room cost 5 gp a night. The single rooms cost 15 cp per night. A typical drink is 5 cp. The rooms are unkempt and there is no heating during the winter. Due to its location

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in Rablesborg, there is no chance of a cross breeze in summer. This makes the Gonfag an uncomfortable place to stay and only those desperately low on monies consider it.

Bilter can read lips very well. Few know this. He often sits behind the bar and to all appearances is just staring off into space. This is not true. He is reading the lips of the patrons of the Gonfag and gathering information which may be of use to him in the future. He also trades in secrets. Those who need to know 'things' are willing to pay Bilter very well.

ADVENTURE HOOK

Bilter's trade in secrets has made him a few enemies in Rablesborg as well. Bilter has double dealt a few powerful entities by feeding them false information. This has been discovered and there is a crew in Rablesborg planning to murder him. Should the PCs intervene, they would be well rewarded for their efforts. Schterm Vulfingeerd has moved into the Gonfogger recently and is the point man for the murder of Bilter. Schterm feigns drunkenness and stupidity most of the time.

NPCS OF NOTE

BILTER (He is a chaotic evil, human druid 6 whose vital statistics are HD 6d8, HP 24, AC 15. His primary attributes are wisdom, constitution and charisma. His significant attributes are wisdom 15, intelligence 13 and constitution 13. He wears +1 studded leather armor, a +1 periapt of protection and a cap of true seeing. He carries a +2 cudgel of heating metal and a sash of the Wilderlands. He has 200 gp in coin and jewelry on his person.)

SCHTERM VULFINGEERD (He is a lawful evil, human assassin 6 whose vital statistics are HD 6d6, HP 30, AC 17. His primary attributes are dexterity, charisma and intelligence. His significant attributes are charisma 16, strength 13, dexterity 17 and intelligence 15. He wears +3 medallion of protection and +2 gloves of protection. He carries a +1 venomous dagger and two vials of type IV poison. He has 50 gp on his person.)

Rumors

- 1: Bilter is not whom he appears to be but is some aberration or demon.
- 2: A farmer found a cache of silver and is hiding it.
- 3: Few people stay here because a room is possessed by a dead spirit.
- 4: Buried in the wastes of the Urstin is the tomb of an ancient trottigen king.
- 5: A meeting of the captains has been called at the Gonfogger.
- 6: A mad priest wanders the wastes outside Rablesborg.

50: BLUTENHUZ (HOUSE OF BLOOD)

The clang of metal reverberates from behind a tall red wall painted. Its straight edges are split by a single broad entry with a metal grate. Two guards stand at the

entry. Their shining breastplates are embossed with the many weapons of war. At each of their feet are hoary wolfhounds, bound with chains and spiked collars. Beyond is long, low-slung martial building wrapping around a courtyard festooned with the artifacts of combat. There, men spar with wooden and steel swords perfecting the art of killing and dying.

The Blutenhuz is the only establishment in Rablesborg in which swordcraft is taught. Laird von Firstenfeld owns the establishment and does most of the teaching. He has a few others who help but Laird is fastidious and controlling and often takes over the teachings of his aids. He teaches anyone who is willing to pay the exorbitant amount he requires for his time. Laird is known far and wide for his skill with the sword and is a fearsome combatant. None have challenged Laird in a very long time.

Laird was exiled from Firstenfeld some decades ago as a traitor. He lent his hand as a mercenary and leader of those war bands criss-crossing the Gravia and wreaking havoc wherever they made footfall. Laird's penchant for no quarter in combat and willingness the change allegiance earned him many a bitter enemy and he soon found that none would have him nor his band of warriors. An effort was made to establish his own fiefdom. This failed and Laird escaped with little more on his back than a sword and a fearsome reputation on the battlefield as a warrior unmatched. He made his way to Rablesborg and has been here for many years. With an aristocratic background, the life of a brigand or pirate did not appeal to him. He decided that his waning years would be spent teaching swordcraft.

Those who can afford it come to Laird for training. These are typically captains or midshipmen and the occasional bandit. Laird accepts anyone who can pay but is careful in his training. He is wary and always on guard for the occasional assassin and always, always studies his students seeking a salient weakness he could exploit should it ever be required. Laird is a brutal taskmaster and cares not a whim for others status or power for if nothing else, his ego is such that he fears nothing.

ADVENTURE HOOK

Laird occasionally finds a potential student irksome or takes to disliking them for some unfathomable reason. Should this be the case with one of the PCs, Laird sends him on a mission in the Urstin. The student is to bring back the heads of three heervjzo, three shtumpf, three zjerd or whatever strikes his fancy at the moment. Laird finds these types of missions humorous and challenging. It also serves to remove the offending person from his presence and perhaps even get them killed.

NPCS OF NOTE

LAIRD VON FIRSTENFELD (He is a neutral, human fighter 13 whose vital statistics are HD 13d10, HP 98, AC 21. His primary attributes are strength, dexterity and intelligence. His significant attributes are strength 17, dexterity 16, constitution 17, intelligence 14 and charisma 14. He wears a +2 ring of defense, +1 ring of defense, +2 sash of defense and



wound absorption 1, a +4 earring of protection, a +2 diadem of initiative and an armband of spell resistance 4. He carries a +5 rapier, +3 dagger of wounding, boots of haste and belt of charm. He has 4,000 gp in coin and jewelry on his person. He has access to a +2 battle axe of sharpness, a +2 ever-returning spear, +4 large metal shield, +3 lance, +4 plate mail and a heavy warhorse. When in melee with any students or previous students, he receives a +3 bonus to attack and damage.)

ROLLO DE BLOOT (He is a lawful neutral, human knight 9 whose vital statistics are HD 9d10, HP 78, AC 20. His primary attributes are dexterity, intelligence and charisma. His significant attributes are strength 14, dexterity 16, charisma 16 and intelligence 15. He wears +2 chain, shield and +4 girdle of strength. He carries a +2 two-handed sword and +2 morningstar. He has 1,000 gp in coin and jewelry in his person.)

GUARDS X8 (These are lawful neutral, human knight 5 whose vital statistics are HD 5d10, HP 40, AC 16. Their primary attributes are strength, charisma and constitution. Their primary attributes are strength 14, charisma 13 and dexterity 13. They wear chain mail and shields. They carry +2 battle axes, +2 halberds and +1 longswords. They each have 200 gp worth of coin and jewelry on their person.)

GUARD DOGS X8 (These are neutral animals whose vital statistics are HD 3d8, HP 22, AC 14. Their prime attributes are physical. They attack with a bite for 1d6. Their special abilities are scent, blood rage (can go into a rage for an additional 1d4 damage), trip and +4 to listen checks.)

Rumors

- 1: Blood is thicker than water but not wine.
- 2: Laird is protected by the god of war.
- 3: The end of every road is the sword.
- 4: Laird is gathering a force to fight in the wars to the south.
- 5: There are holy weapons in Lairds armory.
- 6: The scribbler (Area 53) is hiding something powerful.

51: BALMAL (TAVERN)

Near a collapsed wall at the edge of Rablesborg is a sprawling tavern. The timbers are gray with age, the roof dappled with moss and lichen, the windows like nearly closed eyes, the place is uninviting, even repulsive. It is not an ugly building, but ugliness and decay emanate from it like the steam from a corpse on a winter's day. The muddy path near its front, the fetid stench of the unwashed, the naked anger and hate of its occupants have all left its mark. The wood nearly groans with pain as if it wanted to regurgitate those within. This is the Balmal, a tavern frequented by the flotsam and jetsam of the Graffenvold. It is home to some of the vilest people one may ever encounter.

Inside, a long open room scattered with tables and chairs and braziers is host to a surly lot of worn and haggard men and women. Knives, swords, axes and maces are plain to see and threat lingers in the air like a mist. It is quiet and hushed the hushed tones of the damned whisper words of pillage and worse.

This tavern is located on the outskirts of Rablesborg near a portion of the old wall which has collapsed. The tavern has one floor but it sprawls nearly entire city block. Rolf von Hirren runs the place but one could hardly call him the owner.

He was once an active brigand in the Halptier and a very successful one. This success brought too much attention. He and his crew were ambushed. Rolf was the only survivor. He managed to get to Rablesborg where he has remained for years.

Rolf manages the Balmal but he does not own it. No one owns the Balmal. Rolf's reputation has allowed him to force those who come here to pay for the beer and food he offers. Anyone is allowed to sleep wherever they want.

The Balmal is rarely visited by anyone other than brigands and outlaws from the Halptier. It is considered an unofficial place for them to meet and trade. The grounds inside are also considered sacred and no killing is, by tradition, allowed. This tradition is only observed as a convenience.

The tradition is dispensed with on so many occasions that one wonders why it is considered a tradition. Those who come here to trade with one another, pass along information, seek new crews or new members and settle disputes.

ADVENTURE HOOK

Some brigands from the Graffenvold have arrived and moved into the Balmal. They have come here to collect on a debt. A debt that can now only be paid in blood. There is no amount of money that can persuade the brigands from their purpose and the PCs get caught up in the middle of the battle.

NPCS OF NOTE

ROLF VON HIRREN (*He is a chaotic evil, ranger 7 whose vital statistics are HD 7d10, HP 56, AC 18. His primary attributes are strength, dexterity and charisma. His significant attributes are strength 13, dexterity 13 and charisma 17. He wears +2 hide armor, +1 shield and periapt of wound closure. He carries a +3 short bow, ten +2 arrows, +2 scimitar and three +1 throwing daggers. He has 500 gp in coin and jewelry on his person.*)

BRIGANDS X4 (*These are chaotic evil, human ranger 1 whose vital statistics are HD 1d10, HP 8, AC 14. Their prime attributes strength, constitution and intelligence. Their significant attributes are strength 13 and dexterity 13. They wear leather armor and shields. They carry short bows, short swords and spears. They each have 50 gp of coin on their person.*)

Rumors

- 1: Perilous times are ahead. The skies were filled with ravens during the last celebration.
- 2: A giant's footprint has been found on the banks of a nearby river.
- 3: A cyclopean giant lives on an island north of the Urstin.
- 4: Rolf sold out his crew for a safe release and a promise to leave the Halptier.
- 5: Bergholt has sent out a troop to begin clearing the region of bandits.
- 6: Several of the outlaw gangs are going to war with another.

52: HALL OF GUILDS: LOCAL GUILDS MEET HERE

A grassy gnoll near the river is topped by a large, open rotunda. The ancient stones used to construct this ponderous edifice are cracked with age, stained, eroded and chipped. The round columns holding it up are covered in thick branches and roots as cedars lodge in every orifice cracking the ceiling, the steps and the roof. Vines cling and climb up the columns and along the ground like fingers of some dying beast grasping at whatever it can to stay alive. The dome is cracked and sagging, leaning slightly to one side as if about to fall. But has not quite succeeded in doing so. In the center of the rotunda is a small pedestal surrounded by a ring of bleachers.

The Hall of Guilds is the traditional meeting place of the all the leaders of gilden. It has not been used as such in ages. It

is an open aired rotunda with no walls. Two rows of bleachers stretch around the center of the rotunda. The dome is teetering to one side and a collapse appears imminent. This is not the case though. The building, though listing, is nearly as solid as the day it was constructed.

Ferrel Von Besterin lives in the Hall of Guilds. He has taken up residence in the rotunda and sleeps nowhere else. Ferrel prefers being outside and exposed to the elements. In this manner he can better understand the will of the world and thereby protect those around him from what lies beneath the beastly and horrific, carnivorous earth. For, Ferrel came to Ranglesborg because of a vision. This vision revealed a great monster rising from deep within the earth and carrying with it the aroma of the dragon, death and destruction. Ferrel is intent upon finding that creature and slaying it before it makes its way to the surface.

Ferrel is a wary man and trusts none who live in Ranglesborg. He is vigilant for signs of the Dragon and quickly slays those he feels might be wandering into the folded wings of the Mother of Worlds. He wanders the grounds of the Hall of Guilds with his companion, a great black bear with slavering jaws and a mean disposition. The bear has followed Ferrel for years and the two know the nuances of one another's needs without even communicating them.

ADVENTURE HOOK

The Hall of Guilds has not been used in ages as a place for the guilds to meet. However, recently, the head of a gilden has decided that it is time to use it again. He asks the PCs to rid the Hall of Guilds of "that pest Ferrel."

NPCS OF NOTE

FERREL VON BESTERIN (*He is a lawful neutral, human cleric 7 whose vital statistics are HD 7d8, HP 56, AC 16. His prime attributes are wisdom, intelligence and dexterity. His significant attributes are wisdom 16, intelligence 14, dexterity 13 and charisma 13. He wears +1 cuir bouilli, a ring of earth elemental command and bracelet spell storing 6 levels. He carries a +2 cudgel stunning, a +1 wolf spear and a wand of summoning I. He has 200 gp in coin and jewelry on his person.*)

BEAR (*This neutral animal's vital statistics are HD 4d10, HP 35, AC 14. Its prime attributes are physical. It attacks with two claws for 1d6 damage and a bite for 1d8 damage. Its special abilities are bear hug and rake.*)

Rumors

- 1: The Hall of Guilds is haunted by the ghosts of those who were buried in its foundation.
- 2: Ferrel knows too much and is to pay the price.
- 3: The Magdole Gang is sending a representative to Ranglesborg.
- 4: The Dragon stirs in the earth beneath Ranglesborg.
- 5: The Urstin is cursed and the lands overrun with those who worship the Dragon.
- 6: The top of the dome of the Hall of Guild is covered in gold.

53: SCRIBBLER (SCRIBE AND MAPMAKER)

Here a tall and narrow, wooden building sits between two broad, blocky stone houses. This is neither a tower nor a house but a strange mixture of the two. The lower floors are plain and bereft of all adornment other than a single blue door reached by narrow and crooked steps some 20 feet off of the street. The upper floors have numerous barred windows and the highest floor is but a parapet with a thin scaffolding stretching high above it, swaying ever so slightly in the wind.

Aymon Gedler lives in this house. He is a mapmaker, scribe, and wizard. None know he is a wizard except his servant, Brad Peterson. The two are from the Troke.

