

Baklin: Jewel of the Seas

city supplement

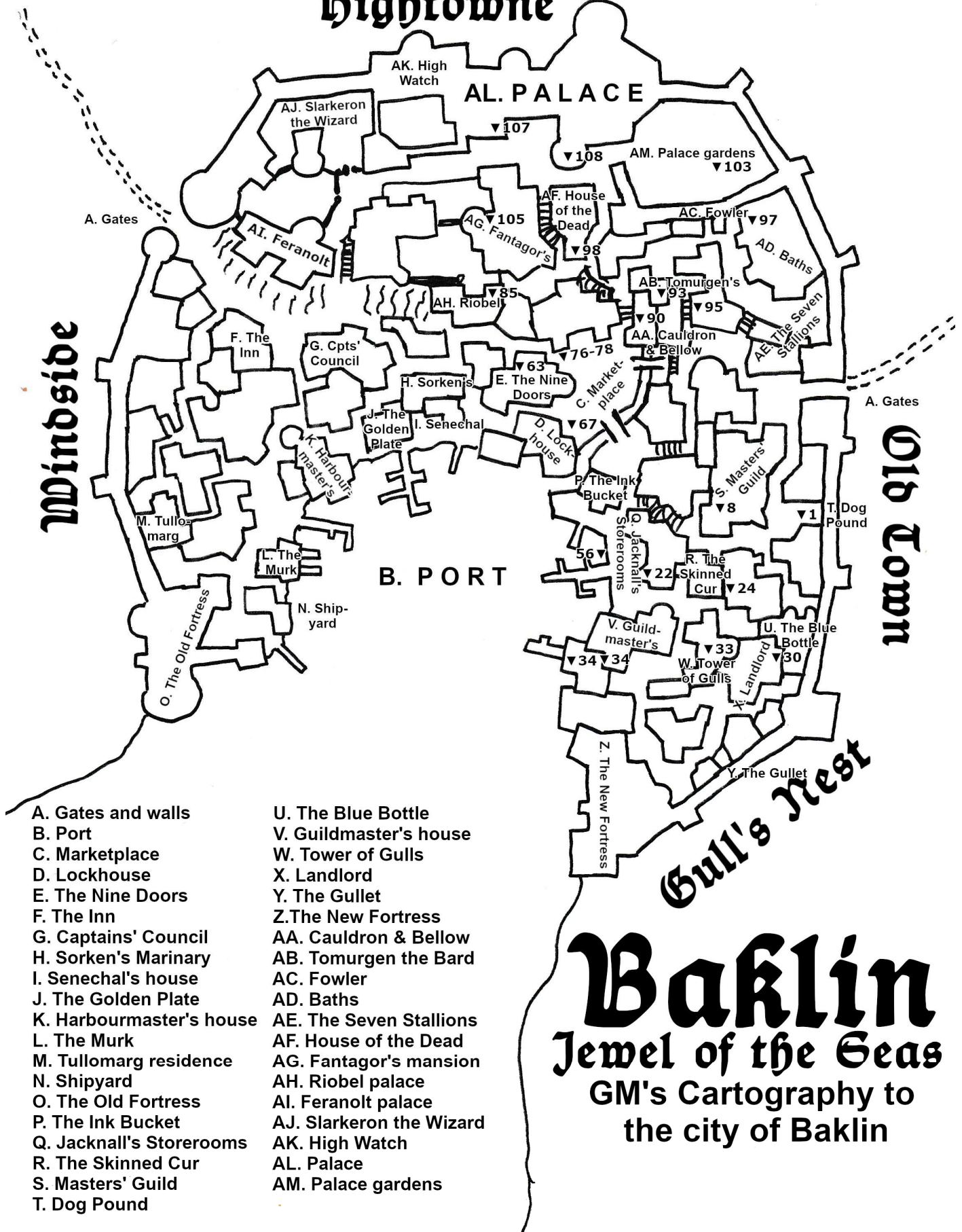


E. M. D. T.
First Hungarian
D20 Society



E.M.D.T. 65

Hightowne



- A. Gates and walls
- B. Port
- C. Marketplace
- D. Lockhouse
- E. The Nine Doors
- F. The Inn
- G. Captains' Council
- H. Sorken's Marinary
- I. Senechal's house
- J. The Golden Plate
- K. Harbourmaster's house
- L. The Murk
- M. Tullomarg residence
- N. Shipyard
- O. The Old Fortress
- P. The Ink Bucket
- Q. Jacknall's Storerooms
- R. The Skinned Cur
- S. Masters' Guild
- T. Dog Pound
- U. The Blue Bottle
- V. Guildmaster's house
- W. Tower of Gulls
- X. Landlord
- Y. The Gullet
- Z. The New Fortress
- AA. Cauldron & Bellow
- AB. Tomurgen the Bard
- AC. Fowler
- AD. Baths
- AE. The Seven Stallions
- AF. House of the Dead
- AG. Fantagor's mansion
- AH. Riobel palace
- AI. Feranolt palace
- AJ. Slarkeron the Wizard
- AK. High Watch
- AL. Palace
- AM. Palace gardens

Baklin: Jewel of the Seas

city supplement



by Gabor Lux

Illustrated by Denis McCarthy (cover, pp. 2, 11, 37, 39), Stefan Poag (pp. 5, 23, 47, 67), Graphite Prime (pp. 53, 63), Jerry Boucher (pp. 41, 49), Gabor Lux (p. 9), George Cruikshank (33, 36), Howard Pyle (p. 15), Arthur Rackham (17, 3), and the Dead Victorians (pp. 3, 4, 7, 9, 19, 20, 24, 27, 30, 35, 44, 45, 55).

Main playtesters: Gabor Acs (Phil the Terror of Turkeys, halfling Archer/Thief 2/3), Istvan Boldog-Bernad (Armand the Scumbag, human Assassin 3), Kalman Farago (Drolhaf Haffnarskörung, northman Barbarian/Thief 2/3), Laszlo Feher (Lafadriel Hundertwasser, elf Fighter 3), Gabor Izapy (+Gadur Yir, half-orc Fighter 5, champion of Haldor, killed by Argul the Demented; Drusus the Historian, human Magic-User 3).

Additional playtesting: Gabor Acs (Jericho, human Bard 2), Gabor Csomos (Leopold, human Magic-User 2), Kalman Farago (Hjorl, northman Fighter 2), Laszlo Feher (Pandor Raun, half-orc Cleric 2 of Haldor), Gabor Izapy (Truskag, half-orc Fighter 2), Andras Szabo (Arzur the Mystical, human Ranger 2).

Published by Gabor Lux, sole prop., Kiraly Str. 39, 7621 Pecs, Hungary

www: beyondfomalhaut.blogspot.com

e-mail: beyond.fomalhaut@gmail.com

ISBN 978-615-5902-36-9

Baklin is a city supplement with a dual aim. It is intended to serve as both an anchor point for the ongoing campaign, and an interesting adventuring environment in its own right. In its primary role, the locations described herein should provide a springboard for expeditions outside the city, and a place to return to again and again over the course of the game. In the secondary role, it offers a grab bag of adventures on its own. While this is a largely neutral city ruled by a well-meaning sovereign, there is enough skulduggery, court intrigue, and trade rivalry here to last a while... and the trail often leads below the streets.

Together with the materials in **Echoes From Fomalhaut #02 to #05**, this supplement forms a complete island sandbox setting that could accommodate a full campaign. With a few changes, it can also be used in other game worlds, and it is my hope that the adaptation shall prove easy. Use as much of the city's peculiar customs and politics as it makes sense for your own campaigns!

Gabor Lux

Pécs, 12 november 2020



Background

Oh Baklin, Jewel of the Seas, great gateway of Erillion! Minstrels sing of its wealth and marine power; the escarpment around its bay with its towers and palaces; and of the refinement and taste of its magnates and nobility. Minstrels of all kinds, however, are prone to grandiloquence; and so it is that a port city that would be considered of middling size among the ruins of the mighty Kassadian Empire, is considered prominent in an island realm largely noted for its small coastal towns and untamed wilderness. And yet, there is reason the minstrels sing so, for Baklin has wealthy patrons, its fleet is not inconsiderable – and are its streets not the loveliest within so many weeks of travel? Indeed, those who brave the high seas between the Twelve Kingdoms and the Coastlands of Kassadia often believe so... and they will gladly pay for a song to remember their visit.

Baklin was built around a bay offering safe harbour, on hillsides honeycombed with limestone caverns. Signs of habitation in the area stretch back at least seven or eight centuries, to the time of the now decrepit Kassadian Empire, and to the Druidic era which had preceded it. While it was not originally the isle's capital (a rank once belonging to lost Silhanosh, on Erillion's east coast), it provided remarkably resilient, surviving pirate raids, Northman attacks, and the destructive wars 350 years ago which swept away the kingdom of the Wraith Queen Arxenian. In those terrible days, Baklin's population survived in the cellars and shrines beneath the surface; and later, they built mighty walls to protect the rising merchant city. Baklin had not only outstripped other towns on Erillion, but found itself at the perfect midpoint along the marine trade route from the Coastlands of Kassadia (across the sea to the south), and the fractious Twelve Kingdoms (to the northwest).

The current ruler of Baklin, and consequently Erillion, is **Prince Lodovic** (Fighter 4), scion of a mid-ranking Kassadian noble family, who were invited 70 years ago to forestall a brewing civil war among the isle's mercantile interests. It was expected that the newly minted princes would rule but not govern; and through three successive generations, the family has stuck to expectations. The now elderly Lodovic and his paramour, the once beautiful **Princess Arkella** (Fighter 3), have lived a carefree and idle life of song and courtly intrigue, carefully shielded by a competent bureaucracy from all decisions not involving where to commence the next

hunt, or what to wear for the occasion. The princely couple are noted for being unusually kind and generous among crowned heads; and here, the minstrels are reporting the truth. Yet they have also neglected their duties as rulers, first of all to produce a viable heir – and now, it is too late to even try. Many consider Lodovic's rule Erillion's golden age of peace and prosperity, but none know what shall follow afterwards. Under such circumstances, the wise and the meek both wish him a long life.

The Laws of the Land

As larger cities tend to, Baklin has developed an intricate legal system served by disparate enforcement mechanisms. The two main legal traditions in effect are **the Sea Laws** (the laws of the high seas, arbitrated by the Captains' Council) and the **Old Ways** (the ancient laws of Erillion, adjudged by the Prince). The former system, a harsh and efficient code, was developed for summary judgement on the waves; and as Erillion is a port city, it governs most matters involving commerce, ownership disputes, and all crimes committed on ships and in the port areas (that is, practically anywhere but Hightowne). For most violent crimes and instances of theft, the Sea Laws prescribe death; and this sentence is carried out with stunning speed as the judged are seized, brought to the platform erected in Port, and sewn into a leather sack before being beaten to death with long staves before a merry crowd. "**The Sack**", as it is referred to in the city, looms large in the public imagination, and it sees frequent use by the authorities.

In practice, major concessions in the law are made to commercial and public interests, and the Captain's Council is generally considered to be crooked. Thus, dire penalties can be reversed with a generous donation to The Maritime Fund (dedicated to supporting seamens' widows and orphans, as well as general public improvement); and the Council will routinely dismiss claims against insiders (including operatives of the Thieves' Guild, who are let off with a slap on the wrist) while trumping up charges against foreign visitors. For the latter, palm grease offers the best protection from the Sack!

The Old Ways, obscure and sinister, are rooted in historical precedent going back before Arxenia's rule, and to the Druidic edicts (which still serve as the common law of the Twelve Kingdoms). Land disputes, matters of the aristocracy, and obscure forms of wrongdoing fall under this category, as do all crimes committed in Hightowne. These laws are built on innumerable cases recorded in the law books (unlike the Twelve Kingdoms, where they are graven on standing stones, and recited by the minstrel-outcast order of the Judges Itinerant), and ultimately decided by the ruler of the land. As Arxenia had once proved, these powers can be most ferocious, but Lodovic, kindly and uninterested in lengthy disputes, has been known as a lenient judge.

Those who can, try to receive a judgement according to this system, although only the aristocracy can do so easily, as the courtiers surrounding Lodovic do their utmost to claim the jurisdiction of the Sea Laws where it is possible. Under the Old Ways, death by fire is handed out for apostasy; but otherwise, beheading is the harshest fate, and it is called a gentleman's death. Exile and a loss of estates and possessions is a greater form of dishonour, but this is a judgement Lodovic has rarely meted out. Defendants who can count on Lodovic or Arkella's favour are often treated with a gentle hand. Noble quests, symbolic penance, and the threefold reparation of harm done are common outcomes.



Public Order

The Captains' Council maintains a **City Watch** responsible for regular street patrols. This is a well-organised and competent force, which makes Baklin a relatively safe city – although less so at night, or in the poor quarters on the southern sides of the bay. Watchmen on duty in Hightowne look slightly fancier, but are otherwise identical. The security of the Palace is entrusted to Prince Lodovic's private bodyguards, the **High Watch**. This special outfit, which also handles espionage and matters of state interest, is tough and disciplined. Training under **Captain Gamandor**, a ruthless and sinister enforcer, their ranks include **the Gamandors**, a six-man squad recruited from family men of good standing, who wear black masks, gloves, garbs and cloaks during their nighttime raids for great effect, and act as loyal spies for Baklin when off duty.



While Erillion, whose interests lie mostly at sea, is sorely lacking in a strong land army, **the Knights of Yolanthus Kar** contribute to the security of its towns and trade routes. The knight-hoods' history significantly precedes the establishment of the Principality, and its origins are now considered somewhat ominous. Based in four mountain strongholds (only one surviving today), they were once the Wraith Queen Arxenia's own knight-hood, who had been harsh lords, and engaged in acts of severe cruelty. However, their turn against the Queen, and alliance with the foreign crusaders who had come to liberate the land, had earned them grudging respect; and dominion over the Valley of Barzak Bragoth, where the dead of the island are transported and buried to this day.

Unlike the rest of the island, where they continue to enjoy prestige for keeping the roads patrolled and relatively safe, the influence of the Knights has decreased significantly in Baklin, and their duties in warding against a new undead invasion are often taken lightly. Therefore, the common respect they had enjoyed is mostly gone, and their tithes, and intervention in burial rites, are regarded as an outmoded relic of a past not worth remembering. By now, the knights have largely withdrawn to the House of the Dead (**AF**), ceding their non-funerary duties to the High Watch. Few, if any new knights now come from the city, and the order is increasingly stretched thin along Erillion's trade routes, or in condemning dangerous tombs and burial places. The retired Knight Commander, **Sir Chrysostom the Reedy**, now lives in retirement in the Baklin, while his successor, **Lady Yolcelinda**, deals with the order's troubles from their Valley stronghold.



The Combination

Several decades ago, Erillion's major crime organisations entered a pact to cease mutual hostilities and divide the isle's territory into three spheres of interest. **The assassins of Gont**, whose sign is the two-tailed mermaid, would rule the town of Gont and the east coast, including its archipelago and the Northmen territories. The secretive **Cackling Cur Society**, based in Tirwas and the surrounding villages, would claim the lightly populated west coast, and do freelance assassination work in the Twelve Kingdoms. First among equals, **the thieves of Baklin** would rule the city and Erillion's central areas. Even more so than preventing needless



bloodshed, the Combination's main common interest lay in preventing outside entryism, especially by Kassadia's long-established, powerful crime syndicates, who would be a threat to their very existence if they ever gained foothold. Further agreements allowed limited activity on each others' territory on the basis of reciprocity.

Baklin's criminal underworld is, accordingly, ruled by the thieves of the **Masters' Guild**, an outfit established to protect local craftsmen and trade interests. The Guild's commercial side and illicit activities exist in a careful balance, and as long as the thieves target outsiders and foreign merchants, the Law does not bother them. Outside professionals, if discovered to operate in town, will be asked to respect the Combination and its interests while in Erillion, pay their dues (25% of each take), and report on their ongoing activities. Those who disobey, or who are found to represent outside criminal groups, are driven out or reported to the Law.

In recent years, the Combination's balance has shifted imperceptibly. The Cackling Cur Society has become increasingly elusive and withdrawn (and some whisper they may not even exist anymore), while in Gont, the talented guildmaster Grave-Wight (see **Echoes #02**) has forged the assassins into a powerful force. In Baklin, the Masters' Guild has entered a period of decay, and the guildmaster, **Hyacintho Eskumar the Fisherman (a.k.a. "The Popin-jay")**, has been neglectful in his duties. Under his watch, foreign thieves have started to operate more boldly, and Gontsmen are increasingly moving in on city territory.

Customs

Burial rites: Owing to old fears about the return of the Wraith Queen Arxenia, custom on Erillion dictates that the dead should be brought to the Valley of Barzak Bragoth in the centre of Erillion, and buried within an ancient catacomb system. The deceased are brought to the House of the Dead (**AF**) administered by the Knights of Yolanthus Kar, before they are transported to the valley under armed escort. The knights also expend considerable effort to seek out and destroy new and old burial grounds, and have largely cleansed the known sections of the Undercity. Should new tombs be discovered in town, they will move immediately to seize and condemn the place.

Magic: Low magic includes spells from the 1st to the 3rd level. They can be learned and used without any limitations. High magic, the study of spells from the 4th and 5th level, must first be learned. Clerics must undertake a holy quest for their god, while magic-users and illusionists must visit the hidden Mage Tower (Erillion, **0709**) and undergo a trial. Trials may occur by invitation (sponsored by a M-U or illusionist of high standing, the disciple is summoned to the tower through a magic circle) or on one's own right (as a personal pilgrimage).

The test is not deadly, but there is only one attempt! Those who cannot complete their test may continue to gain class levels, but will either have to be satisfied with 1st-level spells in place of higher-level ones, or they will need to cast these spells as lengthy and hazardous rituals. There is no spellcasting ability beyond the 5th level.

The Undercity: Under Baklin lies a system of tunnels, cisterns, connected cellars and old storerooms. Many of these are too meagre to merit attention, or too isolated from the rest of the city to be frequently visited. However, a larger system of passages on the east side of town is still in frequent use by bandits, smugglers, and a host of local establishments. The Undercity is not patrolled regularly beyond the occasional raid, and has been largely left to the criminal underworld. However, the discovery of old burial sites will quickly draw the attention of the Knights of Yolanthus Kar, who will soon dispatch a strong force to destroy any lurking undead, transport human remains to the House of the Dead (and the Valley of Barzak Bragoth), and seal the site with strong walls and barriers.

The Order of the Starstone: This decoration is awarded to those who have done a great service to the city. Each rank comes with a brooch bedecked in gemstones: emerald (750 gp), sapphire (1000 gp), ruby (1500 gp), and diamond (2000 gp). Only two diamond-level orders have been issued: one rests on Prince Lodovic's breast, and a second has been lost at sea with Captain Rimalgon's expedition (c.f. **G** and Erillion, **0509**).

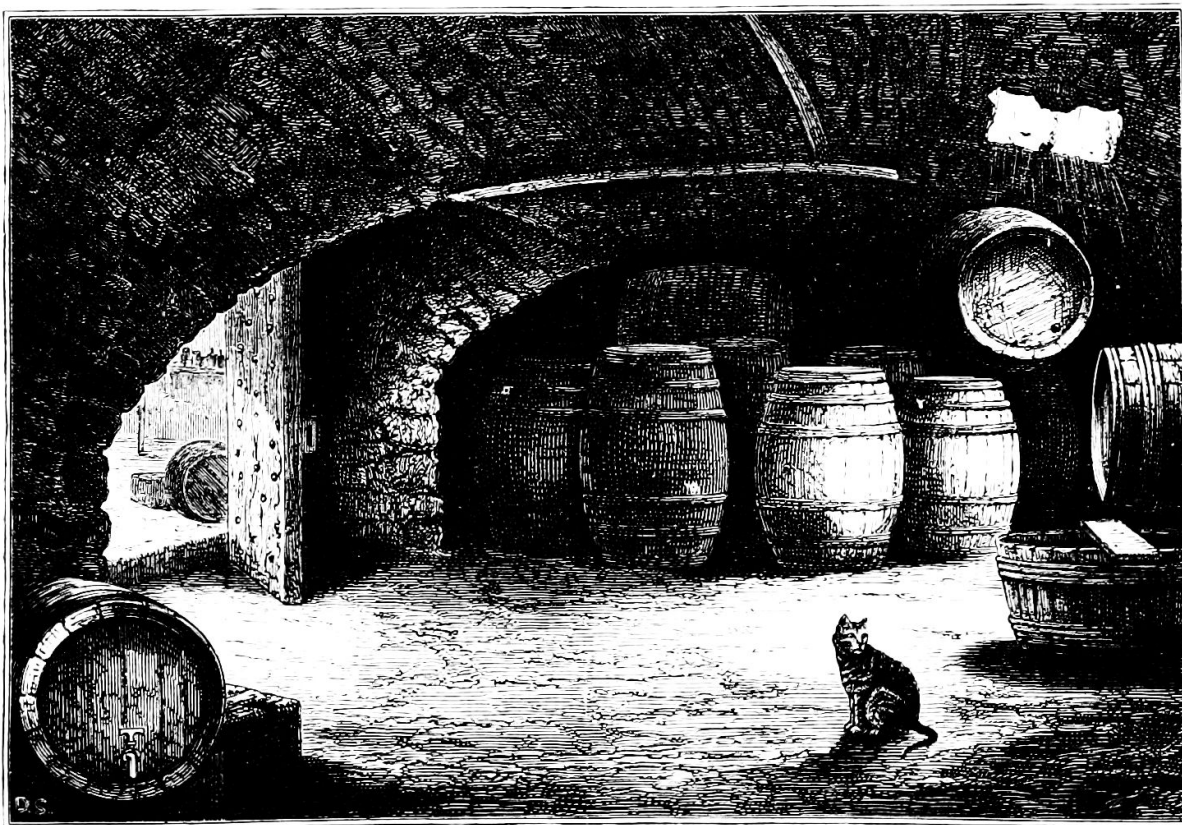
Religion: Religious orders have failed to establish a strong foothold in Baklin, or Erillion in general. Whether by Northman influence, disinterest or sheer inertia, the isle's inhabitants are not a particularly religious lot, and those who worship tend to do so without deep commitment or conviction. By custom, Baklin does not allow the establishment of public places of worship, although small private shrines exist in both common and noble households. Prophets and missionaries will find this place fallow ground for their conversion attempts. However, this was not always so, and the Undercity still holds multiple abandoned shrines to known and unknown deities.

Rumours

This table is provided as a general set of random rumours circulating in the city, while many of the keyed locations have their own specific leads. The dice used to roll on the chart depends on the NPC: newcomers to the city should roll 1d8, locals 1d12, and knowledgeable locals 1d20. Rumours exist in different varieties, and rerolls should reflect this fact. Where reference numbers are provided, the rumour is tied to the specified location. Rumours marked with a question mark are left for the GM to develop.

1. The Captains' Council will never indict a high-ranking sailor. Birds of a feather... it is even worse than in Gont (**G**, mostly true).
2. The cellars and passages beneath Baklin form a connected network, and those who know their way can move unseen from one place to another. (True)
3. Barlag the Impostor has lost an enormous sum in a card game at The Skinned Cur (**R**). Barlag is fuming with anger, while the other guy is now way too rich for his own good. (?)
4. Watch out in port at night. The ships always need new hands, and press gangs lurk near the waterfront pubs. (True)
5. Radastro the Seneschal is looking for men to hang to prove himself to the Prince. Watch your step near Hightowne, and don't look suspicious. (**I**, false)
6. There have been multiple unsolved murders as of late. Baklin was supposed to be a safe city... now you can't go outside at night. (Somewhat true, reflecting the increasing presence of Gont's assassins, but with no bearing on the general public order.)
7. One of the noble palaces is completely abandoned. It looks in good shape, but if you look closely, nobody enters or leaves. (?)

8. Doom! Doom! Doom! The city is close to bankruptcy! The two fortresses in port are a drain on the treasury, and the fleet expenses are a disaster. Trade is down, and it is harder and harder to make an honest living. Prepare, for the end is nigh! (False. Or is it?...)
9. There were many famous pirates in town once, before the Princes made Baklin more respectable. Look into old money, and you will find the old skull-and-bones. Sorken's Marinary and the Captains' Council both hide materials from that age. (**G, H, True**)
10. Monsters lair in the Tower of Gulls. Why haven't the Knights cleared it yet? (**W, True**)
11. Giant owls! The damned beasts lair in the New Fortress, and come out at night to hunt... livestock, or perhaps our children?! What comes next? (True, see **Z**)
12. Redragon and Grindragon, the brothers who own the Inn, are the bastard sons of a dwarf-ven king, paid off with clan treasures to keep their secret (**F, false**).
13. Baklin's citizens are not a god-fearing lot, but in the times of the Wraith Queen Arxenia, they were much more pious. There are still hidden shrines down below the streets... (True)
14. Lord Gramantik from the city of Gont has recently sent a message to Prince Lodovic, which has caused some commotion in court. (?)
15. Magical candles float through the Undercity. They are the products of evil sorcery! (True)
16. Sir Riobel must be a demon! It is said he maintains an underground theatre, where he performs in blood-curdling plays before his frightened servants! (Only the second half is true; see **AH**)
17. "In the eye of the fish glints the vastness of the sea" – this is an old saying, but what does it mean? (See Undercity, **70**)
18. People have been disappearing from the Baths. They just... never come out. Not that it bothers me, I never wash meself. (**?, AD**)
19. There is some shady business around the cellars next to the market. People come and go a bit too frequently, sometimes with heavy burden. An evil cult is suspected. (**C, partially true**)
20. Interlopers trying to break into the garden of Slarkeron the Wizard have been lost in his hedge maze. Try your luck at your own peril! (True, see **AJ**.)



Random Encounters

1d10	Day	Night
1	Prince's retinue (1d6*10)	Dignitary (+5:6 of 2d6 Guards)
2	High watch (2d6)	Watchmen (2d10)
3	Dignitary (+1:2 of 2d6 Guards)	Watchmen (2d10)
4	Merchant (+1:6 of 1d6 Guards)	Thieves (1d6, 1:6 of Assassins)
5	Watchmen (2d10)	Drunks (2d6, 1:6 of rakes)
6	Drunks (2d6)	Beggars (1d10)
7	Workmen (1d20)	Prostitutes (1d6)
8	Sailors (1d12)	Sailors (1d12, 1:6 of smugglers)
9	Beggars (1d10)	Bandits (3d6, 1:2 of orcs)
10	Thief (1, 1:3 of Guildsman)	Thugs (2d6, 1:3 of press gang)
11	Dogs (2d6)	Rats, giant (1d4*5)
12	Thugs (2d6)	Dogs (3d6)

Add +2 in Old Town (east of the Marketplace), use 1d8 in Hightowne (north of Marketplace)

Assassins: Assassin 5; AC (studded leather, shield); Atk scimitar 1d8 + poison or 2*dagger 1d4; Spec surprise, backstab *3, assassination 0-1 70%, 2-3 65%, 4-5 55%, 6-7 45%, 8-9 30%, PP 40%, OL 33%, FT 30%, MS 27%, HS 20%, HN 15%, CW 87%; ML 10; AL LE.

Hp 21 22 10 13 17 19

Bandits: HD 1; AC 10; Atk club 1d6 or shortsword 1d6 or 2*dagger 1d4 or sling 1d4; ML 7.

Hp 4 3 8 6 7 2 5 8 3 6 7 3
 5 7 7 3 1 1 2 3 5 1 7 3
 1 6 4 2 7 8 2 2 6 6 6 6
 3 3 2 2 6 8 2 2 3 7 1 3

Commoners, workmen, drunks, etc.: HD 1; AC 9; Atk 2*dagger 1d4 or club 1d6 or hand axe 1d6 or shortsword 1d6; ML 6.

Hp 7 4 6 2 3 5 7 1 8 7 8 8
 6 7 4 5 1 4 5 8 4 1 8 5
 2 7 6 5 1 8 8 2 3 7 7 7
 1 2 2 3 8 8 5 5 2 4 6 1
 7 4 6 1 6 7 2 2 1 1 6 8
 4 8 7 1 4 8 5 6 4 4 8 3

Dogs: HD 1+1; AC 7; Atk bite 1d4; ML 6; AL N.

Hp 2 7 6 7 2 7 5 9 7 3 5 2
 5 4 8 8 8 4 6 8 8 7 7 6
 9 2 6 5 7 2 5 3 2 8 9 9

Guards and Watchmen: Fighter 2; AC 6 (ring mail, shield); Atk longsword 1d8 or spear 1d6; ML 7; AL N.

