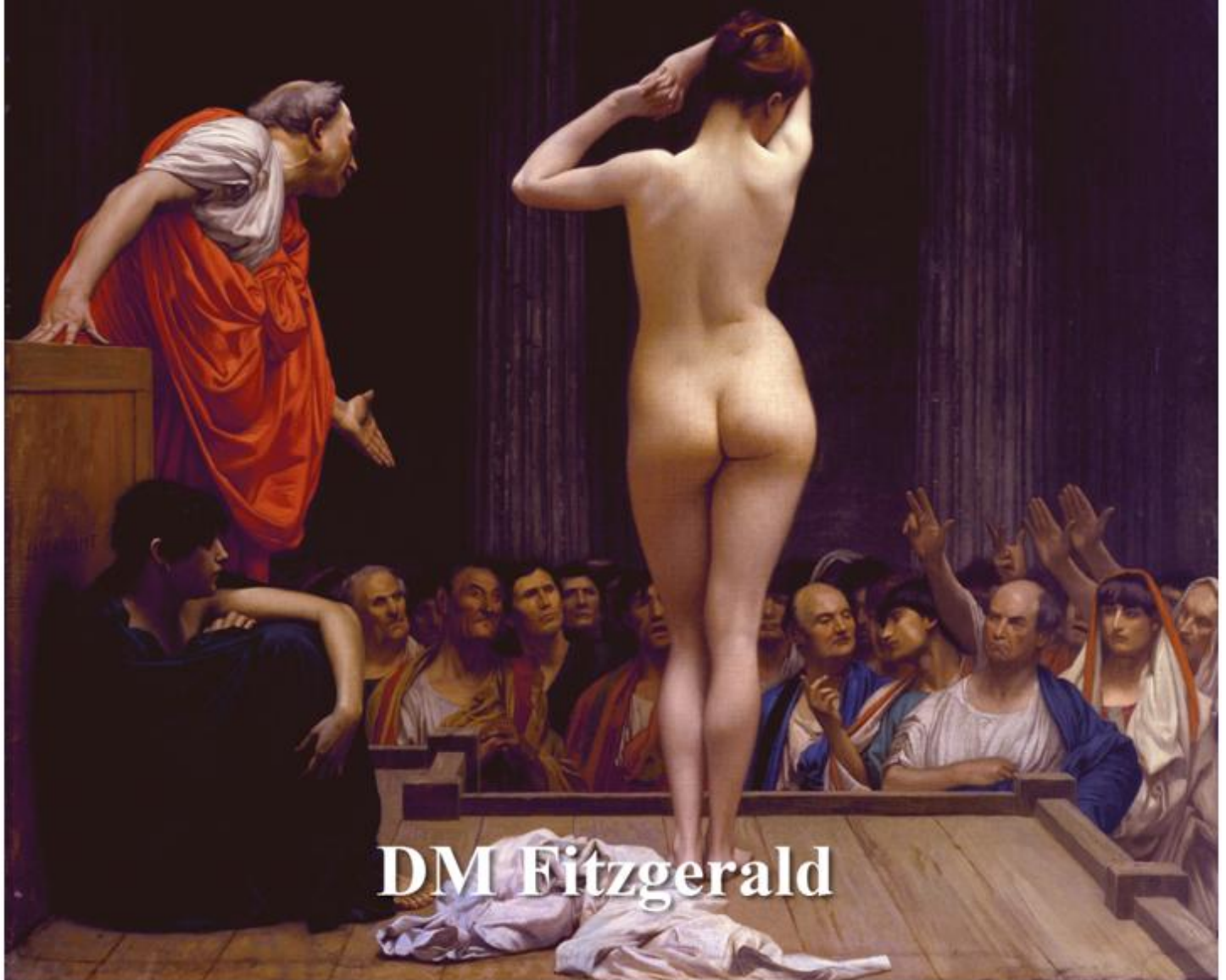


# **10 Encounters (Ladies of the Evening)**



**DM Fitzgerald**

*For Aimee*

# 10 Encounters

(Ladies of the Evening)

By

DM Fitzgerald

Art

Cover: Jean Leon Gerome

Woman 1 Tilly Kettle

Woman 2 Ernest Normand

Woman 3 Eugene Thirion

Woman 4 Franz von Stuck

Woman 5 Gaston Bussiere

Woman 6 George Romney

Woman 7 John William Godward

Woman 8 Herbert James Draper

Woman 9 John William Waterhouse

Woman 10 John William Waterhouse

## **Courtesans on the world**

Courtesans and their levels. There are three main types of courtesans on the world of Mper/Avalyn, they are:

Ta's - A Ta is a high courtesans as well known for their entertaining stories, understanding of the arts and manners as well as the needs of their clients. A true Ta knows dress and manners and can read and write several languages. A Ta knows ballads and history and local politics.

There is a loose confederation of guilds and that have formal training and certification. The certificate isn't too hard to fake but anyone who knows what a real Ta is supposed to look like can tell the difference through mannerisms and the like.

Ta's can at the end of their careers retire and find work as a teacher or scholars. It is said that in Old Deserata the library of Silvia was staffed by retired Ta's because of the mastery of languages needed for the job and the retired Ta's were the only ones that had the skills.

Chia - Chia comes for the Sadakadishian word for scholar, however in most cases the meaning has come to mean a low class courtesans ranging from a person who never completed Ta school to a person who is well read and educated, but makes their living primarily selling their bodies. Between two people that know each other will the word "chia" can be an endearment, however it is usually an insult.

Many Chia go on to owning their own entertainment houses, the money that they make can be substantial.

Bar Girl/Inn Girl These are people who have another job but also from time to time sell themselves. Ta's and Chia always accuse Bar Girls as being responsible for spreading diseases and giving their professions a bad name. In some cases this is true, but not always.