Aymon came to Rablesborg to escape punishment for betraying his benefactor, a powerful warlord and commander of a famed troop of mercenaries. Knowing full well that the practice of magic is forbidden in the west of the world, Aymon has taken on the role of a mapmaker and scribe. He has been very careful about concealing his true identity, lest the reward for his capture in this city of thieves become well-known and his life becomes forfeit.

Brad Peterson is a lifelong friend of Aymon. The two get along famously and both receive the benefits of the other's skills. Brad has remained with Aymon from his days in the Troke and is still loyal to this day. He often acts as an inquirer for Aymon or a front man in hiring or determining the loyalty of those Aymon considers having dealings with.

His services are appreciated by many of the captains who ply the Interzæ. For, though many maps of the region exist, few are very accurate and some so inaccurate that reflect nothing but the scribbled imaginings of someone who has never set foot on a boat. Aymon's maps tend to be very accurate. As he uses his considerable arcane skills to help make the maps and 'see' the areas he is mapping.

Some of his maps are given to captains in exchange for protection or other services. Others are exchanged for goods. A few are sold for gold.

He keeps his best maps for himself and ever divulges some of the secrets that he has discovered over the years. He knows the locations or very close approximations to many shipwrecks, fortifications, abandoned strongholds and other interesting aspects of the Interzæ. He intends to take these maps with him one day and, with a group of stalwart and gullible fellow travelers, using the maps, plunder some long forgotten magics and treasure hoards.

ADVENTURE HOOK

The trade in maps is a rather cut and dry business. It is only rarely that a problem or disagreement results in Aymon being blamed for some issue that occurs at sea. One such instance has occurred and Aymon needs the vengeful desires of an angry captain assuaged—in any manner the PCs seem fit to do so.

NPCS OF NOTE

AYMON GEDLAR (*He is a lawful neutral, human wizard 8 whose vital statistics are HD 8d4, HP 21, AC 15. His primary attributes are intelligence, wisdom and dexterity. His significant attributes are dexterity 14, intelligence 18, wisdom 15 and charisma 14. He wears a +2 robe of protection, +2 armband of defense, sash of true seeing, necklace of shielding and girdle of charm person. He carries a wand of frost and +2 staff spell storage. He has 200 gp in coin and jewelry on his person.*)

BRAD PETERSON (*He is a neutral, human bard 5 whose vital statistics are HD 5d10, HP 37, AC 12. His primary attributes are charisma, intelligence and wisdom. His significant attributes are charisma 17, intelligence 14 and dexterity 13. He wears padded armor, He carries a +2 scimitar and +4 thrusting spear. He has 100 gp on his person.*)

Rumors

- 1: There are rivers which reach one hundred miles inland in the Barlang.
- 2: Silver is found in abundance in the caves and caverns of the Urstin.
- 3: The southern reaches of the Graffenvold have never been explored.
- 4: Beyond the Sundering Sea lies only the Void.
- 5: There are islands in the center of the Interzæ, shrouded in mist and fog that contain treasures unlike any in the world.
- 6: The diamond spill like water from a fountain on Krag Garmond.

FASTELBROK

The Fastelbrok covers a vast swath of the outlying areas of Rablesborg. It is nearly abandoned with but a few pockets of inhabitants clustered near or around the surviving businesses, taverns, and fortifications. The word Fastelbrok refers more to a state of being rather than a district. It refers to an area in which nothing of import happens nor from which comes anything of importance. This gives the Fastelbrok a rather vague boundary and describes those areas in and around Rablesborg that are nearly abandoned. The buildings here are mostly in such a state of disrepair that one could not live in them. Portions even appear no different than those lands upriver several miles. Trees and shrubs grow in profusion with other more heavily used areas covered in grass and weeds. Sheep, cattle, and pigs graze in the empty or derelict lots as if in the forest. The few standing buildings are so old that it appears a strong breeze will bring them down.

Those who live in the Fastelbrok do very little other than farm or scrape a living off the refuse of Rablesborg. There are some herdsmen here, those who grow what few crops can be grown and the occasional business. The derelicts and bums who can find no other place in Rablesborg gather here, sleeping in the run-down buildings or empty lots. Gangs of these people can be quite belligerent when anyone enters 'their' territory and

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constantly fight one another over these territories. Both depend upon petty thievery for food and sustenance. Life expectancy in this area is short.

The few wealthier or more powerful people who live here are congregated around taverns, fortifications, hill forts or other better kept structures. These businesses are usually highly specialized and attract customers from other parts of the city. Business is not brisk.

Thomas One Eye of the Vilkers is in nominal control of the Fastelbrok. None have really contested his rule primarily because no one cares who rules the Fastelbrok. Thomas views the Fastelbrok differently than most though. He believes that through the Fastelbrok and its various gangs, he can gain control over several important areas of Raglesborg. Once those places come under his control, Thomas thinks he can leverage his position to gain control over the entire city. There are just enough desperate people in the Fastelbrok to give Thomas and others hope.

34: NEERFMINT

The fort on top of this hill grinds down as if it were attempting to smother the earth. Huge stones, squared and intricately engraved rest, one on top of the other with those on top becoming larger. At first glance the whole edifice appears upside down, as if some giant flipped a castle on its head. Only the few towers, square and solid, protruding from the top, right the image in front. No windows adorn the lower walls but the upper walls and towers are peppered with windows and arrow slits. Black slate adorns the roofs of the highest towers where banners, depicting a howling dog's head, flutter in the breeze. A single, beaten brass door offers entry.

This fort was built ages ago by a rather a trottigen giant and his friend a dwarf. Both are, incidentally, still alive and living in the Hoords. The fort is constructed with an upended appearance. The lower portion is smaller than the mid portion. The towers were built and interconnected to the walls to balance the whole of the structure. There is no interior courtyard or grounds. The entire fort is covered in stone. There is a battlement.

Sometime after it was built, the occupants disobeyed the designer's suggestion that tunnel and dungeons not be built beneath the fort lest it cause the foundation to become weak. The tunnels were excavated despite the warning. It is a simple miracle the entire fort has not fallen to one side or the other or simply collapsed. Even a brief inspection of the interior and walls reveals that the entire place is sitting on a poor foundation and is barely holding itself together.

The Vilkers currently occupy the Neerfmint. Thomas One Eye, their leader, uses this fort as his central stronghold from which to rule those areas under his control. Most of Thomas's followers are here the majority of the time. Thomas has begun collecting weapons and food in the fort for his 'army.' None enter the place except by invitation. The front door is guarded at all times. The walls typically have one or two guards in it.

In the tunnels beneath the fort there are a great number of storerooms and chambers used to house prisoners or supplies. Amongst all these room is one tunnel, unnoticed for centuries, that leads deeper under the earth, connecting to another series of tunnels leading to the cliffs and the tunnels behind the Vaken (Area 14).

ADVENTURE HOOK

Thomas One Eye is earnestly seeking people to help him in an uprising or power grab. He needs all sorts. If he or any of his men sense an opportunity to engage the PCs in the uprising, Thomas gives the PCs several small tasks to undertake to establish their loyalty or honesty. These could include an assassination, battery, theft or other such activity to weaken another gilden prior to the uprising. Thomas does not let the PCs know what he is planning until he trusts them and then only when absolutely necessary.

NPCS OF NOTE

See Vilkers above

Rumors

- 1: Thomas One Eye has difficulty controlling his districts.
- 2: Some gilden are planning to take over the Vilkers territory.
- 3: Ebard (Area 58) is seeking to hire someone for a job.
- 4: Trouble is afoot and an evil wizard lurks in the shadows of Raglesborg.
- 5: There is a place, a place few dare tread where death and treasure abound.
- 6: A portent of doom has been seen in the night sky. Ill omens.

35: GNOOT'S INN (TAVERN)

Sitting astride the Gnoot River is a broad, wooden, building with five floors. It is adorned with many windows on its upper floor and dormers on the roof. The walls were once whitewashed and plastered but only the stained remnants of that remain. The building appears to be in a state of suspended collapse. Loose shingles, hanging beams and broken windows all combined with a severe list give the impression of some great weight pushing mightily to knock the thing down upon its neighbors.

Inside, a dark room with a scattering of tables and deep-set cold fireplaces is illuminated only by a few torches and lanterns. It is as if one were underground in a dank cave. A small u-shaped bar creeps out into the center of the room upon which are numerous casks and empty tankards. A haggard scullion maid sits behind the bar chewing tobacco and drinking ale.

The tavern is owned by Vulfig, a brigand who once primarily operated in the southern Halptier. The tavern or bar is empty most of the time and even at its fullest seems empty. There is

one woman who serves beer and an occasional bowl of stew and bread. But this is rare. For the most part she sits at on a stool and waits for Vulsig to lose his temper.

This bar has been used by the locals for several decades or more. When Vulsig came to Ragelsborg, he took up residence here. He fought with the owner and killed him. Vulsig decided to take over the bar and remain in Ragelsborg for a time. He is using the Gnoot as his own personal house. No one has come to stop him. The Vilkers hope to attract his aid and loyalty in the upcoming battle.

Vulsig is using the tavern to gather a larger band to work with him in the Halptier. He sees great opportunity in the upcoming war between the zjerd, Bergholt and Halpveg. His intention is to loot and pillage as much as possible, hire out as mercenaries or even to carve out his own kingdom. He has little care as to which side he fights on. Since bandits from the Halptier have come here for decades, he uses the Gnoot as a place to meet them. The few locals who do come here will dwindle to nothing very soon. Should Vulsig be successful in bringing others to his band, he too abandons the Gnoot and moves back to the Halptier.

ADVENTURE HOOK

Vulsig is actively seeking people to join his band. He attempts to recruit the PCs should they show any interest in joining. He takes rejection personally and woe betide those whom Vulsig finds untrustworthy or traitorous.

NPC'S OF NOTE

VULFSIG (He is a lawful evil, human multiclass ranger 11/rogue 6 whose vital statistics are HD 11d8, HP 67, AC 18. His primary attributes are strength, dexterity and constitution. His significant attributes are intelligence 8, strength 16, dexterity 15 and constitution 14. He wears +2 hide armor, shield, cap of the Wilderlands, +3 boots of move silently and a +1 cape of hiding. He carries a +2 short composite bow, 20 +2 arrows, a +2 pears, +3 scimitar and a +2 shocking dagger doing an extra 1d4 damage on a roll of 18 and above. He has 1,000 gp in coin and jewelry on his person.)

EFREED (She is chaotic evil, human monk 7 whose vital statistics are HD 7d10, HP 67, AC 18. Her prime attributes are dexterity, constitution and intelligence. Her significant attributes are dexterity 16, constitution 18 and intelligence 14. She wears a +2 necklace of defense. She carries +3 brass knuckles and a +2 punch dagger. She has 300 gp in coin and jewelry on her person.)

GARTH VON EDDLHEIM (He is a lawful evil, human knight 8 whose vital statistics are HD 8d10, HP 64, AC 18. His primary attributes are strength, constitution and charisma. His significant attributes are strength 14, charisma 14 and dexterity 13. He wears +1 chain shirt, +2 shield and gauntlets of force adding 2 points of damage. He carries a +2 large mace, and +1 bastard sword. He carries 500 gp in coin and jewelry on his person.)

THUGS X3 (These are chaotic evil, human fighter 3 whose vital statistics are HD310, HP 20, AC 14. Their primary attributes are strength, dexterity and constitution. Their significant attributes are strength 13 and constitution 13. They wear studded leather armor and shield. They carry short bows and longswords. Each has 50 gp in coin on their person.)

THUGS X5 (These are chaotic evil, human fighter 1 whose vital statistics are HD 1d10, HP 5, AC 12. Their primary attributes are strength, constitution and dexterity. Their significant attributes are strength 13 and constitution 13. They wear leather armor. They carry spears and battle axes. They each have 10 gp on their person.)

Rumors

- 1: Anwyn von Bergholt (Area 32) is a spy for the nobles in Bergholt
- 2: Alistar (Area 28) practices divination and the arcane arts in secret.
- 3: The forces of Halptier are in retreat and in desperate need of reinforcements.
- 4: Bergholt is entering the war against the zjerd.
- 5: Several of the locals intend to kill Vulsig.
- 6: A great evil lurks in the tower (Area 63).

56: GAVIN BOATWRIGHT

In an open lot is the workplace of Gavin Boatwright. A large muddy yard piled with planking and tools and the detritus of many small boats greets all who come this way. The boatyard has several ornately carved prows in it, both are large and depict the lords of the Interzae. They look out of place this far from the dock area. A dozen or more massive dogs are chained to iron poles sporadically throughout the yard and bark ferociously at any and all who make their way within sniffing distance.

A small building lies at the end of the yard. It is a clapboard house, dilapidated and rotting. Inside the main house are a scattering of tools of the trade, some lumber, plans tacked to the wall and several table piles with days old food, tools, and other bric-a-brac of daily living. Its musty, hot and unclean.

Gavin, a brusque older man, stoutly built with thick curly hair hanging heavily down his back, greets newcomers with disdain. He shuffles constantly while speaking but never averts his eyes from those to whom he speaks. Every conversation is an inquiry and interrogation. He is trying to measure the honesty and integrity of those with whom he must deal. Or, more accurately, Gavin is trying to figure out just how much dishonesty and back handed nefarious dealings he must have with the person.

Gavin Boatwright has lived here for some time. Being washed ashore, so to speak, when all else was faring poorly. He specializes in making ornate prows for ships and boats. These are all representative of the Firmin and often come with divine protections. He considers his skill a curse and now hates building the prows for such a cruel lot of miscreants but

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is an expert builder and is paid well for his services. His prices vary according to the customer. Many balk at this, but he does not care. He knows his services are necessary and is valuable because of that.

Gavin also employs a few helpers to work with him. These are more than carpenters and workmen, they are henchmen with a background in pirating, warfare, banditry and other sordid activities. It's a mean lot and a violent one. These are men who no longer are even welcomed in Rablesborg. Because of their association with Gavin they are provided some degree of protection and, in return, insure Gavin is protected.