Hp 13 12 7 14 9 8
 8 8 12 12 7 11
 5 10 11 16 11 15
 11 13 7 13 13 15

High Watch: Fighter 3; AC 5 (scale mail, shield); Atk longsword 1d8 or spear 1d6 or cross-bow 1d8; ML 8; AL N.

Hp	21	8	13	21	22	12
	29	24	12	13	20	15
	20	10	9	17	25	21
	15	11	21	21	21	17

Orcs: HD 1; AC 6; Atk club 1d6 or 2*dagger 1d6; ML 7; AL LE.

Hp	4	6	2	4	6	3	4	6	7	4	5	5
	6	1	2	3	2	2	4	7	4	7	5	6
	7	8	2	8	1	1	5	4	1	1	1	6
	5	7	4	4	4	3	8	7	6	1	3	6

Rats, giant: HD ½; AC 7; Atk bite 1d3; Spec disease 5%/wound; ML 6; AL N.

Hp	2	2	4	4	2	2	1	4	3	4	4	1
	4	1	2	4	4	1	3	2	4	4	2	1
	4	3	4	1	3	4	3	3	4	3	1	4
	1	3	1	4	4	3	4	3	1	4	1	1
	3	3	2	4	3	1	3	3	4	1	2	3

Sailors: Fighter 2; AC 7 (leather, shield); Atk scimitar 1d8 or hand axe 1d6 or 2*dagger 1d4; ML 7; AL N.

Hp	9	7	12	13	9	17
	16	8	11	12	20	14
	9	12	6	12	20	3
	15	16	6	5	8	15
	18	12	14			

Thief: Thief 2; AC 8 (leather); Atk shortsword 1d6 or 2*dagger 1d4; Spec backstab*2, PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; ML 6; AL N.

Hp	5	6	3	5	7	7	4	7	6	10	11	6
----	---	---	---	---	---	---	---	---	---	----	----	---

Thief, Guildsmen: Thief 4; AC10; Atk club 1d6 or 2*dagger 1d4; Spec backstab*2, PP 45%, OL 37%, FT 35%, MS 33%, HS 25%, HN 15%, CW 88%; ML 7; AL N; whistle.

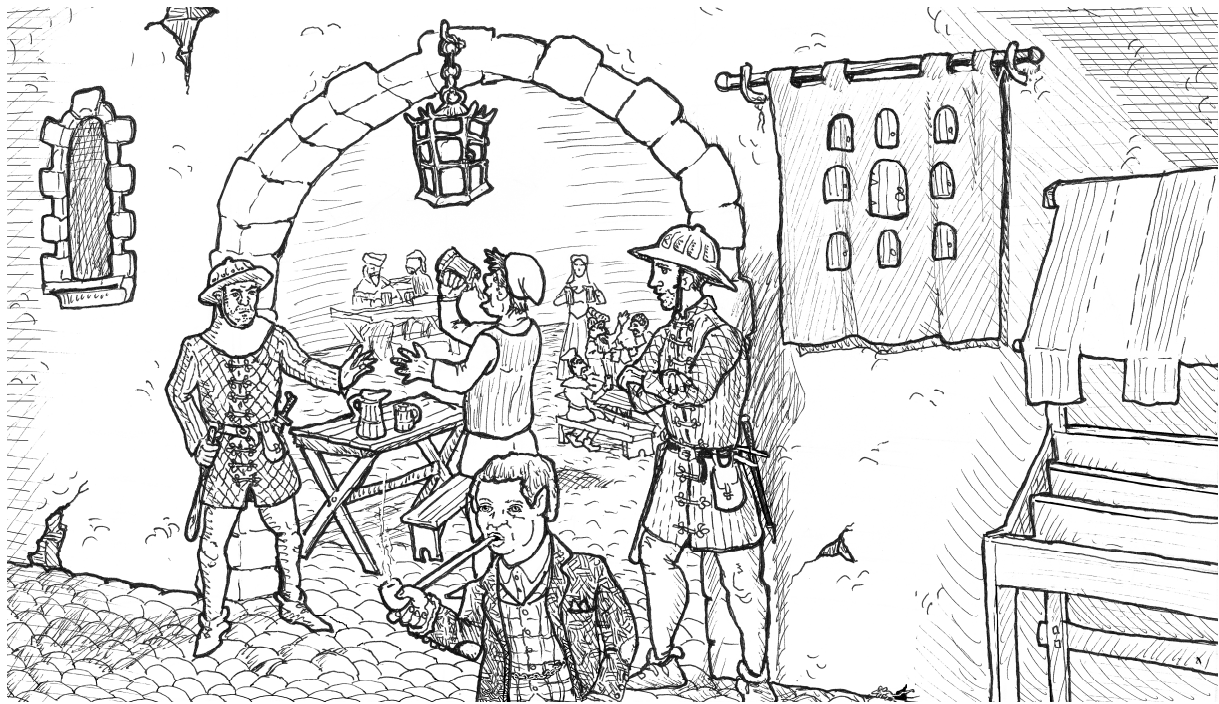
Hp	17	18	17	15	14	10
----	----	----	----	----	----	----

Thugs: HD 2; AC 7 (studded leather); Atk club 1d6 or shortsword 1d6; ML 7; AL any.

Hp	8	10	7	10	5	3
	12	11	12	11	9	14
	6	10	7	3	8	3
	8	9	8	9	8	6
	8	5	14	4	6	11
	8	9	16	13	13	10







Locations

In the following text, letter codes (**A, B, C, D...**) refer to city locations, numbers (**1, 2, 3, 4...**) to the Undercity, and four-digit codes (**0109, 0511...**) to hexes in the surrounding wilderness.

A. Gates and walls: Built in a time of turmoil, Baklin's defensive walls were designed for wars that never came. Now these defensive fortifications are massively oversized and ill maintained, a perpetual drain on the city's coffers. Since Baklin's land forces are lean, the City Guard and the High Watch find themselves overstretched in patrolling the whole length of the bastions and parapets. Two massive fortresses to the south, responsible for protecting the harbour, lie largely empty, and have been partially converted to residences and storehouses.

Travellers entering the city at the gates or through the port must pay a **gate fee** of 2 sp per man, steed, or beast of burden; 1 gp per armed man; and 4 gp per carriage or wagon. Merchandise brought into Baklin must be registered in the Lockhouse (**D**) manifests. Mass-produced city maps – showing the main sights – are available at 5 gp. Newcomers are informed that they are subject to the Sea Laws in the city; and that they should pay a visit to the Sack to contemplate the consequences of wrongdoing.

B. Port: Always teeming with traffic, the port area stretching along the waterfront is filled with porters and sailors by day, and revelry by night. The piers are packed tightly with ships from all lands, and skiffs crisscross the bay to avoid the long walk (1-2 sp per passenger). Only the hours between midnight and sunrise are silent: and in these hours, evil things are known to happen as the city sleeps. The bustle of the port is overseen from the tower of the Lockhouse (**D**).

- **1:3** that any random encounter here is a pickpocket attempt. There is a further **1:3** probability the thief belongs to the Masters' Guild (Thief 4, PP 45%), and enjoys the authorities' secret protection; the rest are sea scum looking for a crime of opportunity (Thief 2, PP 35%).
- There is a **1:2** probability each day to **catch a ship** to any desired destination; and if the destination is "anywhere" or "just out of here", a fishing boat will do.
- Hirelings are always available among the travellers just off the boat, but equestrian units are in short supply. There is a **1:6** probability the new hires are pirates or other crooks. During the day and early evening, the port serves as a giant market square. Most normal equipment can be found for sale, and at any time, **1d4 special deals** are also available.



Deal of the Day (1d20)

1. **Sobrak (Fighter 2), pearl-diver:** He sells “the wonders of the sea”: 1d4+1 pearls (1d20*10 gp each), scarlet scallop (60 gp, needles are a source of “Type B” insinuating poison – 1d3 r, 1/25 Hp), trained hermit crab (10 gp), walrus tusks (130 gp). Legends: “The boy who dived too deep”; “The story of the sunken flasks”; “The undersea palace”.
2. **Kazog (Fighter 3), idol-carver:** Black dwarf from the southern realms, selling eight basalt carvings: the first at 25 gp, the second at 50 gp, the third at 75 gp, etc. If there is no sale on any given day, he will smash the smallest carving and raise every other price by 25 gp.
3. **Fallogin (Ranger 4), guide:** Looking for companions for mountain expedition “to harvest the precious amberpine”. He will guide them on a secret path in the direction of Tol Grannek (1106), and lead them into an ambush where they will be sold into orcish slavery. Three companies have been lost this way, and the matter has come before the eyes of Captain Gamador.
4. **Kelpleg and Talltow (Fighter 2), half-orc watchmen:** These two crooks are looking for wealthy strangers to inspect for falsely cited “irregularities” (illegal weapon display, uncensored armour use, expectoration, disorderly conduct, etc.) and shake down for 1d6 gp each “to look the other way”. They have friends in the force.
5. **Omberic (Thief 2), fugitive:** He is trying to board the next ship out of town, and selling a dagger with a mother-of-pearl grip at 30 gp (50% off, murder weapon). If pressed, he can also point characters towards the Undercity entrance at Jacknall’s (Q).
6. **Brother Yallick (Cleric 4), monk:** This unctuous fellow, belonging to the sinister Cloister of Barzog (1908), is selling a crumbling treasure map for 200 gp, and offering “double the money back” for the retrieval of a certain dark relic from the same site.
7. **Rothold the Fey and Miragon the Fey (Fighter 2), adventurers:** These half-elves are set to ship out the next dawn, and are willing to offer a 20% cut to whoever can help them find a buyer for 2d4*100 gp worth of heavy valuables they don’t wish to bring aboard.
8. **Alarkon of Poicette (Assassin 1):** Eccentric Arxine “nobleman” seeking information on finding Hollup Yellow-vest (AC), “purveyor of fine birds”, and willing to pay 20 gp for the privilege. He will make an assassination attempt tonight, and skip town the next day.
9. **Roburis, wineseller:** A full shipload of Kassadian wine from the city of Thisium, at cut-rate prices (¾ off), but at least 200 gp must be bid for. 1:3 to be unregistered merchandise.
10. **Trattlemak, gardener:** He is here again, selling his famous giant bee honeycakes! 1 gp each, six per person only. These sell out very quickly, and heal 2 Hp each.
11. **Captain Luiskar the Grand (Fighter 6), retiring sea captain:** Selling the deed to Sweet Louise, a small merchant ship, for a modest 800 gp. Sweet Louise is currently undergoing minor repairs at the shipyard (N), and while it looks like a fine vessel, it has a construction flaw which necessitates minor fixup at 1d3*100 gp after each trip (2:3 probability).
12. **Frendar (Fighter 1), scavenger:** Grim-looking fellow selling finely balanced throwing daggers that “fell off a cart”. These designs are well liked by Kassadian assassins, and may attract unwanted attraction (1:3, 1-4 from the Masters’ Guild, 5 from Gont’s assassins, 6 from Captain Gamador’s enforcers). 1:6 that Frendar will soon be caught.
13. **Fid (Thief 2), urchin:** Enterprising young fellow selling “Reflexion powder” (40 gp), a drug that splinters reality into a myriad reflections (as *mirror image* on everyone, lasts 2d6 turns). Under Masters’ Guild protection.
14. **Gangway Jim (Fighter 1), pirate:** Singing loud songs praising his own exploits, and selling colourful pamphlets describing his unlikely adventures (4 gp). 1:6 to contain clue to interesting location. He will join expeditions, but only on terms reflecting his star power.
15. **Sir Pendarak (Fighter 4), impoverished knight:** Selling 360 gp deed to coastal noble estate and surrounding lands, claims “family sword” is still buried somewhere underneath. The estate exists, but has long been in the possession of a different family.

16. **Saluman Bek (Illusionist 4), magical candy:** They jump, sparkle and pop! 5 gp for a helping, and 5 gp for some sweet rainbow wine to go with it. 1:6 of terrible stomach cramps (save vs. death 1 hour later or incapacitated for 1d3 days).
17. **Romain of Skaggothia (Fighter 4), first mate:** In quick need of ten men for the Bombastic Bonnacon, ship set to sail tomorrow morning, offering 12 gp per head, but going as high as 20 if pressed. Will try to renege on deal or haggle down price once men are delivered.
18. **Dalcon the White (Thief 4):** long retired from the trade, Dalcon is selling a 100 gp treasure map to “the big one” he could never get his hands on. Since nobody has come back from the expedition, he puts a new copy on the market every few months.
19. **Melloston (Thief 4), merchant prince:** Selling “exclusive sun essences” (180 gp, yellow glass powder with *Nystal’s magic aura*) as a bet with other merchant prince. If proven for a fraud, he offers a 240 gp consolation price to hush things up, but has favour at court if it comes to that.
20. **Dag the Maniac, distiller:** Spirits right from the still, 1 sp a cup. His “noble distillates”, 10 gp per wax-sealed vial, are foul, but suitable as flaming oil.



C. Marketplace: Busy square at the foot of Hightowne, frequented by farmers, herdsmen and peddlers from all over the island. Constant presence of beggars around central **monument**; row of **cellar entrances** in parapets below northern palace are used as shops, dwellings, and eateries. **The Sack**, Baklin’s main place of execution, occupies the southern corner. After midnight, only beggars and sleeping drunks remain.

- **The Seer’s monument:** Cowled figure standing on top of an ornate iron pillar. An inscription reads: “I SEPARATE THE TRUE FROM THE FALSE; I REVEAL THAT WHICH IS SECRETLY HIDDEN; I SAY FAREWELLS TO THE RICH AND THE POOR.” The column interior is clever clockwork, and the statue revolves around its axis over a 12-hour period. Morning, noon and midnight, a carillon plays chimes. The Seer is supposed to see things on the spiritual plane, but the monument is not magical, and none have solved its enigma.
- **The Sack:** Ominous scaffolds displaying a large leather bag, and long staves on heavy chains. Every noon, 1:6 of execution drawing excited and cheerful crowd looking forward to the grim spectacle. Otherwise, the only one here is the widow **Vilnia**, mourning her husband Hemlar, a Lockhouse porter arrested by the Gamandors, and executed for thievery. Vilnia believes Hemlar had been set up, but has no way to prove it.
- **Hisvit the Thick (Fighter 2), and Biglark, chained ogre:** While looking ferocious, Biglark is completely harmless, and may be hit and wrestled with without danger. The barbarian Hisvit collects donations in his plate, and performs sommersaults on Biglark’s back.
- **Cellar entrances:** Five of these are nondescript beggars’ dwellings, wine cellars and storerooms, but three lead into the Undercity.
 - **The Brawler’s Bite (to 76): Yorrk the Orc** (not a real orc, but ugly enough), retired wrestler, operates a crowded pub for rough clients here with tall chairs and counters along the walls. The back door leads to a well room, and onwards to a sewer. A scrawled message by the back door reads: “THE PROOF OF THE PUDDING”.
 - **Storeroom (to 77):** Locked door with the symbol of a raven. With some observation, groups of black-clad men can be seen entering and exiting. They are **bandits** belonging to **Racknulf’s gang** (Undercity 81). The storeroom has a secret door in the back wall.
 - **Fryd’s Flophouse:** A damp cellar room for the discerning kind of beggar. Neither Fryd nor his guests dare bother the secret door after one of them was dragged away while investigating “down there” – and they are too afraid of the watch to contact them.
- One of the exits from the Nine Doors Inn (67) emerges through a secret door under the southern footbridge. This is a discreet way out reserved for valued guests.

Hisvit the Thick: Fighter 2; AC 7 (studded leather); Atk club 1d6; ML 7; AL N; 35 gp torc, rope.
Hp 19

Biglark the ogre: HD 4+1; AC 5; Atk wrestling 1d6 (nonlethal); ML 7; AL N.
Hp 16

D. Lockhouse: A tall, ominous building overlooking the waterfront, dotted with doors, pulleys and platforms. By the day, porters, scribes and accountants are running to and fro on various errands; and at night, watchmen are making their rounds inside the tightly locked complex. The building functions both as temporary storage, and an administrative centre where in- and outbound cargoes are inspected, taxed, and recorded. **Harbourmaster Hark the Sea-Green** (Sailor 9, residence and stats at **K**, also see **G**) and his deputy, the counting prodigy **Rogoz Lakum** (Magic-User 2), oversee the flow of goods and manifests from the top floor offices. This is one of Baklin's best defended locations, more so than most of the Palace.

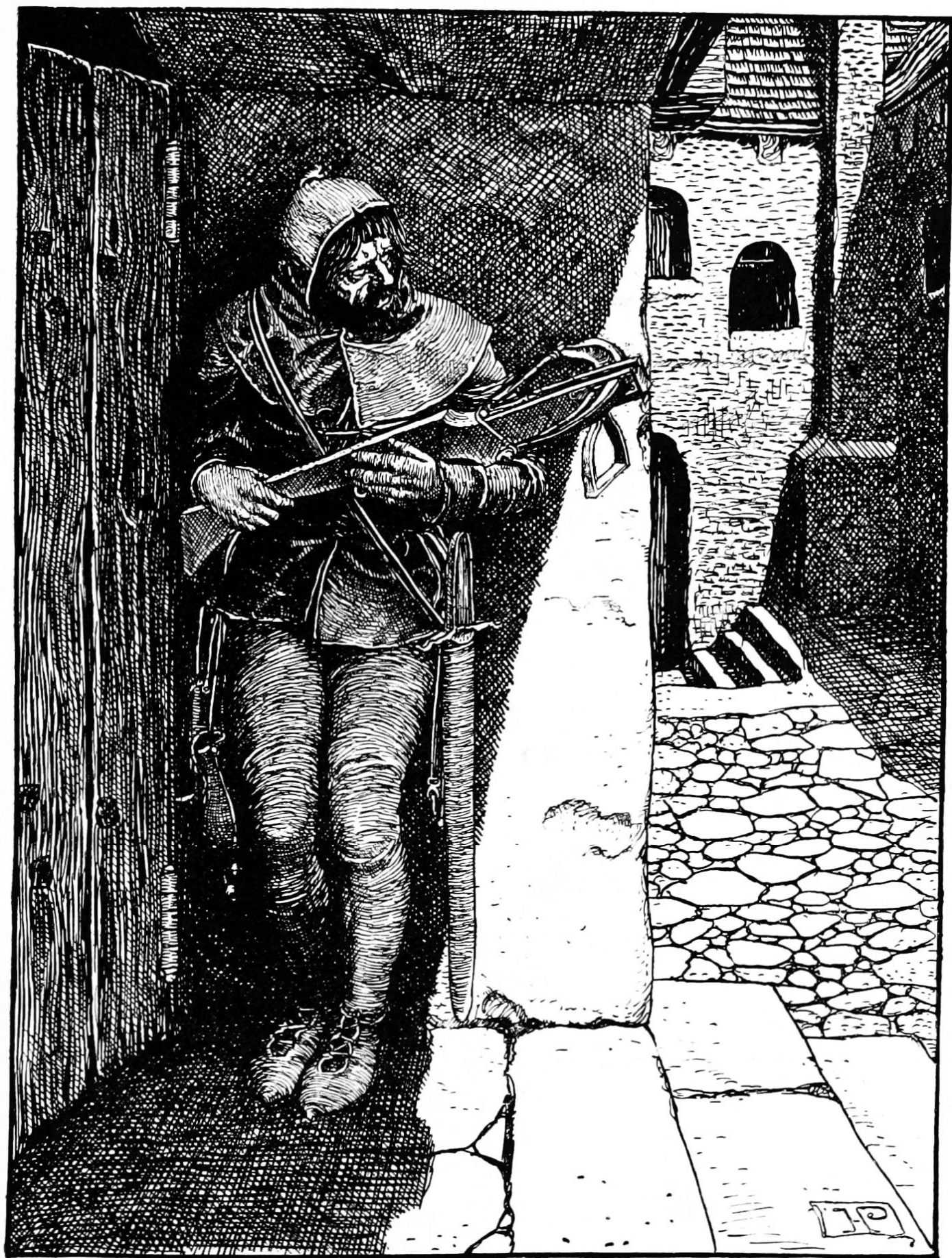
Rogoz Lakum: Magic-User 2; AC 10; Atk 2*dagger 1d4; ML 6; AL N; *scroll of magic missile*.
Spells: 1: 2; 1: detect magic, magic missile, read magic, sleep.
Hp 7

E. The Nine Doors Inn: Baklin's most exclusive inn; a maze-like, rambling complex with numerous gabled roofs rising over the streets, and an outdoor terrace overlooking the marketplace. Long in decline, The Nine Doors has been purchased and refurbished by **Glostral the Brewer** (Thief 7), who has turned it around by offering luxury for every purse with a wide selection of private rooms to pick from, good food, and a cellar gambling den (**63**) for the select clientele. It is widely known that Glostral cheats at his taxes, which does not bother Baklin's masters much – such things happen among merchants; the amount he pays is already impressive; and he bribes often and well. Glostral is less likely to mention his small and well-hidden counterfeiting operation beneath the wine cellar (**63**) – out of sight, out of mind! Glostral maintains no ties to the thieves of the Masters' Guild.

- Daily room prices including board, and availability: attic (common, 5 sp, **5:6**), small one-bed room (2 gp, **5:6**), small four-bed room (6 gp, **2:3**), elegant double-bed room (6 gp, **1:2**), rear suite (15 gp, **2:3**), market suite (20 gp, **5:6**).
- House specialties: Glostral's apple beer, pig with crackling skin, sour eels, Aunt Zenda's cornel pie (no longer what it was).
- **"Bushels" Portho** (halfling Thief 2), cook, has been unsuccessfully trying to obtain the original apple beer recipe... and preferably, the business. Has been trying to sneak up on Glostral on his cellar trips, but could never learn anything useful.
- **Isvinna** (Fighter 6) and five **pirates** (Fighter 2), hatching plans for get-rich-quick scheme in the Prince's court, but have not been able to get inside the palace yet.
- **Nuxus Rillan** (Thief 3), lucky card shark, trying to get acquainted with the "system".
- **Tollandor** (Ranger 3); his horse once took him on an unknown paved road in the forest, and he would like to return for further exploration.

To the first-time visitor, the inn's name may seem a reference to its multitude of rooms; and to anyone who has spent some time in Baklin, to its purported back doors and secret exits. Not even those who suspect their existence know all, and even Glostral, who at least knows most of their locations, has only explored some of them. The exact list is as follows:

- First, under the terrace, to the marketplace (main entrance).
- Second, to the stables and a back alley.
- Third, an underground tunnel for valued guests who need to leave discreetly, leading to a secret door under the market's southern footbridge (**67**).
- Fourth, to Castle Sullogh, room **27** (Erillion **2109** and **Echoes #08**), through a wardrobe in one of the upstairs one-bed rooms ("Room 27"). Glostral has noted the disappearances plaguing the room, but has not explored the doorway yet.
- Fifth, to the cellars of Tol Tazeloth (Erillion **0511**), through a well in the cellar (**63f**).



- Sixth, to Spider Keep, a haunted tower in the trackless northern forests (Erillion **1804**), from Glostral's secret mint (**63e**). The innkeeper has ventured into the tower, but fled shortly with slight treasures when he noted its undead inhabitants.
- Seventh, to the catacombs deep in the Valley of Barzak Bragoth (Erillion **1507**), from a former burial vault under the inn (**65**).
- Eighth, to the dungeons of the damned fortress of Tol Brandur, home of the renegade Knighthood of Yuun (Erillion **1806**), from a forgotten and walled-up chamber on the inn's ground floor. Nobody knows about this one.
- Ninth, through the planes of reality. Glostral has concluded that the door in room **66** is a trap, and the true gateway lies in the adjoining secret chamber, but he has not found a way to activate the portal, and has, set aside the question for now.

Glostral the Brewer: Thief 7; AC -2 (Dex, *ring* +2, *bracers* AC 3); Atk 2*dagger +2 1d4+2; Spec backstab*3, PP 65%, OL 62%, FT 50%, MS 60%, HS 48%, HN 25%, CW 94%, RL 35%; Str 14, Int 14, Wis 9, Dex 17, Con 15, Cha 16; ML 8; AL CG; *potion of speed*, *potion of extra healing*, 10 sp, 110 gp, lockpicks, keys. *Short-statured, animated*.
Hp 38

Bouncers (12): HD 2; AC 8 (leather); Atk club 1d6 or 2*dagger 1d4; ML 7; AL N.

Hp	12	14	12	12	14	9
	12	8	10	10	9	12

"Bushels" Portho: halfling Thief 2; AC 9 (Dex); Atk 2*kitchen knife 1d4; Spec backstab*2, PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; ML 5; AL CN; lockpicks, 60 gp.
Hp 12

Isvinna: Fighter 6; AC 3 (chain shirt, shield, Dex); Atk scimitar 1d8+1; Spec +2 vs. magic; Str 16, Int 12, Wis 16, Dex 16, Con 10, Cha 13; ML 5; AL NG; 15 gp, damaged silver brooch.
Hp 26

Pirates (5): Fighter 2; AC 7 (leather, shield); Atk scimitar 1d8 or hand axe 1d6 or 2*dagger 1d4; ML 7; AL N.

Hp	12	10	12	10	18
----	----	----	----	----	----

Nuxus Rillan: Thief 3; AC 8 (leather); Atk shortsword 1d6 or 2*shortbow 1d6; Spec backstab*2, PP 40%, OL 33%, FT 30%, MS 27%, HS 20%, HN 15%, CW 87%; ML 9; AL CN; 130 gp.
Hp 11

Tollendor: Ranger 3; AC 4 (chainmail, shield); Atk *longsword* +1 1d8+1 or 2*longbow 1d6; Spec +3 vs. giant-kind, tracking; ML 10; AL NE; 50 sp, trail map (X marks cave with his collected treasures).
Hp 17

F. The Inn: Colourful, sprawling building next to the western gate, with red roofs and sagging balconies. Everything has been freshly painted and refurbished. The clients are travellers, off-duty watchmen, and Northmen. **Redragon and Grindragon** (Fighter 2), dwarven brothers, have been unable to agree on a proper name for their newly opened establishment, and spend most of their day quarrelling. Their resin-flavoured beer is fast becoming a local favourite.

- Daily room prices including board, and availability: taproom benches (2 sp, always available), two-bed rooms (8 sp, **1:2**), large six-bed guestroom (15 sp, **5:6**).
- The brothers are jealously guarding their inheritance in their locked quarters: 550 electrum (easily traced old dwarven coinage), 400 gp, ancestor stone, runic book.
- **Harrgon Torsk** (Thief 2), Masters' Guild operative, wants someone to discreetly retrieve a package he had forgotten in Lorfin the Wineseller's cellar down at the Old Fortress (**O**). It would be best if Lorfin never learned of the affair. (Doubly so as Harrgon had just administered a jug of poison to one of Lorfin's barrels.) The package, left casually under the barrel, contains a set of lockpicks, two keys, and an embroidered handkerchief bearing Harrgon's initials.

- **Hector the Peddler** (Thief 4), also a Guild fellow, sells mostly worthless “curios” collected from garbage dumps at a hefty markup. He targets naïve travellers. (“Perhaps it is worth something to you?”) Hector is also a good source of rumours, and knows where to get “things”.

