

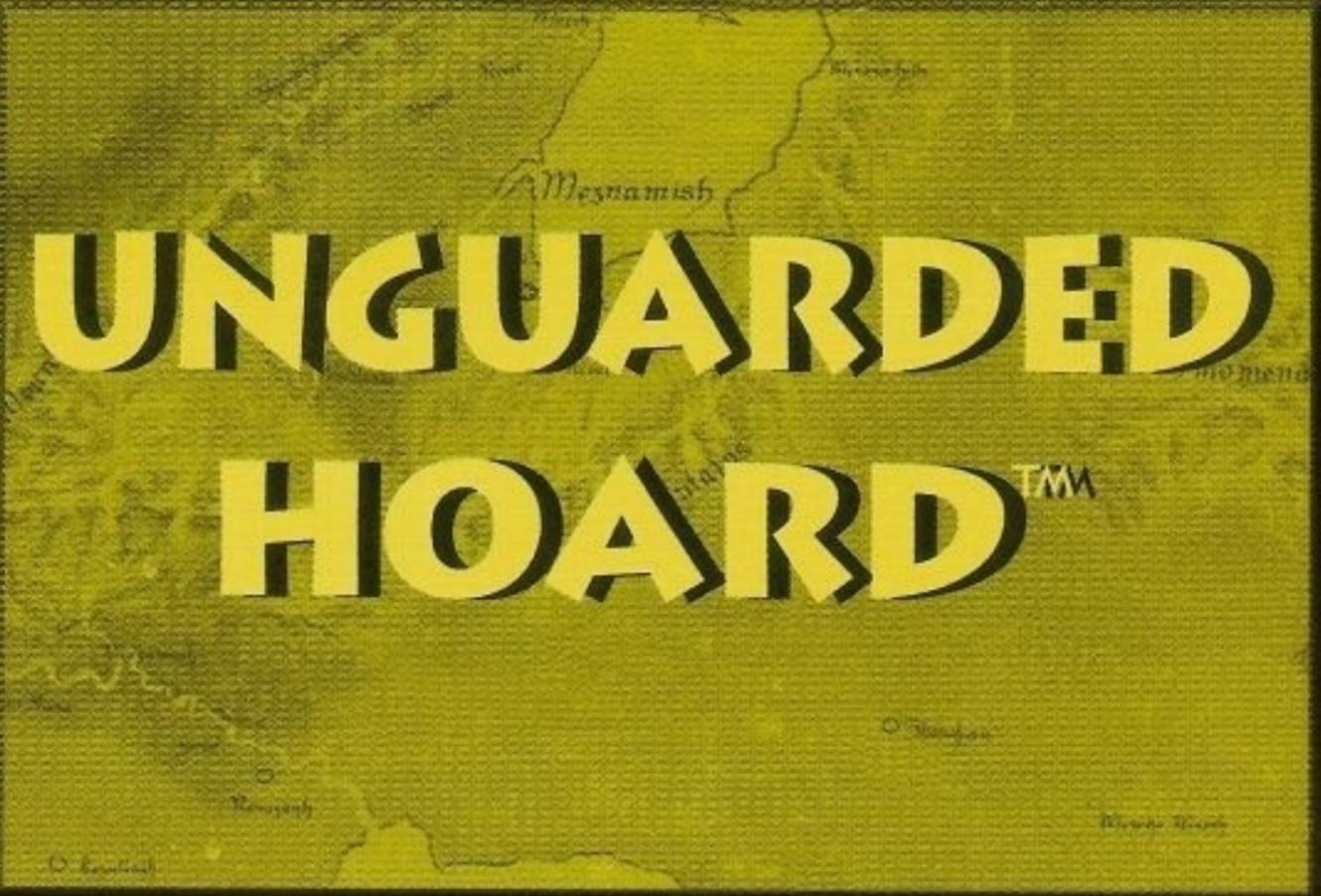
ADVENTURE

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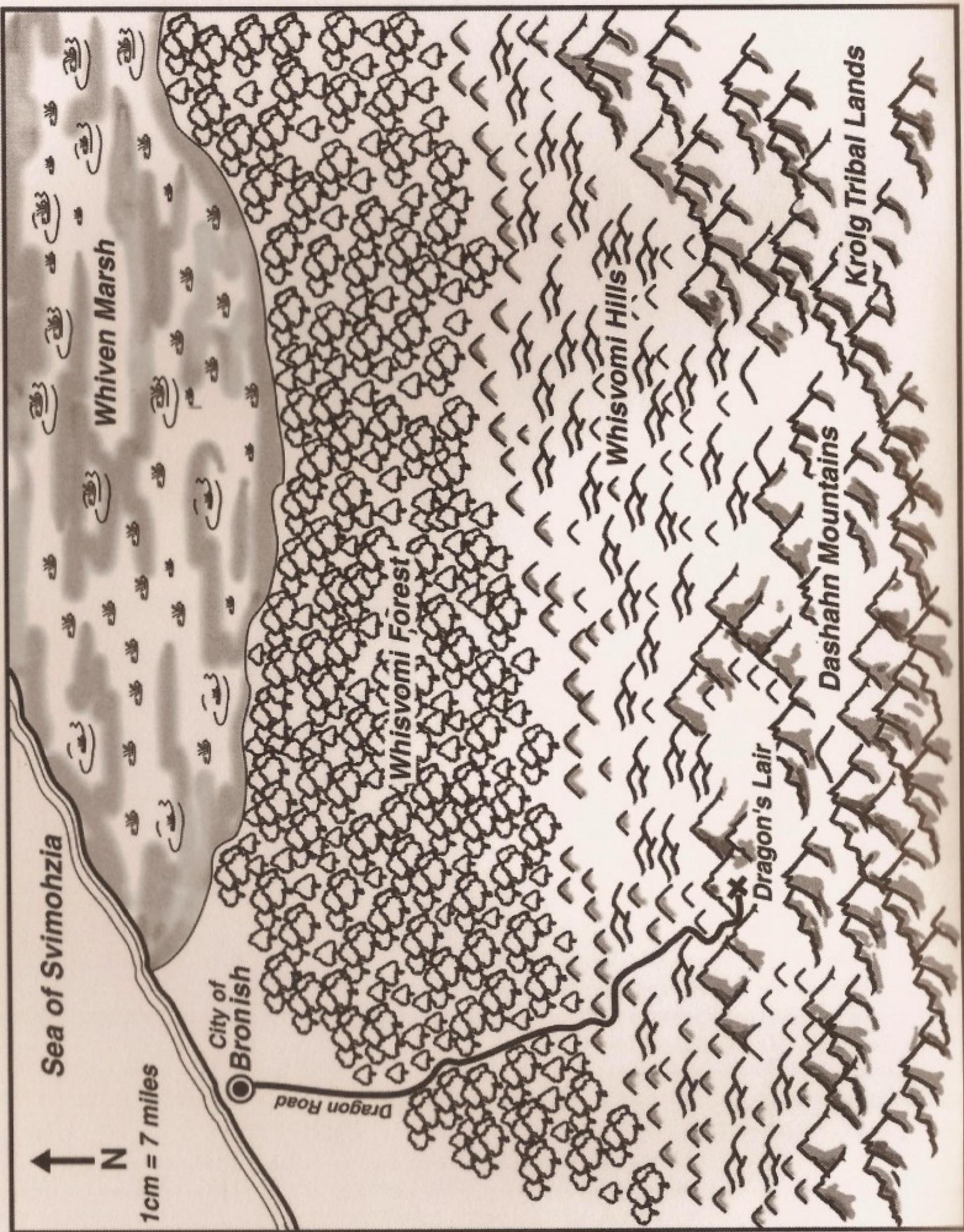
A Summons to Adventure



UNGUARDED HOARD™

AN ADVENTURE FOR 4 TO 8 PLAYERS
4TH TO 8TH LEVEL CHARACTERS

BY
BRIAN JELKE



Sea of Svimohzia

Whiven Marsh

Whisvomi Forest

Whisvomi Hills

Dashahn Mountains

Krolog Tribal Lands

City of
Bronish

Dragon Road

Dragon's Lair

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1cm = 7 miles

Unguarded Hoard

By Brian Jelke

Additional material by James A. Mishler

INTRODUCTION

This fantasy adventure is recommended for use with four to eight characters of skill levels four to eight, but is adaptable for use with more or less experienced PCs by adjusting the strength of the foes described. The PCs can be of any alignment including evil. Alignment will affect how they are introduced to the plot but the adventure works well either way.

THE GOLD DRAGON OF BRONISH

The free city of Bronish lies on the western shores of Svimohzia beyond the shadows of the Dashahn Mountains. Bronish remains a haven for just citizens in part because it regularly pays homage to a gold dragon that lives in the Dashahns. The dragon came forth long ago to defend the city from slavers and it has flourished in relative peace ever since.

In recent times, however, Kargi hobgoblins have crossed the mountains from the southeast. They greatly desire control of this new territory yet fear the legend of the dragon. After years of scheming and small skirmishes with Bronish, a resourceful hobgoblin leader managed to acquire a powerful enchanted arrow reputedly capable of slaying even the most ancient dragon. After scouting out the lair, a troop of hobgoblin warriors was sent to kill the dragon. This resulted in the simultaneous slaughter of both the dragon and the hobgoblins (from the dragon's chlorine gas breath).

Prior to the tragic encounter, the Bronish city council had sent most of its small army east to engage a band of hobgoblin raiders. This band of raiders was deployed by the hobgoblins as a decoy to distract the city from the assassination mission. The Bronish troops discovered the plot to kill the dragon from the defeated hobgoblins and immediately returned word to the council. Suspecting a trick and short on troops, the council decided to hire mercenaries (the PCs) to investigate the rumor and warn the dragon or guard the domicile if the dragon is found dead. This way, the city would not be left unguarded. Pending the results of this initial investigation, the council plans to organize a proper expedition to resolve the matter.

If the party is evil and does not take steps to disguise their demeanor, the Bronish city council will not hire them. However, the PCs may still become involved in the adventure in other ways. If the party is

evil or otherwise willing to deal with the Ul-Karg hobgoblins, they could be hired by the Hobgoblins to find out what happened to the assassins and to loot the dragon's lair if possible. If the party is of the neutral treasure-seeker type, they could simply hear rumors of an unguarded dragon's hoard in the nearby mountains and choose to travel there on their own.

Although the council has made every attempt to keep the rumor a secret, the PCs might encounter other bands of evil NPCs or greedy brigands who are investigating rumors of the unguarded dragon's hoard. On the way to the remote cave, the PCs must also deal with the dangers of the Whisvomi forest and hills, including common wild animals, dangerous monsters and hungry lizard men. A band of opposing adventurers of approximately the same strength as the PCs will already be at the cave when the PCs arrive.

After the PCs arrive at the dragon's lair and establish control from other treasure seekers or city officials (depending on who the PCs are working for), they will be in for a surprise. The dragon has an angry mate who witnessed the murder of her companion. In a rage, she flew southeast over the Krimppatu Mountains to lay waste to all hobgoblin villages she could find. She is due to return shortly after the PCs win the cave from the opposing band of adventurers and will be quite angry that strangers are now invading her home. Resourceful players might be able to talk their way out of a fight. Also, the dragon does not wish to risk mortal combat since she is not at full strength from her recent combat with the hobgoblin villages to the east. If the PCs can convince the dragon of their good intentions, she will ask them to assist her in finding the specific hobgoblin tribe responsible for the murder.