ADVENTURE HOOK

Gavin rarely involves himself in the affairs of others and has made it well known that any activities not sanctioned by the Aldermin are not in the offing. That is, until recently. Gavin has become aware of a wizard in Rablesborg and he has a hatred for that sort and wants the wizard dead. Of course, there is more to the story. The spy who informed Gavin of this wizard's presence also informed Gavin that the wizard is in Rablesborg for a reason. He is here to steal the Tome of Prow which Gavin owns. The problem now for Gavin is how to kill the wizard before the wizard kills him. And, to make matters worse, the wizard (who is in disguise) is under the protection of the selfsame people to whom Gavin bows a knee, the Vilkers. Gavin is seeking outsiders to do the job for him. He offers an escape and vessel in return.

NPCS OF NOTE

GAVIN (He is a lawful neutral, human fighter 8 whose vital statistics are HD 8d10, HP 70, AC 17. His prime attributes are strength, constitution and intelligence. His significant attributes are intelligence 16, strength 14, dexterity 14 and charisma 13. He wears +3 hide armor, He carries a +4 warhammer and a +2 dagger. He has 100 gp on his person.)

HENCHMEN X2 (These are lawful neutral, human fighter 5 whose vital statistics are HD 5d10, HP 40, AC 16. Their prime attributes are strength, dexterity and constitution. Their significant attributes are strength 13 and dexterity 13. They wear studded leather and shield. They carry +1 longswords and short bows. They have 500 gp in jewelry on their person.)

HENCHMEN X4 (These are lawful neutral, human fighter 3 whose vital statistics are HD 3d10, HP 23, AC 13. Their primary attributes are strength, constitution and dexterity. They wear leather armor and shields. They carry spears and long swords. They have 300 gp in coin and jewelry on their person.)

Rumors

- 1: A gang of robbers is coming to Rablesborg and they bring with them a prince.
- 2: The sailmaker (Area 6) is good at his job, but up to no good.
- 3: Yurik the Boatmaker (Area 57) is planning on leaving Rablesborg.

- 4: Karl (Area 2) wants to kill the priest at the kreut (Area 45)
- 5: The Shtumpf hunters (Area 61) pay a lot for shtumpf heads.
- 6: Don't trust the beggars of the Fastelbrok. They are neither poor nor helpless.

57: BUSINYIRT (BOAT MAKER)

A low wooden house sits beside a yard with a large boat in it. Piles of lumber and tools festoon the yard like so many decorations scattered after a festive holiday. The house has been through so many stages of repair and disrepair and is of such discordant nature that it is nearly impossible to note where it begins and where it ends. Smoke drifts lazily from a hole in the roof and an awkward door creaks back forth in the slight breeze. The boat in the yard is long, deep, thin, and, unlike most those found in the bay, it has no forecastle and only a small rearcastle.

This is the home of Yurik de Bilg, the boatsman and boat designer. Yurik is a ship designer, a skill he inherited from his father. He has lived in Rablesborg his entire life. Only once did he venture from the city. He went on a raid, thinking that maybe that life was for him. An unfortunate encounter with a monster from the deep changed his mind and when he returned to Rablesborg, he vowed never to set sail again. He has kept that vow.

Yurik still designs boats. He has become, quite by accident, a master of his craft. Yurik works closely with Kurl (Area 11) when boats need repair or a ship's captain is desirous of a new design or fitting be placed on their ship. Currently, Yurik is trying to figure out how to build higher forecastles that do not unduly imbalance a ship. His success is questionable. The boat in his yard is a new design. None have tried to sail it. It is a staggeringly fast ship, seaworthy and easy to maneuver. However, it is also weak and not a capable fighting ship.

Yurik has several helpers who assist him daily. His connection with the various ship's captains and others of note give him a certain status in Rablesborg afforded to few others who are poor weapon masters, for Yurik could barely hold his own in a fight with his decrepit wife.

ADVENTURE HOOK

Yurik recently designed and had constructed a forecastle for a cog. Though it works well in calm waters, the forecastle so imbalanced the ship in rough waters that it almost capsized. The captain, Barrett the Long Knife, is coming back and seeking a refund—or worse.

Yurik has also heard that the jazrim of the Barlang have a new ship design. He will pay handsomely for anyone to go to that place and bring him back some plans or someone who knows the plans.

NPCS OF NOTE

YURIK DE BILG (*He is neutral, human commoner 0 whose vital statistics are HD 1d6, HP 4, AC 10. His primary attributes are intelligence and wisdom. His significant attributes are intelligence 18 and Wisdom 18. He wears work clothing. He carries a hatchet. He has 10 gp in coin and jewelry on his person.*)

Rumors

- 1: There are several raids planned on ships leaving Bergholt.
- 2: The wood at the heart of the Urstin Oak is the finest in the world for boats.
- 3: An assassination is planned for a ship's captain
- 4: A fire in the hold of a ship was started intentionally.
- 5: Yurik and Gavin despise one another.
- 6: Yurik and Gavin are brothers.

58: AUFSEHEREN (THE HUNTSMAN)

A lone house sits in a field of broken, burned and ruined buildings. The weight of its dark timbers and size of the posts holding up balconies and porches give the impression of an ancient forest, of wood so old and strong that it has hardened to rock and so solid that it might last forever, of an oak that will not stop growing. Animal hides are stretched on racks in the surrounding yards. Traps of various sizes and of gruesome nature hang on the porch. It is the heads that draws one's attention though. Dozens upon dozens of animal heads, cleaned, oiled and mounted adorn the house walls, posts, stands and are littered, like corpses on a battlefield, amongst the wreckage and ruin of the surrounding ruins.

This is the home of Ebard Vill de Aufseheren. He is a huntsman who explores the wilds of the Urstin Peninsula in search of rare game. Ebard is well regarded and even feared in Rablesborg and is one of a handful of people who do not belong to a gilden.

He does, however, when trading with any of the leaders of the gilden, offer special prices on the objects he acquires thus currying their favor.

Ebard is independent minded, quiet, lacking in any sense of humor, quite serious about most everything and a devout observer of religious rituals. He offers great insights, when it is to his advantage, about the Urstin and the creatures which inhabit the interior.

Much of his knowledge is kept secret though, because he does not competition in his undertakings in the interior. He even goes so far as to hunt and kill others who enter the Urstin and hunt the rare and valuable beasts who reside there. On the other hand, he is more than willing to part with any information about some of the inhabitants of the Urstin, such as the heervjzo and shtumpf and their whereabouts, habits, and nature.

ADVENTURE HOOK

Ebard has located the nest of some rare fowl who live on the cliffs about 75 miles north of Rablesborg. These birds nest high up on the crags and are difficult to catch though essentially harmless. Their plumage during mating season changes to vibrant colors and sell for quite a sum. A tribe of heervjzo lives nearby this nesting and he would greatly appreciate their eradication. Ebard does not mention the birds.

NPCS OF NOTE

EBARD VILL DE AUFSEHEREN (*He is a lawful neutral, human multiclass ranger 9/druid 9 whose vital statistics are HD 9d8, HP 68, AC 20. His primary attributes are strength, wisdom and dexterity. His significant attributes are strength 13, wisdom 17, intelligence 14, dexterity 16, constitution 13 and charisma 14. He wears +2 cuir bouilli, +2 bracers of defense, cape of the Wilderlands and boots of tracking. He carries a +2 bastard sword, +4 longbow, twenty +3 arrows and a +1 hatchet of wounding. He has 1,000 gp in coin and jewelry on his person.*)

Rumors

- 1: There is a lost shtumpf hiding in a valley to the north.
- 2: Abandoned temple on the western side of the Urstin has been found.
- 3: A troop of scouts spotted about 50 miles north.
- 4: A buyer of pelts has gone missing.
- 5: The locals are worshipping wrong and likely to bring down the wrath of the Firmin.
- 6: An unlucky dwarf has stumbled upon a den of shtumpf and gone missing.

59: BARLSLAGGER (BARREL MAKER)

Three square workhouses wrap around a cobbled yard. Stacks of wood, planking, metal rings, and staves are carefully placed and arranged in the patio. Fires burn in small furnaces, workers pound on metal, hammer wood, saw and cut. Running down the length of one wall in the patio are barrels. These are neatly stacked and arranged by size.

The owner of this shop is Helmfrid von Rablesborg. He has lived here his entire life. He neither likes the place nor hates it but is rather indifferent to it altogether. Helmfrid goes through his dreary day cutting, sawing, hammering, smelting and ordering his workers around. Helmfrid pirated for a decade or more and only quit when a grievous sword wound in the lung incapacitated him. He has never fully recovered and suffers from shortness of breath all the time but most especially when under stress.

Helmfrid is a vile man of ill spirits and cruel temperament. He gets in arguments with drunks and starving homeless then beats them up just for fun. Occasionally one dies. A few people suspect this but none know it to be the case. Though his secret is less and less well kept as he has come to care less and less

about his personal safety. He has started to spend more money and is robbing more frequently.

Helmfrid has one friend, of sorts. This is Rafrid, his cousin and sole surviving member of his family. They have known each other for their entire lives and get along well. It is rare that they are separated though Rafrid does absolutely nothing in the Barlslogger. He is, in fact, an assassin for hire. It is rare he has missions these days as he no longer actively courts such jobs. He has made enough money, he reasons, to last him a good long while.

ADVENTURE HOOK

These two villains are horrible people and do not lack enemies in Bergholt. They two have secreted away a substantial amount of gold and silver. It is buried in secret places throughout their house next to the shop. One of the workers knows this as he spied the two pulling gold out of a secret compartment once. The PCs might get wind of this small hoard. They might want to take it.

NPCS OF NOTE

HELMFRID (*He is a chaotic evil, human monk 5 whose vital statistics are HD 5d12, HP 45, AC 13. His primary attributes are constitution, strength and wisdom. His significant attributes are strength 13, constitution 14 and dexterity 13. He wears leather armor. He carries a +3 clever, +2 knife and +1 club of wounding. He has 200 gp in coin and jewelry on his person. Special: he cannot undertake strenuous activity for more than 4 rounds before suffering from lack of oxygen. For each round thereafter, he incurs a -1 penalty on all rolls. This double each round. For example, by round 4 his penalty is -8.*)

RAFRID (*He is a lawful evil, human assassin 5 whose vital statistics are HD 5d6, HP 30, AC 16. His primary attributes are constitution, dexterity and intelligence. His significant attributes are dexterity 16 and intelligence 15. He wears +1 studded leather, +1 gloves of initiative and amulet of wound closure 1. He carries a +1 crossbow, +2 dagger and 3 vials of type II poison. He has 300 gp on his person.*)

Rumors

- 1: A notorious scallywag owes Helmfrid a lot of money.
- 2: Helmfrid is a liar and cheat.
- 3: A fortune in gold is buried in Helmfrid's house.
- 4: Rafrid is spy for the Pathor Grindors.
- 5: Hrad (Area 65) has recently purchased a lot of barrels.
- 6: The Menagerie (Area 45) has a magical bird in it that gives out 1 wish.

60: THE COBBLER

The Cobbler is a freshly painted clapboard building. It sticks out like a bed of roses in a weedy patch of ground. A bright red tile roof and whitewashed walls indicate some measure of success in Rablesborg. There are two

large bay windows in front with a workman sitting in each. They both are repairing shoes. A large garish canopy extends out in front of The Cobbler. There are several benches and seats for customers to sit on.

None are allowed inside unless by personal invitation of The Cobbler. All orders and sizing are made outside and in front of the building. There are seats and a canopy to sit under for anyone needing measurements.

The owner of The Cobbler is called The Cobbler. No one knows his real name or, indeed, even if he has a name. He is a medium sized man of rather plain appearance and average build. His eyes are sharp but not focused and he is slow moving. All this is an act. The cobbler is a highly intelligent, quick, nimble and capable assassin. He is a killer extraordinaire. The cobbler's shop is a 'cover' if one wants to call it that. Many in Rablesborg know that he was once an assassin for hire. Everyone steers clear of him. He pays no taxes or fees and all but the most foolhardy avoid confrontations with him. None know why he started the Cobbler and none ask anymore.

Only a few people know that the Cobbler runs an entire ring of assassins and uses Rablesborg as a training ground for many of his students. Some of the murders or killings in Rablesborg are not at all random. These are undertaken by The Cobbler's apprentices. His ring of his assassins, spies and contacts stretches from the Gravia to the Troke.

The Cobbler also makes fine boots and shoes. All of his apprentices are trained to make and repair boots. He reasons that this teaches them patience, attention to detail and an understanding of the shoe and foot which allows his members to move more quietly than others might. The boots and shoes vary greatly in price though all are at least +20% higher than one would normally find elsewhere. Those who train under the Cobbler receive a +1 to move silent checks. Should they own a pair of boots made by the cobbler (x2,000% cost) they receive an additional +1 to move silently checks.

The Cobbler does not involve himself in the affairs of Rablesborg. He uses the city as a haven and prefers not to travel outside the city unless absolutely necessary. He has his apprentices do the work for which he was hired unless the job appears to be too difficult. Approaching the Cobbler about a job is not difficult. One can just ask. He assumes that anyone who asks knows what service he offers. The Cobbler takes this seriously and leaves any conversation with an implied threat of death should anyone let word get outside of Rablesborg.

The Cobbler is constantly on the search for those who are willing to do his bidding. His pay is very high for this type of work. Should anyone be interested, he sends them on several assassination or spying missions. The initial missions are local and easy, They increase with difficulty and challenge over time. Most of the early attempts are done in order to establish a person's loyalty and efficiency. To insure that the job one is sent on is accomplished and everyone keeps their mouth shut, 2-4 assassins in The Cobbler's employ trail the PC. They kill the person should any note of failure occur.

Riner von Urstin is the cobbler's agent and accomplice. Riner has worked with the Cobbler for years as an agent in the east and has only recently come to Raglesborg for more training and to confer with the Cobbler. Riner is loyal to the Cobbler and intends to expand operations deep into Todavia.

ADVENTURE HOOK

The Cobbler is displeased with several sailors in Ragleborg. He has received information that the a few shipmen, who are now in Raglesborg, spoke openly of the Cobbler in a tavern while in the west. The Cobbler would like these sailors killed in a public manner, in Raglesborg, in short order. The Cobbler desires that this not appear an assassination, rather a regular fight that becomes deadly. Should the PCs succeed in doing this for the Cobbler, they are well rewarded. The Cobbler later attends the immolation of the sailors to let others know who is ultimately responsible for the death of the sailors.