Redragon and Grindragon: dwarven Fighter 2; AC 10 or 5 (chain shirt, shield); Atk battle-axe 1d8 or dagger 1d4; ML 8; LG. *Redragon is dressed in green, and Grindragon in red.*

Hp 18 14

Harrgon Torsk: Thief 2; AC 8 (Dex); Atk shortsword 1d6 or 2*dagger 1d4; Spec backstab*2, PP 35%, OL 34%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; Dex 16; ML 5; AL LE. *Poorly dressed, hunched over fellow with hanging black moustaches.*

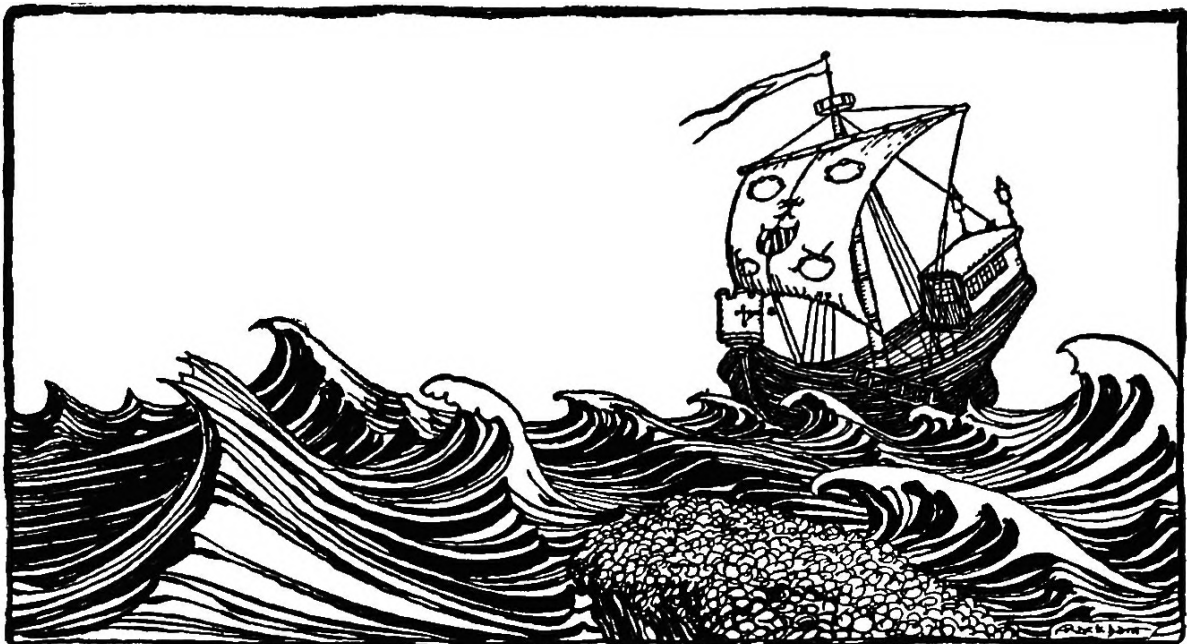
Hp 6

Hector the Peddler: Thief 4; AC10; Atk club 1d6 or 2*dagger 1d4; Spec backstab*2, PP 45%, OL 37%, FT 35%, MS 33%, HS 25%, HN 15%, CW 88%; ML 7; AL N; whistle.

Hp 18

G. Captains' Council: Strict-looking statues along columned entrance, richly appointed interiors, **guard of 16 men**. The Council is responsible for the command of Baklin's marine forces, and the maintenance of lighthouses along Erillion's coast. They also hand down judgments in trials falling under the Sea Laws. The position of chairman is based on seniority; however, **Admiral Skort Sharkface** has retired to Hooksville, a small village near the town of Gont (Erillion **1811**; also see Gont, **O**). In his absence, the position is shared by **Harbour-master Hark the Sea-Green** and **Rogoz Lakum** (c.f. **D**, **K**). Four further members make up the Council, but one, **Fellidar**, is away on a sea voyage.

- The Council has authorised the payment of a reward for information on the whereabouts, forces, and activities of Erillion's two most notorious pirates, Saydir the Kassadian (c.f. **Echoes #01**), and Hondur the Butcher. A further reward is offered for fomenting rebellion in Knifetooth, a lawless pirate town (c.f. Erillion **1814**). Hark the Sea-Green, who handles this issue in person (and who is taking money from the pirates for tip-offs), suggest infiltration instead of confrontation.
- The Council has also offered a reward for information on the fate and whereabouts of the Eaglet, bound for Tirwas with an expedition force led by Captain Rimalgon. The ship, which has been seen in the port of Tol Tazeloth (**0511**), has vanished without a trace. Captain Rimalgon was wearing Baklin's highest decoration, the diamond-class Order of the Starstone! (See Erillion, **0509**)



Captain Vandralen: Fighter 4; AC 6 (chain shirt); Atk halberd 1d10; Str 12, Int 11, Wis 11, Dex 11, Con 17, Cha 15; ML 7; AL NG. *Terrified of sea monster pursuing him on high seas, current owner of The Ink Bucket (P) and follower of the Twin Goddesses.*
Hp 41

Captain "Shoals" Briff: Fighter 5; AC 6 (studded leather, shield); Atk longsword 1d8; Str 11, Int 14, Wis 11, Dex 9, Con 10, Cha 13; ML 7; AL CN; Order of the Starstone sapphire class. *Known for harsh disposition; he has disowned his only son, and is looking for a worthy man to adopt.*
Hp 21

Captain Sallarion Windborne: Fighter 4; AC 6 (chain shirt); Atk 2*longbow 1d6 or shortsword 1d6; Str 9, Int 13, Wis 10, Dex 11, Con 13, Cha 11; ML 9; AL LE. *"The Headhunter", curries favour at court by unmasking made-up conspiracies.*
Hp 19

H. Sorken's Marinary: Derelict palace now serving as a collection of sailing memorabilia and marine wonders. Entry fee of 2 gp per person. Admiral Sorken's heir, **Rummaging Zilvop** (Illusionist 4) maintains the dark, cramped rooms filled with specimens preserved in oil, or mounted in stuffed form. At night, **nine guards** watch for break-ins.

- Despite the night watch, someone has been making off with the exhibits. Zilvop is interested in purchasing replacement enigmas.
- The portrait gallery has a magical painting of "JOHNO BONIFACES, DEVIL OF THE 5 SEAS – DIED IN THE SIEGE OF TOL TAZELOTH", depicted in a black hat and lace collar – eyes follow from the corner of the eye, and he can cast *fear* on those who try to touch him.

Rummaging Zilvop: Illusionist 4; AC 8 (Dex); Atk staff 1d6; Str 11, Int 17, Wis 14, Dex 16, Con 11, Cha 10; ML 5; AL NG, *scroll of 4 spells* (blur, rope trick, suggestion, dispel exhaustion), *cursed scroll* (The Merry Curse; subject shall spend 2d6×10% of all money obtained in adventures on revelry – may go into debt).

Spells: 3/2; 1: audible glamour, dancing lights, detect illusion, wall of fog; 2: blindness, deafness, fog cloud, ventriloquism.

Hp 13

Guards (9): Fighter 2; Fighter 2; AC 6 (ring mail, shield) or 5 (chain shirt, shield); Atk scimitar 1d8 or longsword 1d8 or halberd 1d10 [without shield]; ML 7; AL N.

Hp	7	9	16	10	15	13
	10	2	13			

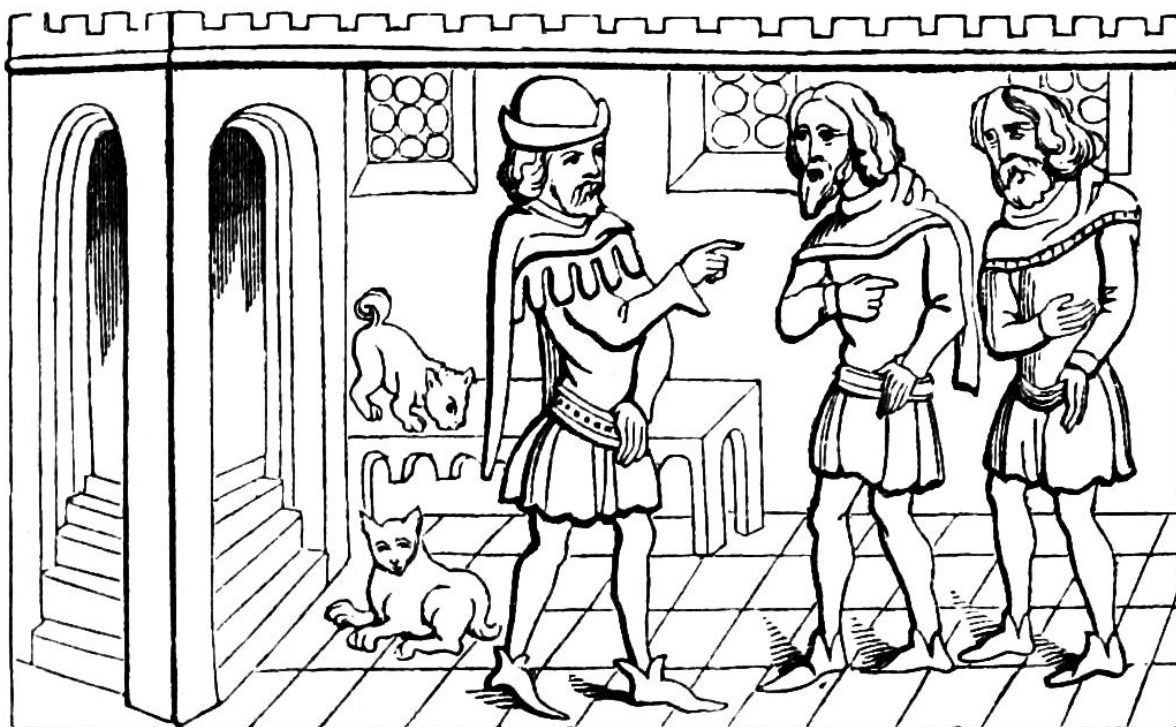
I. Senechal's house: Although mostly away at the Palace, **Radastro the Senechal** (Magic-User/Thief 3/3), the most powerful courtier serving Prince Lodovic, maintains a small but elegant townhouse here with several pampered cats. As the prince and princess love cats, so does the sycophantic Radastro – or at least that's what he tells everyone. All Radastro has left of his wealth is 3000 sp, with mounting debts. He would never part with his famous cat statue (1200 gp), which he keeps on display in the rotunda.

- Radastro has been contemplating an inquest into the affairs of the Knights of Yolanthus Kar, on charges of embezzlement, grave robbing, and the encouragement of grave robbers. He would welcome all evidence painting the order in a bad light.
- In a basement room, a pool of inky black waters brings spiritual refreshment – and messages from a distant shadow-world, whose denizens seem more and more real, and who would like to "migrate" to Erillion from under the heel of a powerful tyrant.

Radastro the Senechal: Magic-User/Thief 3/3; AC 7 (Dex); Atk 2*dagger 1d4 + poison (type B, 1 r, 0/25 Hp) or staff 1d6; Spec backstab*2, PP 40%, OL 43%, FT 35%, MS 32%, HS 25%, HN 15%, CW 87%; Str 7, Int 16, Wis 10, Dex 17, Con 13, Cha 14; ML 9; AL LE; Order of the Starstone ruby class, golden horse medallion (30 gp), gold-studded belt (250 gp).

Spells: 2/1; 1: burning hands, detect magic, light, read magic, sleep; 2: pyrotechnics, audible glamour, levitate.

Hp 16



J. The Golden Plate: Popular harbour tavern serving fatty cuts and generous bouillon under a row of arcades. Steppe nomad **Yezor the Owlsman** (Fighter 9) proclaims his offerings as the key to healthy life, and swears by his secret spice mixture. His Northwoman wife, **Jodrun** (Fighter 2) now feels nothing but contempt for the man she had once loved, and wishes to return home – but her dowry was spent buying the establishment.

- **Finzler** (Thief 2), cynical servant, is an informer for Captain Gamador, and sometimes contracts out lesser espionage jobs to shadier customers.
 - Trail a suspicious group of visitors from the Twelve Kingdoms through the port area, and listen in on their conversations without drawing attention.
 - Investigate the rumours of an illicit salt storeroom in the Old Fortress (**O**) and report back on its existence, contents, and if possible, operators.
 - Get gentleman-in-waiting Urgon the Gallant caught in a honeytrap to damage his standing at court.

Yezor the Owlsman: Fighter 9; AC 6 (studded leather, *cloak* +1); Atk 3/2*longsword 1d8 or 3*composite longbow 1d6+1; Spec +2 vs. magic; Str 15, Int 7, Wis 16, Dex 14, Con 8, Cha 15; ML 7; AL LN; 24×*arrow* +1, bag with pincers and spice-growing skull, 20 sp, 35 gp, 600 gp torc.
Hp 45

Jodrun: Fighter 2; AC 10; Atk hand axe 1d6; ML 7; AL NE; 40 gp, birdcall, 100 gp pearl pendant.
Hp 13

Finzler: Thief 2; AC 8 (Dex); Atk shortsword 1d6; Spec backstab*2, PP 35%, OL 34%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; Dex 16; ML 5; AL LE; smoke bomb (as *fog cloud*), 70 gp.
Hp 6

K. Harbourmaster's house: Wealthy, fortified residence with tower doubling as lighthouse. Magnate **Hark the Sea-Green** (Fighter 9) has received his position thanks to his strong ties with the Arxine nobility of the Twelve Kingdoms, and relentless schmoozing at court. He has supplemented his considerable incomes with a third stream of coins – tipping off Erillion's most powerful pirates about forthcoming raids and the departure of lucrative ships (but only foreign ones). His wife, **Riolda**, is a naïve creature who suspects nothing.

- Hark, a follower of Trilgar the Sailor (worshipped in the Twelve Kingdoms), frequently hosts the meetings of Baklin's association for the benefit of crippled or impoverished sailors, as well as widows and orphans.
- Hark is always open to news of new trade routes and unknown seas, paying generously for maps and valuable information.

Harbourmaster Hark the Sea-Green: Fighter 9; AC 5 (*leather* +3); Atk 3/2**scimitar* +1 1d8+1; Str 13, Int 15, Wis 7, Dex 14, Con 10, Cha 18; ML 9; AL CN; medals (one is *the brooch of revival*, providing one-time revival in 1d6 hours in case of death), *potion of extra healing*, gilded boots, pouch of gems (20, 40, 60, 150, 450, 1000 gp).
Hp 49

L. The Murk: Ramshackle establishment overlooking the western harbour, with two private piers. Wine and good spirits in generous supply downstairs for off-duty sailors and fishermen, cathouse decorated with red carpets and lush curtains upstairs. The Murk is under the control of the Masters' Guild, and run by **Salmondo** (Thief 4), a retired Guild loyalist. Drinks are served by **Grekk** (Fighter 4), a fat slob of a barman.

- Daily room prices and availability: garrett (3 sp, **5:6**), bedroom (1 gp, **1:2**), suite (6 gp, **1:2**). Extra services 2 to 20 gp. This is a good place to lay low under Guild protection.
- Salmondo has been pursued by a dark shadow of a man through the port, too clever to be caught. This man needs "a friendly talking to".
- **Arraton** the Fisherman has seen a ship whose two owners were knifed in a back alley. Could the small vessel hold something interesting? He'd like to check... but not alone.
- **Bella**, one of the girls, has heard that Saldark Fum the Landlord (**X**) lives above a cellar once owned by a dark magician, who left behind a considerable inheritance. She would need someone to help her to the treasure – for half the profits (Undercity, **30–31**).

Salmondo: Thief 4; AC 8 (*leather*); Atk scimitar 1d8 or 2*dagger 1d4; Spec backstab*2, PP 45%, OL 37%, FT 35%, MS 33%, HS 25%, HN 15%, CW 88%; ML 8; AL N.
Hp 8

Grekk: Fighter 4; AC 8 (*leather*); Atk footman's mace 1d6+1 or crossbow 1d8; ML 8; AL NE.
Hp 20

Rabble (2d12): HD 1; AC 10; Atk club 1d6 or shortsword 1d6 or 2*dagger 1d4; ML 5; AL N.

Hp	6	6	4	6	1
	4	4	7	5	4
	3	7	8	8	2
	2	6	6	6	3
	6	5	1	5	



M. Tullomarg residence: Elegant, antique house on Windside, with vine-covered walls, colourful glass windows, and a small garden. The interiors are characterised by cool, silent spaces, with weathered old beams, darkened family portraits, and snowcat pelts. The owner, Count Tullomarg, is back home in the Twelve Kingdoms on business, and has loaned his townhouse to one **Lady Callodric** (Fighter/Thief 4/3), a mysterious Arxine noblewoman, also from a distant corner of the Kingdoms. The Lady has arrived with a butler, **Harkell**; and a housekeeper, **Jutno**; and **11 guards**. She is concerned with uncovering Erillion's deeper mysteries, and interested in sponsoring expeditions for this purpose. Is there more to it? Could be.

- As an immediate concern, the lady was supposed to receive a shipment of heavy chests with personal belongings and a few “family keepsakes”, but the chests disappeared while going through the Lockhouse (c.f. Undercity, **21**).

Lady Callodric: Fighter/Thief 4/3; AC -2; Atk 3**rapier* +2 1d6+3; Spec backstab*2, PP 40%, OL 43%, FT 35%, MS 32%, HS 25%, HN 15%, CW 87%, *prismatic missile* 1/3 rounds (as spray, but one target), MR 60%, immune to poison, petrification and mind-affecting; Str 15, Int 17, Wis 16, Dex 17, Con 10, Cha 15; ML 11; AL CN. *Enigmatic, dressed in fine furs.*
Hp 37

Harkell: Fighter 7; AC 2 (unarmoured); Atk longsword 1d8+4; Spec *charm* gaze at will, immune to mind-affecting; Str 18/76; ML 11; AL LN. *Old-fashioned manners, perfectly polite but oddly insistent.*
Hp 28

Jutno: HD 4+1; AC 5 (unarmoured); Atk rolling pin 1d10; ML 10; AL LN. *Surly but wise.*
Hp 24

N. Shipyard: A much smaller operation than Baklin’s needs, dividing the tasks of ship repair and construction with the New Fortress (**Z**), and these days, the growing shipyards of Sleepy Haven and Tirwas (**Echoes #05**, and **1613, 0605**). After the passing of Rusty Rozog, his three apprentices, **Hellatrand** (Fighter 3), **Hatchet Fredo** (Fighter 2), and **Harleric** (fighter 2), have fallen to squabbling over his heritage, with much less skill or business acumen. Currently, the yard is only able to keep up with the demand for repairs, and will not accept building contracts.

- Hellatrand would like to establish a logging camp in a mountain valley known for its splendid smoke pines, and is looking for both loggers and a strong force to clear out the area. Fredo is opposed as a matter of principle, Harleric is undecided but lukewarm.
- Fredo will pay handsomely for proof (or “proof”) of partners’ wrongdoing.

Hellatrand: Fighter 3; AC 9 (Dex); Atk hand axe 1d6 or 2*dagger 1d4; ML 8; AL LG; 80 gp torc. *No-nonsense sailor, boastful and over-generous.*
Hp 10

Hatchet Fredo: Fighter 2; AC 8 (leather); Atk hand axe 1d6 or club 1d6; ML 9; AL CE. *Scheming contrarian, pursued by seven years’ bad luck after mirror accident; deathly afraid of same.*
Hp 15

Harleric: Fighter 3; AC 6 (chain shirt); Atk battleaxe 1d8; ML 9; AL N. *Of Northman stock; prone to sudden mood swings (roll reaction in the middle of any encounter). Five bastard children.*
Hp 15

O. The Old Fortress: At the end of Windside, and overlooking the city’s smelly fish market, this fortress has seen neglect due to several decades of peace. As upkeep of Baklin’s oversized fortifications has drained the public coffers, much of the complex has been rented out to the public: warehouses and cellars on the ground floor, and poor to middle-priced apartments upstairs. There is still a presence of watchmen, but their duties are mostly janitorial, and **Lieutenant Barg’s** (Fighter 2) men are ill-disciplined and badly equipped.

- **Salty Sally** sells seashells from shore stall; **2:3** to have 1d4+1 pearls (1d20*10 gp each).
- One of the waterfront warehouses has been condemned and sealed by the Knights of Yolanthus Kar after reports of a haunting. Ever since, scratching sounds have been heard at night, filling the neighbours with dread.
- Mysterious stranger **Plemodunos** has rented the largest and tidiest apartment. Visitors go up at night, but fewer seem to return. Something seems to be amiss.

Lieutenant Barg: Fighter 2; AC 3 (plate); Atk footman’s mace 1d6+1; ML 6; AL N; 110 gp, expensive fur coat with mink 75 gp, silver drinking horn 100 gp.
Hp 13

P. The Ink Bucket: Formerly a boisterous place and the haunt of the port's scribes, now increasingly squeezed out by a wealthier merchant clientele. The scribes, who have taken offence at the "usurpers", have been known to attack and beat up solitary clients leaving at night, or hurl ink and fouler things when the watch is away. The Bucket has long been in the family of **Vandrallen** (Fighter 4), who also sits on the Captains' Council (**G**).

- Daily room prices including board, and availability: comfortable one-bed room (1 gp, **1:6**), elegant two-bed room (2 gp, **1:6**), suite (12 gp, **1:6**), Room Six (5 gp, **free**).
- Vandrallen has been suing the **vampire ghost** inhabiting Room Six, with little success – after failed exorcism by the Knights of Yolanthus Kar. Nobody is foolish enough to sleep there.
- **Kusub the Cardsman** (Magic-User 3) can bind and unbind fates, but has found himself in a tangle of destinies not even he can unknot.

Vampire ghost: HD 6; AC 2; Atk touch 1d8 + LVL; Spec paralytic gaze (one target), +1 or better to hit, immune to cold and mind-affecting; ML 9; AL CE.

Hp 37

Kusub the Cardsman: Magic-User 3; AC 10; Atk staff 1d6; ML 10; Str 14, Int 12, Wis 17, Dex 14, Con 10, Cha 11; AL N; *bird staff* (can conjure flock of birds to carry wielder, ×17).

Spells: 2/1; 1: light, read magic, push; 2: ESP, ray of enfeeblement.

Hp 7

Q. Jacknall's Storerooms: Carpenter **Jacknall** has come to inherit multiple waterfront storerooms, which he now rents to various parties. The deed also included cellar space cluttered with old junk (**20–23**), which Jacknall was happy not to investigate, but quickly leased to "mushroom grower" Rorin Rigax (c.f. **23**). While the mushroom growing business is a success, the storerooms now hide a secret cache operated by Gont's assassins, with Jacknall none the wiser.

- **Berlam the Dilutionist** (Thief 2), versed in the ancient practice of homeopathy, has found a gold-and-silver bracelet (110 gp) dropped by one of the shady types going downstairs. Evildoers? Treasure hunters? Berlam would like to know, but is afraid to go alone.

Berlam the Dilutionist: Thief 2; AC 10; Atk crossbow 1d8 or club 1d6; Spec backstab*2, PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; ML 5; AL CG; lantern, oil×6.

Hp 6

R. The Skinned Cur: Rickety tavern with a clientele of orcs and assorted lowlives, and a supply of orc and half-orc prostitutes. The owner, **Gulmag the Gab** (orc Fighter 3) is the brother of the infamous Truglag (c.f. **Echoes #01**), with **seven orc pals** to help out with trouble. The Cur infamously has two exits – one to each street; but that does not include underground passages.

- Daily room prices including board, and availability: uncomfortable, cramped one-bed room (3 sp, **1:2**, lice on the house). Extras 5 sp to 4 gp. An underground safe room (**25**) is available to trusted scoundrels at Gulmag's discretion, and a negotiated price.
- The Cur serves cheap swill and dog soup, procured from the pound (**T**) in large quantities for both the guests and the downstairs trolls.
- Narrow ground floor taproom with orcs and drunks snoring on the benches by day, rowdy regulars and knifings by night. Secret trapdoor before bar can send unwanted guests down the troll pit (**45**) with a pull of the lever behind the counter (40' fall, but only 1d6 Hp due to slide & straw pile). Narrow stairs down (**24**) to members-only private boxes for proven rogues, and up to rooms smelling of orc, and worse.
- **Reprobate Lucy** (Fighter 3) and **Mathilda the Sailor** (Fighter 6) are ill-regarded strangers in town, said to kill anyone for gold.
- **Wandering Ballodrac** (Thief 4) has heard legends of a half-buried white marble statue; a lost elven princess; and an owl who will hatch the egg of time. All are connected somehow, and all lay close to the Valley of Barzak Bragoth. (Refers to hexes **1406** and **1707**).
- **Farbus Mork, ghost regular**, makes a blood-curdling offer if he settles next to the table (**1:3**, downstairs only): capture and imprison Cunning Feldor, a now poor fisherman who had driven him to death. In exchange for Feldor, he will lead the company to the treasure of the steaming well (**41**).



Gulmag the Gab: orc Fighter 3; AC 9 (leather, shield, Dex); Atk footman's mace 1d6+1; Str 13, Int 13, Wis 11, Dex 5, Con 16, Cha 7; ML 6; AL LE; 160 gp, greasy leather gloves, keys to downstairs areas, troll pit. *Porcine face, enormous potbelly.*
Hp 16

Orcs (7): HD 1; AC 6; Atk club 1d6 or 2*dagger 1d6; ML 7; AL LE; 1d6 gp each.
Hp 3 4 3 3 8 8 6

Orc Girls (6): Thief 1; AC 10; Atk 2*dagger 1d4; Spec backstab*2, PP 35%, OL 30%, FT 25%, MS 20%, HS 20%, HN 10%, CW 80%; ML 6; AL LE; 1d6 gp each.
Hp 2 2 6 4 6 1

S. Masters' Guild: A sprawling building complex renowned for its crumbling turrets and rows of intricate stained glass windows. Dusty, old-fashioned meeting halls upstairs, workshops in interior courtyards, and craftsmens' tiny shops along the street under the arcades. The Guild is directed by a seven-member Masters' Council, and all new craftsmen must swear an oath before the symbols of the crafts (Undercity 6). The building's south-western wing is more derelict and dusty than the rest, and here is where the thieves congregate. Originating as Guild toughs to harass non-guilded craftsmen and foreign competitors, they now oversee criminal activity in Baklin in a loose alliance with Captain Gamador's enforcers.

The organisation has a strong sense of tradition over individual flourish, championing common strength over personal pride. The Guild's inflexibility has led to its gradual decline, and many citizens now prefer fancier imports than home-made wares, a situation the guildsmen find infuriating, but cannot actively prevent due to their loss of influence. The guildmaster, **Hyacintho Eskumar the Fisherman** (but better known as "**The Popinjay**" – Thief 4; also see **U**), has been unable to use his influence at court to have the foreign traders driven out, and such a move would endanger his own export business as well. He is currently more concerned about alleged Kassadian influence among the port's non-guilded thieves, while he has suspected nothing about Gont's assassins.

Hyacintho Eskumar "The Popinjay": Thief 4; AC 4 (*bracers of defence* AC 4); Atk *shortsword* +1 1d6+1; Spec backstab*2, PP 45%, OL 37%, FT 35%, MS 33%, HS 25%, HN 15%, CW 88%; Str 11, Int 11, Wis 7, Dex 14, Con 9, Cha 17; ML 6; AL CN; 170 gp, 4 gemstones (40, 100, 200, 500), Order of the Starstone emerald class (750 gp), *potion of gaseous form*.
Hp 17

Guild thugs: Fighter 2; AC 7 (studded leather); Atk club 1d6 or *shortsword* 1d6; ML 7; AL N.
Hp 20 9 16 6 9 15

*****~~df~~*****

Masters of the Guild (1d8)

1. **Ortrag's Snuff Box:** Richly carved pipes (1d6*5 gp), essential oils, fine tobacco from basic mixtures (2 gp) to personal blends (20 gp and up). **Ortrag** (halfling Thief 3), proprietor and master slinger, is interested in buying rare herbs for his mixtures.
2. **All That Glitters:** Goldsmith **Slim Silendil** (elf Fighter 6, bow +2), intimately familiar with Baklin's jewellery (as he has repaired, or made many of them), will report shady "sellers". Silendil is a follower of Irlan the Merciful, and given to acts of generosity to those suffering.
3. **Bokum's Bows:** **Hum Bokum** (Fighter 2), bowyer with four overworked fletcher apprentices. Sells regular and composite bows and ammunition. Gold-stringed bow +1 in locked case is store symbol, not for sale under an offer of at least 1500 gp.
4. **The Wardrobe:** **Waltrag** and **Bonvenn**, who had inherited the business, are still journeymen, and better at selling their high-priced garments than making them. Looking for bale of spider silk (and will not recognise a cheaper substitute if offered).
5. **Sylgarn's Lanterns:** All manner of lanterns from the simple to the expensive and sophisticated (2d10*10 gp). The thin, elderly **Sylgarn** (Magic-User 1; *sleep*) has placed a *Nystal's magical aura* on one of the fine, but dusty specimens in the hope it will draw someone's interest. Sylgarn then claims ignorance, and sells off the item for 200 gp.
6. **The Gleeman's Delight:** Musical instruments by **Lerkin Nulf** and three apprentices. The store has experienced a drop of demand as Erillion's bards gradually stopped coming. Lerkin is distraught, but cannot tell the reason, and is set to close shop in a few months.
7. **Twistrano's Ropes:** At the end of his rope, Twistrano was found hanged recently. His apprentice, **Rend Raps the Ribald**, is working on renewing business ties. Also sells grappling hooks and other naval tools.
8. **Mercer:** **Clothilde**, widow of the deceased Bolthen, sells fine fabrics, but has found a shipment stolen while going through port. The event has caused a scandal within Guild circles, but the goods have not been recovered yet.