OTHER FEATURES OF THIS KALAMAR QUEST

This adventure includes extensive details on the Free City of Bronish, as well as information on regional groups, such as the Kargi hobgoblins, the dark elves of the Krimppatu Mountains and the lizard men of Whiven Marsh. This additional information is provided to help the Game Master stage more adventures in this interesting and unique region of the Sovereign Lands. The Game Master may wish to peruse the full section on the Free City and the Kargi hobgoblins before running the adventure, in order to further per-

sonalize the adventure with interesting asides and encounters.

A Halfling with a Proposition

While the PCs are in town they will be contacted by a halfling named Bradis who is a steward for the city council. Bradis will approach the PCs while they are socializing or securing a room at an inn (see the Merry Merchant and the Sea Breeze, below, for details on some NPC's). He has been charged with the task of hiring a group of wholesome-looking adventurers to investigate the rumor of the hobgoblin assault on the dragon. He will be wary of divulging too much information until the PCs have gained his trust. The basic mission is to quickly travel to the dragon's lair (a map or guide can be provided upon request) and deliver an important sealed message to the dragon. The message is sealed with wax in a scroll tube and the PCs will be instructed not to open it. Written in the Merchant's Tongue language, the message reads:

To His Most Eminent Divine King, Lord and Protector of All Righteous Creatures in His Demesne,

We, Your humble worshippers have, in Your Honor, discovered news of potential grave consequence to Your Greatness. A rogue hobgoblin has borne witness that his brethren, who are unworthy to even breathe the air within 100 leagues of Your Domain, have defiled Your Excellency with their approach of Your Fantastic Presence. Furthermore, it is their unthinkable intent to vainly attempt to cause harm to befall Your Exalted Being. We believe they may have obtained an enchanted black arrow conceived of insanity in the darkest pits of their miserable existence which they claim has the power to slay even one as mighty as Yourself with but one blow. While the folly of such a boastful claim would amuse us under different circumstances, we greatly fear any shred of truth in the outlandish matter and would not dare to waste Your time with it otherwise. For the sake of those here who love You, and there are many, please be advised and on guard against this blasphemous threat. We are sending patrols into the wilds at this very moment to find the source of this plot against the very reason that we live and breathe.
Yours truly,

The Bronish Council of Seven

If the dragon cannot be found at his home, then the PCs are to wait there for him so that they may deliver the message in person and guard the domicile from any not bearing the mark of the Bronish Council of Seven (a coiled gold dragon). Payment for the delivery of the message will be 20 gc per person upon their completion of the task; Bradis can be talked up to 50 gc per person before he will seek other adventurers.

If requested, Bradis can provide a guide who is

familiar with the path to the Dragon's abode. That guide is a short Meznam dandy whose only desire above hearing himself speak is to look upon himself in the mirror. His foppish demeanor can be intolerable at times, particularly from one so unimpressive of stature. Aside from his self-centered attitude, he is a useful guide because he knows the trail well and is a skilled bard.

Mercer "The Bard" Resimahn: (neutral/good) 4th level human male Meznam Bard, S12 I14, W9, D14, C11, CH 15, AR5 (chain mail), HTK 13, THACO 19, DMG 1-6 (staff) or 1-4 (sling). Possessions: Chain mail, staff, sling & 20 stones, lute, 20 gc. Spells: detect magic, identify, and know alignment. Thieves' Abilities: CW80%, DN30%, PP20%, RL55%. Special Abilities: Influence reactions, counter magical songs, local history, and identify items 20%. Languages: Svimohzish, Halfling, Brandobian, Hobgoblin (Kargi dialect).

The Merry Merchant

This is one of the major inns in the city, and the most likely place for new arrivals, such as the PC's, to stay. The Double M, as the regulars call it, is a well-maintained inn and tavern on the seashore in the Old Town Quarter. One of the oldest buildings in Bronish, it is said to have been one of the original trading houses of the early Mendarn merchants. Local fishermen frequent the tavern while foreign merchants frequent the inn. The proprietor of the Merry Merchant is named Verlo Relnman; he inherited the tavern from his father, who inherited it from his own father. Verlo is a cheerful, portly man that makes every effort to ensure the comfort and the needs of his guests are met. He is very popular with both the locals and visitors, and as such, he has many friends in the town who take an interest in ensuring that his establishment succeeds.

The rooms and food are both affordable and high quality. Consequently, it is possible that there will not be any rooms available at certain times. The most crowded time is daily just after dusk when the local fishermen return from their day's work to relax with a drink and a meal.

Some possible locals that the PCs might meet here include Moretam the Fishmonger and Fenshishy the Fool. Moretam is a neutral/good human Meznam merchant who deals in the catch of the day and sells fishing supplies. He is friendly to outsiders and likes to hear of far away lands. In return, he is often willing to share whatever local information might be of use to an unaccustomed traveler.

Fenshishy on the other hand is a chaotic/neutral Meznam/Brandobian fisherman who is inquisitively

paranoid, and is often called a fool by friends and newcomers alike. With the local dragon overtly protecting the city from obvious threats of force, he believes that pirates, Vrandols and Pel Brolenese spies secretly walk the streets in an effort to subvert Bronish from within. Any truth to his conspiracy theories remains to be shown. But after he has sufficiently questioned any outsiders he meets to ensure they are not enemies of the city, he will gladly share his paranoid theories. These include the following:

- Evil shapeshifters live among the good inhabitants of the city.
- The Brolenese are abducting Bronish citizens, brainwashing them to be sympathetic to the dark religion of the Overlord and returning them to the general population until the time is right for invasion.
- Many-tentacled subterranean monsters are in league with certain citizens for an eventual takeover of the city. He has heard that the vile beasts control men's minds with their strange powers.

Other than his knowledge of the recent skirmish to the east Fenshishy has no details on the extent of the recent hobgoblin activity, but is not surprised one bit if the PCs reveal further information on the plot to him. He claims to have some knowledge of exactly where certain hobgoblin tribes reside within the western reaches of Ul-Karg. It remains for the Game Master to determine if Fenshishy's theories are based on any shred of truth.

The Sea Breeze

Another inn that the PCs may stay at is the Sea Breeze. This idyllic little sanctuary lies just a bit off the beaten path apart from the hustle and bustle of the main city, about a quarter mile down the road from the East Gate. The front of the establishment is decorated with a wide variety of wind chimes that can be continually heard playing soothing songs for a great distance. While patronizing the Sea Breeze, the PCs might meet a regular named Shamira. If approached in a polite way by a well-mannered group, she would be willing to join them in their adventures.

Shamira Serimahn: (neutral/good) 4th level human female Meznam Advocate of Harmony (priestess of Lady Love), S10, I10, W14, D15, C18, Ch15, AR 4 (chain mail), HTK 25, THACO 18, DMG 1-6 (mace). Possessions: Chain mail, mace, lasso, silver rose (holy symbol), cloak, wineskin, 15 gc. Spells: detect magic, cure light wounds x2, protection from evil, light, charm person or mammal, hold person. Special Abilities: Cast sacred guardian spell once per day, turn undead, soothing word. Languages: Svimohzish, Brandobian.

Another local one might encounter at the Sea Breeze includes young Tyresh. Having grown up nearby, he has often sought out travelers who tell of lands far away. Although he has no formal skills beyond fishing, he wishes to leave Bronish to learn exotic skills and find wild adventure. He might even go so far as to secretly tag along with a group he suspects will take him in for such adventures.

Tyresh Ashwamhi: (chaotic/good) 0-Level human male Meznam fisherman: S12, I12, W12, D12, C12, Ch12, AR10, HTK 3, THACO 20, DMG 1-2 (unarmed). Languages: Svimohzish, Brandobian.

In League with the Hobgoblins

If the PCs are evil or otherwise willing to associate with hobgoblins, they can become introduced to the adventure by encountering a group of hobgoblins in the Whisvomi forest, the Dashahn Mountains or the Kingdom of Ul-Karg. The hobgoblin chieftain behind the assassination plot, Dunag Sul-Mag of the Krolg tribe, would be willing to send the PCs with some of his warriors because of the inherent danger involved in the mission. He wishes to spare every able bodied warrior in his tribe for a later invasion.

If this is the case, the PCs could be part of any number of expeditions at the discretion of the Game Master. They could be part of the initial hobgoblin scouting force tasked with pinpointing the location of the lair. They could be part of the assassination team sent to slay the dragon. Or they could be part of a follow-up expedition to determine the result of the murder plot, rescue any survivors and return any spoils from the lair to the tribe.

If the PCs are in league with the hobgoblins or if they are acting independently of either the hobgoblins or the city council, then the alternate encounter scenario under the description of the Dragon's Lair should be used.

The Trek to the Cave

The trek to the dragon's cave lies through the Whisvomi forest and hills to the Dashahn Mountains. It is a well-defined path known as the Dragon Road, but this does not make it any safer since area brigands find easy sport in poorly armed pilgrims bringing gifts to the dragon. While the dragon would certainly condemn these thieves, he reserves his energy for more significant threats to the well being of his subjects. In addition to normal benevolent animals such as deer, geese, rabbits, squirrel, raccoon, fox, etc., there are many other inhabitants of the Whisvomi Forest and Hills. As the PCs travel in the forest, check for random encounters (1 in 12 chance) three times per day. If the PCs stay on or near the path to the dragon's lair, the

following more specific encounters can be substituted at the Game Master's discretion.

1) **Brigands** - This group of three fighters and four rogues of first level are camping out in the foothills. They try to use surprise and intimidation to rob vulnerable travelers in the area. The fighters (clad in banded mail + shield) will rush up to PCs brandishing long swords to demand valuables. The rogues all wear leather and use missile weapons (bows, daggers). The group's treasure consists of 38 gc, 11 ec, 898 sc, and 229 cc in addition to standard adventuring/camping equipment. They will run away if met by stiff resistance.

Rogues: AR 7, THACO 20, HTK 4 each, DMG 1-6 / 1-4, XP 35 each. **Fighters:** AR 3, THACO 20, HTK 7 each, DMG 1-8, 15 XP each.

2) **Hobgoblins** - A group of eight Ul-Karg hobgoblin foot soldiers wander the Whisvomi hills in search of the whereabouts of their comrades sent to destroy the dragon. Like their kinsmen sent before them, they are members of the Krolg tribe living in northwestern Ul-Karg. There are several such groups in the area. They do not know of the partial success of the plot or of the assaults on their Ul-Karg villages by the dragon's mate. They will attempt to capture any travelers to question them about the activities of the Bronish authorities. They speak Svimohzish and their native tongue. AR 5, THACO 19, HTK 6 each, DMG 2-7 (morning star), 35 XP each.

3) **Lizard Men** - A group of ten reptilian flesh eaters have emerged from their lair in the Whiven Marsh to hunt for humans to feast upon. They will attempt to capture any human foes to march them back to the swamp. AR 5, HTK 6, 8, 9x2, 10x2, 11, 13, 14, 15 THACO 19, DMG 1-2/1-2/1-8. 65 XP each.

4) **Pilgrims** - A family of 4 halflings are traveling to seek the dragon. They are oblivious to the dangers of the wilderness. The family consists of a father (Gorgy), mother (Tira), and adolescent son and daughter. They bear several intricately woven baskets of fine quality to offer as gifts. Gorgy AR 7, HTK 6, THACO 20, DMG 1-6 (spear), 1-4 (sling).