Many Bar Girls are forced into the life by bandits or unscrupulous creditors, the life is hard and there is no security.

# 1. Jhan Hidora

Human (Sadakadishian) Courtesan



Level 1

**Str 9, Dex 14, Con 13, Int 14, Wis 10, Cha 17**

**Skills** Bluff +10, Diplomacy +8, Knowledge (local) +5, Perception +5, Profession (courtesan) +8, Sense Motive +4, Herbs +10

Special Ability: Predict the Future 30%

Most people think of Sadakadish as the continent of the Hin Gon, Tre Hum Da and Myontans. They think that all of the inhabitation have the golden colored skin and almond shaped eyes of the ballads and stories.

Jhan is from an eastern part of the continent that never came under the sway of the Hin Gon, the city state of Mysore. Jhan is an accomplished lady of pleasure, who combines her exotic looks with the writings of Mysore.

Jhan will not only entertain customers, but will also tell their fortunes and allow them to sample her wide array of intoxicating herbs and Tobac.

Jhan does not walk the streets or belong to a brothel. She employs young women to bring customers to her home. She does employ bodyguards and soldiers to keep her safe.

#### Plot Hooks

1. Jhan is an effective seer and recently she told the fortune of a customer, but she did not tell him that she saw him returning to her house to kill her. She is afraid and wants to hire the characters.
2. Jhan has an order of exotic spices coming into a distant port; she would like to hire the characters to ensure their safe return. There are others that want the spices and they will attempt to take them. Jhan knows a lot of what goes on in the city having her as a friend/ ally is a good thing.

## 2. Tahalla Sand Towers

(Human Courtesan)



Level 1

**Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 14**

**Skills** Bluff +10, Diplomacy +8, Disguise +11, Knowledge (local) +5, Perception +5, Perform (act) +8, Profession (courtesan) +8, Sense Motive +5, Sleight of Hand +7

Tahalla is a Red Hat/ Second Kingdomer from the Deseratan province of Sand Towers/New Rock. She travelled to the capitol city of Deserata to find her fortune. Tahalla is a telepath and is very good at it, characters who engage with her must make. Will roll 17 or better. If they fail the roll they will find something that seems unique about her and will want to see her every 1-6 days. Characters who make the save won't notice anything. When using her ability Tahalla is actually using a compulsion on them in a subtle way.

20 Encounters (Ladies of the Evening)

Tahalla's mind control only affects someone she is having relations with and anyone not visiting her for a week is released from the compulsion. Tahalla knows what she is doing; she discovered her talent by accident and uses it not so much to fleece her customers but to get a little bit better pay. Tahalla will comply with most requests asked of her.

#### Plot Hooks

1. "Old customers" A customer of Tahalla's has gone to a spell caster about an unrelated problem and he has found out about her ability. Tahalla didn't take very much money from him, but it's a matter of honor being controlled by her has put a murderous rage into him. He wants Tahalla dead. Tahalla is looking for a protector. Of course if she tells the characters why he wants her dead she will have to reveal her secret, so she is being coy about why he wants her dead.

2. "Relatives" As a Red Hat, Tahalla has an extended family back in the Second Kingdom. One of her distant cousins recognizes her at a brothel and they want her back in the Second Kingdom. Tahalla has no desire to go back to the Second Kingdom and be a pig farmer's wife. Her cousin is prepared to hire the characters to kidnap her and get her ready to go back home, she have a better offer for the characters if they don't mind crossing her cousins.



### 3. Ta Hisdorien

(Human Courtesan)



Level 1

**Str 10, Dex 14, Con 13, Int 12, Wis 7, Cha 14**

**Skills** Knowledge (local) +5, Perception +5, Perform (act) +8, Perform (dance) +8, Profession (courtesan) +8,

Ta Hisdorien is a local girl who uses the term "Ta" as a title she doesn't really deserve it, but most people don't know that.

Hisdorien does all of the things that a proper Ta would do and she is good at pleasing her customers, actually there are very few things that Hisdorien won't do, however she has few long

20 Encounters (Ladies of the Evening)

term customers because after talking with her for a while it will become quite evident that she is insane.

Hisdorien believes many outlandish things like:

1. A supernatural creature possesses her from time to time and makes her do bad things
2. She believes that she is the "Chosen" one sent to the earth to fight in a great battle to keep the evil gods at bay.
3. She believes that powerful people are spying on her.

#### Plot Hooks

1. "Not Insane" It turns out that Hisdorien isn't insane and there actually is a creature trying to possess her. The creature should be scaled to the party. Hisdorien is most insistent that she is being punished by some demon like creature; she will do anything to be free of the curse of the creature.

What she doesn't know is that the creature has not only possessed her, but also has prolonged her life unnaturally. A priest or mage will notice this, whether the party wants to warn her...that she will age if the creature is removed.

2. A local swears that Hisdorien was actually a priestess who suddenly mad a few years ago because she was too close to some evil. This may or may not be true. If it's true then members of the local church might pay to have her freed from whatever possesses her.

## 4. Ta Danalla Hoverash

(Human Courtesan)



Level 2

**Str 7, Dex 10, Con 17, Int 12, Wis 10, Cha 16**

**Skills** Knowledge (poison) +5, Perception +5, Perform (act) +8, Profession (courtesan) +8, Sense Motive +5, Sleight of Hand +7 Poison Lore +9

Danalla is an actual Ta trained in the great house in Sorroth; she is use to mingling with the upper crust of society and prefers the company and attentions of rich older patrons.

You won't find Danalla walking the streets, she entertains by invitation only and her guest list is very full. She often just pampers her clients and lets one of her apprentices satisfy the client; she is so good at this that few if any of her clients notice it.