NPCS OF NOTE

THE COBBLER (*He is a lawful evil, human assassin 12 whose vital statistics are HD 12d6, HP 61, AC 20. His primary attributes are dexterity, intelligence and constitution. His significant attributes are dexterity 18, intelligence 18 and wisdom 15. He wears a +4 medallion of protection, a +3 bracelet of protection, a +2 robe of hiding, +2 boots of silence, a scarab of healing 1, a sash of spell resistance 2 and a cap of darkvision. He carries a +4 dagger of wounding, a +3 crossbow of accuracy, twenty +3 type V poisoned arrows, +3 brass knuckles, and a +5 short swords. He carries 10 gp on his person.*)

RINER VON URSTIN (*He is a lawful evil, human assassin 8 whose vital statistics are HD 8d6, HP 41, AC 16. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are strength 13, dexterity 16, intelligence 16 and wisdom 14. He wears +3 bracers of defense and a +1 belt of defense and a girdle of +2 strength. He carries a +3 venomous cestus, +2 crossbow, 20 +5 bolts of accuracy and 3 vials of type IV poison. He has 2,000 gp in coin and jewelry on his person.*)

TRADESMEN X4 (*These are lawful evil, human assassin 4 whose vital statistics are HD 4d6, HP 17, AC 14. Their primary attributes are dexterity constitution and wisdom. Their significant attributes are dexterity 15 and wisdom 15. They wear +1 leather armor. They carry +2 daggers, +1 short swords and blow guns. They have 50 gp on their person.*)

Rumors

- 1: Shoes made from the hide of an animal provide near perfect silence when moving.
- 2: A wolf is prowling very close to Raglesborg. Some think it not a wolf.
- 3: The Cobbler has many spies in Raglesborg and beyond.
- 4: The Cobbler makes magical shoes.
- 5: The Cobbler is a lycanthrope/shapechanger/cursed.
- 6: A missing shoe on the dead is the sign of the Cobbler's work.

LEREKSEIM

Several hundred years ago a series of raids and battles with the foul inhabitants of the peninsula resulted in the partial ransacking of Raglesborg on several occasions. To thwart this, a wall was constructed around the eastern perimeter of the city to protect against future raids. After nearly one hundred years of sporadic warfare, the armies of Raglesborg managed to decimate the populations of those foul inhabitants of the Urstin and the wars came to an end. Within a few short decades after the last great battle in the Urstin, the walls and their fortifications were slowly abandoned. It has now been centuries since the walls were even nominally maintained. They have fallen into ruin or been torn apart with the stones used on other building projects. The Lerekseim is that area around the crumbling walls on the eastern side of Raglesborg. For the most part houses and buildings here are in disrepair or poorly built. Those that are well maintained are occupied by the more wealthy and powerful.

This is a broad district that is sparsely inhabited. Those who live here cluster together around those portions of the wall which remain. Several of the towers and the two gatehouses are now occupied. Many of the inhabitants here try to raise crops or herd animals either inside or outside Raglesborg's amorphous perimeter. Neither are very successful enterprises. There are hunters who live here and search the Urstin for rare and valuable animals, resources or gold and silver.

Of all the districts this is perhaps the poorest and, oddly, the most powerful. This district has some of the oldest families in Raglesborg. There are a few who trace their lineage back hundreds and hundreds of years, though most are just farmers or herdsmen now, as are most of the inhabitants of the district. It is also home to those who spend much of their time hunting in the Urstin and care little for that which occurs inside Raglesborg proper. These are the most powerful in the district. Most here view those from outside their district with distrust.

The Vilkers claim control over this district. This claim is not well founded. Not only do many of the more powerful here pay no attention to the Vilker's demands, there are two other gilden who are fighting one another and against the Vilkers for control of the district. The Vilkers have essentially removed themselves from the conflict though maintain a presence here. They are awaiting the outcome of the fight, intending to confront whoever wins.

61: VAKHORZEN (THE TOWER OF THE SPEAR)

Three towers, like upended lances, rise to a great height above their surroundings. The thin stones, immaculately stacked and arranged without mortar, are based on gigantic stones the size of houses. Large doors, all of brass, give entry to the stones. Above, the towers have no windows except at the greatest heights. At their peak, a small wooden walk and parat extend out and hang almost in mid air. Conical roofs of red slate are topped by black banners each depicting three arrows.

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These three towers were constructed by trottigen giants and dwarves many ages ago during a war that ravaged Raglesborg. The interior of the stone bloks at the base of each tower have been carved out. Each offers access to on tower. The towers are interconnected by a series of tunnels and chambers beneath the stones.

The tower is occupied by a group who spend the vast majority of their time hunting in the Urstin Peninsula. They are called the Anfahen, or 'the Hunters.' Although not a group like a gilden, they typically work alongside one another or in concert while inside Raglesborg and occasionally when hunting the interior. The nominal leader is Huebarl von Litstelint but neither Orin nor Raynid give him much heed. Wefan is from the far north and east of the world. He is barely capable of communicating with the others, so poorly is his understanding of Inzayan. None are friendly though they are all willing to entertain requests for hides, pelts or other items collected in the interior.

Orin and Raynid primarily hunt shtumpf. They also pay 50 gp for each shtumpf head brought to them. They have a collection of shtumpf skulls, in various states of decay, hanging from poles and racks that forest the area around the towers. Wefan is here to collect the top scales of ancient varnomil. These bony plates are highly prized in his homeland and are believed to impart certain protection upon those drink the blood of their enemies from the shells. The rest primarily hunt and collect pelts, furs, skins, teeth, bones and other parts of the beasts of the Urstin.

ADVENTURE HOOK

Huebarl has extra pelts he want to get rid of. He is willing to give them to the PCs if they promise to bring him half of the proceeds from the sale. This is a joke as the pelts are old and tattered and not worth anything. No one purchases them and eventually someone might tell the PCs. If they confront Huebarl about this, he laughs at his own joke. Should the PCs join in and allow him to have his fun, Huebarl looks more positively upon them and perhaps parts with advice or knowledge about the Urstin. ON the other hand, if the PCs challenge him, Huebarl becomes violent very quickly. If outnumbered or out fought and survives, he takes his time to get revenge. The others help Huebarl in a fight.

NPCS OF NOTE

HUEBARL VON LITSTELINT (He is a chaotic evil, human ranger 7 whose vital statistics are HD 7d10, HP 68, AC 20. His primary attributes are strength and wisdom. His significant attributes are strength 16, intelligence 14, wisdom 15, dexterity 13, constitution 15 and charisma 13. He wears +4 leather, +2 bracers of defense, +1 ring of protection, +3 boots of silence and +3 cape of hiding. He carries a +1 short bow, ten +3 arrows and a +3 shortsword. He has 700 gp in coin and jewelry on his person.)

ORIN (He is a chaotic neutral, dwarf ranger 6 whose vital statistics are HD 6d10, HP 45, AC 17. His primary attributes are strength and wisdom. His significant attributes are strength 14, dexterity 14 and wisdom 15. He wears +2 studded leather



armor, shield, +2 cape of concealment, +1 boots of silent movement. He carries a +2 crossbow, thirteen +3 bolts, +2 handaxe, +1 wolf spear and 24 caltrops. He has 300 gp in coin and jewelry on his person.)

RAYNID (He is a chaotic neutral, dwarf knight 5 whose vital statistics are HD 5d10, HP 42, AC 16. His primary attributes are strength and charisma. His significant attributes are strength 15, dexterity 15 and charisma 14. He wears chainmail, shield and charm of luck allowing 1 reroll every other round. He carries a +2 light lance, +1 battle axe and +3 troll slayer wolf spear preventing regeneration. He has 500 gp in coin and jewelry on his person.)

FREYEN VON LUGENHILL (He is a lawful neutral, human fighter 8 whose vital statistics are HD 8d10, HP 56, AC 14. His primary attributes are strength, intelligence and charisma. His significant attributes are strength 18 and intelligence 16. He wears +2 leather armor. He carries a +3 warhammer and a +1 trident. He has 300 gp in coin and jewelry on his person.)

WEF FAHN PRAOUD (He is a lawful neutral, human monk 7 whose vital statistics are HD 7d10, HP 65, AC 18. His primary attributes are strength, constitution and intelligence. His significant attributes are strength 14, constitution 17 and dexterity 17. He wears a +2 bracer of protection, boots of climbing, +2 gloves of initiative, and a headband of wound absorption 2. He carries +3 bolas, +2 hook sword, +3 spiked gauntlets and a decanter of endless water. He has 100 gp in coin on his person.)

Rumors

- 1: The Urstin has a plethora of unexplored caves and mines with troll hordes hidden in them.
- 2: Some devilish beast stalks the outskirts of Rablesborg and none can find it.
- 3: Kurt (Area 62) has a price on his head. This is offered by the Vilkers.
- 4: There will be deep winter snows this year.
- 5: The fogs coming off the rivers of the interior bring with them spirits of the Dragon.
- 6: An endless and bloody war rages and the Dragon will win.

62: FLUGENHAUSEN

The Flugenhause is a large watermill sitting astride the Gnut River. The wheel grumbles around as the water tumbles through the buckets. The mill itself rises six impressive floors above the river as if to look around and down at its neighbors before crushing them beneath its he blackened timbers. Broad windows adorn the upper floors and wide open doors braced by wooden beams carved as great octopus both greet and warn all who walk near.

The Flugenhause is a partially operating windmill. The wheel works but the gears to the grinder have long since broken. No one had bothered to repair the gears after they broke. It would be difficult to repair them now because a gang of ruffians has moved into the Flugenhause and claimed it as their own.

The watermill is a huge and impressive structure. There are six floors in the building. The portions near the river are used for the mill, the wheel and the gear housing. A plethora of ropes and pulleys and machinery are entangled in a web of half-finished repairs and makeshift solutions to problems no one knew how to or cared to solve. The other portions are work rooms, storerooms, bedrooms and utility rooms. It is obvious that the building was built with great care and attention to detail. The craftsmanship is phenomenal.

A gang of bandits moved to Rablesborg some months ago. Their leader, Kurt von Graff, decided to take over the watermill and sensing some weakness in the area lay claim to this portion of Rablesborg as his own personal fiefdom. He is opposed by a local gilden who occupy the Gatehouse (Area 70) and the Vilkers. There have been a few melees and killings to date. The death of a long-time companion has angered Kurt and he intends to exact a quick and brutal revenge as soon as possible.

ADVENTURE HOOK

Kurt is willing to pay a significant sum of gold to anyone willing to attack the members of the other gang (Area 72). For each head he is brought, he pays 25 gp. Once word is out that Kurt has placed a price on the heads of those at the Gatehouse, a similar reward is placed on Kurt's head. The higher the price goes, the greater the attention in Rablesborg proper and the real head hunting begins.

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NPCs OF NOTE

KURT VON GRAFF (He is a chaotic evil, human barbarian 7 whose vital statistics are HD 7d12, HP 49, AC 14. His primary attributes are strength, dexterity and constitution. His significant attributes are strength 15, dexterity 16, constitution 14, wisdom 15 and charisma 13. He wears hide armor and gauntlets of damage reduction 3. He carries a +2 battle axe and +2 dagger. He has 300 gp on his person.)

HAN VON BERGHOLT (He is a chaotic neutral, human cleric 7 whose vital statistics are HD 7d8, HP 41, AC 16. His primary attributes are strength, wisdom and charisma. His significant attributes are strength 13, dexterity 14, wisdom 16 and charisma 17. He wears chainmail and helm of know alignment. He carries a +2 mace of disruption, +1 spear of wounding and a staff of spell storage with 7 levels of spells. He has 800 gp in coin and jewelry on his person.)

BALMEER VON HILT (He is a lawful neutral, human fighter 5 whose vital statistics are HD 5d10, HP 38, AC 14. His primary attributes are strength, constitution and dexterity. His significant attributes are strength 14, dexterity 16 and wisdom 14. He wears leather armor. He carries a +2 two-handed sword and a large mace. He has 100 gp in coin on his person.)

THUGS X2 (These are neutral evil, human fighter 3 whose vital statistics are HD 3d10, HP 21, AC 13. Their primary attributes are strength, constitution and dexterity. Their primary attributes are strength 14 and dexterity 14. They wear leather armor and shields. They carry longswords and battle axes. They have 100 gp in coin and jewelry on their person.)

THUGS X6 (These are chaotic neutral, human ranger 2 whose vital statistics are HD 2d10, HP 15, AC 14. Their primary attributes are strength, dexterity and wisdom. Their significant attributes are strength 14, dexterity 16 and wisdom 14. They wear leather armor. They carry short bows, ten +1 arrows, and +2 hatchets and daggers. They have 100 gp in coin on their person.)

Rumors

- 1: There is a murderer in Rablesborg.
- 2: Holly (Area 28) is gathering people together the Sablimmin.
- 3: There is a secret entry to the Gatehouse (Area 70).
- 4: The 'Hunters' (Area 61) are not taking kindly to the fighting in this district.
- 5: A mammoth tusk is worth its weight in gold in the far east.
- 6: The apothecary Fredreek (Area 30) is a wizard! Be wary.

63 VAKELTER

A tall spire, taller than any other building in Rablesborg, the Vakelter (The Tower of the Arrow) is like a single tree in a pasture. The grayed stone, almost white with age, is unmarred. Each block seeming to be precisely placed upon the on beneath reveals barely discernible seems and as it stretches the few lines blend to a sheer

surface, like a column of polished marble. The roof of the tower, a green and metallic is topped by a banner upon which is the symbol of Toden, the Lord of the Dead. A single, simple, red door, at ground level is the only break in the monotony of the tower's surface.

No one in Rablesborg knows what is inside this tower. It has been several lifetimes since anyone has even tried entering the place. Everyone claims the place is cursed and anyone who even tries to enter it will die a horrible death. There are many tales about the tower, all are filled with dread. The only thing everyone knows is that an old man, ancient beyond his years, leaves the tower once every three days and goes to the Vagatabl Oosten (Vegetable Market, Area 69), buys some food and returns to the tower. He does not engage anyone in conversation.

The Vkelter is not cursed but it is haunted—in a manner of speaking. Ages ago, a wizard lived in the tower. While he was casting some spells of a curious nature, he transformed himself into a demi-lich. He now lives at the top of the tower mourning his fate and killing everyone that enters the tower, everyone except his faithful servant. The demi-lich can not leave the tower. The servant remained on in service to the demi-lich. The servant and the demi-lich's fates are intertwined now and should the demi-lich die, so will the servant.

