



10 Encounters with Ladies of the Evening #4

By

DM Fitzgerald



Thavish (The Wrestler)

Thavish is from far South in the Sadakadishian kingdom of Khan. Small for her age of 20 she is descended from Northerners. Thavish was sold to a fighting school by her parents when she was young. Originally she was to be a maid of sorts to the fighting order, but she proved skillful with her hands and feed, so instead of making her stay in the scullery it was decided by the monks of the order that they would move against tradition and she would be trained in the art of war.

Thavish is now an unarmored fighter making the circuit of the boxing rings at the local bars, when not fighting she stays at local brothels since they are usually the nicest places in town, this has given rise to the rumor that she also works the brothel, that has yet to be proven.

Because of her "manly" profession Thavish has both male and female admirers, many times she has been hired by husbands wanting protection for their wives and daughters. In some cases she has broken the hearts of the women as surely as a male suitor could.

Thavish Mnk12: CR 12; Size M (5 ft., 8 in. tall); HD 12d8+12; hp 79; Init +3; Spd 70 ft.; AC 18; Attack +12/+7 melee, or +12/+12/+12/+7 monk, or +12/+7 ranged; SV Fort +9, Ref +13, Will +11; AL LE; Str 17, Dex 16, Con 12, Int 14, Wis 17, Cha 11.

Languages Spoken: Sadakadishian, Common, Trade Talk.

Skills and feats: Balance +15, Climb +17, Concentration +7, Diplomacy +15, Hide +3, Knowledge (Religion) +11, Listen +18, Move Silently +3, Sense Motive +16, Spot +15, Tumble +16; Alertness, Blind-Fight, Combat Expertise, [Deflect Arrows], [Evasion], Improved Disarm, [Improved Evasion], [Improved Trip], [Improved Unarmed Strike], Lightning Reflexes, [Stunning Fist].

Plot Hooks:

"The Fighter"

Thavish is known for her skills in the ring and although considered a Lady of the Eve, she also fights professionally in many a barroom ring. The local thieves guild handles many of the wagers in these fights and in one case a local noble bet against Thavish and lost heavily to the guild. The guild wishes to hire the party to protect Thavish until the guild can bring the man in, because of her ego the characters cannot let on that she is being protected and will have to find a way to engage her time without letting on what is really happening.

"Marriage Bed"

Thavish is a well known fighter and brawler, however she has fallen in love with a local nobleman. The love is reciprocated and the two intend to exchange vows, however his parents would be aghast at her profession if they knew, the parents have sent word that they intend to visit the town soon.

Thavish needs to be turned into a woman, something that she will fight tooth and nail, the characters will be responsible for escorting her around and teaching her the art of becoming a "Lady".



Marcia Renvant

Marcia Renvant is the spirit of the goddess Marcia given form. Although a god, from time to time she comes to the world and teaches Manthootians important lessons. In many cases she goes to human lands and allows her corporal body to have relations with human males and females. She has found that brothells are a good place for this and many converts have come out of them for her.

Although a goddess, this form can be destroyed and hurt and creating this human body costs a great deal of power, for powers and abilities on this plane treat her as a Astral Deva.

Plot Hooks:

"Ancient Enemy"

The original Marcia was a Manthootian reformer. She was sentenced to death for her beliefs (Women being allowed in politics and basic rights). Marcia was taken and sentenced to death, however local women who are the warriors in Manthootian society kept releasing her from jail. Eventually a group of males known as the Triumverate using an all male army tied her to a rock and let the tide kill her. Instead of dying she was taken and made a goddess (a long story). The Triumverate vanished long ago but their spirits have returned and this time they want to take her and destroy her...even if she is a goddess. The spirits can take over any male and make them do their bidding, no idea why the random are happening but the attackers are energized in a way they they can do permanent damage to Marcia

"The Floating Island"

Marcia is ready to return to the God Plane however it's just not that simple, she cannot just rise in to the clouds. The gate for her is on an island, but the island moves because it is the back of a huge turtle. Marcia really wants to go home and will pay the characters to guide her to the last known location of the island, a remote part of the ocean. It will be dangerous because not everyone wants her back in heaven.