Danalla has a small imperfection in that occasionally she will fully participate in the entertainment, however she really doesn't enjoy the act. unless her companion dies in the process. Many years ago she discovered that she really enjoys watching them expire as they finish the task. She has purchased a poison that is perfect for her needs.

20 Encounters (Ladies of the Evening)

Danalla's servants know about her inclination and watch for the warning signs, that she is ready to kill again, they know that one day Danalla may poison the wrong person.

#### Plot Hooks

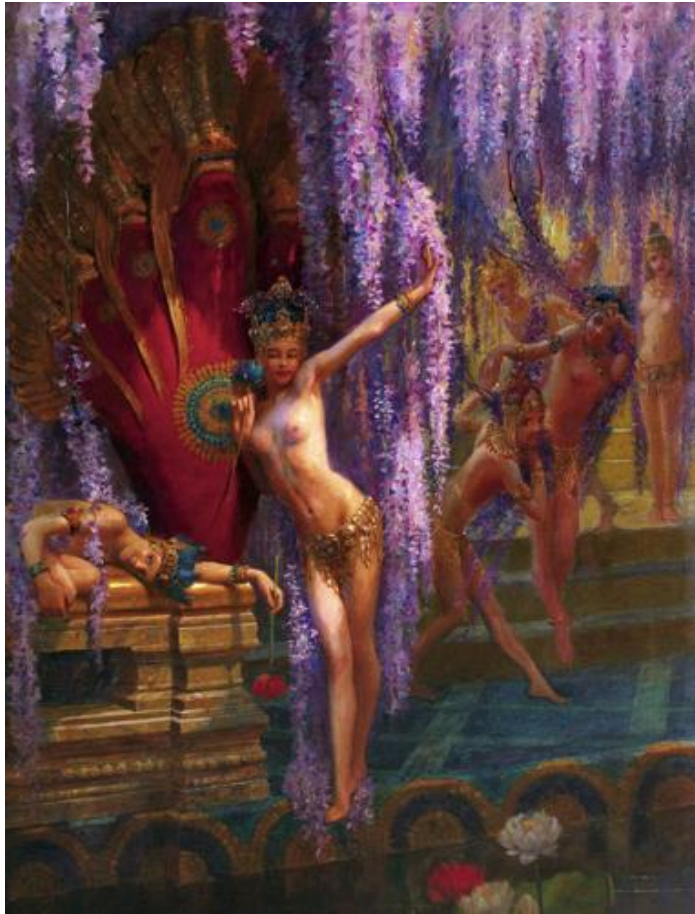
1. "The Wrong One" Ta Danalla has poisoned the wrong person, instead of killing a "nobody" she has killed the son of a local lord. Not knowing her involvement the lord will ask the characters may be asked to try to find out what happened since the son never told anyone where he was going.

There are some people that saw the man going over to a party held by Ta Danalla. Since they have been given limited investigation powers they should feel free to ask questions. Subtle hints should begin to point to Danalla; her servants will try to protect her. Of course the largest hurdle will be when they realize that the father is one of her favorite customers, do they tell him?

2. "Party." The characters are invited to a party held by Ta Danalla; she will befriend them and probably allow dalliances with her staff. It will be awkward when she comes to them with a problem... it seems that the servant the character was having a dalliance with has poisoned a customer (This isn't the truth, just the story) Will the character help get rid of the body...how will they deal with inconsistencies in the story.

## 5. Ni Shen Spiritmere

Human (Sadakadishian) Courtesan



Level 2

**Str 8, Dex 18, Con 13, Int 11, Wis 10, Cha 16**

**Skills** [Acrobatics](#) +6, [Disguise](#) +11, [Perform](#) (dance) +12, [Profession](#) (courtesan) +8, [Sense Motive](#) +5, [Sleight of Hand](#) +7

Ni plays up her Sadakadishian upbringing and her time in the household of the Hin Gon, it is said that she has even danced for many of the Peace lords, including the current Black and the Red.

20 Encounters (Ladies of the Evening)

Ni works in a small house she owns with several other ladies. Ni's temper is legendary as well as her insufferable attitude. Many feel that Ni is a very good dancer, but she is not well versed in the female arts and how they are practiced outside of Sadakadish.

Because of this Ni picks her customers from people that have seen her dance, many of her customers are members of the arts community or patrons of the arts.

#### Plot Hooks

1. “Shoes” Ni is worried that she is losing her touch as a dancer and realizes when she loses that ability she will be nothing but a common Chia, the thought horrifies her. There is a rumor of a magic user that makes magical clothing, Ni has contracted with the magic user to make her some dancing shoes and she wants the characters to retrieve them for her, her enemies will try to stop those characters.

2. “Veil” One of the strongest artifices known to the world is The Veil of Tara, in the dark ages the woman Tara Dane danced for the king Des Tyre, it is said that the dress that she wore was haunted and it drove the steady king to madness and into her arms. Most believe that the veil was a myth, however supposedly it has been found and Ni is going to dance in it for the local royalty. The characters can be paid by a wizard to attempt to steal the veil or they can be present at the party where she is going to dance, if it is the veil the characters will have to deal with the chaos the dress creates.

## 6. Sea Foam

Human (Sadakadishian) Courtesan



Level 1

**Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 16**

**Skills** Acrobatics +6, Bluff +10, Diplomacy +8, Disguise +11, Knowledge (local) +5, Perception +5, Perform (act) +8, Perform (dance) +8, Profession (courtesan) +8, Sense Motive +5, Sleight of Hand +7

Sea Foam is a common “Inn/bar girl” her mother was a Sadakidishian Zinan (Maid) and her father was probably a Deseratan, she has the features of her Sadakadishian mother and the skin coloration of her Northerner father.

Sea lives in a local inn and provides comfort and satisfaction to people staying at the inn and sometimes people she brings in. Sea is good for common types of entertainment, nothing far off the beaten track and her prices are reasonable.