The servant is as old as the demi-lich. He lives in the lower halls and ventures out of the tower only to get supplies. His boring ageless life has essentially driven him insane and he wanders the tower talking to himself as if he were six or seven different people. The demi-lich has remained in the upper floors of the tower since the accident. It tries to cast spells and undertakes an occasionally ritual but, it has no hands and the voice is such that it can not clearly say many of the words necessary to cast a spell.

The accident occurred nearly two centuries ago and the tower's interior is unchanged since that time. The servant never leaves the tower except to purchase food and an occasional piece of clothing or item of necessity. He does not speak to anyone when outside. The tower has never been successfully robbed. A lot of treasure is scattered throughout it, both magical and mundane. Should anyone enter the tower other than the servant, the demi-lich hunts them down.

ADVENTURE HOOK

Pillage the tower!

NPCS OF NOTE

SERVANT (*He is a neutral, human commoner 0 whose vital statistics are HD 1d6, HP 2, AC 10. He has no primary attributes. He carries 3 gp on his person.*)

DEMI-LICH (*This is a neutral, undead whose vital statistics are HD 10d8, HP 70, AC 20. Its prime attributes are mental. It attacks with its essence for 1d4 damage or buffeting fists for 1d4 damage. Its special abilities are energy drain, respawn, spell resistance, death attack and drain souls. It is of supra genius intelligence.*)

Rumors

- 1: The only thing one finds in that tower is death.
- 2: Late at night, during festivals, the upper floor has lights.
- 3: A worshiper of the Dragon lives in the tower.
- 4: Some few have gone inside the tower. None have ever returned.
- 5: The old man who leaves the tower is a wizard.
- 6: A key to the door of the tower can be found in a shop in Bergholt.

64: CHARNEL HOUSE

A long, tall, stone building with a deep porch stretches nearly the whole length of the block. The porch, held by ornately carved columns, shaped like Toden, the Lord of Death, stretches to the height of three men. Thirteen archways offer entry to the building's interior. Attached to the rear of the building are thirteen chimneys, like gravestones. One chimney belches white smoke that wafts into the sky where it lingers for a moment before being whisked away forever. This is the charnel house. The house of the dead.

The charnel house is where the dead are immolated. This is a simple structure consisting of one long room. At the rear of the room are thirteen chimneys. Each has a place to sit a corpse and thrust it in the oven where they are burned. Sometimes prayers are said, but this is rare. Almost all the dead are brought here for immolation. A few prefer to undertake this task elsewhere in or around Rablesborg.

A trotting giant, Kharegan, lives here. While passing through Rablesborg a few decades ago, Kharegan realized the people of Rablesborg were not carefully tending to the dead and the giant decided to take that task upon himself. He wanders the streets of Rablesborg every few nights asking for the dead. His pet and companion, the mammoth, follows as closely as possible. The corpses are piled on the mammoth's back and taken here for immolation.

Everyone in Rablesborg leaves the giant alone to manage his own affairs. Likewise, Kharegan leaves everyone in Rablesborg to their own affairs. He gladly entertains those who come by for conversation. He can, in fact, sit and talk for hours that stretch into days.

He is not interested in leaving Rablesborg or partaking in any activities which may cause problems in Rablesborg. Nor does he appreciate those who bring trouble to his doorstep.

ADVENTURE HOOK

Kharegan is interested in deciphering the writing in the Kreut. He knows of a book that may help in translating what is written. The book, however, is in the Hoords and to retrieve, the characters must travel across the Interzae to the home of the trotting giant.

NPC'S OF NOTE

KHAREGAN, TROTTIGEN GIANT (*He is a neutral, giant whose vital statistics are HD 10d10, HP 0, AC 20. His primary attributes are physical and mental. He attacks by weapon type or fists for 2d4. He wears a breastplate, +4 bracers of defense, a sash of spell resistance 3, a ring of charm and a ring of power. He carries a +3 halberd, +3 two-handed sword, and a +2 longsword. He has 3,000 gp in coin and jewelry on his person. His special abilities are dark vision, twilight vision and rock throwing. He can cast the following spells at 10th level ability: plant growth/3, shape wood/3, shape stone/3, transmute rock and mud/1, commune with nature/1, control plants/2, speak with plants/3.*)

MAMMOTH (*This neutral, animal's vital statistics are HD 15d8, HP 57, AC 16. Its primary attributes are physical. It attacks with a slam for 3d6 damage, stomp attack for 4d4×2 damage, or gore attack for 3d8 damage. A mammoth can knock opponents prone. A recipient of a slam or gore attack must make a successful dexterity check to remain standing.*)

Rumors

- 1: During the upcoming celebration at Kreutzmark, the zjerd intend to attack.
- 2: The Kreut fell over because Rablesborg is an evil place and the Firmin are displeased.
- 3: An endless snow is coming.
- 4: The Mintermin and Sablimmin are going to war.
- 5: A beast lives just outside Rablesborg and hunts in the city at night.
- 6: Fineous Crab the moneylender (Area 31) is a crooked liar.

65: STOOGENKIERG (THE BATTLE STONES)

Several small houses, neatly arranged next to one another, are nestled in a copse of trees. These houses are built of solid stone with slate roofs. They walls are painted a brilliant shade of red that juxtaposes the blue doors. Smoke lingers above the chimney of one of the houses. Out front, tied to a post, a massive boar idly chews some grass.

This is the home of Hrad Kragsheld. This dwarf arrived in Rablesborg looking for his cousin. Hrad was told his brother died in the wilderness hunting shtumpf. Hrad believed this and went on several expeditions in search of his brother's body. He never found the body and recently decided it was time to leave Rablesborg and return to his homeland in the Kragenmores. He was just informed his brother was assassinated or murdered. The body was immolated and his goods taken by the local gilden. Hrad is now angry and want revenge.

The house Hrad occupies were built by dwarves for dwarves. They are smaller than most of the houses in Bergholt. They are also sturdier than many of the other structures in Rablesborg. There are eight of the houses. Each has a bedroom and common area. None of the others are occupied. The boar is Hrad's mount.

66 CASTLES & CRUSADES

ADVENTURE HOOK

Hrad believes he knows who killed his brother. Though very tight lipped about the whole affair, should the PCs befriend Hrad, he seeks their aid in taking revenge against those who killed his brother. Should any dwarves be in the party, Hrad focuses much of his attention on getting them to join him citing duty, honor and dwarven brotherhood.

NPC'S OF NOTE

HRAD KRAGSHELD (*He is a lawful neutral, dwarf knight 7 whose vital statistics are HD 7d10, HP 58, AC 19. His primary attributes are strength, charisma and wisdom. His significant attributes are strength 17, dexterity 16, charisma 15, and wisdom 14. He wears plate armor, a robe of balance conferring a +3 to all dexterity checks and a helm of tracking 7. He carries a short +2 short lance, +1 short bow, +2 mace, and belt of spell resistance 2. +9+*)

BOAR (*This neutral animal's vital statistics are HD 4d8, HP 24, AC 15. Its primary attributes are physical. It attacks with a gore for 1d8 damage or slam for 1d6 damage and overbearing attack. If mounted, the boar and rider cannot attack the same opponent in the same round.*)

Rumors

- 1: Those who work the taverns poison drinks and rob patrons.
- 2: Someone is planning to steal the meade (Area 66).
- 3: The pathor grinders are instrumental in causing a rift between several other gilden.
- 4: Walrun (Area 29) needs some muscle to fix a problem.
- 5: Rankrid (Area 42) keeps a small troll as a pet.
- 6: Anwyn (Area 32) bathes in blood for spiritual protection.

66: BEER MAKER

Of all the buildings in Rablesborg, this is the only one that appears jolly. Angled windows sit astride a broad, red wooden door with a dark yellow wooden lintel. A blue slate roof, in such a state of disrepair that it appears to be drooping over the front of the building, caps the whole in a bright disposition. The whole appearance is that of a smiling face topped by sloppy blue hair. The building stretches back half a city block where it attaches to a tall wall wrapping around another city block.

This is the only place in Rablesborg that produces beer. There are dozens of places that make home brews but this is the only place specifically dedicated to beer production. The sad state of affairs in Rablesborg leaves the production process a little short of supplies quite often. As such, beer production is inconsistent in taste and volume. Most of the building is used for storage or left empty. The courtyard contains most of the brewing vats and materials used in the production process. There are also ten fierce dogs in there who patrol the inside.

The place is run by the jovial Arnor Brewmeister and his dour friend Walrung Shtoop. The two spend most of their time trying to acquire supplies for their brewery and what time they have left to improving their craft.

They do not make a good beer, but it is passable. The two sell it to various places around town and serve it in the courtyard behind their home. Both are welcoming to any and all but both are also very wary and acute observers of people.

Arnor and Walrung have traveled together for the better part of two decades before arriving in Rablesborg. Tired of the brutal and dangerous life on the road, and being wanted in several places throughout the southeast of the world, they gave up their pillaging ways and settled. They are still very capable killers and have not the least compunction to kill those who threaten them. Almost everyone in Rablesborg treats them well. Only a few find the two offensive.

They do have a special mead that they usually keep for themselves. This is made from honey, various spices and fruits. They know the recipe but do not know which portion of the recipe is important. The mead increase the daily heal rate by 3 points. They do not sell it but will give some to those they like.

ADVENTURE HOOK

One of the ingredients for the mead the two make is a pear. This pear is only produced in the northern Urstin and the tree bears fruit for only 2 weeks out of the year. Arnor and Walrung have run out of the fruit and do not want to go in search of it. If the timing is right, they will exchange some of their mead if they bring back some pears.

NPC'S OF NOTE

ARNOR BREWMEISTER (*He is a chaotic neutral, human barbarian 9 whose vital statistics are HD 9d12, HP 88, AC 15. His primary attributes are strength, constitution and wisdom. His significant attributes are strength 17, constitution 18 and wisdom 14. He wears +2 studded leather armor and a girdle of spell absorption that nullifies 16 levels of spells per day. He carries a +4 two-handed sword of wounding, +1 dagger and a +2 ever-returning hatchet. He has 750 gp in coin and jewelry on his person.*)

WALRUNG SHTOOP (*He is chaotic neutral, human rogue 7 whose vital statistics are HD 7d6, HP 29, AC 16. His primary attributes are dexterity, intelligence and wisdom. His significant attributes are dexterity 17, intelligence 15 and wisdom 14. He wears +2 leather armor, +2 cape of concealment, +2 boots of silence, sash of spell resistance 2 and ring of opening. He carries a +3 dagger of wounding, +2 thief tools, +2 short bow and 20 +2 arrows. He has 1,000 gp in coin and jewelry on his person.*)

DOGS X10 (*These neutral, animal's vital statistics are HD 3d6, HP 12, AC 13. Their primary attributes are physical. They attack with a bite for 1d4 damage or an overbearing attack. Their special ability is scent and twilight vision.*)

Rumors

- 1: Honey from bees in interior has qualities to heal wounds when brewed properly.
- 2: A gilden is becoming aggressive and demanding control of the brewery.
- 3: A golden scale with divine properties is hidden in the Vakelter (Area 6).
- 4: Rudisent (Area 67) trains horses, bears, and boars for combat.
- 5: Orin (Area 37) has potent breads that allow second sight.
- 6: Some brigands from the Halptier are bringing a lord to Rablesborg for execution.

67: HERDSMAN

Several wide corrals and barns consume two or more city blocks. Horses are interspersed throughout the pens. The barns and fences are in terrible need of repair, riddled with missing planks, rotten timbers, leaky roofs, and broken fence posts. In stark contrast to their surroundings, the horses appear healthy, well fed, and fit, proudly in their pens. A lean-to has been built in one of the pens. A large black pot sit in the fire and an older woman, bundled in furs and cap, reclines under the lean-to whistling and blowing smoke rings with a pipe.

This is Rudisent von Halpveg. She hails from Halpveg but left that town in her early teens to travel the wilds of the Graffenvold. She came to the Urstin late in life and felt called by the Firmin to reside here. She lived alone in the woods for years before coming to Rablesborg. Once here, she was struck by its uncannily uncivilized nature and remained. Rudisent spends most of her time wandering the Urstin but in those times she is in Rablesborg she resides in this area.

Everyone leaves her to herself and no one ever bothers with her animals or grounds. She is feared. This is not without cause. Rudisent is powerful and takes no insult to her person or her pets as anything less than a threat on her life. Her spiritual connection to the land and animals is well known. Those few who have challenged her or wronged her have always regretted their decision. Rudisent's travels and attitude have made her some bitter enemies over the years. Those whom he has refused to sell to have taken the refusal as an insult. She is spoken poorly of by some who frequent Rablesborg.

She raises horses and a few cows. Rudisent will trade goods and favors for the use of her horses. These are all light war horses. She scrutinizes those who intend to use them and if she feels the horses are going to be mistreated, she will not lend themite a lot for his horses. She has several pets around the pens who keep an eye on her and her few possessions.

ADVENTURE HOOK

Rudisent has made an enemy of one brigand who roams the southern Halptier. This bandit was offended and embarrassed

that Rudisent would not sell him a horse. To make it worse, the refusal was public and shameful in its nature. This bandit has recently risen to rule the band of which he was a member. The band is on its way back for its yearly visit to Raglesborg. During his stay, he intends to kill Rudisent and take a horse or horses as compensation for the slight. He has just arrived and the characters get caught in the middle of this imbroglio and will play a pivotal role in Rudisent's life.