Aloline (The Trap)

Aloline looks the part of a simple Lady of The Eve and most of the time she is. Several times a year she is possessed by a Retriever (A demon), that only inhabits water on the prime material plane. The creature wants living flesh (Man or woman, doesn't matter). The brothel seems like a good place to base its activities. Aloline has no idea what is going on and thinks that she is possessed (she is) and will beg the party for help.

Plot Hooks:

" It's that time"

Aloline will be very compliant to any of the characters she encounters and will tell the part of the story she knows, even if they are not a customer. She will tell the characters that she is being held against her will and wants to leave, however she has no one to help her escape.

Aloline will offer what little she knows/remembers. She will tell the characters that she has a little money and her charms that she will give to them if they will help her escape. However it must be done in secret with as few people as possible.

Once away she will seem very happy, until she sees a large body of water at which time she will tell the characters that she wants to go into it. Once in the water the demon will ride up out of the body of water (the demon transforms the water into a portal). the demon will attack one character designated as its target..

"Promised to Hell"

Aloline will confide in one of the characters that she isn't a common Lady of the Eve, She was "sold" to a demon from hell, a water demon, since that time she has been haunted by the knowledge that she is promised to the vile creature. Recently she has been having dreams about the creature and it has been saying that it will come for her soon to take her to its watery tomb. She wants to engage the characters to kill it, she has chartered a space on a caravan to the middle of the desert. She feels that this will be a good place to fight a water demon.

Most of this is the truth, however the demon has not actually said that it will take her to hell, rather it wishes to feed on a body. Every month the demon does this but over the past years the demon has been able to make her forget what happened, however this year is different. Either she is becoming resistant to the demons magic, or it could be her recent conversion to a new religion. Either way she is scared.

The demon will not be totally kept at bay in the desert, the creature will use any water as a gate to the real world (Even a cup of water) if need be to manifest.



Diedre (The Bait)

Diedre is a energy leech simmilar to a psycic vamire, for abilities and such treat her as a Devower, however she takes over bodies of the young women, usually Ladies of the Eve because they usually don't have family to protect them. Bodies don't last more than a year or two in Diedre's care. Unfortunatly for her the last time she jumped into anothers flesh, she jumped into a nearby good wife's body (and older woman). She felt that the older woman would be a good dodge, however there is somthing in the body keeping her there and she is becomming more and more frantic as the body beings to wear out and she is trapped. Her intended victim is the good wife's neice, her body is so close yet so far.

Plot hook 1

As Diedre struggles against time she looks for a way to get out. She will try to use any magic user she can find to explain what is going on. However she needs to be careful what she says so not to tip off the characters to what kind of creature she is.

Plot Hook 2

The mother of the young neice comes forward and seeks the girl out at the brothell, recently her sister died (By Diedre) and she suspect that the young girl is actually possessed by Diedre and wishes to put her to death for the killing for her sister. It's possible one of the characters may be brought in to bestow detects on the girl, however the mother will not be convinced, that it isn't the girl. This will put Diedre in a quandry as to how to keep her future body from being destroyed.



Mishna Vangfur Leviathan

The house of Leviathan is a small house in the Manthootian combine and has little power in the home area. However Mishna has been bitten by a vampire and for a human it would be fatal, however for a Manthootian it just gives her powers but doesn't place her as a thrall of the vampire.

Mishna Vangfur Leviathan

Com6: CR 5; Size M (5 ft., 3 in.

tall); HD 6d4-6; hp 14; Init +1; Spd 30 ft.; AC 11; Attack

+6 melee, or +4 ranged; SV Fort +1, Ref +3, Will +4; AL CE;

Str 17, Dex 12, Con 9, Int 12, Wis 15, Cha 11.