*****~~df~~*****

T. Dog Pound: Vacant lot by the city walls where a house had stood, closed off by a fence of tall wooden poles driven into the ground. Inside, **4d6 dogs**, all ugly-looking curs, are fighting over a few measly scraps among piles of debris and rubbish. The only building is a wooden shack in the north-west corner. The merchandise is overlooked by a group of **six berserkers**; burly, bad-mannered chaps with sticks and clubs. Owner **Tarbus Rolf (Fighter 6)**, a colossus wearing furs and a spiked flail, is selling the dogs at cut rates; for dog fights and the kettle (c.f. **R**).

- Recently, the dogs dug out a deep pit in the middle of the lot, uncovering first an ancient midden with bones and broken pottery, then a westward crawlway opening into the ceiling of a larger cavity (Undercity 1). Tarbus Rolf has crawled down there and liberated a handful of magic items from an old crypt, but after barely escaping from a weird group of floating eyes, he is having second thoughts about further exploration.
- **Bipkin the Kid** (Thief 1), enterprising urchin, looking for someone to get Tarbus out of the way so he can take over the business – offers Tarbus' hidden loot box (50 gp, 450 gp gem wrapped in ball of yarn) and Undercity rumour about thrones (54) as compensation.
- Tarbus is obsessed with finding and killing the mysterious Night Hound, which has, again and again, devoured him in his nightmares.

Tarbus Rolf: Fighter 6; AC 7 (furs); Atk 2**footman's flail* +1 1d8+3; Spec first attack at +2; Str 18/49, Int 10, Wis 11, Dex 12, Con 15, Cha 8; ML 12; AL CE; *scarab of protection* (+1 save vs. magic, allows save of 20 against no-save spells), *potion of healing*, *potion of giant strength*.
Hp 35

Berserkers (6): Fighter 1; AC 8 (leather); Atk 2*club 1d6+1; Spec 1st atk at +2; ML 12; AL CE.
Hp 5 10 10 8 3 3

Bipkin the Kid: Thief 1; AC 10; Atk 2*dagger 1d4 or 2*sling 1d4; ML 8; AL LE.
Hp 6

Dogs (4d6): HD 1; AC 7; Atk bite 1d4; ML 7; AL N.

Hp	8	2	2	2	1	3	4	1	7	4	6	1
	4	5	6	6	6	8	2	1	6	4	1	3

U. The Blue Bottle: A squat little one-story house in a back alley, operating as a curio store. Basement smelling of sour and musty smells coming from cluttered shelves and worn bags hanging from the ceiling. The store is always open: customers are served by pale, sullen proprietor **Zaloxen** (Illusionist 7) at night, and by his assistant, **Tivold Redback** (Illusionist 3), during the day. **Grouch**, Tivold's ancient and intelligent cat, is usually lurking nearby.

- Zaloxen has been a sworn enemy of Mage Tower ever since they rejected his proposal for an overhaul of the trial system. Zaloxen and (by association) Tivold have both been black-balled with no hope of career advancement. The fuming Zaloxen has been obsessively and unsuccessfully trying to undermine "the Tower clique" ever since, and he will pay reasonably for any compromising information that may be found on Erillion's powerful magic-users. He is selling his "Exam rights" (600 gp, never used).
- Stuck in this situation, Tivold Redback enjoys drinking nightly at the Ink Bucket (P) with Grouch, who is starting to re-evaluate his choices in his seventh life.
- The Blue Bottle mainly buys and sells spell components: components for 1st level spells are always in stock, the odds for 2nd level are 2:3, for 3rd 1:2, for 4th 1:3 and for 5th 1:6. 1d4 curios are also available, and Zaloxen will buy more as his funds allow.

Zaloxen: Illusionist 7; AC 6 (*bracers* AC 8, Dex); Atk staff 1d6; Str 13, Int 15, Wis 6, Dex 16, Con 14, Cha 13; ML 9; AL CN; 600 gp, 350 gp octagram amulet, 2000 gp *bracers*.
Spells: 5/3/2; 1: audible glamour, dancing lights, gaze reflection, hypnosis*2, light, phantasmal force*2; 2: detect magic, magic mouth, mirror image, ventriloquism*2; 3: continual light, fear, dispel illusion, suggestion.
Hp 21

Tivold Redback: Illusionist 3; AC 8 (Dex); Atk 2*dagger 1d4; ML 7; AL CN; *sleeping dust* (as *sleep*), *dust of hallucinations* (as *hallucinatory terrain*), box of dried, pressed, candied canary.
Spells: 2/1; 1: phantasmal force, wall of fog; 2: fog cloud, misdirection.
Hp 7

Grouch: HD 3; AC 6; Atk 2*claws 1d4 and bite 1d4; Spec surprise 5:6, *dimension door* 1/day; ML 5; AL CE.
Hp 18



Magical Merchandise (1d20)

1. *Dream incense*, transports dreamer to a field with the statue of a unicorn, where the dreamer will receive a *commune*-equivalent divination from a fair maiden (350 gp).
2. The six keys of Kezam, unlocking the magical gates of a dungeon complex.
3. *Potion of fire resistance* (400 gp).
4. *Hollow bone filled with wax*, whispers from another world can be heard if held to the ear (450 gp, who know what this does).
5. "Odric", somnambulist, has not awakened for 70 years (450 gp, locked casket included).
6. Treant roots, still twitching, with small metal nodules in the clumps of earth (500 gp).
7. *Hound figurine*, howls if owner is about to be ambushed while camping in the wilderness (800 gp).
8. *Silver cross*, allows 12 turning attempts by all classes as Cleric of equal level (1200 gp).
9. Alembic with glowing bugs and fungi, containing tiny piece of the ethereal plane (250 gp).
10. Blue glass pane, with imprints from another dimensions (170 gp).
11. Case with three *potions of healing* (300 gp).
12. *Magical cloak*, actually a *cloak of poisonousness* which will instantly strike its wearer dead. *Remove curse* is required to remove (and destroy) the cloak, and a *neutralize poison* spell allows revivification at -10% probability. Zaloxen does not know its true powers. (2000 gp)
13. *Scroll of 3 M-U spells* (knockspell, clairaudience, fireball, 800 gp).
14. *Shield +1* belonging to Haudoros, accursed hero, drowned in a lake of shadows (1000 gp).
15. *Scroll of 4 Illusionist spells* (detect magic, improved phantasmal force, non-detection, emotion, 1000 gp).
16. A meteorite core with metal suitable for manufacturing magical arms & armour (1000 gp).
17. Folio, treasure map to long-lost hoard of madman Crastellag the Crazy (200 gp, the dungeon has been looted, but its new humanoid inhabitants may have some treasure).
18. *Scroll of 2 Cleric spells* (cure serious wounds, control winds, 900 gp).
19. The Eye of Zodar, dead demi-god, still peering malevolently (2000 gp).
20. Mummy bandages, inscribed with strange glyphs, contain instructions to contact a demon, but 1:3 of contracting mummy rot on thorough study (800 gp).



V. Guildmaster's house: Usually called "The Shame of Baklin", this eccentric and utterly tasteless villa in the middle of the slums is an expensive eyesore with its gilded lions and colourful lawn ornaments. A well-trained **guard detachment** makes sure nobody gets in without an invitation. **Hyacintho Eskumar the Fisherman (a.k.a. "The Popinjay"** – also see **S**) also owns the neighbouring warehouse, with a private dock for his expensive pleasure barge. As the head of the Masters' Guild, Hyacintho is a shipping magnate and master of Baklin's thieves; moreover, he maintains good relationships with fellow merchants outside the city (c.f. **34a** for the secrets he keeps in his counting room). His wife, **Elena Eskumar** (Fighter 1), is a regular termagant.

- The moon gourds in the garden, obtained by Elena at great expense and now growing at an impressive rate, have a strange unearthly glow. Unknown to all, they are lycanthropic with a malevolent intelligence.

Guards (7): Fighter 2; AC 6 (chain shirt); Atk spear 1d6 or crossbow 1d8; ML 8; AL LN.

Hp	8	18	16	10	4	13
	9					

Veterans (7): Fighter 3; AC 4 (chain, shield); Atk morning star 2d4 or oil 2d6; ML 10; AL LN.

Hp	14	19	20	21	18	12
	10					



W. Tower of Gulls: Only seagulls nest now in this abandoned, crumbling tower; deserted for generations but too expensive even to demolish. The evil wizard Alchemister the Enchanting, who had terrorised the poor part of town from up here, is long dead, but his shade is still rumoured to haunt the place (c.f. **31**). The place is locked up tight and the lower windows have been bricked, but disappearances have taken place around here, and odd sounds can sometimes be heard from inside.

The upper floors, behind a locked portcullis, are not described here, but the inner courtyard hides a crack in the wall of a side-building, and a set of stairs going down (**33**). This entrance to the Undercity is used by Mugglub the Goblin Lord's band (**32**), who trade with shady topsiders (e.g. Barnacle Bill's gang, see **X**) for food and minor treasures, and catch the occasional urchin playing near the tower.

- Everyone around the place has heard of Pitzur the Fine, halfling adventurer, who had bragged he would climb in through the highest window and plunder the place. He was seen going inside, but neither Pitzur nor his enchanted dagger were seen ever again.

X. Landlord: Saldark Fum (Thief 5), aging Kassadian expatriate, and lover **Lisa the Meek** (Thief 3), who has now acquired most of the business. They own multiple buildings in Baklin's poorer parts (mainly near the fortresses), and are known for unexpected rent hikes and evictions.

- A cellar connects the building to the Undercity (**30**).
- **Porcius**, retired bandit, operates a small bathhouse from a rented store, catering to the port's shadier types. Bath or steam 1 sp, massage 4 sp (heals 1d3 Hp). Also see **39**.
- Saldark is looking for someone to buy him out so he can retire to the warmer climates of his homeland. He jealously guards his valuables, 500 gp and 300 gp in old tapestries.
- Saldark and Lisa are looking for someone to get rid of **Barnacle Bill** (Fighter 2) and his **bandits**, who have taken over one of their tenements, and started collecting rent to line their own pockets. The bandits have 300 gp and 20 gp gilded tankard in a chest.

Saldark Fum: Thief 5; AC 5 (leather, Dex); Atk club 1d6 or 3*darts 1d3 + poison (1d3 r, sleep); Spec backstab*2, PP 56%, OL 56%, FT 49%, MS 45%, HS 45%, HN 22%, CW 88%, RL 20%; Str 8, Int 12, Wis 7, Dex 17, Con 12, Cha 14; ML 5; AL N; *rope of climbing*, *potion of extra-healing*, *scroll of Cleric spell* (bless; cannot read, uses it as a talisman). *Rapidly balding, always dressed in warm clothing due to the weather.*

Hp 18

Lisa the Meek: Thief 3; AC 3 (*leather* +2, Dex); Atk longsword 1d8 or crossbow 1d8; Spec backstab*2, PP 40%, OL 43%, FT 35%, MS 32%, HS 25%, HN 15%, CW 87%; Str 12, Int 13, Wis 9, Dex 17, Con 14, Cha 11; ML 7; AL LE; 100 gp, pearl amulet 500 gp. *Mousy, pale*.
Hp 13

Barnacle Bill: Fighter 2; AC 7 (*leather, shield*); Atk battleaxe 1d8 or sling 1d4+1; ML 9; AL LE.
Hp 13

Barnacle Bill's Boys (15): HD 1; AC 8 (*leather*); Atk club 1d6 or hand axe 1d6 or sling 1d4+1; ML 8; AL LE; 2d6 gp each.

Hp	6	4	7	4	6	4	2	1	4	7	5	7
	8	6	4									

Y. The Gullet: Heavy, greasy smells in this sink frequented by the poor and the dregs of the sea – thieves, while tolerated, are expected to mind their business where there is nothing to steal. Co-owned by **Wilmordia the Reaver** (Fighter 6) and her lover, **Reedy Renald** (Fighter 4). Drinks are served by the ancient **Sharbit the Gravedigger** (Thief 5), one of the few grave-robbers who had returned alive from the Valley of Barzak Bragoth.

- Sharbit, although he had survived, has drunk the waters of Lethe to forget about his ordeal; however, he still wears a tattooed map on his back, which has drawn some interest of late.
- Wilmordia will do her best to protect her mentor, and will pay as much as she can if someone discovered who are trying to skin him, and killed them first.
- Wilmordia has overheard two sailors talking of a smuggling shipments of pressed moths through Tirwas – a contraband whose ownership is punishable by death!

Wilmordia the Reaver: Fighter 6; AC 7 (*leather, shield*); Atk *longsword* +1 1d8+2; Str 16, Int 13, Wis 14, Dex 12, Con 15, Cha 11; ML 10; AL CG; corall necklace, dead man's hairy hand.
Hp 50

Reedy Renald: Fighter 4; AC 2 (*chainmail, shield, Dex*); Atk battleaxe 1d8; Spec +1 vs. magic, 1:3 to miss each round due to shaking; Str 10, Int 12, Wis 15, Dex 16, Con 5, Cha 10; ML 6; AL LG.
Hp 14

Sharbit the Gravedigger: Thief 5; AC 9 (*Dex*); Atk scimitar 1d8; Spec backstab*2, PP 56%, OL 46%, FT 44%, MS 40%, HS 40%, HN 22%, CW 88%, RL 20%; Str 11, Int 13, Wis 9, Dex 15, Con 10, Cha 10; ML 7; AL N.
Hp 13

Z. The New Fortress: One of the two fortresses guarding Baklin's harbour, now run-down due to staggering upkeep costs. Unlike the Old Fortress (**O**), this complex is still largely in use, its gated dry-dock used to repair damaged vessels in the city's fleet. Nevertheless, the guard is never sufficient beyond a few important posts, and much of the fortress is empty outside military exercises, which gives **Lieutenant Trocas** (Fighter 3) no shortage of worries.

- The lookout tower of the fortress has recently been taken over by **two giant owls**, which have embarrassed the lieutenant, and worried the neighbourhood. Unfortunately, the way up has been blockaded by something (a fallen beam), and the guards have been unable to get at the monsters' nest. 2 eggs, could be sold for 200 gp each. If captured alive, Prince Lodovic or Grandmaster Poroxius Vern (of Mage Tower, **0709**) would pay 1000 gp per beast.
- Lieutenant Trocas would like to entrap lorello, a Kassadian merchant he suspects of espionage, and he requires the aid of a few resourceful men who have proven themselves in the service of the city, but are not seen too much as insiders to make lorello suspicious.

Lieutenant Trocas: Fighter 3; AC 3 (*plate*); Atk footman's mace 1d6+1; ML 8; AL LG; horn.
Hp 17

Giant owls (2): HD 4; AC 6; Atk 2*claws 2d4 and beak 1d4+1; Spec surprise 5:6, absolutely silent; ML 7 (12 when defending nest); AL N.
Hp 24 10

AA. Cauldron & Bellow: The best armoursmith in the city, busy with the activities of the six apprentices (Fighter 2) tending the fires. **Ragorlak Othmar** (Fighter 3), wearing a metal mask covering half his face to conceal his griveous burns, is proud to show customers the ingots of dragon iron they are working with, as well as the Arxine cobalt-steel used in the production of shields and plate mail. A storeroom is found in the Undercity (89).

- Prices are at least 20% above normal. However, the Cauldron & Bellow can work with rare and unusual materials, and assist in the creation of magical arms and armour.
- Ragorlak Othmar's work, formerly a byword for quality, has been slowly and imperceptibly slipping as his seven years' good luck is starting to run out, and the enchanted cauldron he has received from the Piper, a strange woodland entity, is losing its magic (c.f. 90).

Ragorlak Othmar: Fighter 3; AC 9/-3 (Dex, [plate +2, shield +2]); Atk warhammer +2 1d6+3
Str 15, Int 12, Wis 9, Dex 15, Con 13, Cha 5; ML 8; AL NE, metal face mask, keys, 80 gp.
Hp 21

Apprentices (6): Fighter 2; AC 8 (leather); Atk warhammer 1d6+1; ML 8; AL various.
Hp 3 19 11 16 13 8

AB. Tomurgen the Bard: A cheerful two-story town house with a peaked roof, and flower boxes in the windows. A cobbler's shop, Vilmor's Boots occupies the lower floor, while one of the upper story apartments belongs to the bard **Tomurgen**, Erillion's fabled minstrel known for his prophetic songs and enigmas. The elderly Tomurgen has all but disappeared from public view after the death of Adwen, his wife, and only sings for rare and important visitors.

- Tomurgen's collection of musical instruments is valued at an impressive 1500 gp. Among his keepsakes, one might also find a heart-shaped silver box (90 gp, contains a lock of golden hair and a pair of lacy knickers along with a paper slip labelled "Arkella"), a brass statuette called *the Seeing Cat*, and behind a wall mirror, a niche with important documents and a *scroll of protection from magic*.
- After insulting the wizard Slarkeron (AJ), **Vilmor** the cobbler, a fat dullard, has been regularly chased and kicked in the behind by an animated boot, which returns from certain destruction again and again to torment him.
- Vilmor's basement storeroom, long unused but still cluttered with junk, has an old, unused door that has been locked for many years, and leads to the Undercity (92). Vilmor has lost the key, and has no intention of ever checking what's behind it.

Tomurgen the Bard: Bard 6; AC 10; Atk longsword 1d8; Spec rousing song (+2 ML), charming song 33%, +1 vs. magic; Str 9, Int 12, Wis 15, Dex 13, Con 13, Cha 15; ML 7; AL NG.
Spells: 3/3; 1: camaraderie chorus (save vs. spell or friendly), fairwind chanty (strong breeze), gooddrink measure (removes undesirable additives & doubles potency), sharp ballad (as *bless*), warming peal (warms temperature up to +60 F, or 15 °C); 2: animalfear pindroch (frightens off desired animal type), falseview ditty (as *phantasmal force*), freemind aerie (enables 6 subjects to shake off controlling effects), safeplace aria (camouflages area).
(Note: For the Bard class, T. Foster's forthcoming **Heroic Legendarium** is recommended.)
Hp 31



The Seeing Cat: A brass statuette made in lands far to the south, the Cat sees and remembers all it has witnessed. Those who peer into its eyes can see these events as they unfold (although without sound), either random fragments from the past, or something specific and important to their current situation. Wherever the statuette is placed, the Cat will see and remember, its gaze piercing darkness, physical veils, and magical concealment.





AC. Fowler: Court fowler **Hollup Yellowvest** (Ranger 3), trades in rare songbirds, as well as stuffed specimens, and undertakes simple divinations with his innate abilities. Owner of the *amulet of bird friendship*.

- Hollup can perform the equivalent of an *augury* outside the city, and shall do so at a price of 80 gp. Only questions related to the wilderness are answered (73% of success).
- Recently, Hollup has observed that the flight of the birds sometimes becomes disrupted while predicting the future, as if they were avoiding the outlines of some great turn of destiny, or trying to instinctively call attention to something.

Hollup Yellowvest: Ranger 3; AC (chain shirt); Atk longsword 1d8+3 or 2*longbow 1d6; Spec +3 vs. giant-kind, tracking, +3 vs. magic; Str 18/20, Int 11, Wis 17, Dex 15, Con 16, Cha 15; ML 10; AL NG; the horn of Fanogrin (a hero of old). *Gaudy outfit, good singing voice.*
Hp 23



Amulet of bird friendship: Simple-looking amulet, whose owner can speak to birds, who will consider him a good friend; and once per day, gather around him when called. Birds over 1 HD are eligible to a saving throw. Note that most birds are vain and rather simple-minded creatures, but their advice is approximately equivalent to an *augury* spell.



AD. Baths: Public bathhouse imitating the Kassadian style, with elegant marble columns, heated floor tiles, and hot and cold pools. This is an orderly and high-class establishment, bearing the patronage of Princess Arkella, and catering to the high-born and affluent. **Bathmaster Logmund** (Magic-User 3) has studied at the finest bathing institutions across Kassadia to learn the trade, and has transported the experience to Erillion – without the prostitution and random assassinations that make it much more fun in its homeland.

- Baths 4 sp, massage 2 gp, special pools 4-20 gp. As people come here to mingle and gossip, there is always at least one interesting rumour here.
- Logmund has been terrified of the black mould spreading through the subterranean chambers (94–97), and has ordered them sealed before it could infect the upper baths.

Bathmaster Logmund: Magic-User 3; AC 10; Atk 2*dagger 1d4; Str 10, Int 15, Wis 6, Dex 13, Con 11, Cha 10; ML 5; AL CG; bath salts, 250 gp, 50 gp gemstone, 60 gp medallion. Spells: 2/1; 1: charm person, identify, read magic, shield; 2: invisibility, shatter.
Hp 9

AE. The Seven Stallions: In a corral created by cordoning off the end of the street, **Ethalgond** (elf Ranger 4) rears fine war horses he mostly sells to the High Watch, and occasionally to the public. Most foals come from the herds of Hadik Hurzol, the richest factor in Gont (**Echoes #02, F**). Ethalgond's wife, **Zenia** (Fighter 2), is an Arxine noblewoman who had fled from an arranged marriage, and the endless warfare of her homeland.

- **Steed availability:** light war horse **1:2** (1d4, 150 gp), medium **1:6** (1d2, 225 gp), heavy **1:6** (1, 300 gp). Even so, there is a further **1:6** the purchase will be blocked by the Palace.
- **Starwalkers** are light war horses reared and trained after the custom of the faerie lords, regularly ridden and brought to the edge of exhaustion in the wilds at night. These horses are 3+3 HD, and possess a special grace and intelligence. **1:12** (1 only, 1000 gp, or get on the waiting list).

Ethalgond: elf Ranger 4; AC 4 (*elfin chain*, Dex); Spec +4 vs. humanoids, surprised 1:6/surprise 3:6, tracking, immune to sleep, charm; Str 16, Int 14, Wis 14, Dex 12, Con 16, Cha 10; ML 10; AL CG; hunting horn 600 gp, silver torc 50 gp.

Hp 22

Zenia: Fighter 2; AC 8 (leather); Atk scimitar 1d8; Str 10, Int 10, Wis 9, Dex 11, Con 6, Cha 14; ML 8, AL CG; heart-shaped locket (lost key).

Hp 7

AF. House of the Dead: Banners on this grim, heavily fortified tower building display the sign of the wheel pierced by a sword, marking it as the adobe of the Knights of Yolanthus Kar. Stern-looking knights in black plate guard the entrance. Here, the knights perform their grim duty of collecting the city's dead, before they are transported to the catacombs in the Valley of Barzak Bragoth for final burial. Since the swearing in of the new Knight Commander, Lady Yolcelinda, the order has experienced a series of misfortunes and setbacks, with rumours of incompetence and foul play marring their reputation. Hence, the knights in Baklin have largely withdrawn to their sanctum, and play little role in the daily life of the city.

The House of the Dead is managed by the Knight Gatekeeper, **Sir Boron of the Cliffs** (Fighter 8), with **five knights** and **seven squires**. When dead bodies are brought in, they are temporarily taken to the compound's underground vault (Undercity **98**), or a secret room in the tower for nobles and other persons of importance. Every fortnight, an armed entourage rides to the Valley of Barzak Bragoth and back, with a fortified carriage – occasionally accompanied by pilgrims or mourning relatives. Security is taken absolutely seriously.

- **Sir Chrysostom the Reedy** (Fighter 6), the former Knight Commander, has retired to Baklin to live a life of asceticism and spirituality. In his visions, he has foreseen the end of the order and the return of the Wraith Queen Arxenia: but whether this is a sure thing or only a possibility, he cannot foretell.
- One of the younger knights has recently seen a vision on the mountain road: Lady Izanoxin, the order's former Knight Commander and owner of Castle Sullogh, who had been lost on an expedition to the deeper mountains before Sir Chrysostom's time.

Sir Boron of the Cliffs: Fighter 7; AC 0 (plate, shield, Dex); Atk $3/2 \times \text{longsword} + 1$ 1d8+2; Str 16, Int 11, Wis 13, Dex 16, Con 16, Cha 13; ML 10; AL LG.

Hp 41

Sir Chrysostom the Reedy: Fighter 6; AC 10; Atk *warhammer* +2 1d6+2; Spec +3 vs. magic; Str 14, Int 13, Wis 17, Dex 14, Con 11, Cha 11; ML 11; AL LG; *oil of ethereality*, prayer book.

Hp 36

Knights of Yolanthus Kar (5): Fighter 3; AC 2 (plate, shield); Atk longsword 1d8 or footman's mace 1d6+1; ML 9; AL LN or LG.

Hp 15 23 13 18 22

Squires (7): Fighter 1; AC 4 (chainmail, shield); Atk footman's mace 1d6+1; ML 8; AL LN or LG.

Hp 10 6 8 6 1 3 4

AG. Fantagor's mansion: Splendid residence outstripping the Palace in decorations, if not size. On the battlements, the statue of Glador, God of Aqueducts points northeast towards the mountains, and an ornate inscription reads: "CONQUER THE FORESTS AND MOUNTAINS!" **Fantagor the Kassadian** (Magic-User 7), one of the richest merchants in town, is a foreigner and a firm believer in Glador's ideology. He maintains a small chapel to his god in the residence, and has invited **Caduxis** (Cleric 9), one of Glador's high-ranking disciples, to serve as its priest.

- Both Fantagor and Caduxis are firm believers in Glador's message of **spreading civilisation** to lands of dark barbarism. They are willing to sponsor and reward expeditions aiming at establishing new mines and settlements in the wilderness, and populating them with settlers – either from Erillion, or distant Kassadia.
- Caduxis, more so than Fantagor, is curious about the **heretical movements** which have migrated from Kassadia to Erillion, particularly the Isle of Trials. He would pay from his own funds for information on their beliefs, and the dangers they might pose.
- Fantagor displays a **trident +3** in his parlour, the weapon of a famous Kassadian gladiator.
- A secret door built by the previous occupant leads down to the Undercity (**105**). None in the household currently know of it, but Sir Riobel (**AH**) does.

Fantagor the Kassadian: Magic-User 7; AC 10; Atk staff 1d6; Spec +4 vs. magic; Str 10, Int 18, Wis 18, Dex 12, Con 11, Cha 14; ML 9; AL LN; *scroll of 2 spells* (fire shield, wall of ice). *Austere man with a short, cropped beard, wearing a simple habit.*

Spells: 4/3/2/1; 1: affect normal fires, dancing lights, detect magic, identify, friends, Tensor's floating disk, magic missile, sleep; 2: darkness 15' r, forget, ray of enfeeblement, wizard lock; 3: clairaudience, fireball, gust of wind, slow; 4: fire shield, polymorph other
Hp 18

Caduxis: Cleric 9 of Glador; AC 1 (banded mail, shield, Dex); Atk footman's flail 1d6+2; Spec +4 vs. magic Str 17, Int 11, Wis 18, Dex 16, Con 14, Cha 14; ML 7; AL LN.

Spells: 4+2/4+2/3+1/2+1/1; 1: bless, command, cure light wounds, detect magic, light, purify food and drink; 2: chant, detect charm, hold person, know alignment, slow poison, spiritual weapon; 3: continual light, dispel magic*2, prayer; 4: cure serious wounds, neutralise poison, divination; 5: quest
Hp 39

AH. Riobel palace: Old, timeworn residence in the hillside. **Sir Riobel of Silhanosh** (Assassin 6) belongs to one of the oldest noble families on Erillion, tracing his ancestry to its former capital, now demon-haunted Silhanosh. Shunned at court due to old slights against the Prince and Princess, Sir Riobel has taken to theatrics, which he performs on an underground stage before his frightened servants (**85**). In these solo performances, unenthusiastic or unlucky spectators may become objects to the Sir's fury – or his unpleasant whims.

- Sir Riobel possesses a famous **painting gallery**, including multiple talking paintings, a haunted portrait, and a few true masterpieces. However, one work in particular has eluded him: The Starlit Pool, kept in Prince Lodovic's personal quarters. Sir Riobel was once caught trying to break in, and only his illustrious lineage saved him from the headsman's sword.
- Some of his **servants believe** the Sir to be near penniless, while others whisper he is fabulously wealthy due to secret reserves and revenues. Sir Riobel does not deny the claims, remarking only that "I am always whatever suits me".
- It is said that **the Sir's son and daughter** had forsaken him after their mother's death, and left together on a life of adventure. Recently, they have sent a letter to their father, which has caused him no small amount of dismay.