DRAGON'S LAIR

As the PCs approach the lake read:

The Dragon Road ends in a clearing at the shore of a calm, small lake. The lake appears to be shaped like a peanut shell. There is evidence of prior encampment in this area with several small fire pits ringed in stone and cut timber arranged as benches nearby. A small pier lies on the shore where the Dragon Road ends.

Locals call this place Golden Lake. The waters are

free from major predators since the dragons hunt the lake. As one rows out from shore or walks around the edge about half way across the lake, read:

A large cave becomes visible on the opposite side. It is about 15 feet above the water level with an entrance ramp rising from the water composed of rocks of various sizes. To either side of the ramp lies sheer cliff walls rising to the bluffs above. Stains of water runoff are evident on the loose rocks and cliff face. There are two rowboats moored on the rocky shore across the lake. They appear to be sized for 4 passengers each. The cave only appears to be accessible from the water or by rappelling down the cliff from above.

If the PCs enter the cave read:

Inside the cave, a scene of death assaults your senses. Eight hobgoblins lie dead in random positions, several with both hands held to their throat. There are no signs of bloodshed. To the right of the entry chamber lies the entrance to a larger cave. An enormous gold dragon lies slumped and motionless. As you take in this scene, a band of men approach you from deeper in the cave.

The hobgoblin bodies possess standard arms, armor and outdoor survival supplies but no treasure. They bear no standards.

As the PCs enter the cave, another group of treasure-seekers who have arrived first will meet them. This group is a party of evil adventurers who heard about the rumors of the plot to kill the dragon and quickly came to remove the treasure for themselves. The group should be nearly identical to the power and skills of the PCs. However, powerful magic items need not be duplicated. In addition there will be 2 extra men-at-arms serving the evil characters that have been hired to help carry and defend the loot. The evil mob will fiercely defend its spoils and will only surrender or flee if the battle has hopelessly turned against them. Some of their numbers may actually prefer their comrades to fall in the conflict since this means more treasure for them. Men-at-Arms: AR5 (chain mail), THACO 20, HTK 5 each, DMG 1-8 (long sword), 15 XP each.

Alternate Scenario

The PCs may be in league with the hobgoblins or acting independently, simply to seek the treasure. If this is the case, when the PCs enter the cave, they will still be met by a group of approximately equal strength. However, the group will be agents of the Bronish City Council of Seven sent to warn the dragon of the threat or to protect the lair and treasure if the dragon is absent. This good aligned group will similarly have 2 extra men-at-arms over and above the number of people in the PC's group. If this good group is

defeated, one of them will be carrying the sealed scroll tube with the message to the dragon that was described earlier.

If the PCs survive the battle and win the cave read:

To the rear of the entry chamber lies a narrow split in the rock wall. Cool water from an underground stream gently issues forth through the cave and out into Golden Lake. You briefly notice a creature deeper within the narrow corridor by its serpentine motion.

This opening in the rock wall extends far into the bluff and eventually up to the surface at the top of the cliffs. It is in this part of the cave that the dragon keeps a rare creature known as a Rock Serpent as a pet. This snake has no mouth but feeds by shooting a bolt of disintegration from its nose to vaporize rocks. It then breathes in the dust and gas for sustenance. The creature only has animal intelligence but is loyal to its master. AR2, THACO 13, HTK 36, DMG 1-20 (60' range) 975 XP. The creature has no treasure, but its small brain can be used as one of the components to create a ring of spell storing.

If the PCs enter the main chamber of the cave read:

The greater cavern that contains the corpse of the gold dragon is well kept with very little debris. A heavy stone door stands on the rear wall. Fine script is carved into the stone beside the door.

The treasure of the dragon is in a room set off the main cave; a heavy, wizard locked stone door seals the room. Beside the door is carved the following riddle written in the Low Elvish. The door will open if the solution to the riddle is spoken.

Here is a thing that nothing is. 'Tis foolish, wanton, sober, wise. It hath no wings, no eyes, no ears. And yet it flies, it sees, it hears. It lives by loss and feeds in smart. It dwells in woe, it liveth not. Yet ever more this hungry elf, doth feed on nothing but itself.

Answer: The Mind

The dragon's treasure hoard is quite expansive, considering it is the sum of almost a century of sacrifices on the part of the people of Bronish.

- 402 pc in a cedar chest (which is worth 150 gc).
- 3,964 gc, 6,132 ec, 8,545 sc, and 10,109 cc in a large heap.
- An ivory box (worth 200 gc) holds a total of 42 various ornamental stones (total worth 420 gc).
- A pearl encrusted golden crown (5,000 gcv) sits upon a velvet cushion on top of a stone table.
- A golden bowl (150 gcv) sits next to the crown; it contains eight fine amber gems (100 gc each) and sixteen pearls (ten at 100 gc each and six at 500 gc each).
- A silver bowl (50 gcv) sits on the other side of the crown; it contains 20 silver rings (50 gcv each).

- A small mahogany shelf along one wall holds several vials, one each of potion of sweet water, climbing, diminution, levitation, speed, and growth.

- A scroll case made of gold (worth 50 gc) sits upon the same shelf, containing a scroll with the 5th level conjure elemental Wizard spell (at 16th level of ability).

- A large wizard locked iron chest contains the following treasures: four horseshoes of speed, a cube of frost resistance, a ring of shocking grasp, 15 +1 arrows, a wand of enemy detection, and a periapt of health. A secret compartment in the bottom of the trunk contains Rhingoryx's spellbook (see his description, below).

- Three wooden chests contain the following: two suits of chain mail, two long swords, a bastard sword, two long bows, two quivers, 40 sheaf arrows, four daggers, a very fine elven harp, several suits of fine clothing, and miscellaneous adventuring equipment. All equipment is of fine elvish make, sized and styled for a male elf.

A series of tables on the northern wall are covered in various alchemical and magical devices, for use in researching spells and identifying potions and such. The value of all the items would be in the range of three to five thousand gold coins, but only to the right buyer in a major city (not Bronish). Most of the items are either glass or otherwise highly fragile, and would be difficult to transport.

A bookcase along the southern wall contains two score tomes, mostly on history, magic, warfare, architecture, geography and the various goodly religions. They are each worth between 50 to 500 gc in the proper market. A false panel in the top shelf contains Dharingaryx's travelling spellbook. This spellbook contains all her spells she has memorized plus the following: light, armor, and glitterdust.

The Return of the Mate

A short time after the party has foiled the scalawags from claiming the dragon's treasure as their own, the dragon's mate Dharingaryx will return. She is angry and tired from her excursion to the northwestern reaches of Ul-Karg.

Her first action upon returning will be to polymorph into a small bird to investigate her lair for intruders. She will quietly observe the party to determine their intentions prior to showing her true form. If she believes anyone presents a threat she will fly outside the cave and use her fear aura and scare spell to try to scatter the PCs. She will attack with her chlorine gas breath weapon if she believes that it is warranted but will quickly retreat in the face of strong resistance so

that she can rest and heal the damage she sustained from her foray against the hobgoblins.

If she believes the PCs have good intentions she will approach the cave under the guise of a fair elven maiden named Daerinaea (unarmed, wearing diaphanous golden robes). She will claim to be a friend of the dragon just returning from sending out a message for help. She will ask the PCs to help clean the cave and prepare a funeral pyre for the dead dragon. If the PCs tell her how they defended the cave from the evil treasure-seekers she will be very grateful.

Daerinaea/Dharingaryx, Female Adult Gold Dragon (lawful/good) AR -6, THACO 3, HD 18, HTK 90 (45), DMG 7-16/7-16/12-42, fire or poison gas breath weapons (once every three rounds for 18 to 150 DMG). Ability Scores: S21, I17, W14, D14, C18, Ch17. Special Abilities: polymorph self 3/day, water breathing at will, speak with animals at will, immune to fire and gas, bless 3/day, detect lie 3/day, animal summoning 1/day, detect invisible within 60', clairaudience in lair 120', fear aura, 40% magic resistance. Spells (cast at 17th level): grease, phantasmal force (used), ray of enfeeblement, scare. Languages: Dragon, Elvish, Dwarvish, Svimohzish, Brandobian, and Merchant's Tongue. 18,000 XP. She is 125 years old.

Dharingaryx will be very inquisitive about any details the PCs may have on the events surrounding the assassination. She still wishes to exact further revenge on the specific hobgoblins responsible for the deed. As she learns more about the PCs she will attempt to hire them to find out which hobgoblin tribe is responsible and even travel to Ul-Karg with them if necessary. She can offer them thousands of gold coins or even magical treasures for their loyal assistance. Another matter of significant importance to her is the answers to her questions. How did the guilty party get the arrow? Who made it? This clearly presents extensive opportunities for the PCs to continue their involvement with Dharingaryx. Once they have found the source of the arrow she will wish to see that the knowledge of the methods to manufacture such an evil device is destroyed forever. Developing the continued adventures of the PCs and Dharingaryx is left up to the Game Master. Should they choose to accompany her she will certainly be a powerful ally. However, she will be anxious to return to the lair and secure it against further incursions soon after they have accomplished their mission in order that she may bear the offspring of her former mate in comfort, for she is "with egg"!

Whether or not the PCs choose to continue to assist them, Dharingaryx (who will take up

Rhingoryx's protection of the city) and the Bronish Council of Seven will certainly be grateful for the efforts of the PCs to guard the dragon's home against intruders. The PCs will be welcomed in Bronish as minor heroes.

WHAT IF THE DRAGON DIDN'T DIE?

The Game Master may feel that the death of the Gold Dragon of Bronish would alter the campaign balance overly much, even with the introduction of Dharingaryx. Perhaps the arrow of slaying was not fully efficacious, and the dragon merely seemed dead; or perhaps the party goes on a quest for a restorative artifact that will return the dragon from death. Here are the statistics for Rhingoryx, the Gold Dragon of Bronish.

Rhaengaer/Rhingoryx, Male Mature Adult Gold Dragon AR -7, THACO 1, HD 19, HTK 124, DMG 8-17/8-17/13-43, fire or poison gas breath weapons (once every three rounds for 21 to 175 DMG). Ability Scores: S22, I18, W15, D13, C18, Ch18. Special Abilities: polymorph self 3/day, water breathing at will, speak with animals at will, immune to fire and gas, bless 3/day, detect lie 3/day, animal summoning 1/day, luck bonus 1/day, detect invisible within 70', clairaudience in lair 140', fear aura, 45% magic resistance. Spells (cast at 18th level): wall of fog, charm person, detect evil, scare, detect magic, lightning bolt. Languages: May communicate with any intelligent creature. 19,000 XP. Rhingoryx preferred to travel in an elven form in order that he might better understand the people that he protected. He often stayed at the Merry Merchant in Bronish for days at a time in his "Rhaengaer" guise, and as such will be sorely missed at that establishment. Rhingoryx was approximately 250 years old when he was brought low by the foul black arrow.

His spellbook contains all the spells listed as memorized plus the following: read magic, unseen servant, hold portal, sleep, wizard lock, locate object, and slow.

Rhingoryx and Dharingaryx met only a few months ago, while each was in their elven guise. As is the case with most metallic dragons, the pair immediately "recognized" each other, and it was "love at first sight", so to speak. Since that time Dharingaryx has been splitting her residence between Rhingoryx's lair and her manor house in Monam-Ahnoz (where her treasure hoard and primary spellbook remain). No one on the Council of Seven realizes that Rhingoryx had found his mate, and the news will come as a great surprise to all concerned. The fact that Dharingaryx is "with egg" will, however, remain a closely guarded secret, as all sorts of villains may attempt to take

advantage of her situation or even capture the young dragon(s) for various nefarious purposes.