Languages Spoken: Common, Manthootian, Trade Talk

Skills and feats: Diplomacy +3.5, Gather Information +2, Hide +1, Jump

+12, Listen +3, Move Silently +1, Search +2, Spot +3;

(Vampire)

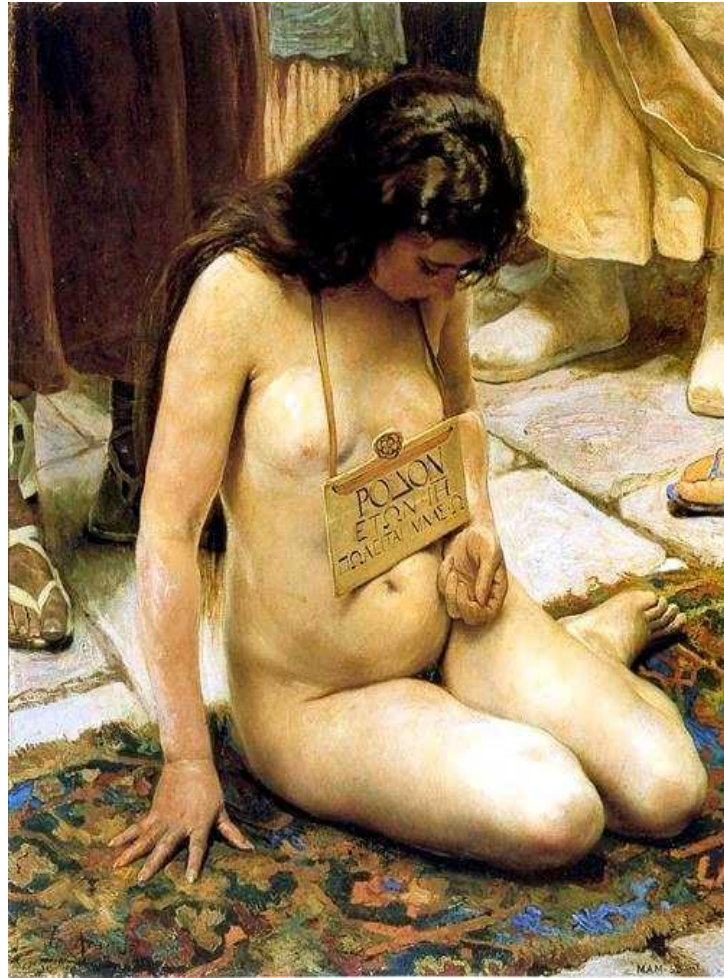
Plot Hook: 1

Mishna has allowed herself to partake in the pleasures of a human brothel in an attempt to get pregnant by a human male and have a boy child. The unexpected problem is that she has acquired the taste for human blood rather than the rose water blood of a Manthootian. Currently she is paying a slaver to bring her girls that are not associated with the brothel. Mishna likes to drain her victims completely, she has a problem getting rid of the “empties.”

The characters have been hired by either the brothel owner or some concerned Blood Daughters of Misha, who wants her back at the hearth where she belongs.

Plot Hook: 2

Mishna has taken residence in a local brothel, since no one knows she is a vangfur (vampire) this is no problem, however local girls and young men have started to go missing. The characters find out that Mishna is a vangfur, but is she guilty of the abductions or is someone stirring up anti Manthootian feelings.



Cashia

Cashia is a common Lady of the Eve, she sells herself in the market, renting space to spread out the rug she kneels on. She has an understanding with the owner of a smoking tent (a tent where tabac and such are sold and consumed) to use one of the small area's for her clients.

Cashia

female human CR 2; Size M

HD 3d6; hp 12; Init +1; Spd 30 ft.; AC 11; Attack +2

melee, or +3 ranged; SV Fort +1, Ref +2, Will +5;

Str 11, Dex 13, Con 10, Int 11, Wis 14, Cha 17.

Languages Spoken: Common, Deseratan, Trade Talk

Skills and feats: Balance +3, Hide +1, Knowledge (Local)

+7, Listen +8, Move Silently +1, Open Lock +3, Perform (Act)