Sir Riobel of Silhanosh: Assassin 6; AC 4 (*leather* +3, Dex); Atk *longsword* +2 1d8 or 2*dagger 1d4 + poison (type "C", 1 r, 0/35 Hp); Spec surprise, disguise, backstab*3, assassination 0-1 75%, 2-3 70%, 4-5 60%, 6-7 50%, 8-9 35%; PP 45%, OL 37%, FT 35%, MS 33%, HS 25%, HN 15%, CW 88%; Str 13, Int 15, Wis 14, Dex 15, Con 9, Cha 15; ML 9; AL CE; *potion of visions* (as clairvoyance, but uncontrollable), night sapphire pendant 2000 gp.
Hp 23

Al. Feranolt palace: Banners with the sign of the wyvern flutter above this fortified palace, overlooking the city from the top of a cliff. The Feranolt family has moved up in the world over the centuries: from a robber baron's nest in the sea (Erillion **1912**) to Gont, and now to Baklin.

The family head, **Mondrag Feranolt** (Magic-User XX), has doubled the family fortune in hazardous but lucrative ventures, and in middle age, has now turned his attention to plumbing Erillion's old mysteries. He is currently the only active druid on the Isle of Erillion, where they are otherwise considered extinct. His collection of historical artefacts and oddities, and knowledge of enigmas and prophecies, has also made him the city's most knowledgeable sages.

Mondrag's wife, **Mirella Feranolt** (Thief 4) is a lady-in-waiting at court who has the Prince and Princess' ear. Their daughter, the pretty **Cellven Feranolt** (Magic-User 1), has taken after his father, and is wooed by Fellidar, who sits on the Captain's Council. Their son, **Ellon Feranolt** (Fighter 7), is away on a military expedition to the Twelve Kingdoms, where he is engaged in carving out a small barony for the family line.

Mondrag Feranolt: Pseudo-Druid 7; AC 5 (*leather +1, ring +1, cloak +1*); Atk *scimitar +1* 1d8+1 or *rod of striking +3* 1d8+3; Spec +2 save vs. fire/lightning, +1 vs. magic, pass without trace, immune to fey charm, shapeshift 3/day; Str 15, Int 15, Wis 15, Dex 13, Con 14, Cha 15; ML 10; AL LE; *amulet vs. detection & location*.

Spells: 4/4/3/1; 1: detect magic, faerie fire, predict weather, speak w animals; 2: charm person or mammal, heat metal, obscurement, warp wood; 3: plant growth, pyrotechnics, tree; 4: plant door.
Hp 35

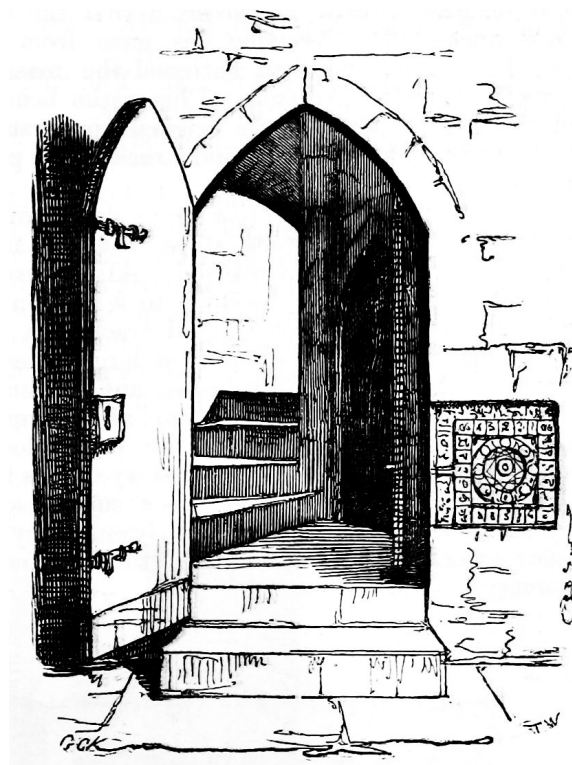
Mirella Feranolt: Thief 4; AC10; Atk 2*dagger 1d4; Spec -1 to hit, backstab*2, PP 45%, OL 37%, FT 35%, MS 33%, HS 25%, HN 15%, CW 88%; Str 6, Int 14, Wis 14, Dex 14, Con 8, Cha 14; ML 9; AL CN; *philter of persuasiveness*. Now middle-aged, but still full of life.
Hp 16

Cellven Feranolt: Magic-User 1; AC 10; Atk –; Str 14, Int 15, Wis 14, Dex 13, Con 12, Cha 15; ML 6; AL LG; *ring of protection +1, wand of enemy detection*. Always more than she seems.
Spells: 1; 1: unseen servant
Hp 1

AJ. Slarkeron the Wizard: Crumbling tower in the centre of a garden maze decorated with twisted torsos and **gargoyles**. The beasts watch but do not attack; however, uninvited guests will fall into a deep pit inhabited by a **shambling mound**, and never heard from again. Space in the garden maze is strangely crooked, with treacherous gaps and discontinuities; only those who seek the exit instead of the entrance will find the tower door.

Slarkeron the Wizard (Magic-User 11) is the second most powerful spellcaster on the Isle of Erillion after the Grandmaster of Mage Tower, Poroxius Vern (Mage Tower, **0709**). His research into the secrets of cognition keeps him home, and he spends his waking hours probing brain slices with glass needles or distilling cephalic fluids. He will agree to take in an apprentice who will assist him with his work.

- Slarkeron is looking for special brains for his collection, especially that of a dreaded "mind scanner", and the brain of a stone statue. He is also on the look for the Tablets of Nibel, a record from an ancient time.
- He can sell exam rights to Mage Tower (600 gp), by special dispensation of Poroxius Vern.



Slarkeron the Wizard: Magic-User 11; AC 4 (*bracers* AC 6, Dex); Atk 2*dagger of venom 1d4 + antediluvial solvent (save vs. polymorph or melt into puddle); Str 10, Int 18, Wis 15, Dex 16, Con 7, Cha 7; ML 9; AL N; *ring of water breathing*, *staff of stone* (*transform rock to mud* and reverse, *wall of stone*, 19×), *wand of magic missiles* (22×), *oil of slipperiness*, Order of the Starstone ruby class. *Ancient man with gossamer hair and milky white eyes shot with something like spiderweb*. Spells: 4/4/4/3/3; 1: burning hands, charm person, dancing lights, detect magic, identify, magic missile, read magic, unseen servant; 2: knock, magic mouth, mirror image, pyrotechnics, shatter, web; 3: dispel magic, feign death, fireball, infravision, hold person; 4: bestow curse, dimension door, hallucinatory terrain, wall of ice; 5: cloudkill, distance distortion, feeblemind, summon shadows (3)
Hp 30

Gargoyles (7): HD 4+4; AC 5; Atk 2*claws 1d3 and gore 1d6 and bite 1d4; Spec +1 or better to hit; ML 6; AL CE.
Hp 20 24 16 29 18 20
21

Shambling mound: HD 8; AC 0; Atk limbs 2d8; Spec suffocation 2d4 rounds, immune to fire, grows from lightning, weapons ½; ML 10; AL N; swallowed *chainmail* +1, *shield* +2.
Hp 36

AK. High Watch: This dull grey wing of the Palace is like a separate fortress, with a gate that is always locked, a silent cobblestone-covered courtyard, and dark windows which look like peering eyes. This is where the **High Watch**, Prince Lodovic's private bodyguards and the city's toughest enforcers are quartered. **Captain Gamandor** and his elite squad, **the Gamandors**, hold meetings in a secret council room. Most courtiers stay well away from this wing, and there are wild rumours of sinister torture chambers and traps to catch the unwary.

- Due to their special training and dark garb, **the Gamandors** have a high probability of surprise, while they are alert, and can act as Thieves of two levels lower. Their reputation in Baklin is such that their appearance forces an immediate morale check in locals.
- Captain Gamandor employs a network of spies and informers; mostly from the ranks of the Masters' Guild, but for missions where Baklin natives would not do, trustworthy outsiders will be considered. Currently, the captain's interests lie here:
 - Observe the goings-on around the house of Tomurgen the Bard (**AB**). Who is watching the building, and what is he trying to accomplish?
 - A special collection of strange theatrical masks and costumes has surfaced in higher society. Who is the seller, and who are the prospective buyers? Who is the highest bidder?
 - Explore the doorway behind the Brawler's Bite on the Market (**C**) – where does it lead in the Undercity? Are there alternate exits? Who uses this entrance, and for what purpose?

Captain Gamandor: Fighter 7; AC 1 (*chain shirt* +2, Dex); Atk 3/2*longsword +1/+2 vs. *magical* 1d8+1 or 5/2*dagger 1d4; Spec frightful appearance, surprise 4:6, only surprised on 1:6, PP 56%, OL 56%, FT 49%, MS 45%, HS 45%, HN 22%, CW 88%, RL 20%; Str 13, Int 15, Wis 9, Dex 17, Con 12, Cha 9; ML 11; AL LE; black garments with hood, *scroll of protection* vs. *undead*.
Hp 40

Gamandors (6): Fighter 4; AC 5 (*chain shirt*, Dex); Atk longsword 1d8 or 2*dagger 1d4; Spec frightful appearance, surprise 4:6, only surprised on 1:6, PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; Dex 15; ML 10; AL LN/E.
Hp 24 29 16 21 20 28

High Watch: Fighter 3; AC 4 (*chainmail*, [shield]); Atk halberd 1d10 (without shield) or footman's mace 1d6+1 or crossbow 1d8; ML 9; AL LN.
Hp 28 8 20 14 18 19
19 23 25 16 19 15
17 14 10 4 20 18

AL. Palace: Now more pleasure-palace than functional fortress, the castle is renowned for its feasts, balls, and pageantry. Security during the day is reasonable, but not too tight due to the sheer traffic. During the day, the guards are attentive, patrols are well-organised, and missing personnel will be noted very quickly, especially close to the royal bedrooms.

The princely pair receive visitors in the throne room at a fixed hour, but there is a 1:6 each day that the opportunity will be cancelled. In recent years, his staff and **Radastro the Senechal (I)** have limited common petitioners's access to an audience for fear of Prince Lodovic's generosity, and its effects on Baklin's finances. Nevertheless, the Prince can sometimes be encountered in Hightowne with his retinue, and the Princess goes hunting regularly with the lords and ladies of court when the weather is good (1:3 each week).

- A **collection** of paintings and statues – including some rare Kassadian antiques – can be found between the throne room and the royal bedrooms.
- **Princess Arkella** has long been seeking someone to entrust with a most sensitive and crucial task outside the city, and a company who has shown skill and loyalty will be considered.
- **Gossip** among the servants revolves around the treasury – which is rumoured to be in a rough shape – and Sir Riobel's scandalous break-in to steal a rare painting (c.f. **AH**).
- The palace dungeons cover **107** to **112**.

Prince Lodovic: Fighter 4; AC 4 (*bracers* AC 4); Atk *footman's mace* +3 1d6+4; Str 12, Int 11, Wis 9, Dex 13, Con 12, Cha 13; ML 10; AL LG; *brooch of shielding*, *potion of extra healing*, *potion of fire resistance*, Order of the Starstone diamond class, crown 2000 gp, *royal orb* 1200 gp (grants +4 vs. mind-affecting). *Cheerful, kindly, but utterly out of his depth.*
Hp 15

Princess Arkella: Fighter 3; AC 9 (Dex); Atk hairpin 1 + sleep poison; Str 12, Int 12, Wis 13, Dex 16, Con 8, Cha 14; ML 5; AL LG; *ring of human influence* (800 gp gemstone), *scroll of protection from magic*, coronet 600 gp, thimble. *Grandmotherly, keen observer.*
Hp 15

AM. Palace gardens: Former training grounds converted into a thick garden for masked balls, leisurely walks, and amorous encounters. The High Watch guards the perimeter, but does not, as a rule, intrude on the entertainment of high society. Enigmatic statues and strange puzzles decorate the winding paths; small gazebos and out-buildings stand in hidden places. While the place is not large, people have been lost here for days, and it is believed the gardens' Kassadian architects had played with distances and directions when they realised their strange masterwork. Rabbits have been purposely allowed to thrive in their burrows, and the dames of the court regularly arrange hunts when they cannot venture outside town.

- The sole inhabitant of the gardens is **Tristemulo** (Fighter 3) groundskeeper and court hermit, living in a vine-covered shack serving as the hermitage. Driven by twisted passions, Tristemulo maintains a lair in the Undercity (**103**), and knows a secret entrance under one of the garden's statues.

Tristemulo: Fighter 3; AC 7 (furs); Atk club 1d6 or 2*dagger 1d4 + poison (type "B", 1d3 r, 0/25 Hp); Str 16, Int 10, Wis 8, Dex 14, Con 11, Cha 5; ML 10; AL CE; keys.
Hp 24

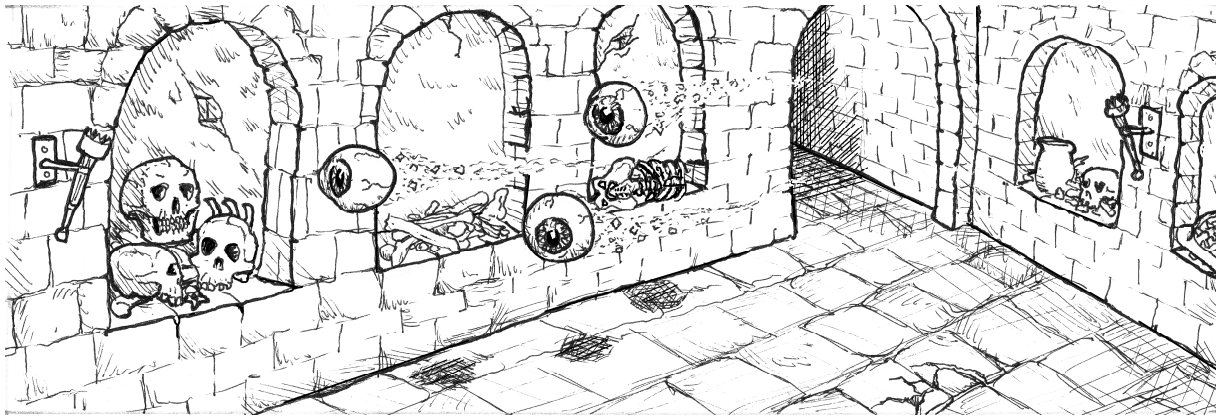




Beneath the City Streets

The Undercity of Baklin can be divided into three main areas, or dungeon levels:

- **Level 1 (1–34)**, mostly undercellars and old storage areas, lies under Old Town and the eastern port areas, and is the most accessible part of the subterranean passages. Smuggling bands and thieves operate in this area, and a goblin gang (32) is also present.
- **Level 2 (35–62)** is located immediately beneath Level 1. A slow-flowing underground river and old shrines to the gods are located here.
- **Level 3 (63–112)** is isolated from the other two levels (although connected by secret passages between 10, 68 and 71). It does not form a flat plane, but a kind of tiered structure under Hightowne. This area is dotted with the cellars of noble palaces and merchants' residences. Level 3, while more complex, is also fragmented and harder to traverse.



Random Encounters

Roll for random encounters every 20 minutes, or when furious melee, loud noises, and other activities might attract attention. Encounters occur on a **1:6**. Determine results with **1d6** for Levels 1 and 2, and **1d6+1** for Level 3. Barricaded and well isolated rooms are generally safe.

1. Orcs (1d4*5): HD 1; AC 6; Atk flail 1d6+1 or hand axe 1d6 or spetum 1d6+1; ML 6; LE.

Hp	8	1	5	8	7	3	2	3	6	3	7	3
	5	5	8	1	4	3	3	7	6	1	4	7
	2	7	4	5	5	2	4	4	6	4	2	6
	7	7	7	3	2	4	3	7	7	6	3	8

Drunken explorers from under The Skinned Cur. Looking for loot and trouble, but cowardly.

2. Smugglers (1d6+2): Thief 2; AC 8 (leather); Atk shortsword 1d6 or 2*dagger 1d4; Spec backstab*2, PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; ML 6; AL N.

Hp	9	3	2	5	5	4	6	5	7	4	10	7
	6	8	4	9	10	4	4	5	11	6	7	4

*Equal probability of Masters' Guild men and outlanders. 1:3 to transport cargo (1d6*100 gp).*

3. Bandits (2d8): HD 1; AC 7 (leather, buckler); Atk club 1d6 or hand axe 1d6 (can be thrown, x2) or 2*dagger 1d4 or sling 1d4+1 or net; ML 7; AL N.

Hp	5	7	1	3	8	4	8	2	6	3	5	3
	3	8	4	1	3	5	2	2	8	5	8	8
	6	1	7	6	1	5	4	4	1	4	7	5

*These are from one of the city gangs (Barnacle Bill at **X**, Racknulf at **81**), or freelance explorers.*

4. Rats, giant (1d4*5): HD ½; AC 7; Atk bite 1d4; Spec disease 5% per wound; ML 5; N.

Hp	1	2	2	2	2	1	2	4	1	4	3	2
	2	4	2	3	1	1	1	2	4	1	3	1
	4	2	2	2	4	1	3	2	3	3	4	2
	2	1	3	4	3	2	2	1	4	3	4	2

5. Corpse candle swarm: HD 3; AC 9; Atk —; Spec collective enchanting effect: 1st round save vs. magic or approach lights, 2nd round save vs. magic or fall asleep, 3rd+ round drain 2d4 Hp/r, immune to mind-affecting, +1 Hp/die from fire; ML 12; AL NE.

Hp	10	14	16	18	12	11
----	----	----	----	----	----	----

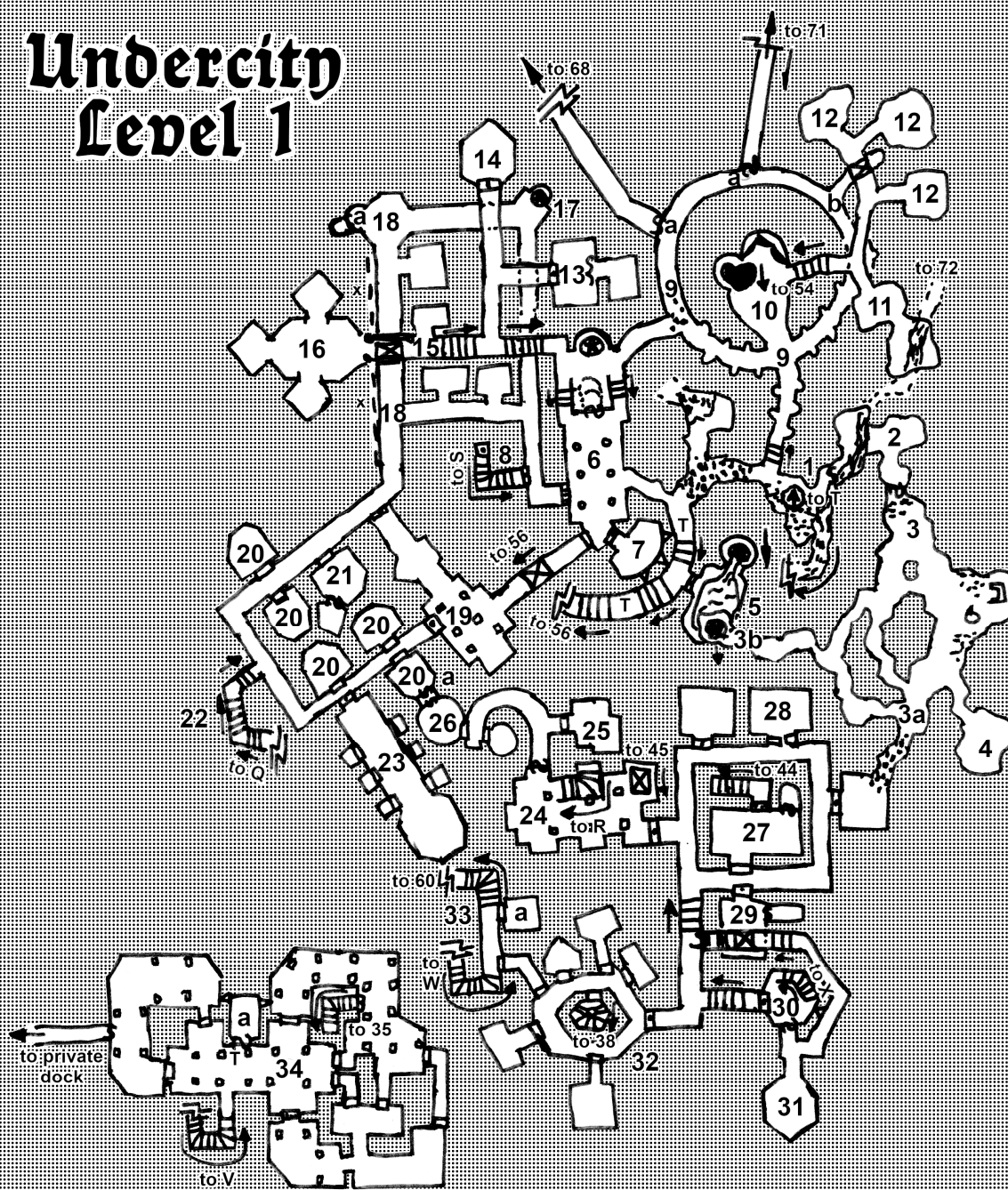
Swarm of floating candles, 1 per Hp. They are slow, and can be easily dispatched.

6-7. Floating eyes (1d6+2): HD 1; AC 6; Atk —; Spec fires random eye rays, save vs. rays applies: 1 – hold portal, 2-3 – magic missile, 4 – hypnotism (1 person), 5-6 – draining ray (1d10 Hp), immune to mind-affecting, ½ from slashing/piercing and lightning; ML 12; AL CN.

Hp	1	2	8	5	1	6	6	3	4	7	6	3
	3	8	4	5	4	2	4	8	6	4	2	5
	5	7	8	2	7	6	8	3	8	5	8	1

Disembodied, floating eyes of unknown origin, drifting through the corridors.

Undercity Level 1





Level 1

1. Midden: Rubble pile beneath ceiling opening. This cavernous space is cool and damp, with a **stream** disappearing down a natural drain. Colourful stalactites hang from the ceiling, but the walls are marred by smoke. The floor is strewn with stones, some natural and some chiselled, as well as **odds and ends** like broken pottery, bones, corroded metal scraps and various animal skulls. There is a total of 1d6*5 gp value.

- To west, **rubble-choked passage** can be crawled through; **1:6** to get stuck in plate.
- The **stream** flows from under an opening, and careful examination uncovers a steady draft blowing through the gaps of a thin limestone wall, which can be broken through easily.

2. Grotto encampment: Frozen in limestone, hunched forms of **four neanderthal skeletons** are huddled around a glowing, petrified **fire pit**.

- The **neanderthals**, big-boned and low-browed, wear petrified animal skins, and have strangling cords wound around their necks.
- The **fire pit's** glow comes from charcoal turned into a cluster of indigo crystals (100 gp).
- Another curtain of stalactites blocks the way to the south.

3. Arghul the Demented: Rubble-strewn cavern, dimly illuminated by **glowing mushrooms** on the muddy floor. More **dark figures** are slumped against the walls, another row of petrified primitives in vests woven from ancient bark strips, their mouths frozen in terrible grimaces. A **crude throne** of hewn stone is occupied by a **massive, brutal figure**, of the same stock as the dead around him.

- The corpse is caked over with layers of limestone, but his empty eye sockets seem to peer with malevolent intensity, and around his neck hangs a crudely chiselled **crystal** glowing with a deep crimson hellfire. This is **Arghul the Demented**, a warlord of the hominids, looking for a worthy challenger who could seize the *stone of power*... and live. If he is messed with or someone passes before the throne, Arghul rises and utters a challenge as **22 zombies** break from their limestone shells and lurch forward.

9. Rough-hewn corridor: Prehistoric construction. Traces of a battle; burial niches have been looted and ancient urns smashed. Secret doors (**a**) open with stone stele at **10**.

- At **b**), passage under pit trap contains rubble, **corpse** of a dead smuggler holding a broken lantern, as well as a **leather bag** with three primitive golden face masks (3*160 gp).

10. Idol room: Discarded weapons and split shields litter the floor; the sign of the sword-stabbed wheel has been painted on the wall. A monstrous **stone idol** sitting on a rough block, and brooding over an **altar** has been defaced. **Three stelae** have been likewise split and sundered.

- The **stelae** depict a man prostrated before a malformed being; a war party; and a burning village. The kneeling man and one of the houses are buttons, opening the secret doors at **9**.
- The **idol's** heavy paw can still pivot down if the **altar** before it is disturbed (2d6+3 Hp and pinned, open doors to lift). A part of the block under the idol can be swung open, revealing a bronze lever; operating it makes the altar slide open, revealing a round 20' pit ending in the ceiling 20' over the Thrones of Judgement (**54**). This also lowers the idol's arm, but gently.

11. Stream: Rough-hewn burial chamber opening into natural grotto with underground **stream** flooding through a cave mouth. Abandoned fishing rod on overturned wooden case. A **glass bottle** blocked by a stone contains a handwritten message: "*Help me! I am a prisoner under the palace garden! I am the real...*" (the rest of the paper has been soaked).

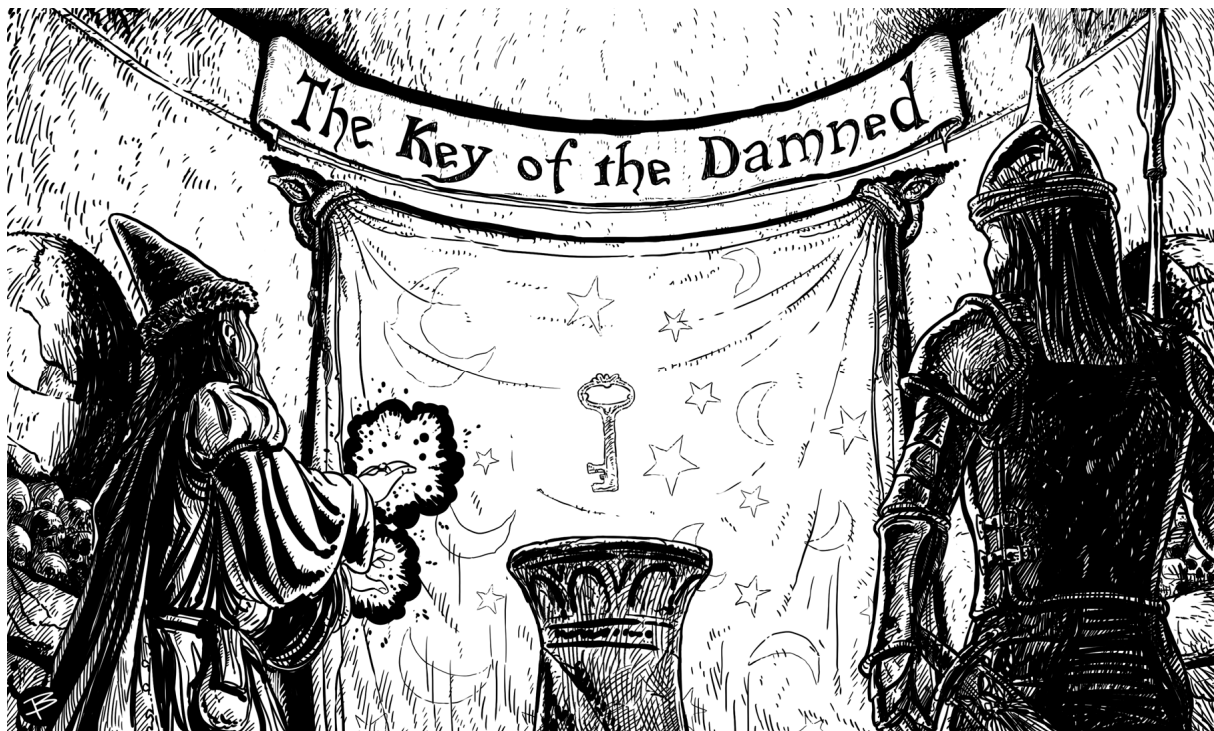
12. Burial chambers: Three looted burial vaults from ancient eras. The first chamber contains a crowbar, rope ladder, and a tin box with a rotting cat's head.

13. The Key of the Damned: Small, domed room. A cracked **marble pedestal** holds a **floating iron key** surrounded by a halo of light. In two **wall niches** with peeling stucco exposing the old stonework, skulls have been collected in two disorderly piles. Behind the key is a **tapestry** decorated with moons and stars, and golden trims and tassels. Above, an **inscription** reads "THE KEY OF THE DAMNED".