20 Encounters (Ladies of the Evening)

## Plot Hooks

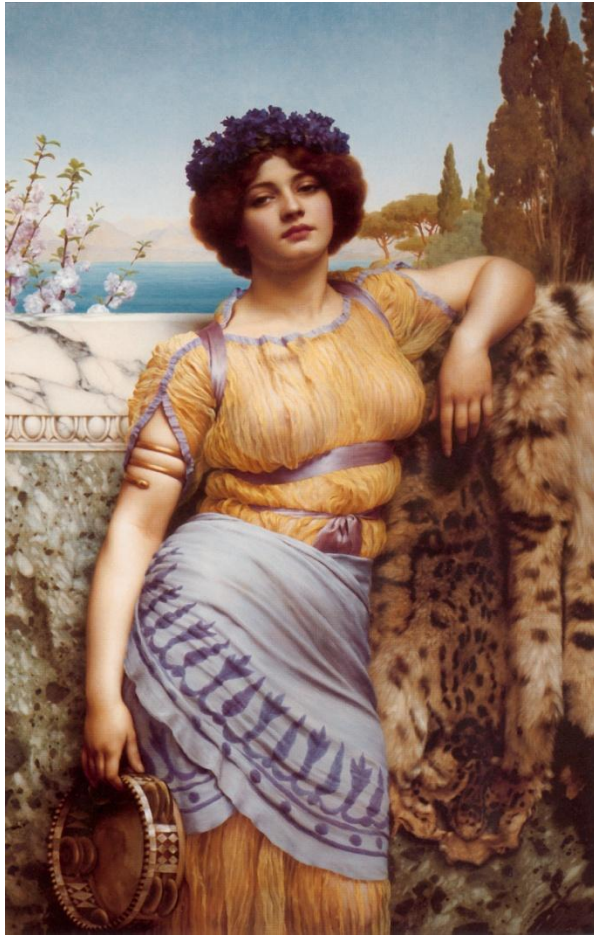
1. "Friend" One of the local men doesn't like the idea that a member of the party may be seeing Sea, he feels that even though others use her she is the property of the town and belongs to it, not foreigners..

2. "Birth" Sea has a hard time in that being half Northerner and half Sadakadishian she doesn't make as much money as other girls. Sea would like to move to the north or at least out of the village, but she owes too much money to the inn keeper. She may tell the characters that she is being held against her will and implores them to rescue her from her plight. Once away she will attempt to sneak away from the characters. Eventually the local law will be alerted as a theft of property crime and the characters will be on the hook for Sea's replacement.



## 7. Genias

### Human Courtesan



Level 2

**Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 17**

**Skills** Diplomacy +9, Disguise +11, Knowledge (local) +9, Knowledge (local underworld) +9, Knowledge (local government) +9, Perception +5, Perform (act) +8, Perform (Sing) +8, Profession (courtesan) +3

Genias is a common Chia found in the beer halls and on the streets of any town or village. She has several suitors that visit her on a regular basis and is willing to have more.

20 Encounters (Ladies of the Evening)

Genias will offer a discount to any character that books her on a weekly basis, a small stipend for her to clear her calendar and then 75% off of her regular rate for a weekly visit, whether they visit her or not.

Genias is a good local to know, she is smart and always on the lookout for bits of information, she also has contacts in the local thieves' guild as well as any rebel organizations.

As well as her other skills she is a good singer and plays several instruments.

#### Plot Hooks

1. "Information" Genias hears a lot about what is going in the town and if she knows the characters interests she will give them tid bits of information
2. "Afraid" Genias has learned some information, but she doesn't know who to give it to. It is possible that the fact that she knows the information may place her life in danger and she will need her special friend to protect her.

## 8. Chia Alice

Human Courtesan



Level 2

**Str** 10, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 17

**Skills** Bluff +10, Diplomacy +8, Disguise +11, Knowledge (local) +5, Knowledge (Military) +9, Perception +5, Perform (act) +8, Profession (courtesan) +6, Sense Motive +5,

Alice is a common Chia, she specializes in following soldiers and has more often as not been a camp follower present at some of the more memorable battles in the country as a non-combatant.

20 Encounters (Ladies of the Evening)

Because she has spent some much time following the army she knows how the army works and which units have more money than others.

Alice also is good at healing using potions and herbs to heal damage (2d8 per dose, she always carries 1d4 doses)

Alice loves men in uniform and cannot resist them always giving them a discount; she is well versed in the arts as well as military decorum. Several people who have had her as mistress have been promoted quickly because of her advice.

### Plot Hooks

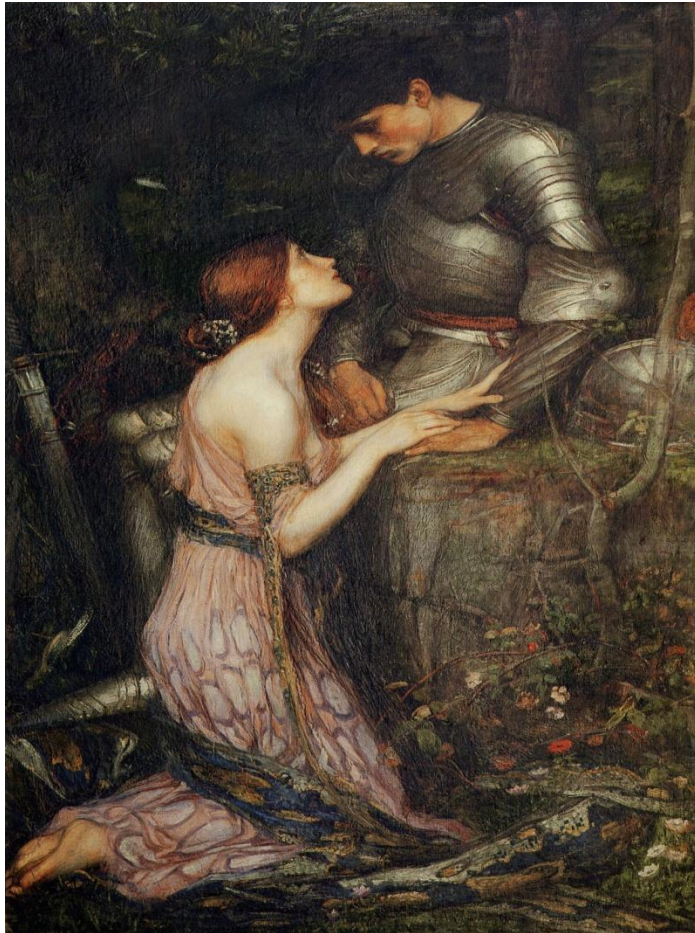
1. "The Regiment" A force of Blue backs (Deseratan troops) have been cut off by an enemy force and the characters have been dispatched by a commander who was one of Alice's formers lovers to break the siege and get Alice out of the trap. She will not leave unless the characters help break the siege for all of the force..