THE FREE CITY OF BRONISH

History of Bronish

There has been a trading settlement of Mendarns in the area of Bronish for almost three hundred years, though until the last century it had been little more than a small Meznam fishing village with a Mendarn trading house. Mendarn merchants traded finished goods for the raw gems and gold that the local Meznam nomads acquired from the dwarves and gnomes of the Dashahn Mountains. The settlement was also a major source of raw materials for rope and basket making, though most of the materials were transported to Mendarn for manufacture. However, all that changed 98 years ago, in 946 YK, when boatloads of Mendarn and Brolenese refugees arrived in the small settlement.

The refugees had been followers of Bronish Vromlond, a Preacher of Peace (Priest of Ranas the Peacemaker) who had escaped from slavery in Pel Brolenon. Bronish taught that all peoples should live in harmony, regardless of race, and that all should be allowed to enjoy the fruits of their own labors. Needless to say, this earned him not only the love of his many followers but also the enmity of many merchants and noblemen. Bronish was slain, as were many of his followers, during an attack in northern Mendarn fostered by merchants and nobles and tacitly approved by the king of Mendarn. The remnants of his followers in southern Mendarn (humans and halflings) fled the country; most took ships in Dopolen and sailed for Svimohzia, where they landed in the small, nameless village where now stands the Free City. The five and twenty score settlers gave thanks to the Peacemaker for their deliverance, and immediately named their settlement Bronish, after their martyred leader.

The new settlement had some difficulties, notably bad relations with the merchants that originally possessed the settlement. However, the Meznams were friendly to the new settlers and quickly allied with them, as they felt that the Bronish (as the Mendarn refugees had taken to calling themselves) would only help improve their lot in life. Troubles with Mendarn merchants were quickly resolved when the merchants discovered that the Bronish were more than happy to trade with them, as long as they were fair, and that the profits from the increased trade more than made up for the loss of control over the simple settlement. Hundreds of other Mendarn settlers joined the Bronish during the first ten years, finding their way of life to be far superior to that which they lived in the

motherland. Then, in 958 YK, a group of Bronish explorers/miners made an incredible discovery in the Dashahn Mountains.

Seven explorers/miners, three Mendarns, two Meznams and two halflings, stumbled upon the lair of a gold dragon while prospecting in the Dashahn Mountains. They immediately paid tribute to the great beast; they gave him all the gold and gems they had, and flattered and serenaded him with prose, poetry and song (for one of the Meznam miners was a bard). The dragon, whose name was Rhingoryx ("Shimmering Gold" in the language of dragons) befriended the miners, as he had watched the development of the new city with interest, and wished to become involved in their society, for he was an extremely social dragon. The dragon gave each of the miners a magical charm, that they may call upon him in times of need or when they desired his companionship.

No one believed the miner's tale when they returned to the city; none that is, until a fleet of pirates and slavers landed on the city shore and proceeded to loot and pillage the settlement and capture the citizens for slavery. Then the seven miners called upon the dragon, and the dragon came to their aid. Only one pirate was allowed to survive; he returned to his compatriots and told the tale of the Gold Dragon of Bronish; raiders have never again bothered the city. The citizens were most grateful for the dragons' help, and gave him tribute of all manners of goods, mostly gold (gold was not available in the city for months afterward). Since that time Rhingoryx has effectively been the King of the Free City.

The seven miners and their families formed the Council of the Dragon shortly thereafter, which then led the city in all things under the eye of the dragon (for the former leaders of the city were slain in the early hours of the pirate raid). For a generation the people were happy with the arrangement, until 978 YK, when the council was opened to elections, for the people of Bronish remembered the grief that absolute power had caused them in the past and saw again its evil in the Meznamishi Civil War. Thus, after much discussion and debate, and after consultation with the dragon, the Council of Seven was founded in 980 YK. The Council of Seven is open to any citizen of Bronish age 45 or older (50 for halflings), and is elected by all Bronish citizens age 21 and older (33 for halflings). Councilors serve for a period of seven years; a new councilor is elected every year. To date no less than four members of the council at any one time have been from the Seven High Clans, but all have remained on the council because of their own abilities, not necessarily due to their money or influence.

Since the founding of the Council of Seven the Free City has experienced few major troubles. Thus far the only force that has threatened the city was a small army of hobgoblins from Ul-Karg, which invaded the region in 1020 YK. Fortunately the city had recently completed the city walls, which were built at the insistence of Rhingoryx, as he knew that he could not be everywhere at once. Rhingoryx and the forces of the city were eventually able to stamp out the invading force, but many of the nearby villages and nomad clans suffered heavy losses. The memories of the Hobgoblin War (as it is known in Bronish legend and history) have faded for most, and the city folk have once again cut back on their forces (once twice the size of the current police force), though the villagers have not forgotten nor forgiven the hobgoblins.

The People of the Free City of Bronish

The people of Bronish are primarily of Brandobian (Mendarn or Brolenese) descent, with a large minority of Meznams and halflings. The breakdown is about 55% Brandobian (Bronish or otherwise), 25% Meznam, 10% of mixed heritage and 10% halflings. A very small number of citizens are from elsewhere, and include elves, dwarves, gnomes, other Svimohzians, Brandobians and Kalamarans. Most foreign residents stay in the Foreign Quarter or the Merchant's Quarter, and as they are not citizens are not counted in the city population; there are maybe 100 to 200 foreigners in the city at any one time. Foreigners may become citizens after a period of seven years of official residence in the city; the time is halved if they are members in good standing of the city militia. Prospective citizens that perform extraordinary deeds may be granted automatic citizenship. There is no racial preference or persecution in the city; citizens will not tolerate anyone that would stir up racial hatreds. Any such people are exiled from the city, and answer directly to the dragon if they return.

The people of Bronish are mostly middle class; slavery is outlawed, as is serfdom and bond-servitude. There is no true nobility in Bronish, though members of the Seven High Clans (descended from the seven miners and their families) are usually afforded the respect reserved for nobles (they also have many of the responsibilities of nobles though they hold but few of the privileges). A small underclass, mostly of foreigners and lackadaisical Bronish, live in the Old Town and Foreign quarters of the city. A large number of citizens live in the city proper; approximately 25 to 30%, between 2,000 and 2,400 all told. Most citizens live on farms or estates in the nearby area, live in logging vil-

lages in the Whisvomi Forest or mining villages in the Dashahn Mountains, or, in the case of many Meznam families, still live the nomadic lifestyle of their ancestors. The city folk are mostly craftsmen, merchants, priests or city functionaries. Literacy is quite high among the city residents, and is not uncommon among the rural residents (about 90% in the city and 50% in the rural areas).

The official language is Brandobian (the Mendarn dialect), and all city records are kept in that tongue. Svimohzish is commonly heard; the nomads had never taken to the written word, and thus the local Meznams are not upset at the lack of official status of Svimohzish as a written tongue. The halflings had always spoken Brandobian as a native tongue; they used their old tongue, known as Oldor, only among themselves when they did not wish the "Big People" to understand what they said; thus, like the Meznams, the halflings have no problems with the status of their language. Merchant's Tongue is commonly spoken in the city, rarely elsewhere.

Most good and neutral religions can be found in the city, though only the major faiths have actual temples. The most popular temples among the middle class are the House of Solace and the Parish of Love, which have the largest temples in the city. The Temple of Saint Bronish (House of Solace) follows the Brandobian profession of the faith and the traditions of Bronish; most priests are Preachers of Peace, though the number of Pacifists has grown over the last few decades. The House of Solace holds its ceremonies and services in Brandobian, though a fair number of Meznams attend. The Hall of Harmony (Parish of Love) is firmly rooted in the Meznamishi profession, though ceremonies are held in both languages. The Parish is the favorite of the local Meznam population, though about half of the attendees are Bronish Brandobians. Other temples frequented by the middle class include Freedom Hall (Face of the Free) and the Merchant's Guildhall (Parish of the Prolific Coin).

Temples found in the High Quarter include the House of Order (hosting shrines for the Home Foundation, the Hall of Oaths and the Cathedral of Light), the Hall of the Valiant (Halls of the Valiant) and the Court of Justice (which functions as the official legal court for the city). The families and friends of the Seven High Clans and members of the upper middle class in the city primarily frequent the "High Temples"; others attend services when they require inspiration or services of the deity in question. The Temple of St. Mroln (Temple of Stars) is frequented by merchants and sailors, while the Temple of the Sea Queen (Water Corner) is frequented by fishermen and

sailors. The Temple of All Gods, usually frequented only by foreigners and the few other native worshippers, contains shrines to most other good and neutral Gods, as well as a secret shrine or two to various evil faiths. Small groups or individuals that have shrines in their own homes or places of business represent other good and neutral faiths, and represent only a fraction of the entire population of the city. Most city folk attend two or more weekly services at different temples, usually at the Temple of Saint Bronish and one other personal favorite.

The City Walls, Gates, Streets and Sewers

The city is found on the shores of the Brandobian Ocean (Known as the Northern Sea of Svimohzia to locals). A small river, the Vromlond, passes through Bronish, and divides the High Quarter from the rest of the city. The city is "protected" by a low wall; it is a mere 10' wide and 15' tall, and is used more to keep animals and undesirables out than as a means of protection from invasion. Merelons and crenellations extend from either side of the wall, in case invaders breach the walls or gates. The walls are accessible only from the gatehouses or towers of the four gates. There is an area in the northeastern section of the city, known as "The Keep", which is actually little more than a walled area at the highest point in the city. The Keep is to be used to house women and children in the event of an invasion; currently it houses a few sheds that contain stores of grains and weapons in the event of a siege. Buildings may not be built against the walls of the city, nor may any structure be built outside the walls within one long arrow flight of the walls (per the orders of Rhingoryx; he has studied many tomes on battle tactics and sieges). Wall Street follows along the walls on the inside, and is used by many city folk to bypass the more crowded traffic of the streets and alleys further in the city.

The city walls have two main gates and two side gates. The Golden Gate, also known as the Dragon Gate, opens to the Dragon Road, which travels south past various farming villages and logging villages until it ends at the dragons' lair in the Dashahn Mountains. The High Gate, in the southeastern section of the wall, opens to the High Clan Road, which passes by all seven estates of the Seven High Clans of Bronish. Smaller gates in the east and west walls serve local farmers and merchants, the West Gate and the East Gate are unremarkable. Entry to the city is free for simple travelers; merchants must pay "one copper per horse, mule, ox and axle". Large weapons, such as two handed swords and battle-axes, must be turned in at the gate and will be returned when the person leaves the city, as must bows and crossbows. Travelers will get

a receipt for their weapon that is inscribed with the symbol of the Speaker of the Word. The guards will grant their word "upon the honor of the Speaker of the Word" (one of the most potent oaths in the Sovereign Lands) that they will guard the weapon and return it to the owner when they leave the city.

The wall towers, each of which is 30' tall by 30' wide, are designed to house up to 90 citizens during a siege or war, and are always stocked with grain and supplies. The smaller gatehouses are only 25' tall by 40' wide, and are designed to house members of the City Guard. The East and West Gatehouses each have a dungeon to house criminals until they are brought before the Court of Justice, while the North Gatehouse, which enters the Keep, only holds long-term criminals. All four gates into the city are 10' across and 10' tall; there are three doors, the first an iron portcullis, the second a pair of wooden double doors and the third another portcullis. The gate into the Keep has twice the number of doors as the other gates. Murder holes are found at all five gates, which are well supplied with oil and pitch. The gates are closed at night, about one hour after dusk, and are opened at false dawn.