- The **tapestry** is a **cloak**, waiting to strike.
- The **key** has no special significance in this module.

Cloaker: HD 6; AC 3; Atk 2*tail 1d6 or special; Spec surprise 5:6, wrapped victims can be bitten for 1d4+AC Hp/r, ½ damage suffered by enfolded, moan (-2 to hit & damage / fear 30' / nausea as *stinking cloud* in 30' cone / hold person on 1 target, 30', 5 r); ML 10; AL CE.

Hp 22



- Peering into the **crystal ball**, a gloved hand can be seen sprinkling sparkling dust on the ball. Indeed, a crushed gemstone of at least 100 gp value activates the device, which reveals something important from a potential future the characters may be part of. The crystal ball cannot be removed; trying to damage it (10 Hp) animates the foo dogs.

Hp 20 11 11 11 12

- The kiss of the **statue** is a kiss of death (save or die). It bears the *carbuncle amulet* around the neck. If the amulet is removed without Roxana's approval, or the shrine is desecrated, the goddess will send **1d6+1 warrior-maidens of Roxana** to avenge the wrong.

Hp 39 36 41 39 36 36

Hp	30	19	15	22
----	----	----	----	----

- The **stone slabs** are easy to remove, but the niches are empty. However, the knights have missed two tombs with fake bottoms (**x**), which contain 1100 sp and 1000 sp, respectively.
- At **a**), an **empty pedestal** is inscribed "I AM FOLLOWING YOU". There is an **invisible statue** here, whose presence can be ascertained by the shadow it casts. Twisting the hand opens a secret niche with a set of invisible bones, and a pouch with 5 pinches of *the dust of revelation* (reveals invisible things if sprinkled into the air).

- Messing with the **columns**, or the room in general, has **1:3** to bring down the ceiling for 3d10 Hp, and **1:3** of getting pinned under an avalanche of debris.

Hp 22 14

- In **a)**, there is a terrible smell; **six long, nailed up crates** contain the putrefying bodies of as many sailors. Each cadaver has had a bag of 40 sp stuffed in its mouth. The room also contains a **secret door**, which is unknown to the assassins.

- The **pile** hides a crate filled with broken porcelain cups (50 gp's worth still intact), a well-oiled set of plate mail, a bundle of fine red cordwain (100 gp), and a bag of nutmeg (100 gp).
- A **secret door** leads to the real prize, the assassins' treasure room, its wall marked with the **drawing** of a two-tailed mermaid. The room is warded with a *catspaw* hanging from a fine length of chain behind the top of the secret door (unnoticed unless the room is thoroughly searched). It currently contains a set of heavy travelling chests stolen from Lady Callodric (**M**): fine clothes and personal belongings (600 gp value), and three larger leather cases which have been emptied of their contents (wooden panels with paintings).



- The **goblins**, rented from Mugglub the Goblin Lord (32), are convinced that the crown jewel of the 'shroom collection, the **blackshank mushroom colony**, is speaking to them. Indeed, the pile mutters almost inaudibly (*"The mysteries of the underearth... I have been rooted... dust courses through my veins..."*), but the ultimate source is **Halfred the Fossilised**, a mummified corpse buried under the shroom colony.
- An assassin could harvest 1d6+1 doses of "Type B" ingestive poison (1d4+1 r, 15/30 Hp).

Hp 9

Hp 1 1 1 5 3 4 4

Halfred the Fossilised, juju zombie: HD 3+12; AC 6; Atk hit 2d6+1; Spec attack at 6 HD, Climb Walls 92%, +1 or better to hit, ½ from magical piercing/blunt weapons, immune to mind-affecting, poison, electricity, ½ from fire; ML 10; AL NE; 110 gp, handkerchief with rat in it, pair of red boots.
Hp 27

24. The Skinned Cur: Lower floor beneath The Skinned Cur (**R**), only for choice gallowsbait. Uninvited guests will go down the chute into the troll pit (**45**). This floor has private boxes, a **locked exit** (Gulmag the Gab has the only key), and a **secret escape route** “through the windy”, which is generally known to the clientele.

25. Safe room: Ventilated through a barred chimney, this cramped secret room has two beds with rough blankets, and a table with a mirror. In the **fireplace**, a set of lockpicks have been hidden in the ashes. Under one of the beds, a **brick** can be removed to reveal an empty niche. However, the underside of the brick is scrawled with a message: *“I sail out with the next wind. I shall not stay and get myself killed when the boys from Gont come knocking. They can have the city for all I care – if you need my swag, it remains behind the bars.”*

26. Secret exit: Dripping water, wind whistles through a chimney. Torch stubs have been scattered on the ground; a wall niche has three candles and a tinderbox.

27. Storeroom: Ancient **barrels** painted over with tar, now overgrown with pale mushrooms. Under a **tarp** lies a pile of wooden planks.

- The **secret chamber** is a storage for old but well-greased weapons: 12×hand axes, 4×flails, 4×battle axes, a two-handed sword, and a shield with the sign of a golden tree.

28. Fresco room: From worn **frescoes**, the image of a **stag** with burning antlers looks right at those entering. On its forehead, it wears the sign of the crescent moon; its eyes are missing, and blood has spilled from the empty sockets. A runic inscription reads:

::XFXH:HPFTT:BRB:FTD:NITDHTFRM:PFITFN::
 ::TPTMR:PTRRR:RMFTP:NIT:TMAMR:FTITFN::
 ::XTFRM:RNFITMR:HPITMD:FTD:NTHTFN::

“DOGS SHALL BAY AND WINDSTORM FOLLOU
 THEIR QUARRY REACH WILL NEVER ALLOU
 GLAYD AWANDER SHIELD AND UNKNOW”

29. The engravers: Dank cellar workshop, where **5 blind beggars** chained to the walls work on splendidly engraved silverware. 2d4*60 gp plates and dishes. They do not know where they are or who they are working for. They would recognise Saldark Fum (**X**) by his voice. The **secret chamber**, unknown to the beggars, contains a sack with a new batch of yet unornamented silver plates (350 gp).

30. Saldark Fum’s cellar: Vaulted cellar under landlord Saldark Fum’s residence. The heavily **reinforced door** is locked and bolted, only opening from the inside. Several **demi-johns** of fermenting wine, a **large box** filled with long resin sticks, and a **mummified monkey** in a man-sized **cage**.

- The **monkey’s** belly has been cut open and carefully sewn back, and the grotesque body contains a small sack of 250 gp. Its mouth contains a set of golden dentures (110 gp).



31. Abandoned laboratory: This cluttered, dusty old place had belonged to Alchemister the Enchanting, former master of the Tower of Gulls (**W**). Saldark Fum, while he has found the secret passage, has been too afraid to bother the place. The **magic diagram** on the floor summons the master as a **shadow guardian** if stepped on. Several disused glass containers sit on the benches by the walls, along with a **bizarre statuette** of a six-breasted woman, and a glass sphere on a tripod whose interior contains neatly separated layers of vari-coloured mud. A wooden box contains a *cloak +1*; and among the old chemicals are three potions: *levitation*, *slow poison*, and *oil of etherealness*.

Alchemister the Enchanting, shadow guardian: HD 7; AC 2; Atk touch 1d6 Str and paralysis; Spec lifesteal 1/day (save vs. death or fall to 0 Hp), silence 1/day, +1 or better to hit, MR 30%, immune to cold and mind-affecting; ML 10; AL LE.
Hp 33

32. Goblin cellar: This rough-hewn room complex with its packed earth floor is the lair of **40 goblins** and **Mugglub the Goblin Lord**, who uses an upturned cauldron as his throne. Mugglub, who does not know what to do with so many goblins, will gladly rent them out (2 gp each, unspecified duration) or sell them into slavery (6 gp each). He knows the room complex down below (**38–43**) reasonably well, and he has seen a robed figure carry something through the secret door at **40**. The goblins have no treasure, as “evil men” have come and taken it all. All they now possess are three electrum coins, a whistle, and a pocket knife.

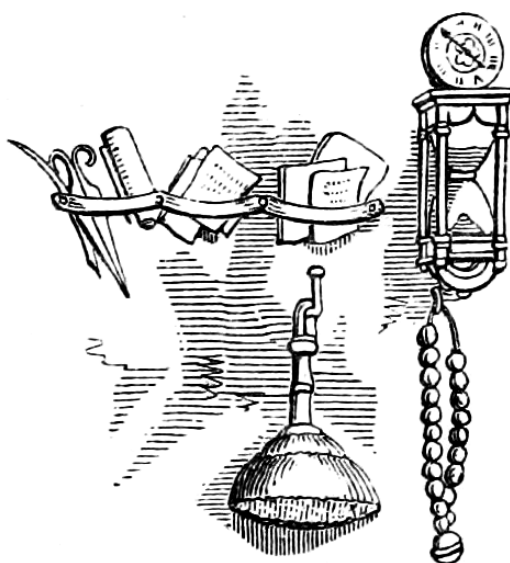
Goblins (41): HD 1-1; AC 6; Atk shortsword 1d6 or 3*darts 1d3; ML 5; AL LE.

Hp	6	5	2	6	3	1	1	1	6	1	6	1
	5	7	1	4	1	3	3	1	5	5	2	4
	2	7	3	2	1	1	7	3	5	3	5	7
	4	3	3	4	7*							

33. Descent: Damp corridor under the Tower of Gulls (**W**). At **a**, guard post has been overgrown with thick mould and lumps of mushrooms. Nothing dangerous, but good for a heavy cough.

34. Guildmaster’s cellar: Large cellar complex beneath Hyacintho Eskumar’s gaudy residence (**V**). The foundations are much more ancient, with massive columns decorated with carvings of murex shells. The rooms hold wine, supplies, and merchandise; even so, most of the extensive place lies empty. **3 guards** and **3 veterans** make their rounds, and they can summon reinforcements from upstairs.

- The **western secret door** leads to Eskumar’s warehouse and private dock. It is well known among the house staff, and regularly used to transport cargo from and to the cellar.
- The **secret door at a** leads to **Eskumar’s counting room**. The guards know the room’s location and the door (there are spyholes), and correctly believe the operating mechanism is one of the nearby cressets. They are unaware of the **trap** above the door, deactivated by twisting a carved murex on one of the nearby columns. The trap dumps a drawer’s worth of *sleeping dust* on the area before the door – save vs. poison or sleep for 1d6 hours.
- The **counting room** contains an oil lamp, three bottles of fine wine, and a writing desk with two ledgers. Sales figures and expenses show the extent of Eskumar’s business deals. Careful study – which would require Int 15 or 1d3 days of study – is rewarded with some curious insight regarding the guildmaster’s activities:
 - Filed under “special expenses” is sponsoring an expedition to the catacombs of Barzak Bragoth (with a partner only referred to as “M”); the “Gont deal” (a massive bribe to Grave-Wight, leader of Gont’s assassins), and several gifts to Lord Gramantik of Gont.
 - Figures show growing illicit trade with the pirates’ nest of Knifetooth (Erillion **1814**), conducted through someone called “Murgen the Benevolent” (a Knifetooth magnate).



Guards (3): Fighter 2; AC 6 (chain shirt); Atk spear 1d6 or crossbow 1d8; ML 8; AL LN.

Hp	4	7	3
----	---	---	---

Veterans (3): Fighter 3; AC 4 (chain, shield); Atk morning star 2d4 or oil 2d6; ML 10; AL LN.

Hp	18	6	16
----	----	---	----

Undercity Level 2





Level 2

35. Lower cellar: Undercity exit under Hyacintho Eskumar's residence, close to an escape route leading out of the city. The double-locked, **reinforced door** is flanked by arrow slits, but no guard is usually posted here. The undercellar contains old sacks and baskets with spoiled food, and the **western room** is an unused prison cell with broken chains and manacles.

36. The prism: Tall **crystal prism** standing on a pedestal contains a beautiful, golden-haired woman with a harp, duelling sword, and golden headband in suspended animation. Scattered copper pieces and other small sacrifices mark this as a place of goblin worship. Only a prismatic spell can shatter the crystal and free the mysterious woman. Bard songs are reflected and distorted as randomised spells of equivalent level, and can be learned **1:3**.

37. Treasure room: The leathery **corpse** of a dead thief lies sprawled on the floor, reaching for a **treasure chest**. Both the corpse and the chest are **mimics**.

Mimics (2): HD 5; AC 7; Atk bite 3d4; Spec adhesive, camouflage; ML 7; AL N; 300 and 200 gp gems in gizzard.

Hp 25 16

38. Guard room: Decaying furniture; mushrooms have sprouted from the rotting wood and a stack of large **cheese rolls**. The cheese contains **10 rot grubs**.

Rot grubs (10): HD 1 Hp; AC 9; Atk —; Spec burrow and kill in 1d3 turns, flame or *cure disease* removes; ML 5; AL N.

Hp 1 1 1 1 1 1 1 1 1 1

39. Furnace room: Small, cramped room occupied by an enormous **black iron furnace**. Fire burns inside the hellish contraption over glowing coals, and pipes lead upwards, heating Porcius' bathhouse (X). **Bluto the Fireman**, hunchbacked brute, is shovelling a mound of coal into the furnace in his grimy leather apron and coal-blackened overalls, assisted by **4 scrawny goblins**, rented labourers from Mugglub (32). Bluto has no idea what his furnace is for, and has not been on the surface for months. He receives his food and wages from a visitor.

Bluto the Fireman: Fighter 2; AC 8 (leather); Atk fire poker 1d6+1; Str 16; ML 10; AL CE; flaming oil×2, tobacco, pipe, 30 sp, 60 electrum, 25 gp, 4×gold spoons 10 gp each.

Hp 14

Goblins (2): HD 1-1; AC 6; Atk shovels 1d4; ML 4; AL LE.

Hp 1 5 2 7

40. The hidden shrine of Edoran: Dusty hall emptied of all furnishings. The **ceiling** depicts constellations and heavenly bodies. Someone looking *specifically* for the **triune moon** of Edoran shall find it after a brief scrutiny; otherwise, an hour's worth of careful observation is required. Turning the symbol opens the **secret door**.

- In the **secret chamber**, the night sky is rendered with breath-taking intensity. The chamber is occupied by **Edoran's statue**, depicting a man with a mysterious facial expression, holding an hourglass in one hand, and a hammer in the other. Edoran's Clerics or followers who perform sacrifice here shall receive enlightenment (new spell or knowledge). Disturbing this inner shrine, space itself is turned outwards; save vs. death magic or suffer 3d8 Hp, and unnatural aging (-3 each to two random ability scores).
- In the **southern side chamber**, a **pedestal** is inscribed with the images of comets. Above its surface hovers a shining metallic core that proves immovable. Magical weapons touched to the core must save vs. crushing blow or be broken; on a success, **1:6** to gain a "plus" (up to +3). Regular weapons are broken automatically.

41. Chamber of archways: Humid environment, drops of water on the wall. **Frescoes** on the walls depict archways with bizarre vistas, enchanted but leading to nowhere.

- In the **side room**, hot steam rises from a **marble well**, and hot water bubbles 60' down. Exposure to the concentrated steam causes 1d6 Hp/round, submersion 6d6 Hp/round. If the water is sufficiently cooled down, **silver treasures** may be recovered from beneath a layer of silt: decanters, jugs, and plates worth 1600 gp with stellar motifs.

42. Destroyed quarters: Old living quarters here have been ransacked, and even the rotting tapestries have been torn off and shredded to reveal bare **brick walls**. In the inner chamber, bookshelves have been emptied, and only rotten diaries containing starwatching records have been left. A **secret compartment** in a sturdier shelf hides a *potion of healing*.

- Examining the **brick walls** reveals a more recent section, opening to **43** if broken through.

43. Records room: This room has been walled off. The **records** have been consumed by rot and worms. Only one intact scroll remains with a **treasure map**, but this treasure lies beyond Baklin, and is not discussed here.

44. Council room: Domed hexagonal room with carved benches around a **hexagonal table** laden with empty beer kegs. A **desk drawer** is locked with the key still in the lock. The drawer contains a pipe and a pouch of snuff; however, this expensive blend has been infected by the spores of **yellow mould**: if inhaled, save at +3 or die.

45. Troll pit: These cavernous passages beneath The Skinned Cur (**R**) are home to **three voracious trolls** waiting for juicy morsels to fall down the chute and land on a soft **pile** of straw (1d6 Hp only). Bones are scattered around, and buzzing flies surround the pile.

- If **someone falls down here**, roll 3d6 to determine each troll's location: **1–2** sleeping at **a**); **3–4** – prowling passages; **5** – staring through bars at **c**); **6** patiently waiting **right here!**
- The **straw pile** hides 40 electrum and 70 gp, lost by an adventurer and never found.
- The troll lair is at **a**), where they have amassed a more serious treasure: 1200 gp, 5 gemstones (2×10 gp, 20 gp, 100 gp, 200 gp), 3 jewellery (2×120 gp pearl earrings, 200 gp pendant with small ruby), *potion of fire resistance*, *military pick +1*, *M-U scroll* (jump, message).
- At **b**), **c**) and **d**) are **exits**, all massive and locked. The bars at **c**) have been loosened by the trolls, and might be forced with a bend bars check.

Trolls (3): HD 6+6; AC 4; Atk 2*claws 1d4+4 and bite 2d6; Spec regeneration; ML 9; AL CE.

Hp 33 37 35



46. Throne puzzle room: The **rumble-choked passage** to this forgotten chamber can be crawled through; **1:6** to get stuck in plate. A marble **throne** is marked with the sign of a crown, and the inscription, "THE KING OF LEGEND, WHO WAS AND SHALL BE". Surrounding the throne are seven **pressure plates**, inscribed with symbols (clockwise from SE): 1) ship, 2) star, 3) sword, 4) hourglass, 5) horse head, 6) quill, 7) sceptre. This has no special significance.

47. Sarcophagus: Old, looted stone sarcophagus and two large gravestones next to exhumed graves, used as table and chairs by the trolls. Both **gravestones** bear the image of a heart.

48. River shore: Clear, cold river flowing slowly through the Underworld. Around the shores, it is safe to wade in, and goes to 10' in the middle.

- **1:6** of the **winged apes** from **52** waiting here to pelt the trolls at **45c** with rocks.
- At **a)**, a long, winding tunnel leads outside the city, ending below a chasm in the hills. This cleft, whose floor is littered with sheep bones, is where the winged apes leave the cavern. During the day, **2d6 giant bats** are sleeping on the ledges.

Giant bats (2d6): HD 4; AC 5; Atk bite 1d8+1; Spec echolocation; ML 7; AL N.

Hp	11	10	17	12	16	15
	20	21	16	19	22	20

49. Statue cavern: A **robed statue** stands next to the wall, as if inspecting the stones. Careful examination shows faint scratches on the surface, which are inscribed illusionist spells, and may be copied with enough patience: *emotion*, *minor creation*, *shadow door*, and a demonic name. One of the formulae is deliberately erroneous – reader must save vs. stone or turn into a statue.

50. Temple of the Unknown: Slender columns support a cavernous ceiling, its flagstones long broken off. In two niches stand crude **statues of giant ravens**. On the SE platform rises an **altar** carved with a multitude of closed eyes.

- **Sacrificing at the altar** opens up the eyes which glow with terrible intensity, and fills the invoker with savage power: Strength and Constitution are set to 18 (percentile Str possible for Fighters) for 1d3+1 days (no rest is required). However, the passions are such that they come with a strong headache and uncontrollable emotions.
- **Damaging the altar** animates the **giant raven statues**.

Giant raven statues (2): HD 4; AC 2; Atk 2*wings 1d6 and beak 1d8; Spec *dimension door* 2/day, eye rays 1/3 r, 3d6 Hp (save vs. wands for ½), immune to fire, cold, and mind-affecting; ML 12; AL CE.
 Hp 20 22

51. Ledge: Small outcropping under the cascades from upper levels. A **sea chest** has been left here, its locking mechanism protected by a blade trap (1d6+3 Hp). It contains 250 gp, a rusty scimitar, a moss-covered skull with mouldy hair, wearing a tricorne hat (*dead man's hair* ×4), two bottles of rum, and a 80 gp ebony statuette, underside inscribed "YAKAURA".



Dead man's hair: Throwing these horrid locks on embers produces an acrid, varicoloured smoke, and **1d6 apparitions** (3 HD, 2d4 Hp on hit, dispelled on single hit, but reforms in next round). 2d3 locks are usually found.



52. The Captain's gates: High-ceilinged cavern with rocky **ledges**. **Broken bridge** spanning a river branch, overgrown with leaves and **vines**. A crude, 20' **statue of an ape** stands snarling by a **double door**.

- **4 winged apes** lair on the **ledges**, and **3 killer vines** hide among the vegetation on the **bridge**. The apes have collected a few odds and ends: 25 sp, 10 electrum, 2 maces, a rusty helmet and a torn suit of chainmail.
- The **ape statue** is a hulking brute; its eyes are hollow, and thick centipedes swarm from them (harmless).
- The **double doors** bear the broken seal of the Knights of Yolanthus Kar. An ornate inscription reads: "JOHNO BONIFACES, DEVIL OF THE 5 SEAS". No normal method opens the portal, and whatever lies beyond is a mystery.

Winged apes (4): HD 5; AC 6; Atk 2*claws 1d6 and bite 1d8; Spec flies, surprises 1:3, surprised only on a 1, on successful hit with both claws, extra 2d6 Hp rending damage; ML 8; AL CE.
 Hp 26 20 21 18

Killer vines (3): HD 4; AC 5; Atk vines 1d6 and grab; Spec strangling 2d6/r, immune to mind-affecting; ML 12; AL N.
 Hp 17 11 13

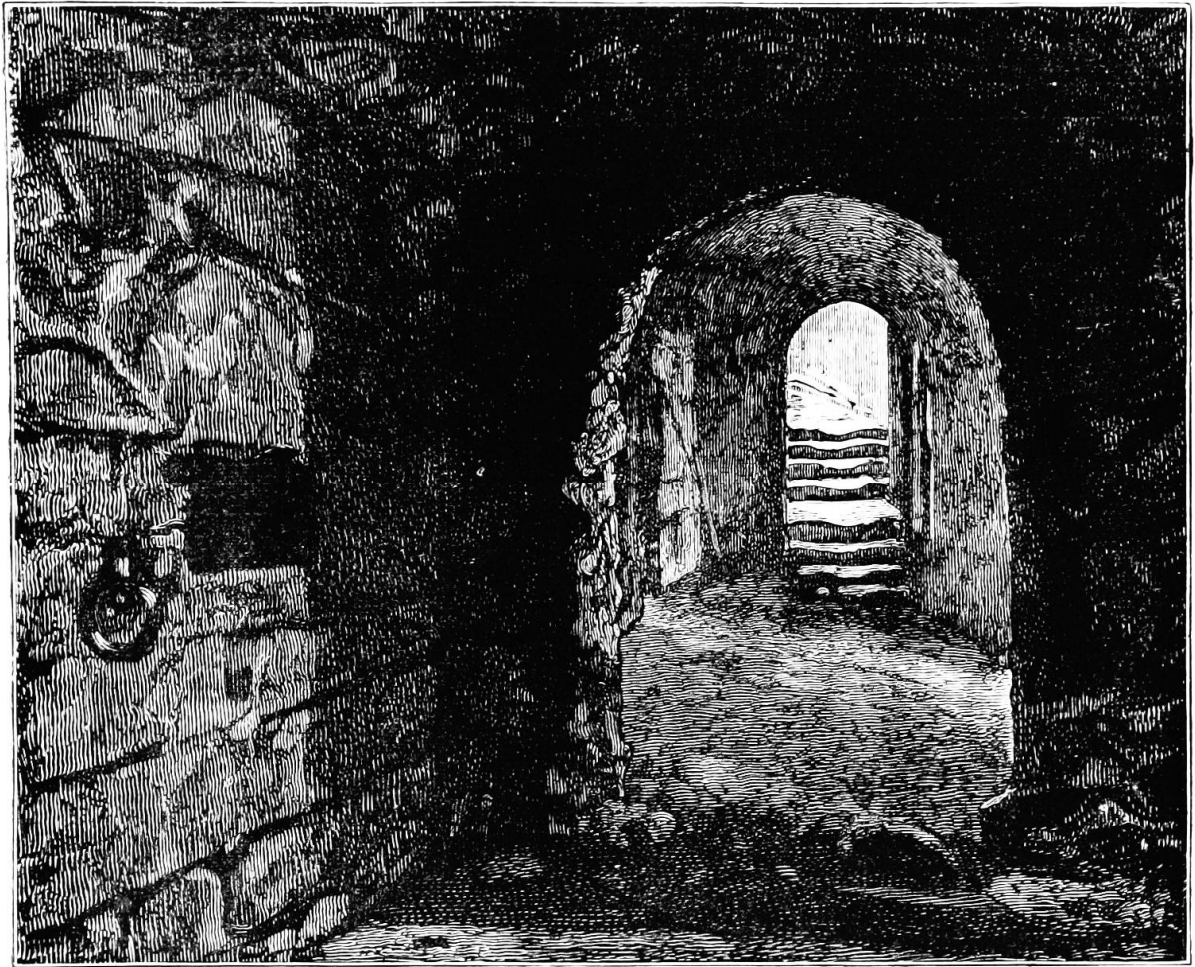
53. Underwater pit: Shallow waters with swaying water lilies surrounding bottomless depression. There is a faint song in the air, coming from no specific direction. The character with the highest Charisma must save vs. magic, or dive into the pit to join a company of **5 mermaids** coming from down below. The character will return to port 1d3 days later, completely exhausted but richer by a random magic item (scrolls and potions merit second roll).

Mermaids (5): HD 1+1; AC 7; Atk –; Spec enchanting song; ML 6; AL NG.
 Hp 7 5 9 5 3

54. The Thrones of Judgement: Two bridges climb up to a ledge under the sacrificial pit at **10**. **Three ancient thrones** stand in a semi-circle, and an **inscription** on the ground reads:

::↑↑M:↑↑R↑M↑:↑↑:↑↑XMM↑↑::
 ::↑M↑↑:↑↑M↑↑:↑↑:↑↑↑:BM:BR↑AM::
 "THE THRONES OF JUDGEMENT
 SEAT THYSELF IF THOU BE BRAVE".

- The first throne, decorated with claws and teeth, is **The Dread Throne of New Awakening**: Those who sit here are seized by a bestial spirit, which knows the secret ways of the wilderness, but instills a paranoid sense of danger. (The GM should feed both useful and false clues to the character.)



- The second throne, decorated with hearts, is **The Throne of the Yearning Heart**: a wanderlust seizes the character, who will long for mysterious lands (on Erillion, the untamed interior of the island). He will enjoy +2 on all saves while on the move, but -2 if staying more than a night somewhere.
- The third throne, carved with a curling dragon, is **The Throne of the Dragon-Enchantment**: the mesmeric power of the dragon instils wisdom beyond one's years (+1 to Int and Wis, no need for an exam to learn high magic), but also a powerful lust for treasure – the character must hoard at least 30% of all earned loot, and 50% of magic.

55. Farsight grotto: A 20' pit contains a clear **pool** of water, connected to the river via tiny conduits. In the pool, one can see the reflection of a mountain lake framed by snow-covered peaks, and illuminated according to the time of the day. This is Lake Shimron (Erillion, **1507-1706**), and characters diving into the pool can pass through to the other side. If the pool is dirtied (six persons diving into it will be enough), the connection is broken, and it takes a full month to return.

56. Smuggler camp: This band of pock-marked, alcoholic rogues has found a barred grate near a pier in port, and established a base camp for further exploration. Led by **Plump Pippin** (Thief 3), halfling cook, the **9 smugglers** have already lost a man, and one has heard "something gurgling" while relieving himself at **57**.

- **Pippin** has heard something about the treasures of Johnno Bonifaces, and he is eager to press further onwards.
- A **shaft** leads up to the corridor between **7** and **19**.

Plump Pippin: Thief 3; AC 8 (leather); Atk large knife 1d6; Spec backstab*2, PP 40%, OL 33%, FT 30%, MS 27%, HS 20%, HN 15%, CW 87%; ML 8; AL NE; spices and bouillon cube, cauldron, tinderbox, lamp, oil*5, chisel, rasp, drill.

Hp 15

Smugglers (9): Fighter 1; AC 7 (leather, shield); Atk scimitar 1d8 or military pick 1d6+1; ML 7; AL CE; 2d6 gp each.