NPCS OF NOTE

RUDISENT VON HALPVEG *(She is a chaotic neutral, human druid 8 whose vital statistics are 8d8, HP 60, AC 18. Her prime attributes are dexterity, wisdom and charisma. Her significant attributes are dexterity 17, wisdom 16 and charisma 16. She wears a +2 girdle of protection, +2 skein shirt of protection, +2 ring of protection, hat of charm animal, +2 gloves of initiative and boots of the Wilderlands. She carries a wand of spell storing 10, a +2 whip of submission, a rope of entanglement, a +2 staff, a +3 scimitar and a bracer of wound absorption 2. She has 1,000 gp in coin and jewelry on her person.)*

EAGLE *(This neutral animal's vital statistics are HD 3d10, HP 20, AC 15. Its prime attributes are physical. It attacks with two talons for 1d6 damage and a beak for 1d8 damage. Its special abilities are dive, twilight vision and improved sight.)*

HORSE, LIGHT WAR *(This neutral animal's vital statistics are HD 3d10, HP 29, AC 13. Its primary attributes are physical. It attacks with two hooves for 1d4+2 damage and one bite for 1d4 damage.)*

BOBCAT *(This neutral animal's vital statistics are HD 2d10, HP 16, AC 15. It attacks with a bite for 1d6 damage and two claws for 1d4 damage.)*

DOG *(This neutral animal's vital statistics are HD 3d8, HP 18, AC 14. Its primary attributes are physical. It attacks with a bite for 1d4 damage. Its special ability is slam.)*

Rumors

- 1: Ernst (Area 68) went missing a month ago.
- 2: A large herd of mammoth has been seen moving south.
- 3: Three dogs were seen howling at the moons. A bad omen.
- 4: The symbol to Hildir cracked, Raglesborg is cursed.
- 5: A kerren was heard on the bog east of Raglesborg.
- 6: The Dragon returns.

68: FARMER

This nondescript wattle and daub house is jammed in with other similar houses in a crowded lot. This house is distinctive for one reason. A large moose antler has been used as a lintel for the front door. The antler is massive, stretching fifteen feet in length. The ends dangle with totems for protection and blessings.

68 CASTLES & CRUSADES

Within the darkened abode are those items typical to a peasant. These common, poor and dirty items are mixed and mingled with an unusual assortment of other artefacts. There are weapons, statues, totems, odd branches, skins, bowls, decanters and a large array of material that simply does not belong in a man's house.

This is the home of Winafoond, a hunter of some renown. He has been hunting along the coasts north of Raglesborg for several decades and many considered him one of the best hunters in Raglesborg. He went hunting with several of his dogs some time ago and has not returned. Most of his neighbors and friends fear that he is dead or worse. The last anyone heard was that he was seen headed north up the coast on an old trail called Paddlers Way. None know that he died, choked to death by an adversary from Raglesborg.

His house is much like the others around it in basic construction. What sets it apart are all the engravings, statues, souvenirs, and protective devices placed around the perimeter and in the house. A dozen dogs protect the house as well. The neighbors feed them but do not pet or cavort with the animals. They prowl around the house, guarding it and do attack anyone who tries to enter or even get too close to it. The sole exception being a local named Balwin who Winafoond befriended and trained. The dogs do not mind when he arrives. He can control the dogs but they do come to his defense if he is attacked.

ADVENTURE HOOK

Balwin wants to know where Winafoond is or what happened to him. He admits to lacking the skill in the wilds to find Winafoond's body or to face many of its dangers. He brings the characters in the house. The only unusual thing the characters find is a symbol of shtroomsh a name scrawled in it, "Oglik." Oglik is a shtumpf who lives up north along the coast and whom Winafoond befriended. Oglik found Winafoond's body shortly after he was murdered. He kept the body in his cave. He also tracked down the Oglik's killer though did not attack him. If the characters can find Oglik, the shtumpf describes the person that killed Winafoond. It is an important person in Raglesborg.

NPCS OF NOTE

BALWIN *(He is a neutral, human ranger 1 whose vital statistics are HD 1d10, HP 9, AC 12. His primary attributes are strength, dexterity and intelligence. His significant attributes are strength 14 and intelligence 13. He wears leather armor. He carries a battle axe and short bow. He has 20 gp on his person.)*

DOGS X12 *(These neutral animal's vital statistics are HD 3d6, HP 13, AC 14. Their primary attributes are physical. They attack with a bite for 1d4 damage. These are hunting pack dogs and their special ability is trip.)*

Rumors

- 1: The divine candle from the House of Wax (Area 37) bring good luck.
- 2: A spy from Firstenfeld is in Raglesborg.

- 3: The jazrim from the Balrang have highly prized metal.
- 4: Sacrifices to the Ninazane occur at the Evatun (Area 43).
- 5: A poorly planned raid ended in disaster and a famed captain is imprisoned.
- 6: An empty ship was spotted up the coast.

69: VAGATABL OOSTEN (VEGETABLE MARKET)

Several dozen or more wooden stalls line one side of the street. The churned lane by these stalls is covered in rotting food and meat and fruit which could not be sold nor even eaten. Rats, stray dogs and cats saunter around the foodstuffs gnawing and chewing while keeping a wary eye on those walking by. The stalls contain an assortment of foodstuffs from the fields and gardens nearby.

This is a market where locals come to sell their produce or butchered meats. The market is only open a few days a week. Nothing is sold here other than vegetables, herbs, fruits, and meats. Most of those who sell here are local farmers. Occasionally a fishmonger comes up from dockside to sell some catch. The prices are inexpensive and most of the farmers are willing to barter labor for food. They do not like to trade in other material. Gold and labor is the only thing of value here.

One person, Wellandz von Kreutzmark, sells rare herbs and mushrooms here once a month or so. Wellandz goes into the Urstin on celebratory night and holy night to collect those plants reach their maturity during holy times. These herbs and mushrooms often have special powers and sell for quite a lot. The apothecary comes here to buy on occasion.

ADVENTURE HOOK

Wellandz spotted a huge whale beached several dozen miles north of here. Beasts of prey were already busy eating it when Wellandz say. Wellandz would like someone to accompany him to the fish and protect him while he collects mushrooms from the body of the fish, should any be left. This takes the characters into dangerous territories where shtumpf and other creatures abound.

NPCS OF NOTE

WELLANDZ VON KREUTZMARK (*He is a chaotic neutral, human 6th level druid whose vital statistics are HD 6d8, HP 41, AC 13, BiH +3 and MOVE 30 feet. His primary attributes are wisdom, intelligence and charisma. His significant attributes are strength 14, dexterity 16, intelligence 16, wisdom 17 and charisma 17. He wears leather armor. He carries a +4 scythe of sharpness. He has 200 gp on his person.*)

Rumors

- 1: The White Monk is returning to Raglesborg and plans to kill his enemies here.
- 2: There is a time for talking and a time for killing.

- 3: Gafrid (Area 76) is planning an ambush.
- 4: A cursed seahag drags fishermen to their doom.
- 5: A ship's captain need a crew for a raid in the Barlang.
- 6: No one can be trusted, ever!

70: GATEHOUSE

Succumbing to the ravages of time, a large round gatehouse sandwiched between two section of collapsed wall appears as if it is on the verge of collapse. A weed covered cobbled street runs underneath it, stretching back into Raglesborg and on into the wilderness. The lower floor, constructed of massive cut stone, holds up a second floor a third again as wide as the lower floor. Atop this pile of block is a wooden roof, half burned and seemingly about to collapse.

This was once a major gatehouse when a wall wrapped the eastern ends of Raglesborg. It has since fallen into disrepair. The lower floor is constructed of massive stone blocks of about 5 feet in length and five feet tall. The interior lower floor of the building is bisected by the old cobbled road. To either side are large rooms with access to the upper floor. The upper floor has not been repaired in ages. Most of the wood is rotting and moldy. It is a dangerous place to even walk though. A roof, built a little over three decades ago when the gatehouse was last occupied, has since partially burned.

Ownership in the gatehouse is disputed. Two gilden claim it and fight each other for possession. It has only recently been occupied by a band of thieves who liken themselves to be a gilden. There are others who view this as a challenge to their strength and position. The gilden whom they have fought in the past is especially concerned. Primarily, the gatehouse is now a flash point and focal point for murderous activities.

The gatehouse is a valuable piece of real estate. It overlooks the old road leading into and out of Raglesborg, the river is easily within bowshot and, because it sits on a high point, gives a commanding view of the valley in which Raglesborg sits. There is also a secret trap door in the floor of the lower level. It is exceedingly difficult to locate since it has been buried for over 100 years in dust and debris. Beneath it, tunnels lead to various houses and strong points throughout the city. None have been in these tunnels in a century or more.

ADVENTURE HOOK

Gafrid and his crew only recently occupied this location. He and everyone knows other are going to come and try to forcibly remove and kill. Gafrid needs some help if he is to survive more than a month at the Gatehouse. He asks the PCs to join his band or minimally kill some of his opponents. Should they refuse, Gafrid suspects the PCs of having done this.

GAFRID VON FORSTEIM (*He is a chaotic evil, human rogue 6 whose vital statistics are HD 6d6, HP 30, AC 16. His primary attributes are dexterity, constitution and charisma. His significant attributes are constitution 14, dexterity 16 and*



charisma 15. He wears studded cuir bouilli, +1 gloves of initiative and a +2 wrist sling of accuracy. He carries a +1 short bow, ten +1 arrows, +2 dagger. He has 300 gp in coin and jewelry on his person.)

JANA DE BALG (She is a lawful evil, human multiclass barbarian 5/druid 5 whose vital statistics are 5d8, HP 34, AC 14. Her prime attributes are strength, constitution and wisdom. Her significant attributes are strength 15, wisdom 15, dexterity 14, constitution 14 and intelligence 13. She wears studded leather armor, cape of protection from the elements and armbands of regeneration 1. She carries a +1 two-handed axe and a +3 dagger. She has 300 gp on her person.)

BALDVAK VON NUERESHEIM (He is a chaotic evil, human fighter 4 whose vital statistics are HD 4d10, HP 35, AC 17. His primary attributes are strength, dexterity and constitution. His significant attributes are strength 15, dexterity 14 and constitution 13. He wears a chain shirt and shield. He carries a +4 flanged mace, dagger and hand crossbow. He has 100 gp on his person.)

THUGS X4 (These are chaotic neutral, human ranger 2 whose vital statistics are HD 2d10, HP 15, AC 14. Their primary attributes are strength, dexterity and wisdom. Their significant attributes are strength 14, dexterity 16 and wisdom 14. They wear leather armor. They carry short bows, ten +1 arrows, and +2 hatchets. They each have 100 gp on their person.)

Rumors

- 1: Another gang is planning an attack on the gatehouse with the intention of taking it over.
- 2: A giant has awoken in the Urstin
- 3: A treasure is hidden in the Vagatabl Oosten (Area 6),
- 4: Vjorn ja Bit is back in Raglesborg. Take care not to be insulted by him.
- 5: A curious liquid is bubbling up in the Lerekseim
- 6: What Raglesborg needs is an honest merchant.

71: UPPER BRIDGE FORT (OCCUPIED BY SCOUNDRELS WHO DO NOT BELONG TO ANY GROUP)

East of the wall and up the river are the remnants of many old buildings and houses. Most are empty and merely shells of their former selves, overgrown with weeds, brush and trees. A bridge once crossed over the river here but it, like everything about, has collapsed. The bridge house has not. On the south side of the bridge is a compact square tower. Its façade is crumbling but the brick and stone making up the foundation are intact. A large door is propped open by a large, bulky, ungainly, hideously ugly beast of a man. His feet are crossed and rest on a stone in front of a fire.

Ellard and his band of ne'er-do-wells live in the bridgehouse. Ellard has lived on the outskirts of Rablesborg his entire life and hunted in the Urstin ever since he was able to carry a bow. Over the years he has become a feared and respected hunter. He is ill-tempered and does not particularly like people. In fact, Ellard prefers the company of hreevzjo, with whom he has made some contacts and even friends—for whatever that is worth.

Several others of like mind a spirit gather here on occasion. But being of the same mind, generally disperse as quickly as they gather. They pay little heed to that which occurs in Rablesborg and only trade with those on Rablesborg when necessary. There are four heervzjo living here on a near permanent basis. As heervzjo go, these are more intelligent than the rest though by no means can they carry on conversations normal people might have. One in particular and the most intelligent of the lot, Zarnikeedjor, can almost carry on a conversation. He and Ellard are as close to friends as the two are capable of being.

They are all hunters and routinely enter the wilds of the Urstin simply to hunt and nothing more. Often times, they do not even eat or skin the animals they kill. They just enjoy the hunt. If one can prove themselves worthy, Ellard might be willing to pass on some information about the Urstin and its various inhabitants. He never divulges his favorite hunting grounds. If approached and shown any lack of respect or disregard, he either reacts violently or, if possible, gives the person false information about the Urstin in the hopes of sending them off to their doom. Curiously, Ellard does not hold any grudges and quickly forgets slights and insults to his person, especially should the person who levied them prove to be the least respectable or capable in the wilds of the Urstin.

ADVENTURE HOOK

Zarnikeedjor's presence in Rablesborg is an offense to most. His days in the city are numbered and he and Ellard knows it. They have to leave. Ellard wants to gather a larger crew and head off into the Urstin. He has found an old fortified tower and wants to occupy it and work from that location. He does not have enough men to undertake the task and asks the PCs to help him.

NPCS OF NOTE

ELLARD (*He is a lawful evil, human multiclass ranger 6/druid 6 whose vital statistics are HD 6d8, HP 42, AC 16, BtH +5 and MOVE 30 feet. His prime attributes are strength, wisdom and intelligence. His significant attributes are strength 17, dexterity 15, wisdom 16 and intelligence 14. He wears cuir bouilli, shield and +2 boots of move silent. He carries a +2 longbow, two +2 shafts, a +1 battle axe and a +3 dagger. He has 400 gp in coin and jewelry on his person.*)

ZARNIKEEDJOR, HEERVZJO (*This chaotic evil gundabast's vital statistics are HD 4d8, HP 26, AC 13. Its primary attributes are physical. It attacks with a bite for 1d2 damage, two fists for 1d3 damage or by weapon type. He wears leather armor and carries a two-handed battle axe. He has 300 gp in jewelry on his person. His special ability is furious attack.*)

Rumors

- 1: A wagon train laden with gold leaves Halpveg in a month.
- 2: An abandoned castle east of Bergholt is a safe-haven for brigands.
- 3: A zjerd raiding party has been seen in the southern Urstin Peninsula.
- 4: A hag lives in a cave off the coast and steals the souls of many fishermen.
- 5: Giants move in the earth and old scores need settling.
- 6: A thief robbed a captain of his prized dagger.