The city streets follow the general north to south, east to west grid that is common throughout the Sovereign Lands. North to south roads include Lance Lane, Center Street, Freedom Road, Cart Way, the Street of Gold, Weaver Way and Seven Street. East to west roads include the Old Road (a.k.a., the Old Wall Road), Spear Street/Sailor Street, the Long Road, and the Street of Craftsmen. Wall Street follows the entire inside circuit of the city walls, while Sea Street follows the entire shoreline and the river (though it is unofficially referred to as River Road along the river). Most alleys are unnamed. Most streets are hard packed dirt covered with gravel, and tend to get muddy in spots during the rainy months, the alleyways even more so. Freedom Square, the Plaza of the Dragon, the Street of Gold, East Long Road and the entire High Quarter are paved in large cobblestones; eventually all the city streets will be paved as part of another of Rhingoryx's long-term improvement plans (West Long Road is next on the list).

The city has a very advanced sewer system, especially considering its size and wealth. The sewer system, like the walls, was built at the insistence of Rhingoryx, as he firmly believed that a clean city would be a better city. He drew up the plans himself, and with the assistance of several Builders of Law brought in from Meznamish, the sewers were constructed in a mere three years. With the sewer system in place it is illegal to dump refuse or relieve oneself in

the streets of the city (1 sc to 1gc fine). Every street corner has a sewage shaft where chamber pots are to be dumped every morning; there are several services that pass by every street every morning and collect chamber pots for a monthly fee. Most temples, inns and taverns have their own connections to the sewer system, as do many wealthy homes in the High Quarter. Rainwater enters the system through street culverts and washes the sewers clean periodically. The sewer system dumps everything into the sea, the bay or the river; and thus the shoreline is rather messy, but the city is very clean. Most drinking and bathing water is taken from cisterns that stand atop most buildings; public fountains are found at major street corners, fed by public cisterns atop nearby buildings. Rumors abound of giant rats and alligators from Whiven Marsh that live in the sewers, but such rumors have never been substantiated.

THE FIVE QUARTERS OF THE FREE CITY

The city is divided into five sections: the Old Town Quarter, the Merchant's Quarter, the Foreign Quarter, the Craftsman's Quarter and the High Quarter (the quarter naming system predated the construction of the High Quarter, though the names stuck). There is also the Hall of the Dragon, at the center of the city, flanked by Freedom Square and the Plaza of the Dragon.

The Old Town Quarter

The Old Town Quarter is the section of the city that represents the original village of the Meznam and Mendarn merchants; part of the old wooden palisade can still be seen in places along the south side of Old Street. This quarter is home to the city's fishermen, lower class and small underbelly; it is rather peaceful as such areas go, but still is known for the occasional brawl and mugging. The most prominent feature of the quarter is the Merry Merchant, one of the oldest inns in the city (see above). Fishermen and sailors commonly frequent the Temple of the Sea Queen. The Homely House Hostel is a fair inn, connected to the Twilight Rest Tavern, which is the haunt of local fishermen and scalawags. The Pegleg and Parrot Arms Inn is rumored to be a contact point for pirates and buccaneers, and has an unsavory reputation, while the Grapevine Tavern is an excellent place to find rumors and hear local legends. The Fish Market is found on the shore, where dozens of fishermen tie their small crafts to rickety wharves; an old wooden statue (which predates the coming of the followers of Bronish) stands in the center of the market. The statue is known as "The Old Fisherman", and apparently represents a legendary Meznam fisherman who "caught the one that everyone else said got away". Fishermen leave

small offerings at the statue, hoping that the "Old Fisherman" would help them catch the "Big One".

Most homes in this quarter are one story, though some are tenements with two or more flats. Most businesses are two stories, with the second story being home to the owner and operator. The Merry Merchant is the only three-story building in the quarter, while the other inns are two stories. Sea Street, the Old Road (known as Old Wall Road locally) and Center Street are the only true streets in the quarter; all other byways are cramped, twisting alleys, the most notorious of which is the alley behind the Pegleg and Parrot, which is informally known as "Pirate Pass". Torches are few and far between at night, and most alleys are dark with unknown, possibly unfriendly denizens. The City Guard rarely passes through this quarter, usually leaving the fisher folk to themselves; they will readily investigate any grievous crime, but generally leave the local drunks to find their own fate in the morning.

The Merchant's Quarter

The Merchant's Quarter takes up the northeastern section of the city, and is home to the merchant docks, warehouses and the Merchant's Guildhall. Most foreigners pass through this quarter to go to the Foreign Quarter; only the wealthier foreign merchants stay in this quarter, as the local merchants like to keep their area clean and quiet. The upper middle class houses in this quarter are very well maintained and moderately opulent, though not ostentatiously so (local merchants prefer moderation). Many of the middle class merchants live above their shops. The shops in this quarter mostly deal in imported goods or are actually export houses that sell Bronish goods and raw materials to foreign merchants. The Merchant's Guildhall, which is also the home of the local Parish of the Prolific Coin, is the most opulent building in the quarter, and save for the Hall of the Dragon, is the fanciest building outside of the High Quarter. Coin Court, shaded by small cherry trees and fragrant vines, sits to the west of the Guildhall. A small wishing well sits in the middle of the court, and it is said that those that cast coins into it receive luck back in proportion to their generosity. The coins are collected weekly through a small tunnel from the guildhall, and all coins collected go to the Merchant's Guild Widow and Orphan Fund.

The Temple of St. Mroln is very popular among merchants, who go there and make offerings to ensure the safety of their ships, cargo and crew. The Hall of Slumber is an inn owned by a Dream Weaver; he holds services for a few locals and a number of foreigners every Godday at the inn. The Bywater Tavern is a very

popular stop; Bywater Brew, a sharp ale derived from Meznam formulas, is exported to Meznamish, Mendarn, Eldor and even Kalamar and Tokis. The Traveler's Rest Inn is a good, inexpensive inn, while the Merry Maid, Sea Hag and Sea Dragon taverns are good, average and low quality respectively, home to all manners of clientele. The Sea Market is continually busy with incoming and outgoing cargoes, criers, vendors and factors, and is usually frequented by ne'er do wells and pickpockets from the Old Town Quarter. A marble statue of Rhingoryx stands in the market at the spot where he slew the foul pirates in 958 YK. Local merchants leave a gold coin at the foot of the statue when they ship out, hoping that the gesture will bring good luck and keep pirates from their ships. The coins disappear every night, and none know where, as local beggars and thieves are too superstitious to try to take them.

Most homes in this quarter are two stories, with a rental flat on the second story, though the wealthier merchants keep both stories to themselves. There are a few two-story tenements, usually with three or four rental flats. Most businesses are two stories, with the second story being home to the owner and operator. Warehouses are usually two stories, though the second tends to be open to the first. Both temples and inns are three stories. Sailor Street is the main thoroughfare through the quarter, from the Sea Market to the Plaza of the Dragon. The Old Road, East Long Road, Sea Street (River Road), Center Street, Cart Way and Weaver Way also cross through the quarter; and most streets are well lit by torchlight at night. Alleys are usually clear of refuse and troublemakers, though the odd drunken and belligerent sailor can be found in the alleys behind the Sea Hag and the Sea Dragon taverns. The City Guard presence is firm in this quarter, and the guards brook no nonsense.

The Foreign Quarter

The Foreign Quarter received its name back when the city was yet young, and non-Bronish Mendarns settled in this area of the city. Today it truly lives up to its name, as it is home to the largest concentration of foreigners in the city. As such, most shops in the area either cater to foreigners or are owned and operated by foreigners selling foreign goods. The most prominent building in the quarter, the Temple of All Gods, reflects the nature of the area in that it has shrines to dozens of foreign Gods (some of which are the same God under different names). The Temple of All Gods is supposed to house shrines only to good and neutral deities, but some evil shrines are found in the basement levels of the temple. The Dirk and Dagger

Tavern is known for its infamous brawls, usually over foreign politics or faiths, and is avoided by Bronish folk. The Sword and Spear Inn is the undeclared home of foreign mercenaries and adventurers in the city, and the Old Wall Inn is known for being home to the less savory and roguish foreigners. Spear Street and Lance Lane are infamous for their hawkers by day and muggers by night, though they are still safe by far compared to the streets of other cities.

Most homes in this quarter are two-story tenements, usually with three or four rental flats. Most businesses are two stories, with the second story being home to the owner and operator. The temple and inns are three stories. The Old Road, Spear Street, East Long Road, Wall Street, Lance Lane and Center Street all pass through the quarter; most are safe, save Spear Street and Lance Lane, which are the most notorious streets in the city. Alleys are often home to destitute foreigners, most of whom would not think twice of slitting a purse or two. Torches are only found on inns, taverns and the temple. The City Guard frequently passes through the quarter, though rarely ventures into the alleys ("leave foreigners to their own" is their attitude).

The Craftsman's Quarter

The Craftsman's Quarter is the heart of the city, and the largest of the five quarters. Here live all the local craftsmen, from the basket weavers and rope makers to blacksmiths, armorers, weaponsmiths, butchers, bakers, candlestick makers and folk performing every other craft and profession that is needed to run a city. Most craftsmen live in apartments above their workshops; the wealthy craftsmen own separate homes while their assistants and servants live in various clean if cramped tenements. This quarter is home to the Temple of Saint Bronish, the Hall of Harmony, and Freedom Hall. Travelers from the surrounding area and adventurers alike frequent the Dragon Road Inn, a good inn and tavern, which lies on the Gold Market. The Gold Market is named such since it is the area where most of the gold and other minerals and gems that are brought in to the city by prospectors, miners and merchants are traded. A fountain sits in the middle of the market; it has seven statuettes of gold dragons, each of which holds a "gold nugget" in its claws and spits water out from its mouth into the fountain. Miners, prospectors and merchants toss coins into the fountain for luck in their hunt for wealth; the coins are collected weekly by the city guard and go into the fund to pave the streets of the city. The Wyrn and Crown Tavern, an excellent tavern, also sits on the Gold Market, and is frequented by the more successful fortune hunters; rumors about the Dashahn Mountains and the Whisvomi Forest abound in this tavern.

The Healing Hearts Tavern, next to the Hall of Harmony, is known as the place to go to find love and companionship; sometimes for a price, but more usually only with a free spirit. The Wall Street Inn is an average inn, known for its peace and quiet. The Neshvani Crown and Thorns Tavern is owned and operated by a Meznam priest of the Passionate Peoplehood, and is known as the wildest tavern in the quarter. The Copper Pot Inn is a low class, if serviceable hostel. The Gold Flagon Tavern (the only tavern on Freedom Square and the Plaza of the Dragon) is frequented by craftsmen and merchant alike, while the West Gate Tavern is usually crowded with farmers and other locals who come into town on festival and market days. Weaver Square is so named as it is the spot where basket weavers and rope makers used to ply their trade in the early days of the city; they continue to do so, though most actual production takes place in the forest villages where the raw materials are collected. A tall tree stands in the center of the square; it is the tallest tree within the city walls, and is the target of every child in the quarter, as it is said that only the bravest and most talented child can climb the Weaver's Tree. Weaver Square is also the home of the Hall of the Weavers, the sole Mystic Order found in Bronish (see below).