Hp 3 6 5 10 6 9 8 6 5

57. Garbage chute: Mound of **garbage** and a bent birdcage lie next to a lever-operated **chute** leading down 15'. On the bottom, the end of the corridor contains more garbage, slag, and debris, some from broken statuary. **9 giant leeches** lair here, waiting for tasty morsels.

Giant leeches (9): HD 2; AC 9; Atk bite 1d6; Spec drain blood at 1d6/round; ML 6; AL N.

Hp 9 8 7 8 10 12
8 2 4

58. Endless slope: This slope is endless due to some kind of magic, and becomes imperceptibly steeper as it goes on. Around 1 turn on, it is so slippery and steep that first rank must save vs. petrification or slip down unfathomable depths, where they will be lost.

59. The niche of prayers: **Candles** flicker before a **mosaic** depicting a praying priestess of Haldor, god of Heroism, raising a hand in benediction, and another with a sword. Those who pray here, and are of good alignment, shall receive a *bless* spell for the rest of the expedition; Clerics of Haldor receive a random one-use spell from the first level.

60. Hermit lair: A pious hermit, **Boniface** (Magic-User 4), lives down here in simple austerity. He prays at the niche (59) or begs for donations. He is, however, no true man of faith, but a spy installed by Captain Gamador to watch pilgrims who come visit the Thief's grave (62), and remember their appearance. His prayer book contains a section with his M-U spells.

Boniface: M-U 4; AC 10; Atk –; Str 14, Int 16, Wis 16, Dex 12, Con 14, Cha 12; ML 7; AL N.

Spells: 3/2; 1: light, magic missile, read magic, shield, spider climb; 2: invisibility, knock

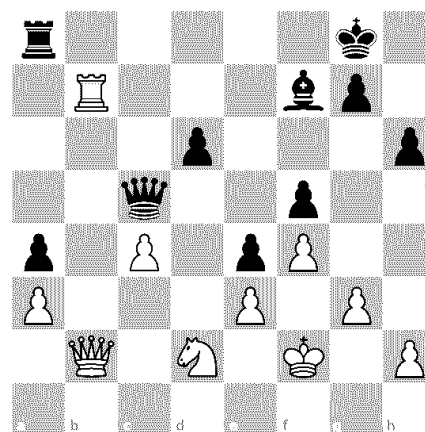
Hp 9

61. Chess hall: Hall in the imperial Kassadian style, with marbles, double **bronze doors**, and **pedestals** carved with the figures of stylised bastions, horses, clerics, kings, queens, and soldiers. The doors only open to those who declare they wish to play a game of chess, and lock via *wizard lock* once they step inside.

Within, a playing field presents a mystery, as an **inscription** reads: "IN BUT THREE MOVES SHALL NOBLE LIGHT / DEFEAT SOUNDLY SINISTER NIGHT / WAGER WISELY YOUR WEALTH OR LIFE / AND YOUR REWARD BE JUST AS NICE". The **solution** is 1) Rook b7 takes bishop at f7; 2) Queen b2 moves to b7, CHECK; 3) Queen b7 takes rook at a8. There is one real-life turn to devise a solution, or the player shall forfeit all treasure (if over 500 gp), or his life.

The **reward** for treasures wagered is a *black knight figure*, which will turn into a heavy war horse when thrown on the ground, and turn back into a chess piece after the day (disappearing if slain); the reward for a life wagered is a mysterious *white knight* rescuing the character the next time he would die.

62. The Thief's grave: Scattered valuables (255 sp, 13 gp, 300 gp gemstone hidden in floor crack) before the **statue of a hooded figure**. The magical powers of the place have never been discovered, but it is considered lucky for thieves to make a visit. No thief in Baklin would dare to plunder this place, and news of doing so will get out in 1d3 days.





Level 3

63. The Nine Doors: The cellars of the renowned tavern (E) see frequent traffic between a) and b), with servants bringing foodstuffs to the kitchen upstairs, and valued guests mingling in the gambling den. There is a constant presence of **1d6 bouncers** watching downstairs.

a) Card tables, bar with fine wines and liquors managed by **Framondo** (Illusionist 2) – 12×15 gp goblets for the highest-paying guests.

b) Kitchen stairs, crates of food, and carefully locked northern exit.

c) Cellar of wine and beer barrels. Secret trapdoor under flagstones leads to stairs trapped with a tripwire, firing miniature crossbow (4 HD, 1 Hp + type “C” poison; 1 r, 0/35 Hp).

d) Brewery: large vats where Glostral brews his famous apple beer. In season, there are several bushels of apples here, as well as numerous herbs and other additives, not all of them used in the brewing process.

e) Mint – here is where Glostral supplements the inn’s revenues. Counterfeiter’s equipment includes moulds, stamps, metal plates, and a small furnace. Box of 24k gold leaf is worth 400 gp. **Locked door** leads to Spider Keep in The Forest of Twilight (Erillion, 1804).

f) A well used to supply the tavern with water. Halfway down, a **secret door** leads to the cellars beneath the fortress of Tol Tazeloth (Erillion, 0511).

Bouncers (12): HD 2; AC 8 (leather); Atk club 1d6 or 2*dagger 1d4; ML 7; AL N.

Hp 5 10 10 7 6 12

Framondo: Illusionist 2; AC 10; Atk 2*dagger 1d4; ML 5; AL N; fur coat, necklace 100 gp, keys.

Spells: 2; 1: colour spray, detect illusion, light.

Hp 5

64. Escape route: Underground passage for times of trouble, and well-paying guests who wish to leave without being noticed. Only Glostral and Framondo have the keys to the barred doors.



65. Crypt storage: A small crypt emptied by the Knights of Yolanthus Kar, whose mark is still visible on the wall. The tavern's former owner had piled heaps of junk here, and Glostral has seen fit to bury a **small treasure chest** in a corner – the flagstones have been replaced, but the tampering is evident after scrutiny. The chest contains 600 sp, 400 gp, and 2 gemstones (50 gp, 100 gp). **Locked door** leads to the catacombs of Barzak Bragoth (Erillion **1507**). On some occasions, undead have come through the portal, and Glostral suspects they have their own key.

66. Ninth door: Creamy white and rose-coloured marbles, elegant **stone door** is engraved "ANYWHERE BEYOND". The door is a **trap**, as pulling the handle fires off a *prismatic missile* (strikes unerringly as *prismatic spray*, but only one target). The true door lies behind a carefully concealed **secret door**. This gateway allows travel through the planes of reality, but the secrets of its activation have been long lost, and Glostral has not found them.

67. Escape stairs: These stairs lead up to a **locked secret door** below the southern foot-bridge on the marketplace (C). Glostral and Framondo (**63a**) possess the keys.

68. Room of battles: Trickle of water from crack in the ceiling, worn **reliefs** on columns depict military procession. Two figures are out of alignment, and may be twisted to open the secret doors, which otherwise swing shut and lock after 1 turn.

- The **ghouls** at **69** have placed some planks and broken pottery at the top of the stairs to alert them to trespassers.

69. Drain rooms: Round, domed rooms with drains. The smaller shafts to the NW collect water from beneath the market, which all goes down the **well**. The **well** leads to a reservoir with **14 giant leeches**, while the side-tunnels are inhabited by **5 ghouls** gnawing on a pile of bones. These horrid creatures are explorers who have been lost in the sewers, and have eaten most of their own equipment in their terrible hunger. They have 700 sp and 30 gp, and will offer to trade it for a live human (**5:6** to attack a smaller, weakened group).

Giant leeches (14): HD 2; AC 9; Atk bite 1d6; Spec drain blood at 1d6/round; ML 6; AL N.

Hp	9	14	8	16	10	11
	14	4	8	9	10	6
	6	14				

Ghouls (5): HD 2; AC 6; Atk 2*claws 1d3 and bite 1d6; Spec paralysis; ML 7; AL CE.

Hp	8	9	6	10	10
----	---	---	---	----	----

70. Fountain of the fish: Marble-bedecked, domed room occupied by the large, upright **statue of a fish** spewing salt water into a **basin**. Grilles all around are overflowing with sticky black slime. Someone has carved "GLOB GLUB" into the marble of a wall.

- The **statue** is old and slightly cracked, slick with slime. Its eyes are large 200 gp crystals, dulled with the slime, and resembling the marble of the statue until cleaned. Looking into the eyes of the fish (NOTE: they are high up, so a character would have to stand on the edge of the basin) reveals a mysterious island somewhere off the coast of Erillion, and those who look inside must save vs. spells or feel a strong compulsion to visit it. The character will also sense vaguely that the island lies in the direction of the statue's water spout. This is a whole other adventure beyond the scope of this supplement. Returning afterwards and looking into the statue's eyes shows another island.
- The **basin** is inhabited by a school of **piranha goldfish**, and it has a layer of silt on the bottom. A heavy, oversized **mace** rests in the basin. There are 2d6*5 gp in the silt, most on the bottom. Someone who tries to snatch them will be attacked by the goldfish; roll initiative, and if the fish are quicker, they will inflict 2d4 Hp plus the character's AC (they can skeletonise a cow in two minutes!) The fish can jump if the basin is molested.
 - The **mace** is a two-handed weapon with 2d6 damage, but so heavy to use its wielder always goes last, and it only has an attack rate of 2/3 rounds.

71. Ruined antechamber: Marble panelling has been methodically removed here, and only broken pieces of bas-relief hint at the chamber's former function. The **dais**, stripped of what seemed to be precious stones, still hides a button to the **secret door**.

- Every turn, **1:6** of **1d3 markings** appearing on a wall, then fading out. Read Languages or *read magic* reveals them to be incomplete spells, and a Magic-User making a successful chance to know roll can memorise one extra 1st or 2nd level spell on the next rest. A failure wipes all spells from memory and prevents memorisation for one week.

72. Channel rooms: Abundant stream running through an artificial channel. Something glinting behind a **sewer grate** is a large lump of **green slime**; the grate comes off easily, and the slime is dumped on anyone standing next to it. The pipe behind the grate has an additional **5 slimes** clogging it.

- Between the two rooms, the remains of an **underwater grate** have caught some flotsam – bits of old barrels, rotted planks, garbage. Among them is a rusty trident.

Green slimes (6): HD 2; AC 9; Atk –; Spec turn to slime in 1d4 r, eats metal in 1-3 r.

Hp	12	2	9	11	8	14
----	----	---	---	----	---	----

73. Flooded room: Waist-high, reeking black water with rotting flotsam in domed room with putrefied frescoes. The castoffs have formed a **large pile** of planks and garbage on one side; **crack in the E wall** leads to a natural cavern.

- The **pile** is the nest of **30 giant rats**, who are very territorial.
- The **crack in the wall** is tight, and the bricks are wet and thoroughly rotted. A character squeezing through has **1:6 (1:3 in plate)** to cause the whole thing to collapse for 2d6 Hp.

Rats, giant (30): HD ½; AC 7; Atk bite 1d3; Spec disease 5%/wound; ML 6; AL N.

Hp	2	1	2	1	1	4	1	3	4	3	2	4
	2	1	1	1	4	4	2	3	1	1	2	3
	3	3	1	3	2	1						

74. Cavern of the stream: Cold stream flooding through low-ceilinged cavern with flowstone formations, leaving only limited headroom for air. Harmless **albino salamanders** dwell here.

- **Small and/or light characters** have **1:2** to be sucked under and swept away. If they don't panic, they will be caught downstream on the grate between the **72** rooms. If they do, roll open doors check to escape undertow, or drown.
- In the middle of the cavern, caught by a limestone column, is a submerged **crate** packed tightly with 12 bottles of fine rum, 20 gp each. Another crate has broken, and is filled with jagged glass (1d3 Hp).

75. Ghoul lair entrance: Signs of struggle close to **secret door**. The **ghouls** at **69** have placed some planks and broken pottery at the bottom of the stairs to alert them to trespassers.

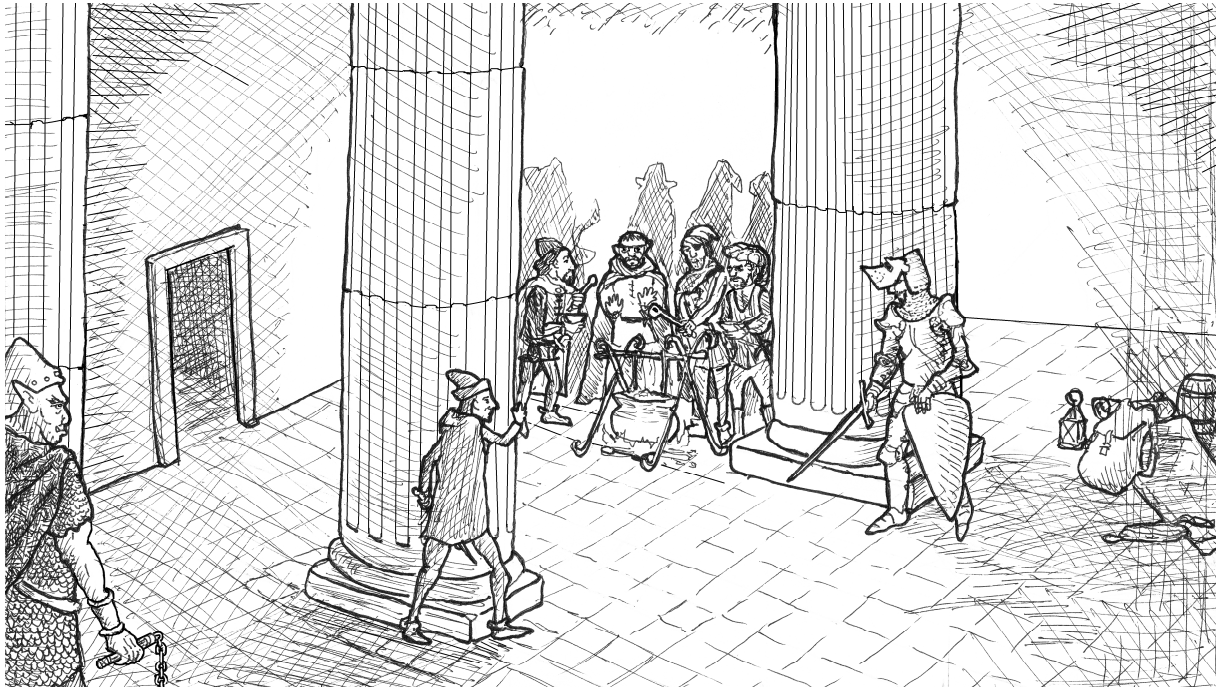
- At **a)**, a shaft leads upwards to a thick **grate**; from beyond come the sounds of a busy kitchen. If the grate is messed with, **1:6** a pot of boiling water will be dumped down (2d6 Hp).

76. The Brawler's Bite: Cellar at the foot of the cliffside, opening from the market (**C**). **Yorrk the Orc** (not a real orc, but ugly enough), retired wrestler, operates a crowded pub for rough clients here with tall chairs and counters along the walls. Blood sausage ("black pudding") and piss-poor beer. The back door leads to a well room, and onwards to a sewer. A scrawled message by the back door reads: "THE PROOF OF THE PUDDING".

a) Back room with dry well used to dump trash, the chamber pot, and the occasional unruly guest. Down 30' is a 5' high passage inhabited by a **black pudding** (not a blood sausage, this time).

Black pudding: HD 10; AC 6; Atk 2*pudding 2d8; Spec dissolve metal & wood, immune to cold, electricity and physical attacks divide monster; ML 11; N.

Hp	40
----	----



77. Storeroom: Cluttered junk storage filled almost to capacity. A **secret door** in the back leads to a downward stairway. This is an Undercity entrance used by Racknulf's gang (**81**).

78. Fryd's Flophouse: A damp cellar room for the discerning kind of beggar. Neither Fryd nor his guests dare bother the **secret door** after one of them was dragged away while investigating "down there" – and they are too afraid of the watch to contact them.

79. Cellar of the man-beasts: Dry cellar complex significantly predating the current era. Peaked arches are supported by capstones depicting man-beast hybrids, and patches of crumbling plaster still depicts a feast of these misshapen beings. Old, empty barrels along walls.

- At **a**), presses and other winemaking equipment lie dusty and unused. The carapaces of dead giant beetles lie in a corner.
- At **b**), once locked oubliettes contain a handful of old bones. **9 giant centipedes** lurk in a crack in the wall. Beyond the **secret door**, a snarling face has been painted on the wall.
- At **c**), pillars with vines and bunches of grapes have been toppled, and an altar smashed to smithereens. On the mosaic floor, an enormous mouth has been broken. There are a further **9 giant centipedes** here hiding in the debris. A pair of discarded **chain mittens** has a 25 gp pearl ring stuck inside it.

Giant centipedes (18): HD ¼; AC 9; Atk bite 1 + poison at +4; Spec -1 on saves; ML 4; AL N.

Hp	2	2	1	1	2	2	2	1	1	2	1	1
	1	2	1	1	1	1						

80. Warning: A charcoal drawing of three skulls and two crossed scimitars has been drawn on the wall. By day, echoes of revelry come from Racknulf's gang at **81**.

81. Racknulf's lair: Grandiose, 30' tall underground halls with marble-covered walls and enormous columns. All identifying signs of the halls' previous purpose have been erased. The complex is now used by a gang of **24 bandits** led by **Racknulf** (Fighter 4), who come and go through an abandoned storeroom on the market (**77**). The bandits usually venture out at night, leaving a guard of 4 men. Otherwise, 2d12 are present, drinking and carousing at **c**), or sleeping off their revelry. Racknulf is in with a **1:6** probability by night, and **1:2** by day. These miscreants have not discovered the secret door to **88**, opened the locked door to **e**, or ventured beyond **91**.

a) Empty podiums with the sandaled feet of enormous statues.

b) An empty throne flanked by massive stone braziers. The throne bears a **golden glyph** on its backrest. It may not be removed, and magic sets its ablaze as a *fire trap* (1d4+8 Hp, save ½).

c) Grand hall leading into various side-chambers. Racknulf's gang only uses one corner, where they have set up a **camp site** and built a **large fire**. They have brought some kegs and bountiful food down here

d) Here is where the bandits keep their accumulated plunder: 1000 sp, 400 gp, 4 carpets with serpentine motifs (200 gp each), a lead box of amber (40×10 gp, 4×50 gp gems), a long box of exotic dyes (550 gp), and a *plate mail* +1.

e) Green stone pillar decorated with panicked, grimacing faces, bearing the illusion of a priceless antique crown. Anyone touching the crown, even indirectly, must save vs. polymorph or get absorbed into the pillar. The pillar is indestructible, but a *remove curse*, *exorcism* or similar spell will free the prisoner – but there is **1:3** it will be one of the others (**1d6**):

1 – **Malfo**, Thief 4, lost grave robber; 2 – **Runk**, Fighter 2, crude berserker; 3 – **Iulius Portellus**, Fighter 3, ancient centurion; 4 – **Zeodon**, Magic-User 5, jovial but sinister mastermind; 5 – **Ynffrid**, Fighter 4, gruff but kind-hearted shield-maiden; 6 – **Sluggard**, torchbearer.

Bandits (24): HD 1; AC 10; Atk club 1d6 or shortsword 1d6 or 2*dagger 1d4 or sling 1d4; ML 7.

Hp	2	5	2	4	4	7	3	8	2	1	3	4
	7	1	8	8	8	8	8	4	4	2	7	5

Racknulf: Fighter 4; AC 4 (chainmail, *shield* +1); Atk battleaxe 1d8; Str 15, Int 15, Wis 10, Dex 13, Con 12, Cha 13; ML 10; AL N; *arrows* +1×12, *potion of polymorph self*, 90 gp, 200 gp bracers. *Jovial but willing to make hard decisions. Bluffs about important information if cornered.*

Hp 18

82. Sewer room: Lower and upper **pools** collecting Hightowne's sewage (the only part of Baklin to have sewers), and an outflow grate at the cascades between to catch larger stuff floating down the drains. Always check random encounters here; results are either (**1d6**) 1–2 sewermen (1d6, peaceful), 3–4 giant centipedes (2d12), 5–6 gray oozes (1d3).

- Next to the **upper pool** is a can of oil, a toolbox, and a pair of heavy clubs.

Giant centipedes (2d12): HD ¼; AC 9; Atk bite 1 + poison at +4; Spec -1 on saves; ML 4; AL N.

Hp	2	2	2	2	2	1	1	1	2	1	1	1
	1	2	2	1	1	1	2	1	1	1	2	1
	2	1	1	1	1	2	2	1	2	1	1	1

Gray oozes (1d3): HD 3+3; AC 8; Atk ooze 2d8; Spec corrosion; ML 12; AL N.

Hp	23	23	24	18	9	12
----	----	----	----	----	---	----

83. Echoing cavern: Gurgling and echoing noises as rushing water drains into natural limestone cavern. Old **murals** of stick figure humans doing terrible deeds to other stick figure humans foul the walls. Several torch stubs litter the floor.

- **Small and/or light characters** entering the **stream** have **1:3** to be swept away. They may roll a save vs. paralysis to escape at the second **83** label, and another at **a**). Otherwise, they will be sucked under and gone.
- At **a**), a small ledge holds a small bone collection, a pickaxe, a tricorne hat, and a rusty lantern. A **pirate skeleton** will form and attack with its pickaxe if the ledge is disturbed.

Pirate skeleton: HD 2; AC 7; Atk pickaxe 1d6+1; Spec ½ from piercing/slashing; ML 12; AL N.

Hp 10

84. Sewer cavern: A stream, now a foul sewer, flows through here, disgorging its detritus on the shore. **Urgo**, slovenly garbage collector, has crawled down here through the channel from **82** to examine the newest goodies. He protects his newest find, a heavy golden rodent statuette (140 gp, gilded lead), with greedy determination.

- A **hole** in a corner leads to a 5' tall passage inhabited by a **black pudding** (c.f. **76a**).

Urgo: HD 1; AC 9 (heavy oilskin wading equipment); Atk club 1d6 or 2*dagger 1d4; ML 10; AL CE; lantern, rope, spikes×6, hammer, crowbar, 2×sacks.
Hp 7

85. The stage of Sir Riobel: These extensive, vaulted cellars are located under the palace of **Sir Riobel of Silhanosh (AH)**, sinister eccentric. At night, there is **1:2** he is holding an underground performance on his private stage before an audience of **1d6+2 guards** and **2d12 frightened servants**. The Sir's art is capable, but has a demoniacal quality, and those who displease him quickly find themselves flogged (**4:6**) or lowered head first down the well at **c**) (**2:6**). Anyone caught breaking and entering will face the second option.

- At **a**) is a constantly manned **wooden shack** with **two guards**. They also have a small **dormitory** nearby, also built from wooden planks.
- At **b**), a guard room has been left deserted. It is, for all intents and purposes, forgotten.
- At **c**) is the dreaded **well** where offenders are tied with chains, and lowered down the well with a winch. Macabre skulls on a shelf enhance the horror of the place.

Guards (8): Fighter 2; AC 4 (chainmail, shield); Atk longsword 1d8; ML 8; AL N.

Hp	13	15	9	13	16	4
	16	5				

86. Storeroom: Abandoned crates with spoiled foodstuffs stacked in a pile filling most of the room, collapsed shelves constructed from planks. Colourful fungi have sprouted up on the boards. **2 boring beetles** are taking apart the wood.

Boring beetles: HD 5; AC 3; Atk mandibles 5d4; ML 7; AL N.

Hp 14 29

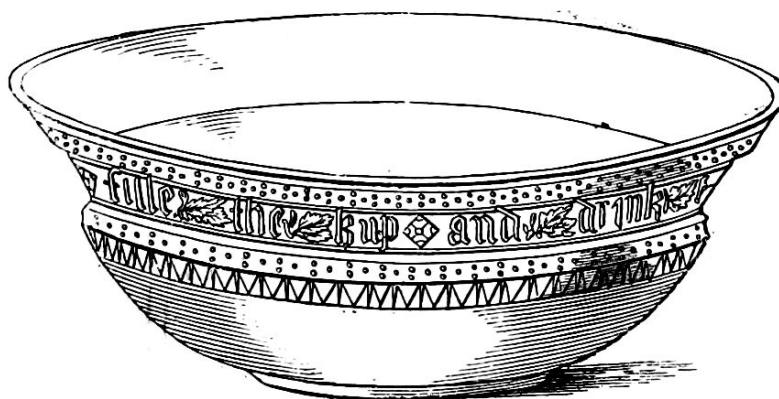
87. Mushroom cavern: Mounds of porous earth inhabited by **giant mushroom** colony. These ripe specimens spew slimy, varicoloured spores if approached (harmless).

- Half-buried in the soil is the marble **statue of a philosopher**. His book is engraved with the glyphs of the *fools' gold* spell.

88. The idol of the Monotaur: The marble **statue of a cyclops-minotaur** stands right beneath an air shaft. Held in its outreached hands is a 140 gp **silver-and-gold bowl** engraved "FILLE THE KUP AND DRINKE TO ME / IF A FIGHTING MAN, NOT THIEF YE BE". Filling the bowl with wine or other alcohol turns the drink into a combined *potion of healing* and *potion of giant strength*. The bowl works in this manner once per month. If it is not replaced after use (even with a substitute), the **monotaur** turns to flesh and attacks to kill.

Monotaur: HD 6+3; AC 6; Atk huge axe 1d10+2 or horns 2d4+2; Spec fearless; ML 12; AL CE.

Hp 29



90. Lower storeroom: An **animated plate mail** in the corner protects this room. A wooden counter holds a lump of meteorite ore (sufficient for one +2 weapon) and a small pig iron *cauldron* – the source of Ragorlak Othmar’s special abilities. An ornate, locked **iron chest**, trapped with a sleep gas valve trap (save at -3), contains 900 gp, 8 gems (5×20 gp, 3×40 gp), a *shortsword* +1, 3×*arrows of the night*, and a *bracer of defencelessness* in a locked lead box.

Hp 25

Arrows of the night: Forged from the darkest night, they drain 2d6 Strength on a hit. Those reduced to zero must save vs. death or become undead shadows. 1d3+1 are found.

- The **bronze double doors** at the end of the hallway are trapped with a **flame blast trap**: several flames spring from the decorative metalwork, 4d4 Hp (save vs. breath ½).
- At **a**, a **chasm** separates the half-collapsed room from a cavern ledge 20' above. The chasm is bottomless, leading deep into the Underworld. Inhabiting it are **10 small spiders**, who have a nest in a sideways crevice.

Hp 9 5 9 2 4 4 9 4 9 4

Hp 5 9 5 5 5 9 10

- At **a)**, a frozen, shimmering **bubble** drifts slowly through the air. **Skeletal corpses** are frozen in crumpled positions. The bubble's touch is deadly (save vs. petrification or turn into an ice popsicle), and if popped, it bursts into a myriad ice shards (3d4 Hp, save vs. breath ½).
 - The **corpses** have standard arms and armour; one has a backpack with 400 sp, frozen rock solid.

Hp 20

94. Well room: Green murals, now reduced to vague smears on the blank wall. **Well** with bucket, and **goblin bootprints** in a muddy puddle.

95. Basement lair: Under one of the smaller Hightowne houses, **9 goblins** sew leather garments in a dank cellar. Loaned out by **Mugclub the Goblin Lord (32)**, they are now the unpaid servants of **Sir Pandakar** (Illusionist 1), gentleman of Baklin, who supplements his income with this enterprise.

- At **a)**, a forgotten secret room contains a marble **pedestal** carved with strange patterns. The pedestal is a **mimic**; not averse to lunch on a small group, but smart enough to start talking if the explorers number more than three. The mimic pretends to be a victim of polymorphisation, and requests to be transported to a place where it can see more people (and eventually eat some of them). In exchange, it will betray the resting place of the Key of the Damned (**13**)... but not its guardian, his second cousin.

Goblins (9): HD 1-1; AC 6; Atk shovels 1d4; ML 4; AL LE.

Hp 3 7 1 1 6 6 4 6 2

Sir Pandakar: Illusionist 1; AC 9; Atk 2*dagger 1d4; ML 7; AL LE. *Elegant robes, dark smile.*

Spells: 1; 1: hypnotism.

Hp 3

Mimic: HD 5; AC 7; Atk bite 3d4; Spec adhesive, camouflage; ML 7; AL N; 20 and 100 gp gems in gizzard.

Hp 19

96. Mould room: Mosaics and **stone benches** have been covered in thick **black mould** (like **yellow mould**, but less harmful – save vs. poison or take 2d4 Hp) – thickest around the **gap in the wall** to the west, which is obscured by the growths. Bathmaster Logmund (**AD**) is deathly afraid of the mould spreading, and has ordered this level sealed off.