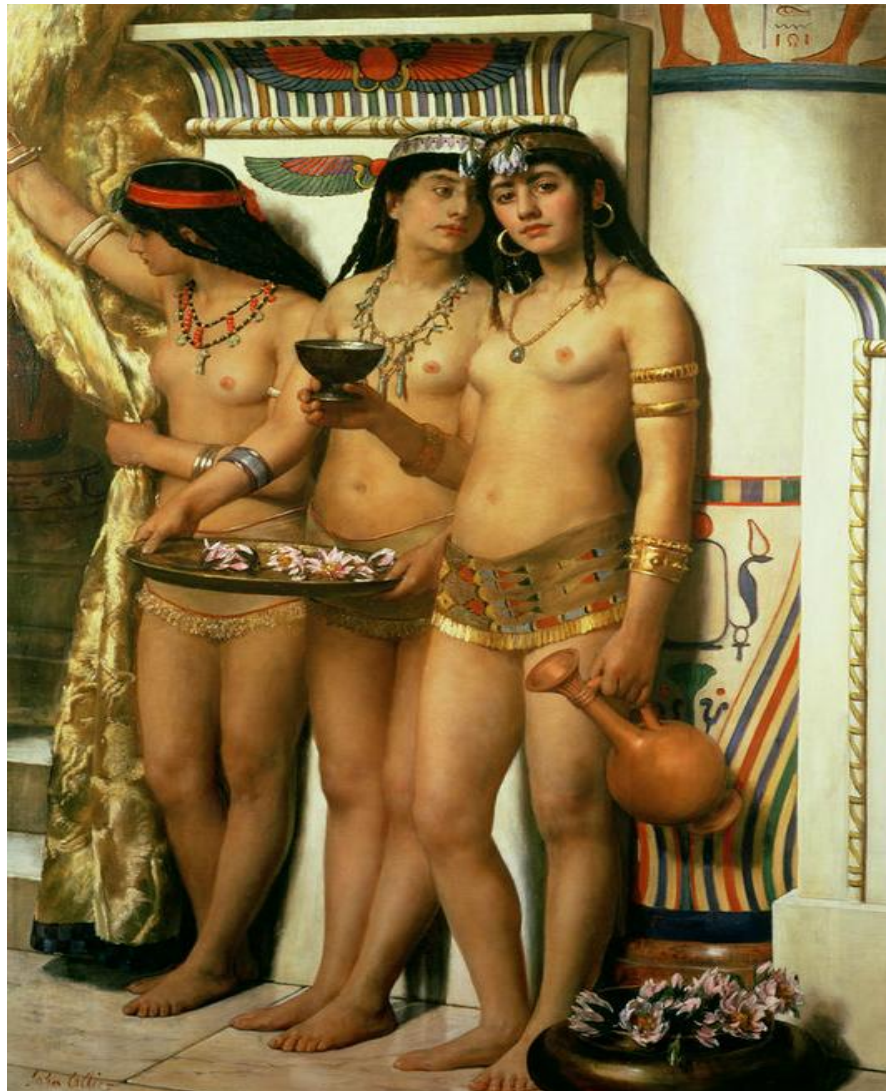
+4, Perform (Oratory) +8, Sex Act +8, Spot +3;

Plot Hook 1

Cashia has overheard a plot against one of the local nobles, if it is true and thwarted the characters will make names for themselves and the nobleman will be in their debt. However can they trust a Lady of the Eve? Is this the truth or is someone putting her up to it?

Plot Hook 2

Cashia is quite enamored with one of the characters, sending them trinkets and notes via messenger, she doesn't want anything except the character's attention, however it will appear suspicious that she is willing to spend so much money and time on the character.



Although the sisters appear human they are actually female Manthootians looking for a suitable male to kidnap and force to service them. However the sisters (They are actually Hearth Sisters, not Blood Sisters) are only looking for exactly the right man.

Kimlan, Ciberia, Alisha (The Sisters)

Kimlan War6: CR 5; Size M

HD 6d8; hp 26; Init +1; Spd 30 ft.; AC 11; Attack+8/+3 melee, or +7/+2 ranged; SV Fort +5, Ref +3, Will +2; AL NE; Str 14, Dex 13, Con 11, Int 10, Wis 10, Cha 11.

Languages Spoken: Manthootian, Common, Trade Talk

Skills and feats: Climb +11, Hide +1, Intimidate +11, Jump +4, Knowledge (Arcana) +1.5, Listen +2, Move Silently +1, Perform (Keyboard Instruments) +2.5, Spot +2; Alertness, Leadership, Skill Focus (Intimidate), Weapon Focus Bow.