2. Chia Alice comes to the characters with a proposition; she has a friend that needs help. He is a soldier in the local army. He is going on a scouting mission and she does not want him to go alone. She is going to pay the characters to become the NPC's henchmen. She tells them she will pay them half of the money up front and the rest later, however they cannot let him know that they are there to protect him. He must feel he is in charge. The man is one of her lovers' son's and she wants him to get the glory that comes from leading an adventure.

.

## 9. Da Arcy Camalin

Human Courtesan



Level 2 Fighter

**Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 17**

**Skills** Acrobatics +6, Bluff +10, Diplomacy +8, Disguise +11, Knowledge (local) +5, Knowledge (Weapons) +9, Perception +5, Profession (courtesan) +8,

Da Arcy is at first glance a common Chia, however she spends most of her time looking for fighting men, the more famous the better. Da collects swords from the famous men she lets bed

20 Encounters (Ladies of the Evening)

her. She normally doesn't ask for the actual sword, usually she asks for a copy of the man's famous weapon.

### Plot Hooks

1. "Free" Da Arcy asks for a copy of the blades that made her suitors famous. Usually she waits till he has visited her a number of times and there is an understanding between the two of them. However Jhak Witherguard allowed her to have a copy made of his sword, what he didn't know was that his sword was actually intelligent and arranged for the copy of the sword to be kept and the actual sword passed on to Da Arcy. Jhak was killed fighting orcs since the powers the original sword had weren't present in the fake. Jhak's friends haven't recovered the fake sword along with the body yet; when they do someone will realize that this is not the correct sword. Da Arcy has found out about the mistake and wants the characters to return the blade so that Jhaks family doesn't know they have the wrong sword.

2. "Trip" Da Arcy has been offered the sword of one of her oldest clients; however he lies on his death bed. It would mean a lot for her to have the sword, but her former employer has stipulated that she come and get it.

You can turn this on its head by having the man already be dead and the message was sent by his wife. She intends to have Da Arcy thrown into a dungeon for being with her husband when he should have been with her (the wife). The characters will have to escort Da Arcy through the back trails to avoid the wife's men.



# 10. Tanis Alligoria

Human Courtesan



Level 2

**Str 11, Dex 12, Con 13, Int 10, Wis 10, Cha 17**

**Skills** Acrobatics +6, Bluff +10, Diplomacy +8, Disguise +11, Knowledge (local) +5, Perception +5, Perform (act) +8, Perform (dance) +8, Profession (courtesan) +8, Sense Motive +5, Sleight of Hand +7

Tanis is from the mining regions of Deserata called Alligoria, she has made her way out of that area because of the number of blood feuds and the like that make Alligorian society very dangerous for a working girl.

Tanis doesn't advertise the fact that she is from Aligoria because it's a well know fact that they are all hot blooded.

20 Encounters (Ladies of the Evening)

### Plot Hooks:

1. "It's Relative" Any man that visits Tanis over the last month has been beat up. Tanis wants protection but isn't about to tell the characters why she needs it. This might be something to do with her family or it might not be.

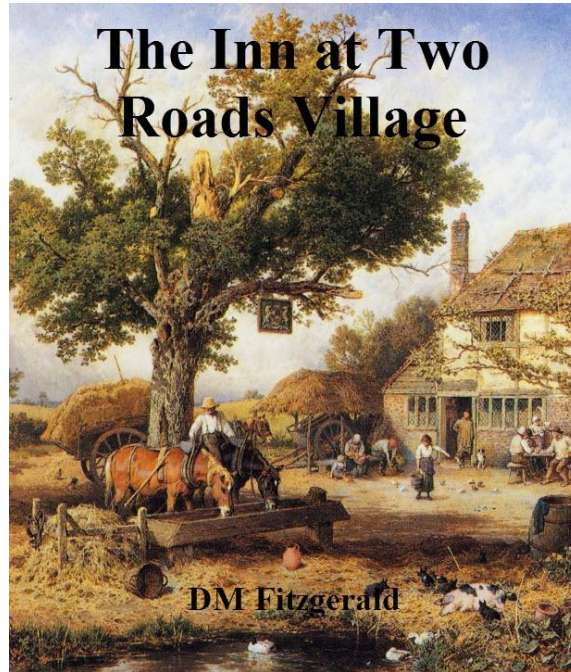
2. "Sweet" Tanis has acquired a taste for the Deseratan narcotic called "Hasa" in its form called "Bright Dream." Tanis is addicted to the narcotic and is being held against her will. When her work has slacked off the local drug dealer has extended her credit to buy the drug. Tanis wants out and has a small amount of Hasa saved up, but she needs someone to help her get free from the drug dealer.