97. Lower baths: 40' tall domed chamber, marble walls and **mosaics** of undersea creatures. The **stream** rushes under an once barred opening, now wide open. A **shaft** in the ceiling leads up to the baths (**AD**), but the elevator has been decommissioned, the entrance sealed tight at the top, and the decorative **brass elevator cage** left lying unattended in a corner.

- Characters falling into the **stream** must roll an open doors check to avoid being swept away; if the roll fails, roll again to avoid drowning before emerging at **74** and **72**.
- In the **side rooms** are several **clay urns** containing rubbing sands, and a few with valuable bath salts – total value of 140 gp, but quite heavy.

98. Knights' cellars: Small complex beneath the House of the Dead, used to store dead bodies before transportation to the Valley of Barzak Bragoth. The Knights of Yolanthus Kar maintain constant vigilance down here with a **knight** and **3 squires**. Any disturbance will be investigated, and alarms quickly raised.

- At **a)** are circular stairs to the tower proper, and a winch for hauling coffins. This is the main watch post, with a **bronze gong** in close reach, a **barrel of oil** (8 flasks ready for use as incendiaries), and a **niche** with six vials of holy water.
- At **b)** is an assembly room. **Frescoes** of stern knights oversee the circular chamber, and **racks** of old weapons lie at the ready. In the centre lies a **font** of clean water, a 110 gp chalice set on the edge.
- At **c)** is the main storage room. Usually, 2d12 coffins are found here. About ¼ have minor valuables, total: 25% of 1d12*50 sp, 50% of 2d4*50 gp, 20% of 1d4 gemstones, 20% of one jewellery. The **barred doors to d)** are locked and trapped with a "thief-catcher" (save vs. paralysis or caught and held fast).

- At **d**) is a minor treasury for the order's local expenses. **4 suits of plate mail** stand on racks, weapons in hand; a **stuffed crocodile** hangs from chains. Decaying old banners form a canopy beneath the ceiling. An enormous metal-banded **chest** standing on four lion legs has a double lock protected with a mechanism which drops a spiked ceiling segment through the banners overhead (save vs. paralysis or 3d8 Hp), making an enormous racket. Triggering the trap also relocks both locking mechanisms.
 - The **chest** contains a set of *chainmail* +3, a *bastard sword* +1, 1000 electrum (old coinage), 500 gp, 6 gemstones (25, 35, 50, 60, 80, 300 gp), a 600 gp gold- and gem-inlaid codex, and a *potion of healing*.
 - The **stuffed crocodile** has a bag of 350 gp in its belly.
- At **e**) is an abandoned chamber once used for important bodies. Dusty, illuminated **glass globes** hanging from chains provide faint light, gilded mosaics of knights watch from the walls, and kneelers stand before three **side-rooms** with a bier each. A **well** is closed off with a metal lid.
 - A **ledger** has been left on a lectern, next to a thurible of incense. This handwritten record is a catalogue of burials from more than 50 years ago. A note mentions the need to retrieve "The Key of the Damned" from the "recently cleansed" catacombs under Old Town (c.f. **13**).
 - The **well** descends to a cistern, allowing access to **81e**. Halfway down is a **blade trap** (2d6 Hp, will cut ropes).
- At **f**), stairs lead down to a locked exit further secured by two chains from the inside. A **wall section** is of recent construction, and allows access into the caverns.

Knight of Yolanthus Kar (1): Fighter 3; AC 2 (plate, shield); Atk silvered longsword 1d8 or silvered footman's mace 1d6+1; ML 9; AL LN or LG.

Hp 21

Squires (3): Fighter 1; AC 4 (chainmail, shield); Atk silvered footman's mace 1d6+1; ML 8; AL LN or LG.

Hp 10 2 5

99. Cavern of the killer chicken: Low-ceilinged caverns. All stone formations have been broken off over the centuries. A **toppled statue** of a guard bearing a lantern lies next to the wall. At **a**), a crevice in the ground leads 30' down a zigzagging fissure, into the lair of **2 cockatrices**. The beasts hide among a group of stone formations, with **1:3** to surprise. The nest contains 600 gp in uncut gems from a crystal seam, a *potion of ESP*, a *potion of treasure finding*, and a *crystal arrow* +1 (petrifies target on failed save).

Cockatrice: HD 5; AC 6; Atk beak 1d3 + petrification; ML 11 (defending nest); AL N.

Hp 34 22

100. Higher cavern: Remains of old **campfires** dot the floor. At the western entrances, a slimy substance drips from overhead, and a layer of **slick slime** covers the floor, resulting in a slime trap (save vs. petrification or have 1d4 items save against crushing blow).

101. Cavern of the gargoyles: **Stream** rushing through the limestone cavern. Like sleeping bats, **2 gargoyles** hang from the ceiling. Several earthenware pots and vases have been half buried in the sediment on the other side of the stream. They have no treasure, but the **gargoyles** will corner anyone investigating, and demand a hefty ransom to leave unmolested. In combat, they try to force opponents into the stream. They serve Tristemulo (**103**).

- Characters falling into the **stream** must roll an open doors check to avoid being swept away; if the roll fails, roll again to avoid drowning before emerging at **74** and **72**.

Gargoyles (2): HD 4+4; AC 5; Atk 2*claws 1d3 and bite 1d6 and horns 1d4; Spec +1 or better to hit; ML 6; AL CE.

Hp 21 20



102. Stone head: Enormous boulder carved into the likeness of a primitive, snarling bearded face. Black soot and congealed blood mar the open **mouth**. Something seems to glint inside.

- The **mouth**, which has collected some water, hides a flask of acid, lodged inside the maw to break if retrieval is attempted (2d4 Hp, forms a corrosive fog if mixed with water, 2 Hp/r within 20', 1 turn).
- The **secret door** is operated with a button hidden inside one of the grotesque ear tunnels. A **giant centipede** has hidden inside the cavity.

Giant centipede: HD ¼; AC 9; Atk bite 1 + poison at +4; Spec -1 on saves; ML 4; AL N.
Hp 1

103. Madman's lair: Tristemulo, hermit and groundskeeper of the palace gardens (**AM**), maintains an underground lair here, and there is **1:3** he is lurking about! (He can call the **gargoyles** at **101**, who will arrive in 1d3 rounds.) **Stairs** lead up to a trapdoor under a garden statue. A wooden table, old chairs, and a cupboard serve as material comforts. From a nail hangs a tattered and muddy courtier's outfit. There are **two crates** with several emptied bottles of fine rum (5 remain, 20 gp each), some scattered around.

- At **a**), a **naked form**, chained to the wall, struggles on a heap of dirty straw. The delirious figure, unkempt and badly tortured, is **the real Tristemulo**, ambushed and imprisoned by the madman who has assumed his likeness.
- At **b**) is a comfortable bedroom: **tapestry** (this is especially precious, 300 gp), clean sheets, a **chest** of neatly folded clothes, a large **mirror** and a **fiddle** slung on a hook. The usurper has also set a small table with thinly sliced hams and fruits – more disturbing is a **shelf of 5 skulls** and bones, each piece meticulously carved with the name and rank of a disappeared courtier or servant.
 - Behind the **mirror** is a smaller metal box with a spring-coiled **jack-in-the-box** (it has a poisonous prick! save or 1d3 r, 0/25 Hp). Here are 50 gp and 4 gems (20, 25, 40, 100 gp), as well as a *ring of free action*.

False Tristemulo: Fighter 3; AC 7 (furs); Atk club 1d6 or 2*dagger 1d4 + poison (type "B", 1d3 r, 0/25 Hp); Str 16, Int 10, Wis 8, Dex 14, Con 11, Cha 5; ML 10; AL CE; keys.
Hp 24

104. The Throne of Candles: Splendid white marble and alabaster hall marred by centuries of filth and decay. Lichen grows in the cracks and debris. Two stumps that were once marble legs stand on a **pedestal**. A small ornamental detail opens the **secret door**.

- Stopping to listen, **sounds** of distant screaming come from the direction of the collapse.
- In **a**), a great **throne**, carved from cracked stone and decorated with worn bas-reliefs, is framed by inky black **curtains**. On the throne at various points, the floor, and in wall niches are **great half-molten candles**, some as thick as a human arm. Dry wax is everywhere on the stone, the tiled checkerboard floor, and even the bony horror of the **dead lord** occupying the seat.
 - The **dead lord** still has grey, mouldy **hair**, but its hands are bony claws, and its ribcage is poking through a gash in its chainmail armour. It wears a golden **brooch** with an inset ruby (1000 gp, *brooch of shielding*) and a rotting cape, but has no weapon. If it is approached, it cracks its wax prison, and attacks as a **mummy**.
 - In **jars and urns** around the throne are rotten spices; **six vials** of scented oil (20 gp each) are also found. Two are *oil of blessings* (as spell).

Mummy: HD 6+3; AC 3; Atk hit 1d12 + rot; Spec fear, mummy rot, +1 to hit, ½ damage from weapons, susceptible to fire; ML 12; AL CE; *brooch of shielding*, *dead man's hair*×3 (c.f. **51**).
Hp 24

105. Nexus: Subterranean chambers connecting multiple noble households and the palace. Only Sir Riobel of Silhanosh (**AH, 85**) knows of this route anymore. The great bronze doors have not opened in a century,

- **1:2** that ghostly form of **Ylmer**, lost thief, haunts the area, never finding a way out. Ylmer is not hostile, and only leaves through the wall if attacked. A *remove curse* or similar spell frees him, and he will gift his saviours with a treasure map.
- At **a**), the image of a dove, surrounded by several peering eyes looking on its beauty, spreads its wings on a **fresco** above a **collapsed stairway**. The eyes animate as **7 floating eyes** if the stairway is approached.
- At **b**), the stairway transforms into a slide into a **30' pit** unless a brick is depressed. On the bottom of the pit lies **Ylmer's corpse**, grasping a broken lantern. Ylmer has a haversack with ancient hard tack, a broken flask, a crowbar and lockpicks.
- At **c**), three pedestals have been weighted down with pieces of fallen masonry. A peeling fresco depicts the genealogies of a fallen lineage, all names meticulously scratched out. Only a central **inscription** remains: "BY OUR NAMES SHALL THE WAY / IN DARK PITS BE LIT / HE WHO REMEMBERS US / SHALL PROSPER BY IT". Behind a **locked door**, steep stairs climb to a secret door in the mansion of Fantagor the Kassadian (**AG**). This way is not known to Fantagor or his servants, but Sir Riobel knows of its existence.

Floating eyes (7): HD 1; AC 6; Atk –; Spec fires random eye rays, save vs. rays applies: 1 – hold portal, 2-3 – magic missile, 4 – hypnotism (1 person), 5-6 – draining ray (1d10 Hp), immune to mind-affecting, ½ from slashing/piercing and lightning; ML 12; AL CN.

Hp 4 1 6 3 1 8 6

106. Palace guardians: Two **living statues** of knights stand motionless, pointing at chests filled with rusty old weapons. Those who do not discard their own before entering are attacked. One of the ancient weapons among the junk has a 100 gp gemstone pommel.

Living statues (2): HD 4+4; AC 2; Att 2*fist 1d6+2; Spec +1 or better to hit, immune to cold, charm, sleep, hold; ML 12; AL N.

Hp 22 19

107. Palace storerooms: Extensive vaults beneath the palace, with sufficient reserves of food, wine, firewood and equipment to withstand a siege. There is always **2:3** of encountering either **1d6 servants** retrieving or depositing supplies, or **1d6+2 guards** making their rounds. The jailers in **108** and several more guards upstairs are in shouting distance.

- At **a**) are finer sorts of drink, the more precious liquor stores under lock and key. There is 700 gp worth of distillates, enough to fill a cart.
- At **b**) lies a neglected corner of the storerooms, filled with heaps of junk, and inhabited by nests of rats. Behind training dummies, old barrels, broken chairs and mouldy carpets is a **secret door** that swings shut in 1 turn thanks to its counterweights.

Guards (1d6+2): Fighter 2; AC 4 (chainmail, shield); Atk longsword 1d8 or spear 1d6; ML 8; AL N; torch or lantern.

Hp 7 13 9 9 12 5
5 13

108. Palace dungeons: **5 jailers** play cards and drink mead all day and night around an enormous wooden table, raising mugs to their missing companion, Chlodo (c.f. **109c**). **Big Bauduin** the torturer (Fighter 4) drinks with them. **Two war dogs** gnaw on juicy bones.

- At **a**) is the torture chamber, equipped for the usual procedures. One **iron maiden**, now long out of use, hides the long-forgotten secret door. In a locked **evidence cabinet** are daggers, false keys, and other objects confiscated from the prisoners.
- At **b**) are cells with a coterie of unfortunate victims of society eager to be free. **2:3** for any cell to have a random inhabitant (treat rerolls as "no occupant"). If one jailbird is broken out, the others will threaten to raise a ruckus unless they are also allowed to escape.

Jailers (5): Fighter 1; AC 7 (studded leather); Atk club 1d6 or warhammer 1d6+1; ML 7; AL LE.
Hp 6 2 5 6 9

Big Bauduin: Fighter 4; AC 6 (chain shirt); Atk warhammer 1d6+4; Spec +1 to hit; Str 18/42, Int 11, Wis 9, Dex 12, Con 16, Cha 8; ML 10; AL LE. *An enormous lump of a man with bearded face, crazy eyes, and hairy ham hands under soot-blackened chainmail.*
Hp 16

Catchum and Killum, war dogs (2): HD 2+2; AC 6; Atk bite 2d4; Spec track; ML 10; AL LE; studded dog armour, spiked collar.
Hp 8 11

* * * * *

I Was Just framed, Guv! (1d12)

1. **Olfred, Skard, and Grimar**, Northmen arrested “for looking at someone the wrong way” (attempted rape).
2. **Eudon, Arnott, Gervaise the Ironmonger**, and **Lond the Muscular**, drunk vagrants “just having a little fun” (attempting to topple statue in Hightowne, expectoration, public urination)
3. **Percy the Rat** (Thief 4), Masters’ Guild operative, “for stealing a chikin – is this fair?!” (fled into this protective custody after attempt on his life).
4. **Roscoe the Rascal**, “Dunno. Just dunno.” (strangling wife)
5. **The Shadow**, “Yes. That’s my real name... what’s it to ya?” (pretending to be freelance thief, running with advance payments).
6. **Rusty Pondraker** (Fighter 2), halfling adventurer in for “insulting someone’s horse” (while trying to abscond with it).
7. **Gummel and Gumpric**, twin sailors, both mistaken for each other (knifing, robbery at knifepoint).
8. **Sir Simond**, disgraced courtier, “I was certainly drunk, but...” (killed servant in fit of rage)
9. **Lotho Laffond**, malcontent, “the system is rigged, man” (arson, sedition, regicide plot)
10. **Troglar**, smuggler, “Look... I know a certain guy...” (sale of contaminated food)
11. **Gyrard, Reeve, Alfonce**, petty crooks, “for throwing rotten fruits at a donkey” (and beating owner near death – Alfonce still has his 100 gp ring tucked away in his boot)
12. **Brother Bélard** (Cleric 2), monk, “for spreading the good word – imagine that!” (the word of Kurlakum of the Seven Misfortunes, evil deity)

* * * * *

109. Lost chambers: Two statues of judges stand with **open books** in one hand, admonishing onlookers with the other. Mosaics depict a set of scales in a golden circle.

- The **books** are inscribed with messages. One reads “BEYOND THE DREAM-DOOR SHALL YOU FIND THE GREY MENS’ JUDGEMENT”, and the other “THE DARKENED ZODIAC IS THE TRUE WAY”. These clues refer to the portal at **111**.
- At **a**) is a small, abandoned courtroom. Substantial growths of **yellow mould** cover the benches (save at +3 or die). On a **lectern**, a law book has gone to rot. An **enormous axe** has been suspended on the southern wall; the **secret door** is underneath.
- At **b**) lies a forgotten storeroom overgrown with bulbous fungi. The trophy of a 5-headed hydra has been half consumed by pinkish-green puffball mushrooms.
- At **c**), two once-locked cells had been set aside for noble prisoners. They are more spacious, and decently furnished, but they have been overtaken by masses of scurrying rats. The **skeleton** of a jailer lies on the floor, grasping a tarnished dagger. A ring of keys lies at his side (these will fit all doors at **108** and **109**), and 15 sp lies scattered around. In one of the cells, a 200 gp **signet ring** has been hidden in an old chamberpot – the mark of a now extinct lineage, potentially much more valuable than it seems.

110. Pit maze: Three **30' pits** have been hidden here. All can be prevented from triggering by pushing bricks in the nearby wall. This allows safe passage for one turn. (Note if characters are hastily departing room **112**).

- All three **pits** contain human and animal remains, but the southernmost also has something glittering down there. This is just broken glass, and someone descending will be attacked by **6 skeletons**.

Skeletons (6): HD 1; AC 7; Atk claws 1d6; Spec ½ from sharp/edged; ML 12; AL N.

Hp 8 7 8 6 5 6

111. The door of dreams: Purple and gold stuccos on the wall are adorned with a multitude of painted golden **stars**; dust covers a checkerboard floor. In the middle of the room stands an **iron doorframe** with an ornate **brass door** in it.

- Searching the **stars** for the signs of the zodiac (**1:6** for an educated character, **1:3** for a M-U or Illusionist) pinpoints them in the multitudes, and also that one sign, Libra, is missing. Thorough examination finds that it is present in the form of simple glass stars. Illuminating these stars with magical light unlocks the **brass door**, revealing purple mists...
 - The **brass door** is a one-way portal leading to a small alternate dimension ruled by "the Grey Men", six harsh judges who rule over a dim land inhabited by a miserable population. The door was once used for exile, but its secrets have been long forgotten.

112. Dragon lair: Domed room, ceiling held aloft by massive columns. On a mound of petrified treasure slumbers **Baklin's Dragon**, an old red. The dragon has been dormant since time immemorial, and it has turned into stone along with its hoard.

- **Probing the dragon's dreams** with ESP or telepathy – something powerful magic-users of Erillion, including Slarkeron (**AJ**) and Poroxius Vern (Erillion **0709**) have both done – yields fantastic visions of distant lands and dimensions akin to a *contact other plane* spell, and with the same risks.
- **Trying to damage** the dragon or its hoard unleashes nightmares: **1d6+2 wraiths**. More shall come if the attack continues.
- **Turning the dragon into flesh** is just as good an idea as it sounds. It can talk and use magic, but it will not appreciate being roused from its slumber.
- **The hoard**, should it be returned to normal, consists of 2,000 electrum, 10,000 gp, 46 gems (20×10 gp, 15×20 gp, 8×100 gp, 200 gp, 1000 gp), *bracers* AC 4, and a *longsword* +2.

Wraiths (1d6+2): HD 5+3; AC 4; Atk touch 1d6 + LVL; Spec drain, silver or +1 to hit; ML 12; AL LE.

Hp 34 34 21 25 23 24
 35 24 29 23 22 32

Baklin's Dragon: HD 9; AC -1; Atk 2*claws 1d8 and bite 3d10; Spec breath 72/36 Hp 3/day, detect hidden or invisible, save at 18th level; ML SPEC; AL CE.

Spells: 2/2/2; 1: magic missile, ventriloquism; 2: invisibility, locate object; 3: clairvoyance, suggestion

Hp 72



Conventions

While much of old-school gaming originates from the same lineage, and its products remain largely cross-compatible, there is much devil in those details. Every table and every party has its own ideas and house rules, and it is a good idea to lay these assumptions out into the open. Therefore, the conventions governing this supplement are thus:

- Unless otherwise noted, the materials published here were designed for **Advanced** rules.
- A thousand gold pieces is **worth a small fortune**. Monetary treasure is relatively scarce.
- Conversely, **XP for treasure** is gained through squandering it in hedonistic excess (or any kind of lavish spending which has no discernible benefit), with a ***5 multiplier**. If you adjust the treasure values, adjust the multiplier as well.
- **Level demographics** form a very flat pyramid: low-level NPCs (1st to 4th level) are commonplace, while mid-level ones (5th to 8th level) tend to be outliers – present in most communities, but never numerous. Few NPCs reach more than 9th level, and over 12th is almost unheard of.
- Magic is limited to **5th level spells** or lower. Magic items are limited to **+3**.
- Fighters can do **carryover damage**: when fighting grouped opponents, the damage remaining after a killing blow is transferred to the next opponent.
- **Roll-under morale** is in effect (see **Morale & Men in Echoes #01**).
- The **gods are limited in their powers**, but actively involved in the fate of the world.

Legal Appendix

This version of *Baklin: Jewel of the Seas* is done under version 1.0a of the of the Open Game License, below, by permission of Wizards of the Coast, Inc.

Notice of Open Game Content: This product contains Open Game Content, as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

Designation of Open Game Content: All text containing rules-related content within this book is hereby designated as Open Game Content, subject to the Product Identity designation below.

Designation of Product Identity: The following are hereby designated Product Identity, as per section 1(e) of the Open Game License: all artwork, illustrations and maps or other visual references, plot elements, description of geographic features or areas, and all text not specifically designated as Open Game Content, or data derived from OGL licensed material.

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Baklin: Jewel of the Seas © Copyright 2020 by Gabor Lux. All rights reserved.

Artwork on the cover, pp. 2, 11, 37, 39 © Copyright 2020 by Denis McCarthy. All rights reserved.

Artwork on pp. 5, 23, 47, 67 © Copyright 2020 by Stefan Poag. All rights reserved.

Artwork on pp. 2, 17 © Copyright 2020 by Graphite Prime. All rights reserved.

Artwork on pp. 41, 49 © Copyright 2020 by Jerry Boucher (<https://www.artstation.com/jerryboucher>). All rights reserved.

...preparing for an adventure



Brother Gerhardt Maier, 2nd level Cleric

In the morning, Brother Gerhardt visits Oberammergau's church, dedicated to Saint Zacharias of the Treasures. Saying his prayers, the good brother recognises the spells he can draw on at this place: from the first level, *The Manifestation of Sin* and *Bitter Nourishment*; and from the second, *Stumble*.

At his level, Brother Gerhardt can memorise two spells from the first level, and once per week, one bonus spell from the first and second. He picks one of each available spell. *The Manifestation of Sin* shall show reprobates the otherworldly punishment they can expect in Hell, and thus make them run or give up on their plans; *Bitter Nourishment* renders a table's worth of food bitter, a righteous way of penance; and *Stumble* shall make those of evil intent stumble and suffer most grievous harm if they pass a marked threshold. He leaves one first-level slot open, dedicated to healing: this can restore 1d6 Hp, which will surely prove useful in the mountain valleys. He also brings his trusty Bible: it has saved him from many a bind, and it may yet prove indispensable!



Isolde Knecht, 2nd level Student

Isolde had learned the sciences at the university of Nürnberg, and carries a spellbook containing the extent of her occult knowledge: from the first level, *Skeleton Key*, *Pietro Scaraffa's Timeworn Hideaway*, and *Splendid Ludmilla's Spinaround Spell*; and from the second, *The Might of Hercules*.

Like Brother Gerhardt, she can memorise two first-level spells, with a weekly bonus; but to properly cast them, she requires material components. For *Skeleton Key*, a most useful unlocking spell, she already has the fingerbones of a hanged man; and for *Splendid Ludmilla's Spinaround Spell*, an old favourite that makes the victim spin uncontrollably, a five-Pfennig piece will do. This she learns in duplicate. Pietro Scaraffa's spell of concealment requires a special tincture, which she cannot prepare now, but *The Might of Hercules*, whose effects are self-explanatory, requires drops extracted from a bull's kidney. Thus, Isolde heads out to visit the local butcher before the expedition, and just in case, she pockets her deck of cards - next to a loaded pistol.

 **Helvéczia** 

picaresque fantasy role-playing game
with guns, dames, devilry and steel
based on swashbuckling tales, penny dreadfuls, local legends, and the strange stories of the Brothers Grimm

Prestigious Plunder

2003	EMDT 1 – The Garden of al-Astorian +	EMDT 35 – GAMEMASTERS ALMANAC
2008	EMDT 2 – SWORD & MAGIC	EMDT 36 – Ammertal and the Oberammsbund
	EMDT 3 – MONSTERS & TREASURES	EMDT 37 – The Accursed Cellar
	EMDT 4 – GAMEMASTER'S GUIDELINES	EMDT 38 – Slaughter in the Salt Pits +
	EMDT 5 – The Temple of Pazuzu (+)	2014
	EMDT 6 – Black Blood +	EMDT 39 – Curious Marriage #
	EMDT 7 – Sacrificial Lamb #	EMDT 40 – Until Dawn
	EMDT 8 – Broken Wastes +	EMDT 41 – Ill-Gotten Merchandise
	EMDT 9 – The Unholy Secrets of Protoros #	2015
	EMDT 10 – Strabonus +	EMDT 42 – The Cloister's Secret #
2009		EMDT 43 – The Serpent Girl and Other Stories #
EMDT 11 – The Menestratos School #		EMDT 44 – The Fools' Feast at Furochen #
EMDT 12 – Sea Lords +		EMDT 45 – The True Weapon Cache etc. #
2010		2018
EMDT 13 – Molonei +		EMDT 46 – Echoes #01: Beware the Beekeeper! +
EMDT 14 – Isle of the Water Sprites +		EMDT 47 – The Barbarian King (REVISED) +
EMDT 15 – City Encounters # +		EMDT 48 – Echoes #02: Gont, Nest of Spies +
2011		EMDT 49 – Echoes #03: Blood, Death, and Tourism +
EMDT 16 – Towards Fomalhaut +		EMDT 50 – Cloister of the Frog-God (HU) (+)
EMDT 17 – The Temple of Torments #		2019
EMDT 18 – The Barbarian King +		EMDT 51 – The Enchantment of Vashundara (HU) #
EMDT 19 – The Main Cities of Fomalhaut I. (+)		EMDT 52 – Echoes #04: Revenge of the Frogs +
EMDT 20 – Sea Demon +		EMDT 53 – The Lost Valley of Kishar (HU) # +
EMDT 21 – City Encounters II: The Nocturnal Table +		EMDT 54 – Murderous Devices (HU) #
EMDT 22 – In the Name of the Principle! +		EMDT 55 – The Lost Valley of Kishar (EN) # +
EMDT 23 – Below the City +		EMDT 56 – Echoes #05: The Ench. of Vashundara +
EMDT 24 – Oolar's Time #		EMDT 57 – The Nocturnal Table +
2012		EMDT 58 – Echoes #06: The Gallery of R. Tombs +
EMDT 25 – The Blood Drinkers of Yukum #		EMDT 59 – In the Shadow of the City-God (HU) # +
EMDT 26 – Khosura: City State of the Four Myst. +		EMDT 60 – Castle Xyntillan +
2013		2020
EMDT 27 – Trials on Tridentfish Island +		EMDT 61 – Echoes #07: From Beneath the Glacier +
EMDT 28 – Feathers of Fire #		EMDT 62 – In the Shadow of the City-God (EN) # +
EMDT 29 – The Ghost City of Arun-Kha #		EMDT 63 – Trail of the Sea Demon +
EMDT 30 – The Tower of Manistrid #		EMDT 64 – The Forest of Gornate (HU)
EMDT 31 – Tempest Dreams #		EMDT 65 – Baklin: Jewel of the Seas +
EMDT 32 – The Burial Chamber of Carnaic Arnoc #		EMDT 66 – CASEMATES & COMPANIES (HU) #
EMDT 33 – Ratcatcher #		EMDT 67 – CASEMATES & COMPANIES: GM'S GUIDE (HU) #
EMDT 34 – HELVÉCZIA		EMDT 68 – The Secrets of Thornsden (HU) #
		2021
		EMDT 69 – The Vaults of Volokarnos (HU)

Indicates title written by guest author
+ Indicates title available in English



Baklin: Jewel of the Seas

Oh Baklin, Jewel of the Seas, great gateway of Erillion! Minstrels sing of its wealth and marine power; and of the refinement and taste of its magnates and nobility. Minstrels of all kinds, of course, are prone to grandiloquence; and perhaps Baklin is neither as mighty nor as fair as the ballads claim. And yet, there is reason the minstrels sing so, for Baklin has wealthy patrons, its fleet is not inconsiderable – and are its streets not the loveliest within so many weeks of travel? Indeed, those who brave the high seas often believe so... and they will gladly pay for a song to remember their visit. This booklet presents a complete city supplements describing the streets, personalities, and conflicts of a bustling port town, from the heights of power to the deepest undercellars. In Baklin, all streets lead to adventure – and a single life would not be enough to complete all of them.