Ciberia War6: CR 5; Size M

HD 6d8+6; hp 33; Init +5; Spd 30 ft.; AC 11; Attack +8/+3 melee, or +7/+2 ranged; SV Fort +6, Ref +3, Will +5; AL CN; Str 14, Dex 12, Con 12, Int 12, Wis 16, Cha 18.

Languages Spoken: Common, Manthootian. Trade Talk, Elvish

Skills and feats: Gather Information +6.5, Hide +1, Knowledge (Manthootian Lore) +2, Knowledge (History) +3, Knowledge (Local) +3.5, Listen +3, Move Silently +1, Perform (Comedy) +4.5, Perform (Oratory) +8, Spot +3, Swim +4, Tumble +5.5; Improved Initiative, Power Attack, Quick Draw, Weapon Focus (long knife).

Alisha Adp4: CR 3; Size M Adept Spells Per Day: 3/3/1.

HD 4d6+4; hp 28; Init +0; Spd 30 ft.; AC 10; Attack +2

melee, or +2 ranged; SV Fort +2, Ref +1, Will +7; AL NE; Str 11, Dex 11, Con 13, Int 14, Wis 16, Cha 14.

Languages Spoken: Manthootian, Trade Talk, Common, true Speech

Skills and feats: Craft (Needles) +9, Craft (Glass) +7, Craft (Pottery) +9, Craft (Potions) +7, Gather Information +4, Handle Animal +9, Hide +0, Listen +3, Move Silently +0, Spot +3; Quicken Spell, Scribe Scroll, Track.

Plot Hooks: 1

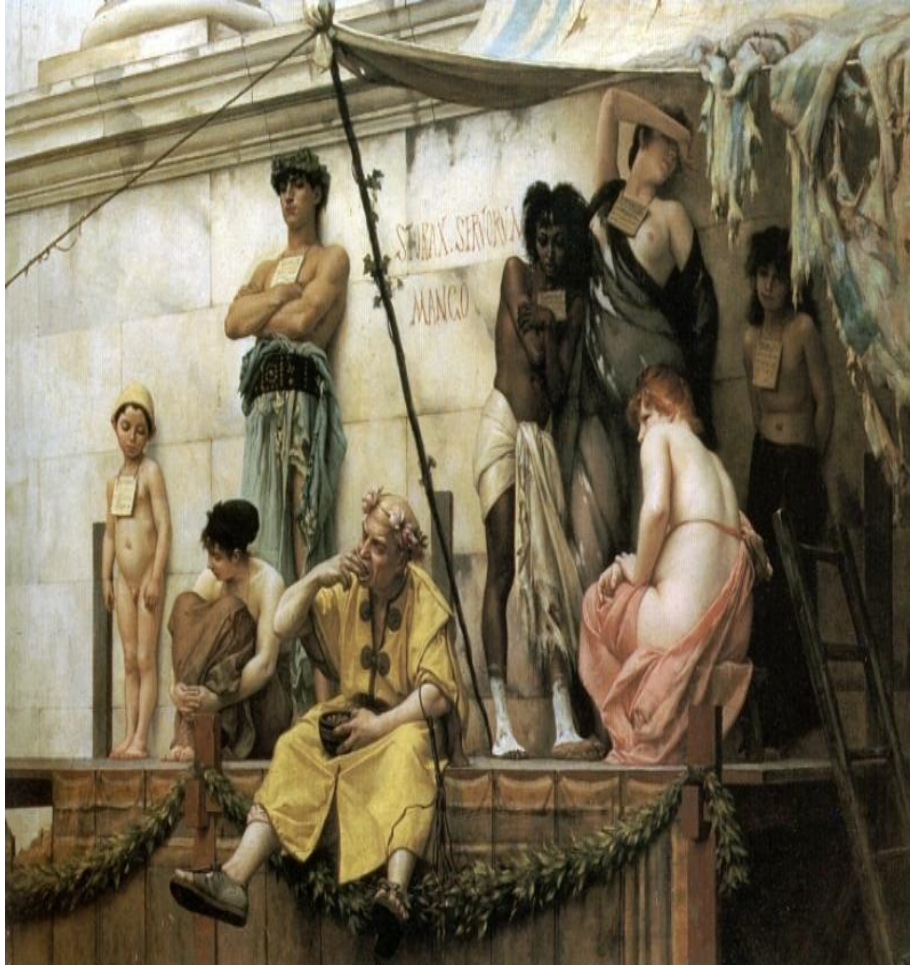
Found him

The sisters have found the right man, one of the party members. They need to cut him from the party in a way that they won't have anyone come looking for him. This might be a note supposedly left by the him saying that he is going to go live in the Manthootian Combine.