She will offer the characters lots of money (more than she has) if they will help her get away from the dealer. The problem is that Tanis is taking a lot of the drug and will run out several days after escaping so it is possible that she will run afoul of another dealer unless the characters can help her kick the habit.



## **More Books by DCS**

### **Two Roads Village Series**



### **The Inn at Two Roads Village**

The Inn is a staple of any village. The inn at Two Roads village sits astride the Hard Pass in the high mountains. The inn is a place of intrigue and hidden agenda's

Contains:

Descriptions of Two Roads as well as the political situation around the village.

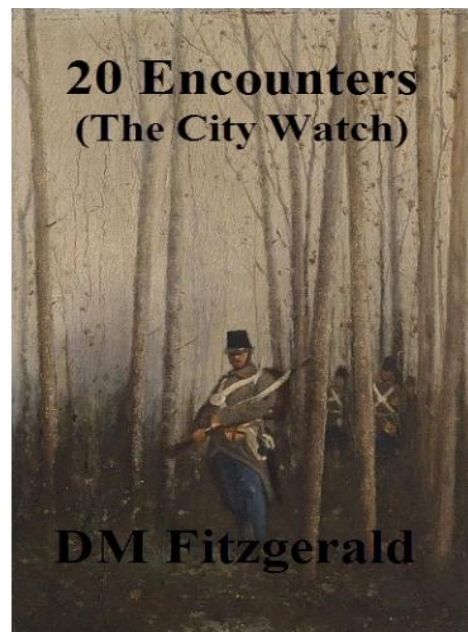
Descriptions of neighboring villages and how they fit into the political climate. Also 14 plot hooks.

Descriptions of the 18 Women of the Eve that work the inn as well as the staff. Also included are 14 plot hooks involving the staff and patrons of the inn

**20 Encounters (Ladies of the Evening)**



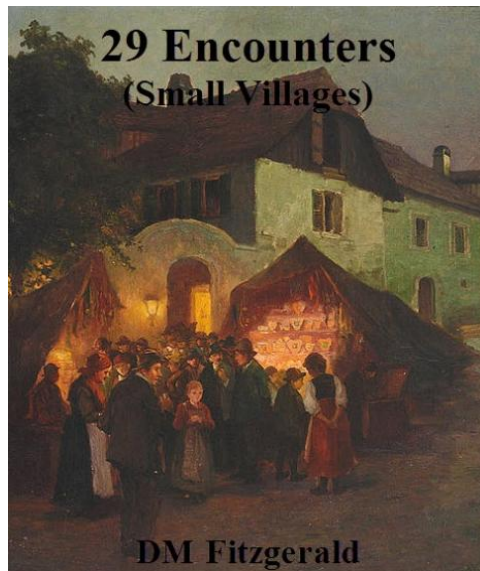
20 Encounters (Creepy Children) In this edition we have all kinds of creepy children, we have exploding children, Children in rabbit costumes as well as the favorite killer children. Don't let the adults have all of the fun....



20 encounters (The City Watch) In the town the City Watch is the law, they catch and convict innocent and guilty alike. Put your characters at their mercy.

This book comes with 20 City Watch encounters as well as an encounter chart to determines what the city watch wants from the characters that incorporates the 20 encounters in it.

**20 Encounters (Ladies of the Evening)**



**29 Encounters (Small Villages)** This book contains 29 small village descriptions. Ever need a quick description of a small village? This list gives you the basic reason why the village is here, number of taverns as well as the size of the city watch if any.

Example:

**Size 4 Village.** Crop is constantly ripening, a sorghum like product that is primarily used in animal feed.

There is only one inn present in the town, however for half the price of the inn there are rooms and provisions to be had at the local homes.

Also included is a random chart for even quicker villages that gives the general condition of the village as well as mundane encounters with a few of the citizens.

Suitable for all systems. 6 Pages

**20 Encounters (Ladies of the Evening)**



**20 Encounters (Oracles)** In this edition we have all kinds of Oracles. Oracles should be scary so we have some stuff in here to help you freak your characters out. We have a chart that gives you random strange things to happen around where the oracle lives, to get your characters in the spirit. Then we have 20 examples of oracles, from demon oracles to fake oracles, your characters won't know if it's safe to believe anything the oracle says. Finally we have the Random: What is happening chart. Using a bunch of d6's you will get a good framework for reasons to adventure or just a strange prophecy.

#### Example #1

**Who?** One person will be doing the deed.

**What?** This is a large thing, covering a large group of people or a large area.

**Where is this happening?** Very far away, it will take weeks/months to get there.

**Why is this happening?** There are hints that there is a reason, but nothing substantiated.

**How is it happening?** This will be done but a very few will notice.

**When is this happening?** This happened recently.

## **20 Encounters (Mobs of People)**



**DM Fitzgerald**

20 Road encounters (Mobs of People) is an encounter with mobs of people spun 20 ways.

Mobs are scary, you never know what they want and what their real motivations are. Here are 20 versions of mobs that will make your characters run and hide in the nearest dungeon.....where they can be alone