Most homes in this quarter are two or three stories, usually with two or three rental flats. Most businesses are two or three stories, with the second story being home to the owner and operator and the third being a rental flat. The Temple of Saint Bronish is three stories, with a Brandobian style steeple that rises another four stories high, making it one of the tallest structures in the city. The other temples and inns are three stories. The Long Road runs the entire length of the northern border of the quarter, while the Street of Craftsmen runs through the heart of it and Wall Street borders it on the south and west. Freedom Road, the Street of Gold and River Road (Sea Street) all pass through the quarter from north to south. Alleys are usually quiet and well kept though a burglar or two might lurk in them in the deep of the night. Torches are only found on inns, taverns and temples, though the Street of Gold and the Gold Market are usually well lit during warm summer nights when businesses stay open longer. The City Guard frequently passes through the quarter and often checks the alleys, and like the Merchant's Quarter, the City Guard is very protective about this section of the city.

The High Quarter

The High Quarter is the wealthiest district of the city. Every street and alley is paved, the buildings are

of the finest construction and most ostentatious appearance and the services and shops are quite expensive. However, the people in the quarter are not as arrogant and self-serving as most upper class folks are elsewhere; they definitely have a sense of noblesse oblige, and act upon it most of the time. The residents are either from the Seven High Clans of Bronish or from one of the several other wealthy families of the city. The High Quarter, however, is not known as such merely because of the residents; it is also known as the High Quarter because it is physically the highest section of the city. The east bank of the Vromlond River averages 15 to 20 feet higher than the west bank; steep cliffs or inclines fall from the embankment down to the river. A 4' mortared stone wall along the embankment keeps people from falling over the edge when they get too close. The point on the east bank at which the High Bridge crosses the river is ten feet higher than the west bank; a stone ramp leads to the bridge on the west bank, whereupon the bridge then crosses the river at a level point. There is a charge of one copper coin per person, creature and axle to cross from the west side to the east side, except on Godday (though no carts may cross on Godday). There is no charge to cross from the east to the west. The High Bridge is made of stout wood, and can be collapsed in a few moments with the proper key (another device developed by Rhingoryx). The High Bridge ends at Seven Square, home to the most expensive shops in the city. A statue of Mizhamo Izhamoni, the Royal Bard of Bronish, stands in the center of the square. Mizhamo was one of the seven explorers/miners that "discovered" Rhingoryx and led the group in their reverential singing and flattery. He later founded the Izhamoni Clan, one of the Seven High Clans, was the first Speaker of the Council of the Dragon, and is regarded as the founder of modern Bronish.

The most notable structure in the High Quarter is the Hall of the Council of Seven, where the government of the city and the City Guard (see below) are based. The Hall is built of fine marble with golden veins and striations; gold-plated statues of dragons watch from the roof of the Hall like benevolent gargoyles. The Court of Justice lies at the opposite end of the quarter, and is built of expensive woods; it is a most impressive and imposing edifice. The House of Order sits in the center of the quarter, and is the most popular spot for commoners to visit; it is a pleasant building, with great stained glass windows, fine statuary, pleasant music and a peaceful atmosphere. The Hall of the Valiant sits across Council Plaza opposite the Hall of the Council of Seven, and is home to the

Servants of the Swift Sword. Council Plaza is one of the finest spots in the city, a pleasant boulevard cooled by small trees and flowers. A gold plated 15' tall statue of Rhingoryx stands in the center of the plaza, facing south toward the Dashahn Mountains where he lairs. The Golden Drake Tavern also sits on the Council Plaza, and is frequented by public servants and guardsmen alike. The Royal Bronish Arms Inn stands near the Council Hall, and is usually home to those members of the Council from the countryside that do not own their own townhouses in the High Quarter. The Golden Orb Inn, the finest inn in the city, stands on Cobblestone Plaza across from the Seven Coins Tavern, which is the most expensive tavern and restaurant in the city. Cobblestone Plaza is so named, as it was the first section of the city to be paved with stones. A small market of gem dealers, jewelers and purveyors of other fine goods sets up in the plaza on Godday and during major festivals in order to take advantage of the large number of High Clan and other wealthy patrons that enter through the High Gate. The Sea Breeze Inn stands about a quarter of a mile down the road past the East Gate, and is an excellent yet affordable inn (see above).

Most homes in this quarter are three stories, each owned by a wealthy family or one of the Seven High Clans. Most businesses are one or two stories, with the second story usually being storage and only rarely being home to the owner and operator; most shop owners live in the Craftsman's or Merchant's Quarters. The House of Order is five stories, with four small Brandobian style steeples that rise another three stories high, making it the tallest structure in the city. The Hall of the Council of Seven is four stories tall, while the other temples and inns are three stories. Seven Street runs the entire length of the quarter north to south, and the "alleys", which compare well with the roads of the other quarters and are named after the most prominent house or building along the way, are extremely clean and well maintained. Lanterns are found on inns, taverns, temples, and most houses, though torches are more common in alleys. The City Guard is a frequent sight in the High Quarter; guards are usually found in large numbers, as it is their home quarter.

The Hall of the Dragon, the Plaza of the Dragon and Freedom Square

The Hall of the Dragon is at the physical and spiritual heart of the city. It was built shortly after the people of Bronish sealed their alliance with Rhingoryx and has been continually upgraded and expanded over the decades since. The Hall of the Dragon is four stories tall and built of the same white and gold marble as the

Hall of the Council of Seven. A 40' diameter golden dome rises from the center of the roof, reaching another two stories into the sky; the peak of the dome is topped with a 50' pole, upon which flutters the banner of the Council of Seven, a white field with a coiled golden wyrm. 15' tall gold-plated statues of gold dragons grace the roof at the four corners of the building, and similar, smaller statuettes are found all along the edge of the roof. 15' tall doors open out in the middle of three of the walls, onto the Plaza of the Dragon, Freedom Square, and the Long Road. The inside of the hall primarily consists of one large ceremonial chamber, which is replete with statues of the heroes of Bronish, and include Bronish Vromlond, the members of the first Council of the Dragon, major past members of the Council of Seven, heroes from the Hobgoblin War and others that have served the Free City and the dragon in remarkable ways. Ceremonies are held at the Hall of the Dragon on a monthly basis, and are well attended by all.

The Hall also contains the offices of the Order of the Golden Wyrm, an organization founded and controlled by the Seven High Clans of Bronish; members are either members of the High Clans or friends and allies that have proven themselves worthy. The Order is dedicated to the service of the dragon and the Free City. The Order performs charitable works, supports the Royal Dragon Company and the City Guard, helps organize the Militia, assists the government of the Council of Seven and leads the city in festivals and ceremonies centered on reverence of the dragon. Ceremonies of the Order fall into two categories, public and private, with the public ceremonies being counted as the most popular holidays of the city. The most popular ceremony is "Song of the Dragon King", an annual event in which the Dragon is serenaded in the King's Glade by the youth choir of the Order, the Order gives out gold coins to the poor and ceremonially crowns the dragon as King of Bronish.

The Plaza of the Dragon lies to the east of the Hall of the Dragon, and is the site of many ceremonies of the Order of the Golden Wyrm. Years ago the dragon used to meet with the people of the city in this area, but the city grew up around the Hall; thus all such meetings were moved outside the city, to the area known as the King's Glade. A statue of Rhingoryx stands in the center of the Plaza of the Dragon; it is the twin of the statue in Council Plaza, though in this case the statue faces the Hall of the Dragon. The Plaza is usually ringed with small vendors and stands that sell everything from food and drinks to jewelry and wood-carvings of the dragon.

Freedom Square lies on the western side of the Hall

of the Dragon, and is dedicated to the memory of Bronish Vromlond and other martyred leaders of the Bronish movement. It is a quiet and peaceful area, with small trees and a fountain in its center. The fountain has a statue of Bronish surrounded by statues of human and halfling children; the children bear cornucopias that squirt water back into the fountain. The square is home to the farmers market every Pelsday and Homeday.

The Bronish Royal Dragon Company and the Bronish Militia

The Free City is well guarded in myth and in fact by the gold dragon Rhingoryx, but both Rhingoryx and the Council of Seven understand that there are problems and situations where the dragons' attention is either not possible or impractical. Thus the city keeps a standing "army" of 150 men. The "army" of Bronish is known as the Royal Dragon Company, and consists of ten lances, or "squads" of seven footmen and ten lances of seven mounted warriors. There is one Vendl, or "lieutenant" for every two lances, while the Vendlond, or "commander" oversees the entire Company. The various units are usually scattered throughout the villages in the surrounding area, with only a quarter of them in the city proper at any one time. It is an honor to be chosen for the Company; most Royal Dragons are followers of the Swift Sword, while the Vendlond and most Vendlen are Servants of the Swift Sword.

The footmen wear chain mail and shield and are armed with long swords and daggers, while the cavalry are mounted on light warhorses and wear chain mail and shield and are armed with spears and long swords. Vendlen wear plate mail and carry bastard swords; mounted Vendlen usually ride medium warhorses that are barded with ring mail. Most footmen and cavalry are trained in the use of the short or composite bow, but forgo its use, considering it "ignoble". Rhingoryx and the Council of Seven are currently considering the development of a third martial element, a standing corps of halfling slingers, but such is only in the initial discussion stages.

Soldiers of the Royal Dragon Company wear white tabards that bear the coiled golden wyrm of the Council of Seven. Most wear the most expensive armor they are allowed to wear, usually filigreed with gold or silver; some carry a backup weapon, such as a mace or short sword. The Royal Dragon Company is based in the Hall of the Valiant. Common footmen are paid a stipend of 5 gc per month and cavalry are paid 10 gc per month. Vendlen are paid 20 gc per month, while the Vendlond performs his duties as a part of his

faith. Many of the common warriors and most of the Vendlen are members of the Seven High Clans or servants of the Swift Sword and forgo their stipend, seeking service in the Company as part of what they consider to be their duty to the city. The vast majority of members of the Company are lawful and good, with the balance being neutral and good or lawful and neutral.

The Bronish Militia only barely deserves the name. The people of the Free City are just not fighters, which is appropriate for a people descended from pacifistic refugees. The militia consists of all volunteer citizens aged 16 to 60 that decide to show up every fourth Fireday of the month; it is illegal to discriminate against employees who attend militia meetings. Resident foreigners may join the militia; honorable service usually halves the remaining time required in order to become a citizen. Usually only about 50 people show up, though the entire city muster is about 150; village musters, however, have a better turnout, as the villagers remember the Hobgoblin War of a generation ago, and up to half of the adult population of the outlying villages attend the militia meetings. Most militiamen (and women) are barely trained and count as "green". They are taught the basics of spear use ("pointy end goes toward the bad guy") and some swordplay. Militia members are required to keep a short sword and spear in their home; most are unarmored, though some wear leather or padded armor, while a very few wear studded leather or ring mail. Anyone who owns a long sword and can show that he knows how to use it is given the title Ilvend, or "corporal" and leads groups of ten to twenty militiamen during drills and emergencies. The militia has not been called up in over three years; the last time it was called up was when a tiger somehow got in the city and the City Guard needed assistance in hunting it down.

THE BRONISH CITY GUARD

The Bronish City Guard is one of the rarest sights in all the sovereign lands: an honest, hardworking organization dedicated to the common good of the city and its citizens. There are a few bad apples among the lot, but most Guardsmen deal honestly with citizens, though they are suspicious of foreigners; they also tend to be fairly competent and usually get their man if at all possible. The Guardsmen, which are called Rhiln in Brandobian, wear leather armor and caps and are armed with clubs and man-catchers; they wear blue tabards that bear the coiled gold wyrm device of the Council of Seven. They operate in teams of five men, one of who is a Rhilnd, or "sergeant" that wears ring mail, a metal helm and carries a short

sword. The City Guard is not equipped to deal with well-armed foes, and will not hesitate to call in the Royal Dragon Company to handle troublesome and deadly adversaries.