Plot Hook: 2

The sisters have done the worst thing they could do, they have stolen the son of a Mother of a Manthootian house. Males are very rare in the Manthootian society and they are often kept virtual prisoners in towers. Unfortunately Ciberia and Koven (the male) are in love. Out of love for their sister they helped the two of them escape because had they stayed there was no chance that the two would ever be allowed together.

The sisters and male come to the characters to get help, they know little of human culture and it is only a matter of time before they are caught by agents of the Mother. Not just the original Mother may be interested and there may be several Manthootian Houses trying to get the male.



Merish Dane (Starborn 247th in standing)

Merish (Center picture, eating) is a member of the Magadrillian empire and like all of that country know exactly where they stand in the line of succession, in Merish's case he is 247th. Merish knows that he has no chance of moving his status in what the Magadrillians call the "Great Game" so he has decided to do as others have done and make his own luck.

Disguised as a slave market Merish has created his own traveling thieves guild and his "slaves" are in fact his guild members, the members of the guild from left to right

Merish Male human Nob18: CR 17; Size M

HD 18d8; hp 86; Init +1; Spd 30 ft.; AC 11; Attack +13/+8/+3
melee, or +14/+9/+4 ranged; SV Fort +8, Ref +7, Will +13; AL
N; Str 10, Dex 13, Con 10, Int 9, Wis 14, Cha 15.

Languages Spoken: Trade Talk, Common, Manthootian, Khanite, Tre Hum Da

Skills and feats: Forgery +18, Gather Information +22, Hide
+1, Knowledge (Trade Customs) +22, Listen +4, Move Silently +1,
Perform (Act) +22, Spot +4; Alertness,
Great Fortitude, Point Blank Shot, Run, Skill Focus (Gather
Information), Skill Focus (Forgery), Skill Focus (Knowledge

Poco - Male halfling. CR 9; Size S (3 ft., 1 in. tall);

HD 9d6-9; hp 30; Init +2; Spd 20 ft.; AC 13; Attack +7/+2
melee, or +9/+4 ranged; SV Fort +3, Ref +9, Will +5; AL N;
Str 11, Dex 15, Con 9, Int 11, Wis 12, Cha 8.

Languages Spoken: Common, Halfling. Trade Talk

Skills and feats: Climb +2, Disable Device +10, Disguise
+10, Gather Information +9, Hide +18, Intimidate +10, Jump
+3, Knowledge (Nature) +2, Knowledge (Religion) +0.5, Listen
+3, Move Silently +16, Open Lock +14, Search +3, Sleight of
Hand +14, Spot +1; Blind-Fight, [Evasion], Skill Focus
(Sleight of Hand), Weapon Focus (dagger), Weapon Focus
(sword, short).

Poco disguises himself as a human child and is often bought as a scullery worker or child's servant. He is good for stealing valuable small items. His biggest problem is that he likes to drink heavily, which often drops his cover.

Yasha female human Com7: CR 6; Size M (5 ft., 3 in. tall); HD 7d4; hp 18; Init +2; Spd 30 ft.; AC 12; Attack +6 melee, or +5 ranged; SV Fort +2, Ref +4, Will +4; AL LG; Str 17, Dex 15, Con 11, Int 14, Wis 14, Cha 12.

Languages Spoken: Common, Trade Talk.

Skills and feats: Craft (Alchemy) +14, Craft (Painting) +6, Craft (Pottery) +3, Craft (Sculpting) +7, Craft (Trapmaking) +8, Hide +2, Listen +2, Move Silently +2, Profession (Woman of the Eve) +9, Ride +12, Spot +2; Endurance, Run, Simple Weapon Proficiency (crossbow, light), Yasha is a dark haired woman often dispatched to a house as a helper for Poco. Yasha doesn't like the halfling and would cheerfully leave him if he goes on a binge, however Merish has been very explicit that the guild comes first and helps it's members if caught, so Yasha does as she is told.