**20 Encounters (Ladies of the Evening)**

## **Other 20 Road Encounter Products**

20 Road Encounters Featuring (Prisoners).

20 Road Encounters (Tinkers, Tramps and Thieves).

20 Road Encounters (Couriers and Messengers)

20 Road Encounters (Places Can be Deposited by Gates)

20 Road encounters featuring extra dimensional gates spun 20 ways.

20 Road Encounters (Strange Contraptions)

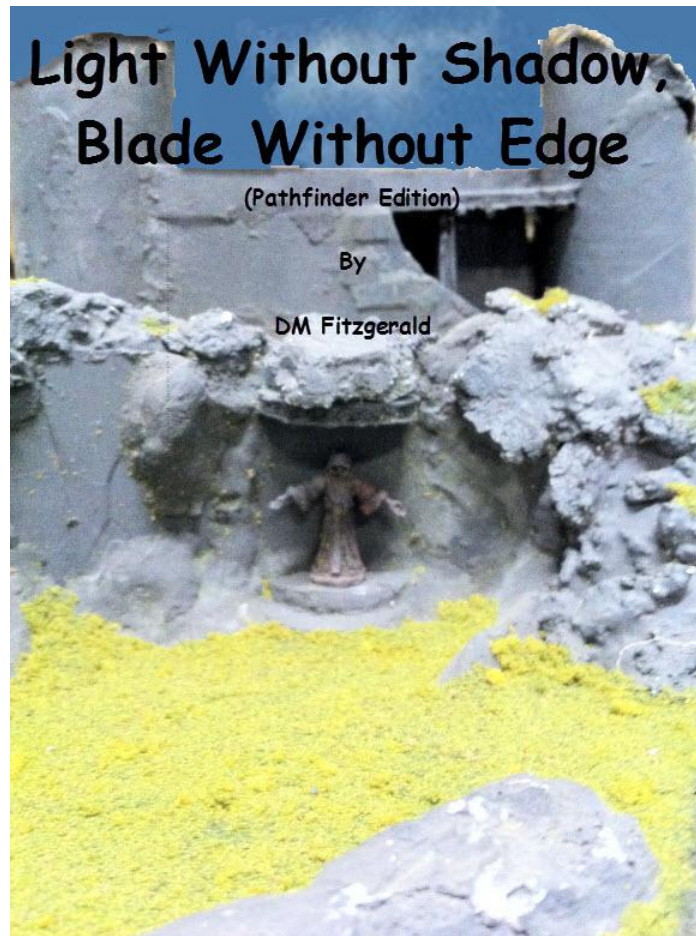
20 Road encounters featuring extra dimensional gates spun 20 ways.

20 Road Encounters (The Inn on the Road)

20 Road encounters featuring extra dimensional gates spun 20 ways.

**20 Encounters (Ladies of the Evening)**



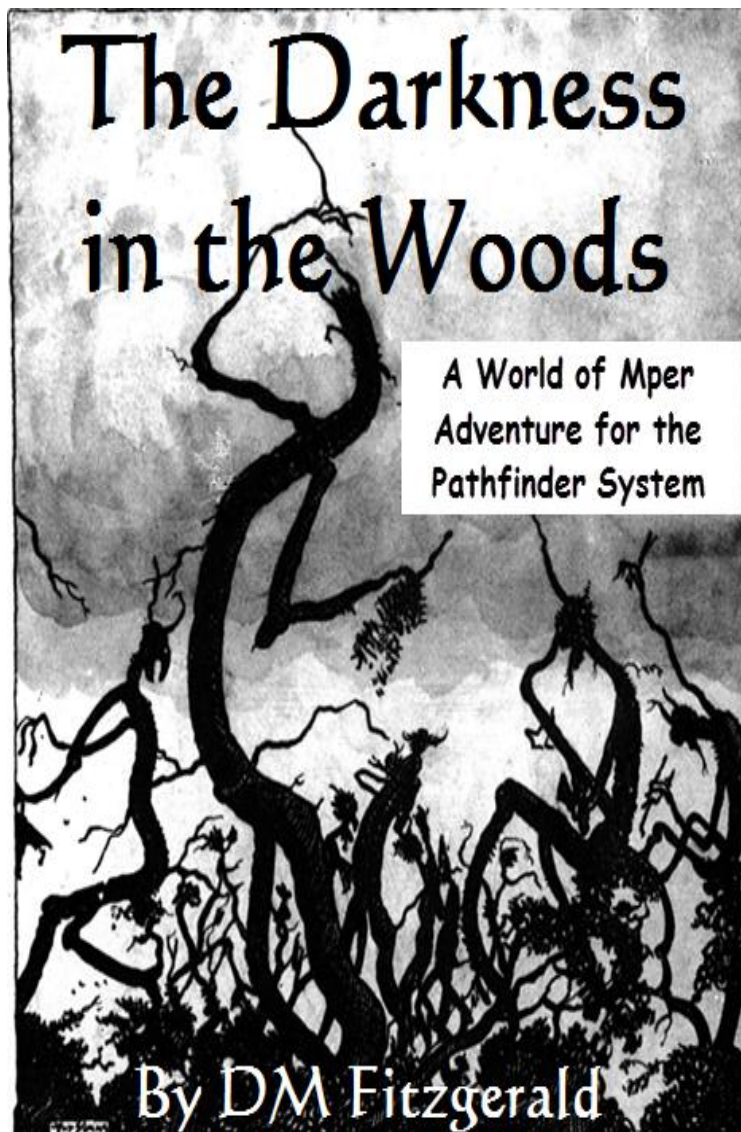


## **A complete set of adventures**

The characters start out by offering to help an obscure sect of monks rid themselves of orcs and end up in the final parts of the adventure fighting the future overlords of the world, vampires. The vampires are trying to destroy the final stronghold of humanity.

The adventure has 6 sub adventures that come together to complete the task of releasing the "Light Without Shadow, Blade Without Edge."