PEOPLES OF NOTE

The following is a list of famous people who come to Rablesborg regularly. It is left up to Castle Keeper to further detail these non-player characters.

THE WHITE MONK: The White Monk is a priest leading a crew of despicable cut-throats. His three ships ply the waters of the Interzae. The White Monk and his crew specialize in raiding coastal villages and razing them. He lacks mercy and, far and wide, is one of the most feared pirates plying his trade on the Interzae. The White Monk has three ships at his disposal. He is always aboard the Veentspar (Wind Spear).

THE HANSE BROTHERS: The Hanse brothers are notorious in the Gravia. They are mercenaries who truly have only one loyalty, gold. The Haanse brothers are known to switch loyalties at the drop of a gold coin. They are variously involved in pirating, raiding, skirmishing, mercenaries and whatever else they deem necessary to acquire a bit of loot. They have four ships and a large and somewhat loyal band of followers.

MARTEL STOERBECK: Mertel is the consummate deal maker. He travels throughout the Interzae arranging payments between merchants and crews operating out of Rablesborg. Martel is, in a manner of speaking, a peace broker. He insures that captains of vessels are paid by specific merchants or guilds to prevent their being raided. Martel simply skims a small amount off the top as his take. Martel works closely with the Cobbler to insure all obligations are met. He also captains the might Veltenshoot (The Flayer).

GOEKE'S REAVERS: This is a crew of bloodthirsty killers famed for hanging corpses from their ship's rigging and sides. The crew and captain are feared even in Rablesborg. Goeke is notoriously fickle and so poorly tempered and untrustworthy that he was once even expelled from Rablesborg. At one time merchants paid him handsomely to avoid attacks. After a time Goeke did not keep his word and began attacking those who paid him. None do this anymore.

KRYSTIANA VON HELMUT: Kristiana is a princess from the Gravia who fell from grace and became a brigand. She took stealing and theft like a buzzard to carrion. Her long career and successes in the Gravia and thence to the Halptier have garnered some attention in the highest rungs of power

throughout the Gravia. Such a high price has been placed on her head that she only comes to Raglesborg irregularly and with her most loyal and capable followers lest anyone in Raglesborg decide to sell her out.

WITHIT MANNAFORT: This young brigand hales from the Troke. He is perhaps the prettiest humans to walk the earth, or so it is said by those broken hearts he has left in his wake. He has a rather disarming voice and manner of speaking that engages and disarms nearly all who encounter him. His charm is equaled only by his deft hands.

VJORN JA BIT: Vjorn is a dangerous person. Not only is he a very capable and ferocious fighter, he is a mean-spirited person who enjoys nothing more than insulting those he considers beneath him or who are incapable of defending themselves. When in Raglesborg, he wanders through town insulting fishermen, merchants, sailors and others hoping one challenges him to a fight. Many people have died at his hand.

VALROOND DEHUZEN JEST: Valroond is an old court performer from the Gravia. Who was expelled from court after having been accused of treason and poisoning a prince. He did this, but no one could prove it and was able to leave with his life. He now lives in Raglesborg trading in influence and contacts he established while in court.

THOROLD: This dwarf came to Raglesborg some years ago seeking a crew to raid in the Barlang. He returns every few years in search of a new crew. The dwarf has not come close to satiating his desire for revenge and finds the only disposable people willing to go with him on these near suicidal raids.

GYPSY TRAIN: A group of gypsies comes to Raglesborg once a year. They typically travel the roads from Firstenfeld all the way to Bergholt and beyond. They do entertain many a soul during their travels but, they kill quite a few as well. For this is a band of assassins and thieves not to be trifled with. "A more evil scrabble of hides can not be found in all the known world.." While this might not be technically true, it is close.

THE JUDICAR: The judicar fights battles for others, in many places in Inzae, a trial by combat is acceptable in place of any type of judicial hearing or other legal undertaking. There are those who sell their swords to represent whoever is willing to buy justice. The judiciary is one of these and is said he has not been bested in a hundred combats.

ADVENTURE HOOKS

These are short adventure ideas for the Castle Keeper. Some of the adventures begin outside Raglesborg and draw the characters to the city for specific reasons, others occur entirely in the city and some require the characters to leave the city. An outline of the adventures is given but details such as levels, monsters, etc. are left up to the Castle Keeper.

1: OH, FOR THE LOVE OF MY CHILD

The characters are asked to go to Raglesborg to search for and rescue the child of a noble/merchant/friend or other persons

who might be able to pay or influence the PCs to undertake this dangerous mission. The level of complexity for an adventure like this varies upon desire.

The first part of the adventure is getting to Raglesborg. It is likely the PCs are, at some point, asked to show their 'coin.' It is true that the location of the city is unknown to most, it should be assumed that one of the characters knows the location (as a result of their background) or knows of someone who may know of the location. In the first portion the characters become involved with the nefarious element of society.

The second part of the adventure would be locating the child in Raglesborg. They could be a servant in any of the gilden's halls, taverns, or private residences around the city, aboard a vessel on its way to pillage or even still in the market ready for purchase. Locating the child should take the characters to a few interesting locals described in the setting or created by the Castle Keeper.

The third part of the adventure involves retrieving the person the PCs seek. The options range from a simple purchase (gone wrong of course) to a more complex kidnapping or breaking into some place the child is held. In this portion of the adventure a lot can go wrong.

The final portion of the adventure, and perhaps the most difficult, is escaping Raglesborg. Once the child is in hand, leaving Raglesborg can be difficult since few people take on anyone for 'travel' and any enemies the characters may have made come looking.

2: MY ENEMY, MY FRIEND

Euvald Von Balderik is not a simple man. He is confrontational, spiteful, greedy, demanding and haughty. He is also adventurous, intellectually curious, humorous, a man of his word and kind to those in need. In a recent argument with a gilden leader, Euvald swore he would no longer pay fees and if anyone wanted his gold, they had better be prepared to fight. The gilden gave him one week to change his mind and, they are ready, willing and able to go retrieve their fee.

Euvald engages the PCs to intervene on his behalf. He offers each some gold and explains that a mistake has been made. Euvald does not want to confront the gilden because, as he readily admits, he let fly some foolish words. Euvald appears terribly contrite and fearful for his life. He even gives the PCs a bag of gold equal to his fee.

Euvald knows full well his life is forfeit. His hope is that the PCs can distract the gilden long enough for him to sneak out of town and into the Urstin. Once there, he intends to travel south and disappear into the Reintier. The gilden, no matter what, refuse any apologies or compensation.

The leader is angry about the insult more than anything else. Once it is discovered the Euvald is gone, the gilden turns its wrath on the PCs unless they can produce Euvald's head.

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3: THE MAN WHO WOULD BE KING

Over the period of a few months, an insignificant gilden rises to prominence. The members decide to enforce their will on the locals. After a few scuffles, they gain control a few blocks of a district. The aldermin overseeing the district decides that the new gilden has grown too fast and too powerful.

The Aldermin decide to rid themselves of this menace without causing much conflict within the district and ask the PCs if they would be willing to do this small task for them; kill the leader of the upstart gilden. They offer a significant amount of gold as enticement. If the characters refuse, the gilden threatens the characters with punishment.

A spy for the upstart gildin, a servant, is in attendance at the meeting and overhears or is told about what transpired in the gathering. The new gilden then turns to the PCs and makes them an offer they can't refuse. The newer gilden would like for the PCs to slay the leader of the aldermin and offer twice as much gold as the aldermin had offered.

The adventure can take many turns depending on the characters decisions. The offers of gold and reward can continue to climb but, the reality behind all this is that both gilden eventually want the PCs out of the picture and their offers of gold are negotiable after service has been rendered.

4: MY SHACKLES SHALL SET ME FREE

This type of adventure should be handled with care. Its success depends on giving the players just enough control of their characters to maintain their interest. In it, the characters are taken prisoner. This can be as a result of being taken on the open sea by pirates, kidnapped due to their ransom value, sold as slaves by some brigands etc. So begin the adventure with a battle.

Once in shackles, the PCs are taken to Rablesborg and purchased by some wizened old man. The characters should be slaves no more than a few days during which their new owner beats them mercilessly and treats the PCs as refuse. During a session of punishment, the wizened old man dies of a heart attack. This can be a short familiarity portion of the adventure

The other servants flee the house. The characters suddenly find themselves free, though still in shackles. They are now in Rablesborg with no coin. The characters must leave or make their mark in Rablesborg.

5: A KINGDOM FOR A MAP

This adventure eventually leads the characters to Rablesborg. Several merchants or nobles have tired of the raids perpetrated by the pirates in Rablesborg and decide to hire someone to go looking for the Rablesborg. This is a dangerous proposition. Even asking about the location can cause problems if agents of Rablesborg hear of the venture. The PCs must make their way to the Urstin Peninsula and travel up and down its many fjords to find the city. They meet many dangerous creatures while traveling in the Urstin.

There are many spies and agents from Rablesborg throughout the southwest of Inzae. The whole job of these spies to search for and kill all those who inquire about Rablesborg, its location, or those in it. There are bandits on the trails and roads to Rablesborg and pirates at sea. Getting to Rablesborg is difficult. Once in, getting out may be even more difficult.

8: I LIE ONLY IN NIGHT AND DAY

In this adventure, the characters have captured one or more brigands. The brigands are willing to exchange their freedom in exchange for divulging the location of Rablesborg. Seems simple. Except, the brigand does not know how to read nor write nor can he read a map well. He does know landmarks and is willing to take the characters to Rablesborg.

Should the PCs undertake to go to Rablesborg as the brigand suggests, they are taken on a circuitous route through the Urstin that first leads them to several areas where brigands meet prior to ever going to Rablesborg. He does this in order to get the characters killed. Should none of this work, he eventually takes the characters to Rablesborg. He begs for his freedom before entering the city, knowing full well his life is forfeit should anyone find out about what he did.

9: WRECKAGE AND RUIN

The characters are taking a ship to or from Bergholt. Once on the westward side of the Urstin, the ship capsizes in a storm. The characters are the only survivors and are washed up on shore many days from Rablesborg. They have several directions to go but have no idea where on the coast they might be located. There are fjords so they should be aware they are westward side of the Urstin Peninsula. Whether or not they decide to move north or south, insure that Rablesborg is the direction they are traveling. Adventures abound along the coast and the characters eventually come upon Rablesborg, that city of thieves. Now the adventures truly begin.

10: SPORES UNDER MIDNIGHT SKIES

A friend or companion of the characters has been poisoned. They are slowly dying and there are no clues who did it, why they did it or how they did it. What is important is that death is imminent and an antidote is necessary to save a life. The characters must find the apothecary, convince him to come look at the victim and determine what poison may have been used and what antidote may be necessary to save the victim's life.

This is, of course, a ruse. The apothecary had the person poisoned with a mild but abusive poison that make the victim appear near death. The apothecary determines the type of 'poison' used and informs the characters that a mushroom is needed as part of the antidote. The mushroom can be found outside of Rablesborg but it is very rare and only blooms under certain conditions in specific habitats. The characters must race to find it and along the way encounter no small number of beasts and others in the process.

The reality is that the mushroom is needed for another poison and the apothecary was out. He tricked the characters into

getting the mushroom for him for free. The characters may catch on to this ruse at the end. It may better that they do not. The apothecary heals the victim quickly with another brew. He also takes a liking to the characters.

11: SLEIGHT OF HAND

The PCs are asked to purchase or pick up an expensive item for someone. Everything goes as planned and the characters acquire the item. They bring it back to the person who hired them. Upon seeing the item, he is very upset. The characters were duped and received the wrong item or a cheaper version of whatever it is they were sent to retrieve.

The person who had the characters go get the item is incredulous. He blames the characters for being so easily duped. He demands compensation on the spot. That, or he demands the characters go and get the real item or his money back. The person who took the goods is either gone, spent all the money or in hiding. The characters should have a difficult time finding him and then retrieving that which they need; be it money or material.

12: RANSOM THE RAT

A character overhears a conversation in a bar. The gist of that conversation follows. An engineer was captured several months ago. He designed several of the castles along the coast. After lengthy interrogations, the engineer told all he knew about those castles and how to best defeat them.

Believing that the engineer had given up all the information he had, it was decided he would be executed and not ransomed. This being done to prevent those castle owners from knowing their engineer interrogated in Rablesborg. The execution can't happen until the head of the gilden returns in one week.

Towards the end of the conversation, the two people speaking notice the character. They get up and leave. On their way out, one of them takes an extra long glance at the PC. The characters can do whatever they like with this information. They can ignore it, sell that little bit of knowledge to the castle's owners, or even kidnap the engineer and ransom him. All decision are fraught with danger.

13: SUNNY BEACHES AND RED SAND

The characters are asked to recover valuables from a shipwreck. The ship is located some 100 miles west along a sparsely inhabited stretch of coast. The recovery should be easy and quick. The characters are supplied with a small boat or horses so they can go overland. They are to recover the valuables, bring them back to Rablesborg and then they will be split up.

The characters should be members of a gilden or be trusted by someone for this adventure to occur. The shipwreck is not difficult to locate though takes several days to reach it. When the characters arrive, they find the survivors executed and lain out on stakes. Several dozen or more people from a nearby village have made camp by the ship and are stripping it of all useful items—to include pulling off the timbers. The treasure has been moved to the village.

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14: CURSES AND FATES

During one of the monthly celebrations, a character who is unarmored and vulnerable is attacked late at night. The attack can be by a crazed human or a tall dog that leaps upon them. If any defense is given the creature takes off into the night but not before it successfully bites the character. The wound begins to swell and fester with small lacy blue veins extending from it.

The attacker is a person who has been cursed by the gods. It is a lycanthrope that lives on the wanders the Urstin Peninsula. It makes its way to Rablesborg once a year during a celebration and attacks the vulnerable or weak. It then leaves and goes back into the Urstin.

The bite festers and then begins to infect the bitten. It takes a long time for the curse to take hold of the bitten, sometimes up to a year. Anyone in Rablesborg that sees the wound or the spidery red veins lacing across the body knows that the person is cursed. They are then killed. There is only one way to end the curse. They must kill that lycanthrope hidden somewhere in the Urstin.