Margart Scribe 10: CR 9; Size M (5 ft., 8 in. tall); HD 10d8+30; hp 81; Init +2; Spd 30 ft.; AC 12; Attack +9/+4 melee, or +9/+4 ranged; SV Fort +6, Ref +5, Will +9; AL LN; Str 15, Dex 15, Con 16, Int 9, Wis 15, Cha 17.

Languages Spoken: Common, Manthootian, Trade Talk, High Deseratan, Tre Hum Da, Sadakadishian, Khanite, Second Kingdomer, Dane

Skills and feats: Hide +2, Listen +15, Move Silently +2, Perform (Dramatic Reading) +13, Perform (Oratory) +15, Sense Motive +15, Spot +2, Swim +15; Margart reads and speaks over 20 languages. He is the person that Merish trusts to look over magical scrolls and the like. Margart holds himself over the others. Secretly he has been stealing lesser scrolls to sell for cash. He wants one day to open his own library.

Ah Khet CR 8; Size M (5 ft., 0 in. tall);
HD 8d12+16; hp 56; Init +1; Spd 40 ft.; AC 11; Attack +10/+5
melee, or +9/+4 ranged; SV Fort +8, Ref +3, Will +2; AL CN;
Str 14, Dex 13, Con 15, Int 12, Wis 10, Cha 6.

Languages Spoken: Common, Northern Common, Trade Talk

Skills and feats: Climb +11, Hide +1, Intimidate +9, Jump
+13, Listen +9, Move Silently +1, Perform (Dance) +0, Spot
+0, Survival +11, Swim +13; Combat Reflexes, Power Attack,

Ah Khet, The Brown is a Caldean from the isle of Imaryia, her Grandmother is the Grand Mother of Theives. Since Ah Khets grandmother killed her own daughter to keep the title Ah Khet knows that being the thieves guild master s granddaughter will not save her. She was able to scrape some money together and head to the town of Sorroth, but the guild was kept amongst the halfling families (which is where she met Poco). Ak Khet went to Prew but didn't like the weather and ended it up in Gostrough where she met Merish. At first the two didn't get along, Merish thought that Ah Khet was someone he could push around, he was wrong. Now the two understand each other and work well as a team. Merish uses his blood line to get the team into places a regular "slaver would never be allowed to go and Ah Khet works the thieves angle.

Shila Female human Com6: CR 5; Size M (5 ft., 3 in.
tall); HD 6d4-6; hp 16; Init +0; Spd 30 ft.; AC 10; Attack
+6 melee, or +3 ranged; SV Fort +1, Ref +4, Will +4; AL LE;
Str 16, Dex 10, Con 8, Int 11, Wis 15, Cha 17.

Languages Spoken: Common.

Skills and feats: Balance +2, Craft (Trinkets) +8,
Decipher Script +2, Dance +12, Hide +0, Listen +5,
Move Silently +0, Spot +2; Lightning Reflexes, Run,

Shila is one of the only two real slaves in the group, Her reddish hair is a novelty in the northern kingdoms and she commands a high price as a Woman of the Eve. Ah Khet talked Merish into buying Shila, who is primarily used as a Woman of the Eve and is rented out to taverns and bars when the gang is in town. She isn't stupid and has done as she is told, she isn't sure wether it would be worth the time to turn the gang over to the city guard or join them if offered the chance.

Manoset CR 6; Size M (5 ft., 2 in. tall);
HD 7d8+7; hp 38; Init +4; Spd 30 ft.; AC 10; Attack +5
melee, or +5 ranged; SV Fort +3, Ref +2, Will +6; AL LE; Str
11, Dex 11, Con 13, Int 11, Wis 12, Cha 15.

Languages Spoken: Common, Trade Talk

Skills and feats: Bluff +8, Hide +2, Knowledge (Nobility
and Royalty) +10, Listen +1, Move Silently +0, Perform
(Dance) +15, Perform (Massage) +12, Sense
Motive +14, Spot +1; Improved Initiative, Conversation, Skill
Focus (Sense Motive),

Manoset is an accomplished Woman of the Eve, how she became a slave is up to debate amongst the others in the gang. Manoset is demanding and cranky, however she knows her job and is a consistent money maker. She is demanding and hard to have in the camp and several times Merish has threatened to sell her for real.