The City Guard is based in the Hall of the Council of Seven and has offices and cells in the North, East and West Gates. The Rhilnond, or "city commander" has his office in the Hall of the Council of Seven and is supported by a small staff. Rhiln are paid 2 gc per month, while a Rhilnd receives 5 gc per month. All Rhilnen are Bronish citizens 25 or older; most are lawful and good or neutral and good while some are lawful and neutral and a few are lawful and evil.

LAWS OF THE FREE CITY OF BRONISH

The laws of the Free City are not that different than the laws elsewhere, however the mode of punishment differs from that of most cities and states. Crimes that normally warrant death or mutilation are instead punished by a heavy fine and exile from the city. Exile is always permanent. Clothing from the offender is given to Rhingoryx; one sniff and he remembers the person for life. If an exile ever returns to the lands of the Free City, the dragon WILL hunt him down and eat him (distasteful, but necessary). Note that all Crimes against Nobility, Freemen and Peasants apply to ALL people in the Free City and surrounding territories, from the lowliest farmer to the Speaker of the Council of Seven. Crimes against the Crown apply to crimes against the dragon, the Council of Seven, the Order of the Golden Wyrn and the City Guard. Other unusual laws in the city include:

- Relieving oneself in the street or emptying a chamber pot into the street: fine of 1 sc to 1 gc.
- Owning or selling slaves: loss of all property and exile.
- Defacing a public statue or work: imprisonment and fine of twice cost of repairs.
- Bearing of illegal arms in the city: confiscation of the weapon and fine of 10x value of weapon.
- Openly worshipping an evil deity: confiscation of all lands and exile.

THE KROLG TRIBAL LANDS

The mountainous Krolg tribal lands lie on the westernmost reaches of the Kingdom of Ul-Karg. The kingdom of Ul-Karg is divided into sections, each of which is populated by a different tribe. The reigning hobgoblin king belongs to no tribe but rules over all independently, receiving homage from each tribal leader. As the kingship is not inherited, any tribal chieftain bold enough to challenge the present king to trial by combat can become king through victory.

The current chief of the Krolg is Dunag Sul-Mag. It is he who was able to acquire the arrow of dragon slaying and hatched the plan to assassinate the benevolent guardian of Bronish. With this feather under his cap, he plans to exploit the vulnerability of the city of Bronish to gather the resources and prestige he needs to eventually make a personal bid on the Ul-Karg crown.

The Krolg are a small but ancient tribe that has survived among the Krimppatu Mountains since the time when the black elves tread the surface. They are a rugged breed and skilled mountaineers who sometimes clash with human, dwarven or gnome miners from the north. Since the Krolg reside within the mountain valleys and caves, their villages can be hard to find. As such, the Dragon's vengeful reign of terror was inflicted upon other more obvious but unsuspecting hobgoblin villages further east in the Nazguk foothills.

The arrow of slaying was obtained by some hobgoblins that ventured deep within the Dashahns. It is rumored to have been the work of dark elves. Further details on the Krolg villages and any routes to the depths of the Dashahns are left to the Game Master to develop.

DARK ELVES OF THE DASHAHN AND KRIMPPATU MOUNTAINS

Thousands of years ago a terrible war broke out among the elves of Tellene. The forces of good and evil, law and chaos divided the elves. The stronghold of the dark elves, so called for they were allied with the forces of chaos and evil, lay in the plateau that once stood where Meznamish and Mewzhano Bay now lie. Eventually the forces and lands of the dark elves were shattered, and the dark elves retreated into their citadels deep beneath the roots of the Dashahn and Krimppatu Mountains. Today the dark elves fester in their subterranean cities, plotting their revenge upon the outside world. To that end they have, from time to time, assisted the hobgoblins of Ul-Karg in their wars and machinations against neighboring nations, especially Meznamish and Bronish. However, the dark elven cities are, as in all things, divided over the issue of working with the hobgoblins, and some of the cities actively oppose the plots with the King of Ul-Karg and do what they can to foment chaos amidst the hobgoblins.

The dark elves of Tellene revere the Gods of Chaos and Evil; their favorite deity is the Prince of Terror, whom they call Kheiskhari. Warriors worship Shambourki, the Creator of Strife, while most common dark elves revere Lhaghari the Ravisher. Gherhimn, the Prince of Pestilence is also a favorite, as

the dark elves like to use plagues and diseases against their enemies. The Confuser of Ways is not openly revered, as the dark elves believe that the Great Deceiver deceived them long millennia ago, and that it was through his treachery that they were condemned to a subterranean existence. The wizards of the dark elves, who constitute the majority of the nobility, also deal with Demons from the Abyss in their bids for power within dark elven society. Note that dark elven society in Tellene is egalitarian, in that neither males nor females are any more likely to rule; individual clans may be matriarchal or patriarchal or neither, depending upon their own traditions.

Dark elven society centers on the clan, which is a group of families related by bloodlines. Dark elven cities will be home to anywhere from one to more than twenty clans; each city is an independent nation, though smaller cities might pay tribute to larger, more powerful cities. A royal clan and a council of the noble clans rule each city; advancement in the "government" is through assassination and inter-clan wars. Few royal clans maintain their vaunted position for more than four or five centuries. Most nobles are wizards or priests, and only the most powerful of warrior nobles ever maintains their position. Human, elven and dwarven slaves do most of the actual work, from tending to the great mushroom farms and worm ranches to low-skilled artisan work.

LIZARD MEN OF THE WHIVEN MARSH

The lizard men of Whiven Marsh have been peaceful for generations out of mind, only rarely kidnapping a human or halfling to satiate their grisly appetites. Most have also been too primitive to be of any real threat. However, a new pattern of lizard man activities has been developing in the last couple of years. Lizard men have been encountered using advanced tools and weapons; these lizard men are also more aggressive than their predecessors, and actively hunt humans and sometimes raid outlying villages. Ten years ago a lizard man discovered the ruins of an ancient city buried in the center of the marshlands; he stumbled into an ancient temple and was transformed by the magics within into a Lizard King. Since then the Lizard King has been bullying and organizing the primitive tribes into a barbaric society, centered on worship of Shhinn'shaas the Abaser. The lizard men are capturing humans for their horridly depraved ceremonies, most of which condemn the captives to a fate worse than death. The lizard men are now based out of the ruins of the ancient city, much of which is still unexplored. A few tribes are still outside the Lizard King's sphere of influence and are actively opposed to the Lizard King

and his followers, and thus might be friendly to and ally with the characters.

POSSIBLE ADVENTURES IN AND AROUND THE FREE CITY OF BRONISH

- The lizard men of the Whiven Marsh have been very active lately. Several homesteads to the north and east have been destroyed, apparently by lizard men. The city may hire the characters to investigate, or perhaps some friends of the characters may be taken captive.

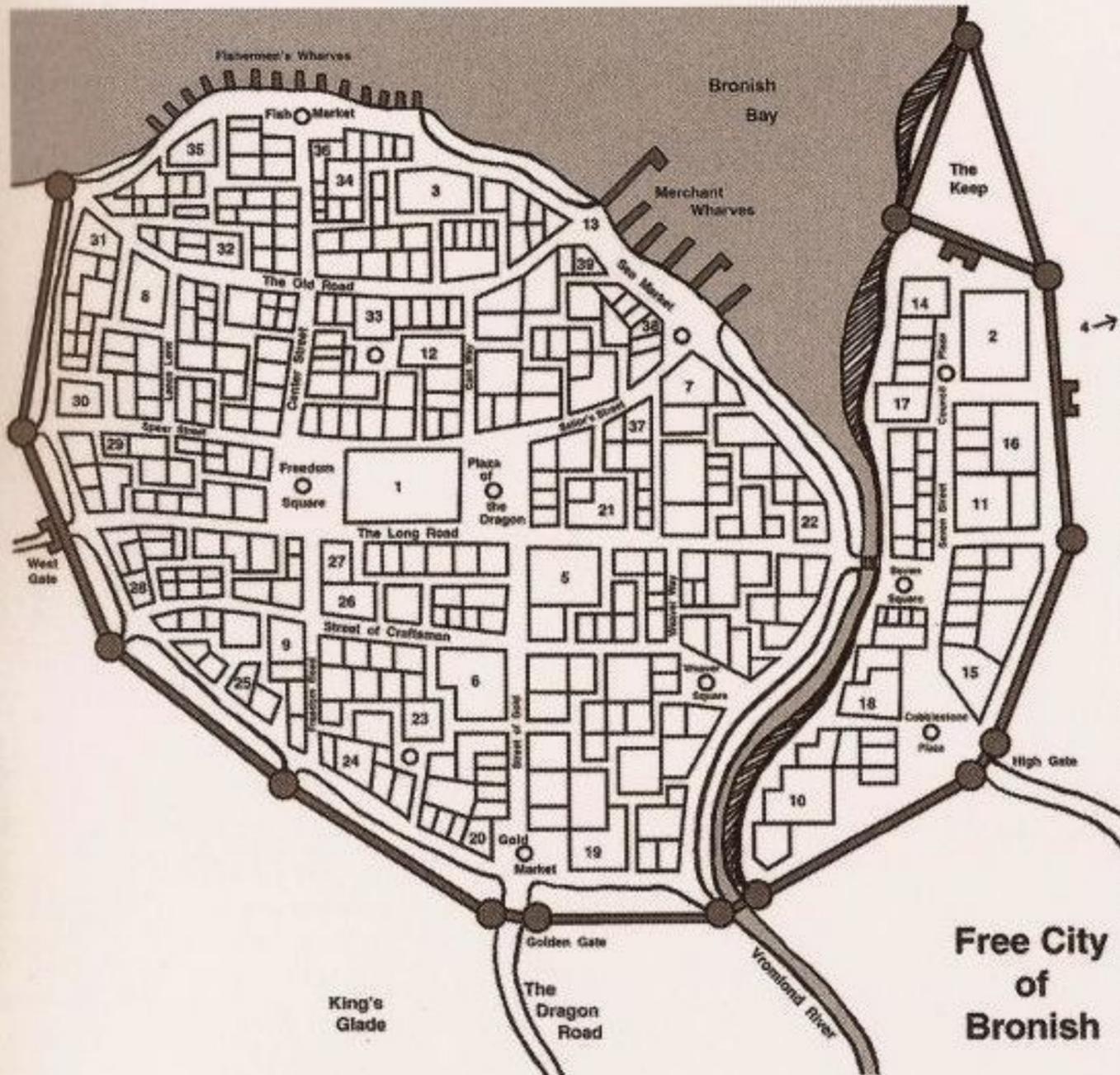
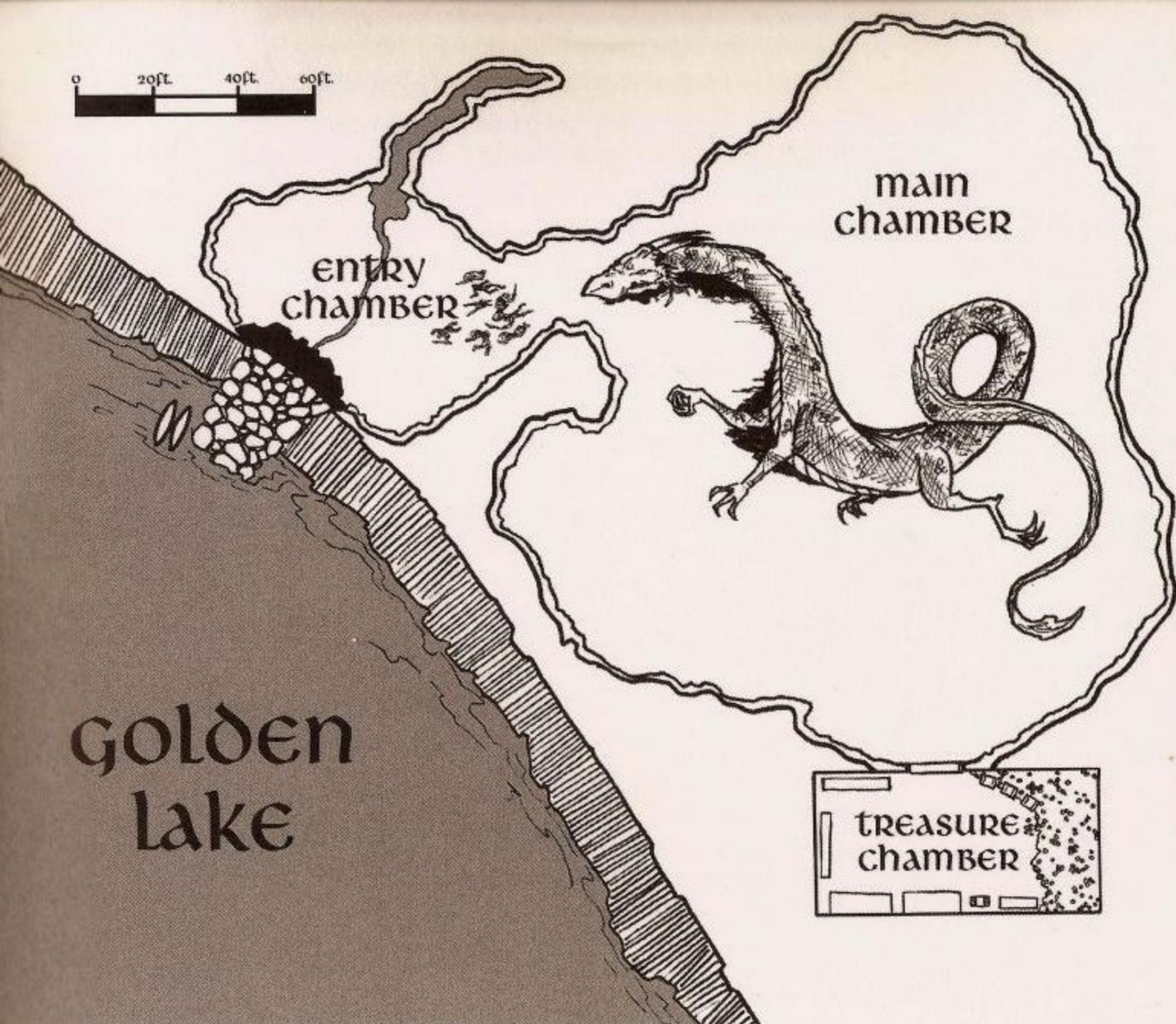
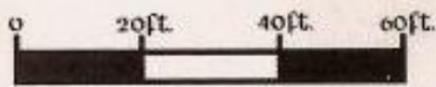
- Dharingaryx needs help guarding her lair; she laid not one or two but THREE eggs, an unprecedented number in modern dragon history. Rumors of this incredible occurrence get out and all manners of foul folk and beasts are attracted to her lair and the surrounding area, hoping to either capture or destroy the young dragons.