15: HOOVES OF WAR

A rumor has reached the powerful in Rablesborg. It appears a troop of soldiers from Bergholt or Isenburg or perhaps even Halpveg have made their way into the interior of Urstin Peninsula. The characters are asked to go investigate and find out if this is true. Most are incredulous. There is a war in the south and it seems unlikely that anyone would waste their time searching for a den of thieves. The characters are asked to investigate this rumor. They are paid either in privilege or gold. It is their choice. Once in the Urstin some weeks should pass before finding evidence of troop movements.

About a month prior to the characters being asked to investigate the rumor, a band of zjerd numbering about 400, has entered the Urstin Peninsula. The band is in the Urstin to find allies in its war. They are specifically seeking out shtumpf and Heervzjo to aid them. The zjerd are attempting to avoid all other contact. Scouts from Halpveg found the trail and word sent to Bergholt, Isenburg and Halpveg. A retinue of mounted soldiers from Isenburg combined with several scouts from Halpveg, mercenaries and a few volunteers from Bergholt have given chase. There are only 100 in this troop.

The characters can discover either of the two, on or the other and in any order. The humans are within a few days ride of the zjerd who, it seems, are completely unaware they are being tracked. That is about to change since a shtumpf in the region is aware of both and intends to inform the zjerd chief that his troop is being followed. The situation is fluid and the characters can, should they choose, be instrumental in what occurs next.

16: A BAG OF GOLD

A shtumpf who has no lair but wanders the woods and valleys looking for something to eat wanders near Rablesborg. It really likes humans, dwarves, izdrid, or other similar creatures. This is a cunning shtumpf, very intelligent for its kind, and it has taught

itself to track with more than just a sense of smell. It has also observed those who move in and around Raglesborg for decades. It has decided that those who live there are easy pickings.

The shtumpf places a bag of gold on a trail several dozen miles from Raglesborg but which is occasionally used by hunters or others. The bag of gold is a lure. The shtumpf remains hidden a good distance from the bag but goes to check on it once a day in the hopes someone picks it up. If the bag of gold is gone, then the shtumpf tracks those who took it through the woods and tries to kill them.

The bag of gold has one cursed coin in it. It is a lodestone and brings bad luck to travelers. The general effect is to reduce the movement rate of those who have the gold coin. This is not a direct movement reduction, rather bad events happen such as sudden storms, muddy tracks, strong winds, heat, fallen trees, flea infestations, ticks, mosquitoes, or other naturally occurring events that would cause the person (and those with them), to move more slowly. The reduction should be roughly 75% for a day. For example, a normal rate of move is two miles per hour. With the lodestone, over the course of a 12 hour trip, the person carrying the item would move 6 miles and not 24. It is up to the CK to ensure this happens. This coin does not radiate any magic but if an examination of the coin is made, this one stands out as it has the imprint of the symbol of Shtroomsh, the lord of the shtumpf, on it.

The shtumpf moves at an average rate of two miles per hour and should catch up with those who took it a short amount of time. If the party makes no attempt to cover their tracks, the shtumpf has not difficulty in locating the person. If, on the other hand, the party tries to hide their tracks, the shtumpf must make tracking checks to locate them.

When it locates the party, the shtumpf takes its time trying to capture or kill a member. It waits until night to attack or waits in ambush at an opportune place and perhaps even attacks while a character is taking a break and is separated from the rest of the party. Its stratagem is to split the party and attack them one at a time.

17: THE EYE OF THE PAIN

One or more of the PCs stumble across a corpse on a street in Raglesborg. His cloaks are soaked in blood. A short inspection of the body reveals the person to have been a midshipman. He wears a silver medallion that indicates the vessel is the Vasenveerm (Sea Dragon). As the characters are looking over the body, other members of the crew come onto the street and see the characters leaning over or examining the body of their friend. Quick to anger and assuming the characters to be murders and thieves, they launch into an attack.

The fight that follows is quick. The sailors leave as soon as it appears as if the characters have the upper hand. If there are any survivors, they inform their fellow seamen and captain. As a group, the lot of them start hunting for the characters with the intent of killing them. This battle can last for days, weeks or months as the attempt to kill the characters is ongoing.

18: WANT AND WANT ALIKE

It is a rare thing when an item of such great value is moved through the streets of Raglesborg. Late in the evening, during a storm, one of the PCs observes a cart being pushed down the street. There are half a dozen well-armed and armored guards with the cart and several burly workmen pushing it along. A gust of wind blows the canvas off the cart to reveal a man-sized statue covered in gold. The guards quickly put the canvas back on the cart and cover the statue.

The cart and statue are headed to one of the gilden places of residence. It is being moved at night to avoid attention. Several moments after the cart passes, the group is attacked by a dozen men. The fight is quick and brutal. The assailants kill everyone unless the characters intervene. The attackers belong to another gilden and intend to take the statue to their place of residence.

This occurrence begs for intervention, negotiation and perhaps some subterfuge. The characters can take the statue themselves, follow where it has been taken, interfere in the fight or do nothing at all. All but the latter drag the characters into conflict with one or another or both gilden.

19: MY GOLD, YOU HAVE MY GOLD

When or two PCs are alone they are attacked by a group of thugs intent on taking all their goods. Although not explicitly trying to kill the characters, the attackers will do so if necessary. Should they successfully knock the characters out or overcome them, the characters are robbed of everything on their person. Everything. Even their boots are taken. The group of thugs are part of a pirate's crew that is leaving in a few days time. They hope to make their escape before anyone catches up with them.

The thugs take off to the docks and remain on their ship during the day. In the evening they go ashore to enjoy the pleasures of Raglesborg. The thugs are easy to locate since they will be trading anything they looted for gold at the various trading houses around Raglesborg and then drink the proceeds away. The captain of the ship eventually and half-heartedly, intervenes to save the lives of his crew or contacts the characters to offer compensation. The captain's only response to the entire situation is to offer the characters a job aboard his ship.

20. A CULINARY DELIGHT

The macabre platter set before you would startle even the most jaded. Amongst apples, pears, peaches and other fruit of sensual delight, sat Olfo the Rat, nobody in sight.

Viltman crosses the room. Slow steps, sturdy steps, heavy steps accompanied in tune by delicate fingers rapping across the handle of a wicked sword. Behind Viltman several fellow enforcers clomp loudly and out of tune with the rapping of the fingers. One carries a covered platter. The aroma of death and fear follow Viltman like a plague of rats. The air is heavy with threat and death. He pulls up a chair, and without asking, sits. Viltman begins speaking...



A week prior to the moment described above, Olfo the Rat sauntered into the Mistenbil seeking an audience with Karl Ortoff. Olfo came with tidings that one might think Karl Ortoff would be glad to hear. Olfo explained that his gilden was planning a raid on the Mistenbil and that there is an active effort to displace Karl by several gilden. Olfo then described who was involved, to the extent that he knew, and when and where the attack was to take place.

Karl, no fool, sat bemused while all this was being explained and wondered what Olfo the Rat was up to. Karl knew already there were those who wanted him killed and even a few were planning to do so. This was nothing new. What concerned Karl were the lies that dribbled like spittle from Olfo's lips.

Karl had another spy connected to the same gilden gathering information as well. This spy had been instructed to spy on Olfo as well and relay information to the Rat that should have been relayed back to Karl. The information Olfo gave Karl was inaccurate and misleading and not at all what he expected to hear. Not only that, the spy discovered that Olfo was giving the gilden information about the sablimmin. This was reported to Karl by the other spy.

After Olfo rested for a time, Karl had Olfo brought in to see him. This discussion was not pleasant for poor Olfo. There was much pain and suffering, blood and a scattering of digits. Olfo, a natural liar and dissimulator who found the truth as difficult to tell as resting a dragon on the head of nail, never bothered telling Karl the truth when asked about who was involved in

the possible raid on the Mistenbil. He gave Karl the names of the characters.

Perhaps the characters offended Olfo at one time, perhaps Olfo is indebted to the PCs, perhaps he thought relaying their names would protect him? It does not matter. Karl Ortoff now has the names of the characters and wants compensation for the threat on his life. He sends Viltman to relay a 'request' to the characters. A request backed up by the threat of torture and death.

Viltman, one of Karl Ortoff's most loyal and capable killers, knows of brigands who have taken up residence near Raglesborg's southeastern walls. These brigands come from the Halptier and have brought with them a person of some potential ransom value. Karl wants that person and Karl wants the characters to retrieve him. As Viltman explains, "to put it bluntly, bring me the prisoner or I bring your heads to Karl, without a potato a carrot garnish."

21. THE HOLDOUT

The holdout is where the brigands are located. They come to Raglesborg once every couple of years. It is located in the southeast section of Raglesborg near a section of wall.

Weeds and bramble grow up and through blocks of masonry, shattered bricks and collapsed buildings. A well-worn trail snakes through this and to the south stopping in a small clearing near a section of wall. Off to the east, up against a remnant of the wall, the remains of a watch tower teeter on broken and cracked foundation stones. The top of the tower fell over many decades ago and lies scattered across the ground. Only a small portion of the remains tower pokes above the wall. Smoke from a fire within coughs and sputters before dissipating in the cool breeze.

There are only two floors remaining to the guard tower. The ground floor has one entry with a tarp covering it. Two or three of the thugs are usually sitting in front around a fire keeping an eye for anyone who may appear a danger or threat. The four guard dogs are almost always outside during the day. At night they range inside and outside. At least one guard is awake most of the night. He may occasionally fall asleep though.

Most of the members of the group gather on the ground floor to sleep and eat. They store their goods here as well. There are no windows on the ground floor. One ladder leads up to the upper floor. A pot belly stove is in the middle of the floor. The smoke wafts up through the second floor and out the roof above.

Other than personal items, there are 20 days of rations and 300 gp in coin in a few bags in here. They are waiting to distribute the coin. There are also 3 dozen arrows, wool blankets, 3 maces, 5 spears and a small cask of oil.

The leaders of the group, Kirken, Brandt and Relf, stay on the upper floor. The prince, Fedor, is trussed up and kept in one of the corners of the room. During the day at least one of the three leaders is on the upper floor. In addition to their personal items,

there is 1,000 gp in coin and jewelry in various sacks around the room. There are sleeping blankets, a lantern, oil and food stored up here. One of the sleeping blankets is an albino bear pelt worth 100 gp. It is mangy but if cleaned up, the pelt can be sold.

A ladder leads to the roof. The roof has access to the 50-foot section of what remains of the wall's battlements. One or two guards, armed with bows, is up here during the day.

KIRKEN VON GEERD (He is neutral evil, human ranger 6 whose vital statistics are HD 6d10, HP 45, AC 15. His primary attributes are strength, dexterity and constitution. His significant attributes are strength 15, dexterity 16, and constitution 14. He wears leather armor, shield and a cloak of concealment. He carries a +1 broadsword, +2 short bow and a ring of +2 saves versus arcane magic. He has 400 gp in coin and jewelry on his person. He also carries the signet ring of Fedor von Belwit.)

Kirken is an older and grizzled, mean spirited, close mouthed study in patience. When he speaks his word carries meaning and those around him know it.

BRANDT WODENSEER (He is neutral, human cleric 5 whose vital statistics are HD 5d8, HP 32, AC 17. His primary attributes are wisdom, constitution, and charisma. His significant attributes are constitution 14, wisdom 17 and charisma 13. He wears a +1 chain shirt, shield, ring of the ram with 15 charges and necklace of damage absorption 1. He carries a +2 trident. He has 400 gp in coin and jewelry in his person.)

Simple in appearance and plain in speech, Brandt conveys absolute confidence in his situation and the realization that none of what happens in this life matters.

RELF VON HALPVEG (She is a chaotic evil, human barbarian 6 whose vital statistics are HD 6d12, HP 56, AC 14. Her primary attributes are strength, constitution and dexterity. Her significant attributes are strength 15, dexterity 15, constitution 14, and intelligence 17. She wears hide armor and boots of silence conferring a +3 to any move silent check. She carries a +3 bearded battle axe, a +4 dagger of accuracy, and a long bow. She has 200 gp in coin and jewelry on her person. The coin is hidden in a purse.)

Relf's long red locks, braided in angry lengths, augment her temperament. A quick and brutal wit keep her well-supplied in enemies and deters friendships of any type. A quicker and more brutal swift axe ensures this remains the case.

MANDRIK (He is lawful evil, human rogue 5 whose vital statistics are HD 5d6, HP 22, AC 15. His primary attributes are dexterity, intelligence, and charisma. His significant attributes are dexterity 16, intelligence 14 and charisma 13. He wears leather armor, +1 belt of protection and cape of shadows conferring a +3 to hide or concealment checks in dark areas or at night. He carries a +2 short sword, a +1 dagger of wounding and thieves tools +2. He has 100 gp in coin and jewelry on his person.)

Sly and ugly Mandrik! He never had any friends as a child and has carried the habits of self-serving survival into his adult life. It seems the only things that like him are the dogs he feeds.

THUGS X5 (These are lawful evil, human fighter 2 whose vital statistics are HD 2d10, HP 16, AC 14. Their primary attributes are strength, intelligence and dexterity. Their significant attributes are strength 13 and constitution 13. They wear studded leather armor and shields. They carry daggers, broadswords and short bows. They each have 20 gp worth of coin on their person.)

DOGS X4 (These neutral animals vital statistics are HD 1d6, HP 5, AC 12. Their primary attributes are physical. They attack with a bite for 1d4 damage.)

FEDOR VON BELWIT, PRINCE (He is a chaotic neutral human commoner 0 whose vital statistics are HD 1d6, HP 2, AC 10. His primary attributes are intelligence and charisma. He wears nothing.)

Fedor, the youngest and least of a family of eleven, has something to prove. A poor decision left him stranded on the road alone and unprotected. His lack of wisdom knows no depths. He is a prince in waiting. Fedor will never inherit property though he will one day be appointed to a position of some influence, should he live that long. He is eternally grateful to those who return him to his family. Eternally grateful!

The signet ring that Kirken carries is very important and quite valuable. Fedor's family pays 5,000 gp for its return. Fedor is unaware of its value and thinks little of it other than a symbol of his family's power. Fedor took the ring without permission, intending to use to prove his name and family relationship should he have to do so. That occurrence never came to pass.

The ring confers a +4 to all charisma-based checks and acts as a permanent ring of mind shielding but only to members of the Belwit family.

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