**20 Encounters (Ladies of the Evening)**



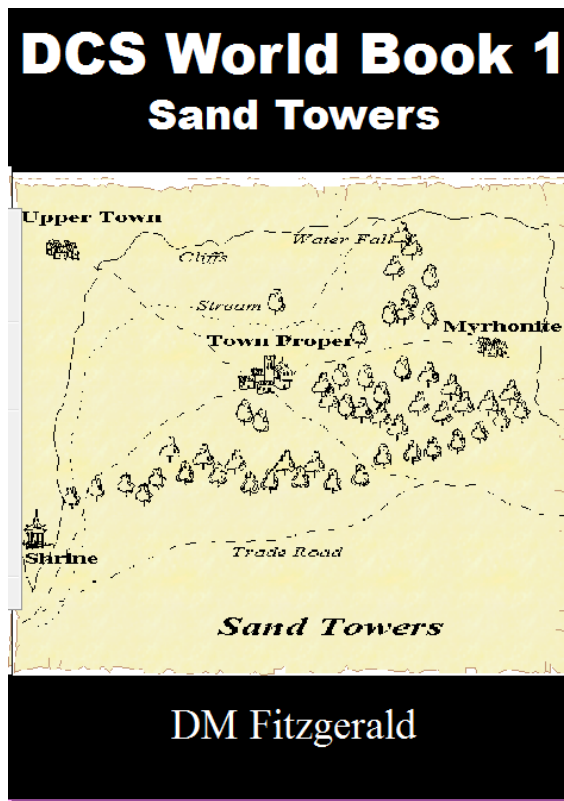
### Darkness in the Woods

"There is a shadow in the woods, when it shows itself the woodland creatures become twisted things, even nature is not immune to its effects. "This adventure is set for third level characters and below and makes a good [start](#) for new players.

20 Encounters (Ladies of the Evening)



## DCS World Book One: Sand towers

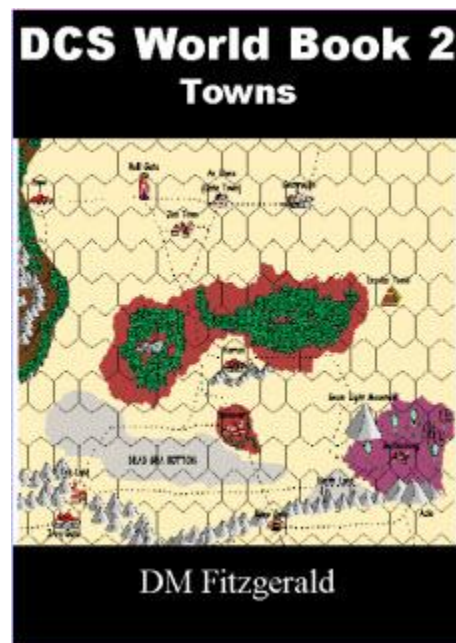


Sand Towers is a border town set on [the edge of](#) two rival kingdoms. The book has over 15 pages of content about how the town is organized and 9 maps of the town and the area's around it.

Sand Towers is a perfect town for any rules setting.

Sand Towers was featured in the story Abner and the Honest Man in the book War Stories (available for sale her at Drive Thru.

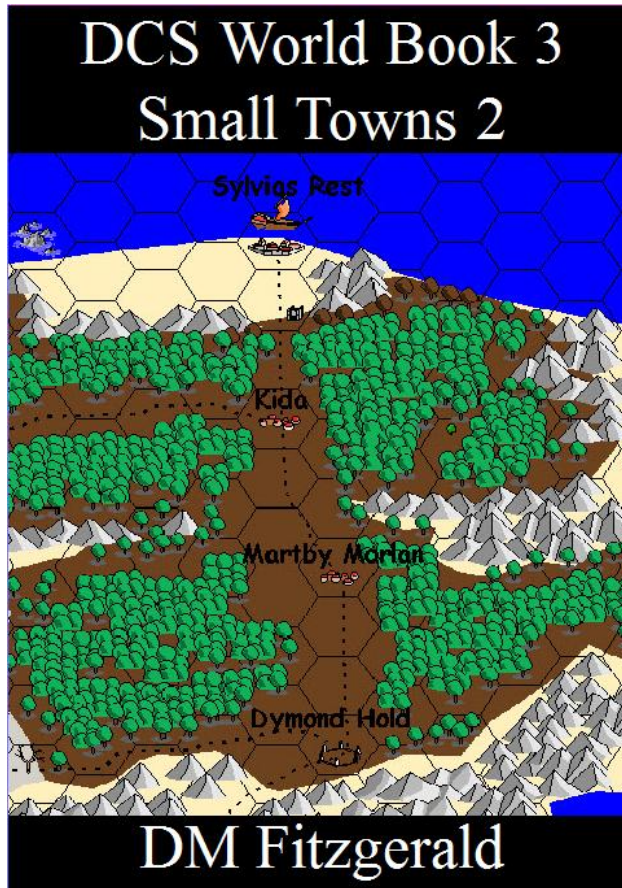
## DCS World Book 2 Towns



Adventure on the world of Mper with this city book that gives you a peek at over 5 towns on the continent of Avalyn. Learn about Iron Gate and its founding as well as Gate Lore at the world's main gate of Anliona.

The following cities are outlined; Gate Town, Gostrough, Guillenberg, Hanover, Iron Gate and Jim Town. The book has 5 town maps as well as larger maps of the interior of the continent of Avalyn. Also included is the story "Accidental War" which recounts the founding of Iron Gate.

## DCS World Book 3: Small Towns



A 12 page guide to three towns on the world of Mper; Dymond Hold, Kida and Ming Keep (above Sylvias Rest.)  
Suitable for most RPG systems, six maps of the areas.

Short Sceneries:  
Demon Boon/Demon Curse  
The Crying Ghost  
Harpies Bazaar

The Inn is a staple of any village. The inn at Two Roads village sits astride the Hard Pass in the high mountains. The inn is a place of intrigue and hidden agenda's

Description of Two Roads as well as the political situation around the village.  
Description of neighboring villages and how they fit into the political climate.  
Descriptions of the 18 Women of the Eve that work the inn as well as the staff. Also included are 14 plot hooks involving the staff and patrons of the inn.

20 Encounters (Ladies of the Evening)