- Unknown intruders in the dark of the night are attacking the mining villages of the Dashahn Mountains. All evidence points toward hobgoblins from Ul-Karg, but something isn't quite right. The characters discover that the raids are actually being conducted by dark elves opposed to the alliance with the Kargi, in the hopes that the attacks would create a counter-offensive before the alliance is ready.

- A lone, ancient dwarf stumbles into the city with a map that he claims will lead him to Imdar Tum, the "Mother Lode", the largest vein of gold in the Dashahn Mountains which was lost ages ago. Various factions try to buy or steal the map and hire, kidnap or kill the dwarf. When found, the Imdar Tum will be discovered to be the home of a long lost tribe of dwarves, now evil and steeped in strange magics (derro).

- A series of horrible murders has paralyzed the city with fear. The City Guard is at a loss and citizens are fleeing to outlying villages. Unbeknownst to all a vampire from Mendarn, who persecuted the followers of Bronish a century ago as a living noble, has arrived in the city to exact revenge upon the descendents of the "rebel scum". He uses methods to kill the victims which do not readily lead to the conclusion that he is a vampire; thus far he has only killed descendents of the leaders of followers of Bronish from his own former demesne

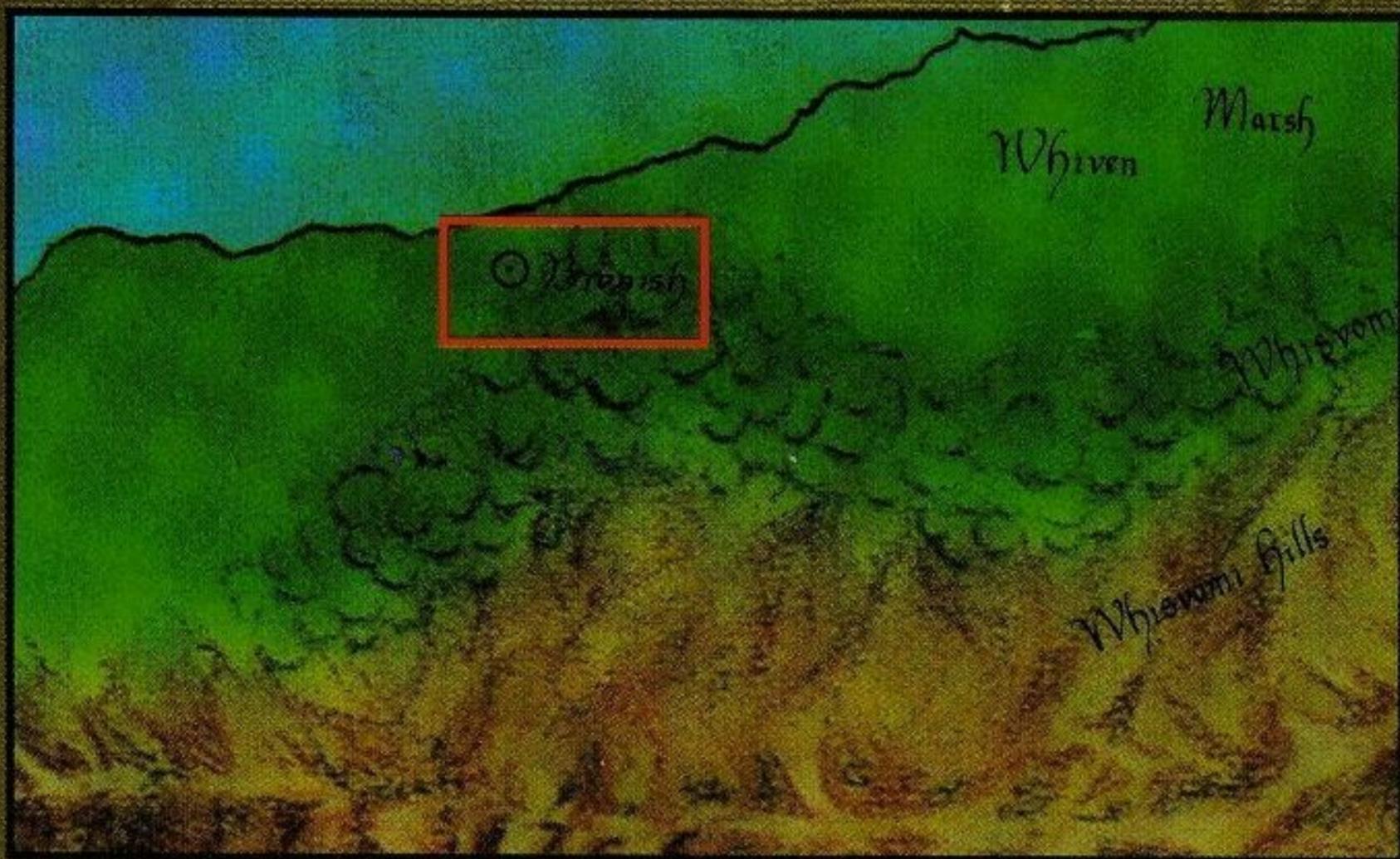
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- 1- Hall of the Dragon
- 2- Hall of the Council of Seven
- 3- Merry Merchant Inn and Tavern
- 4- Sea Breeze Inn
- 5- Temple of Bronish (House of Solace)
- 6- Hall of Harmony (Parish of Love)
- 7- Temple of St. Mroin (Temple of Stars)
- 8- House of All Gods (Many faiths)
- 9- Freedom Hall (Face of the Free)
- 10- Court of Justice
- 11- House of Order (Home Foundation, Hall of Oaths, Cathedral of Light)
- 12- Merchant's Guildhall (Prolific Coin)
- 13- Sea Queen Temple (Water Corner)
- 14- Hall of the Valiant (Halls of the Valiant)
- 15- Golden Orb Inn
- 16- Royal Bronish Arms Inn
- 17- Gold Drake Tavern
- 18- Seven Coin Tavern
- 19- Dragon Road Inn
- 20- Wurm and Crown Tavern
- 21- Hall of Slumber Inn
- 22- Bywater Tavern
- 23- Healing Hearts Tavern
- 24- Wall Street Inn
- 25- Neshvani Crown and Thorns
- 26- Copper Pot Inn
- 27- Gold Flagon Tavern
- 28- West Gate Tavern
- 29- Dirk and Dagger Tavern
- 30- Sword and Spear Inn
- 31- Old Wall Inn
- 32- The Grapevine Tavern
- 33- Traveler's Rest Inn
- 34- Homely House Hostel
- 35- Pegleg and Parrot Arms Inn
- 36- Twilight Rest Tavern
- 37- The Merry Maid Tavern
- 38- The Sea Hag Tavern
- 39- The Sea Dragon Tavern

The *Free City of Bronish* has flourished under the rule of the Golden Dragon... until now... A hobgoblin host has entered the lands of the Free City. The call has gone out to the Gold Dragon of Bronish, but he does not answer. What dark magics keep him from his beloved people? What dark villains threaten the Gold Dragon and the good people of Bronish? What mysteries lie in wait at the dragon's lair?

This adventure is designed for use with four to eight characters of 4th through 8th level, though it can easily be adapted for use with any low-level to high-level adventuring group. A description of the free city of Bronish rounds out the adventure, providing a full campaign backdrop for further adventures in the region.



The *Unguarded Hoard™ Kalamar Quest™* adventure and supplement is designed to provide both a challenging adventure and useful supplementary campaign material. The material within is set in the popular *Kingdoms of Kalamar™* fantasy campaign setting but can easily be used with any fantasy role-playing game setting.

This game adventure and supplement is suitable for use with any fantasy role-playing system, including but not limited to *Advanced Dungeons & Dragons®*, *Rolemaster®* and *HackMaster™*.

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