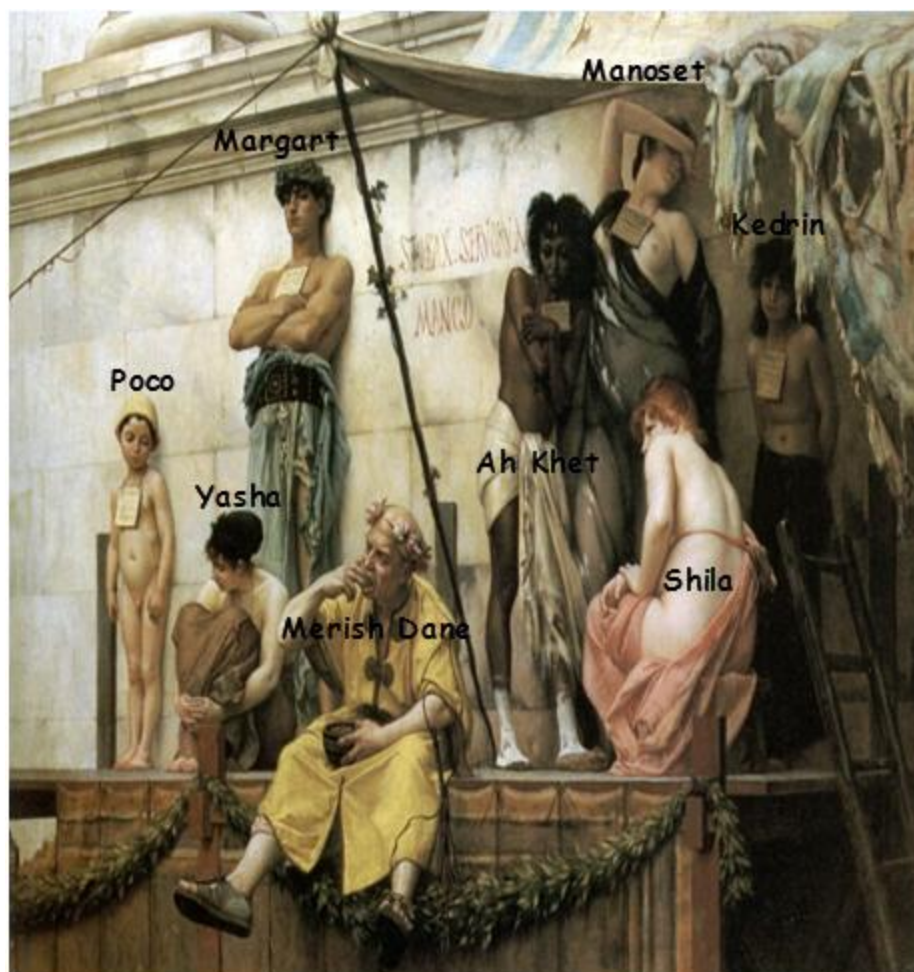
Kedrin Adp2: CR 1; Size M (5 ft., 8 in. tall);
HD 2d6; hp 9; Init -1; Spd 30 ft.; AC 9; Attack +1 melee, or
+0 ranged; SV Fort +0, Ref -1, Will +6; AL LE; Str 10, Dex
9, Con 11, Int 14, Wis 17, Cha 12.

Languages Spoken: Abyssal, Common,

Skills and feats: Craft (Wands) +4, Craft
(Painting) +6, Craft (Potions) +6, Heal +8, Hide -1,
Knowledge (The Planes) +7, Listen +3, Move Silently -1,
Profession (Miner) +8, Spot +3; Combat Casting, Scribe
Scroll.

Adept Spells Per Day: 3/2.

Kedrin (Back right) is a young boy who was bought into the guild because he is a mage. Currently he is not very powerfull, however Merish takes the time to make sure that if there is a mage in the area Kedrin gets some instruction.





Spirit of the Trees (Dryad)

Many tree spirits are depicted as friendly and benign. The creature known as the Spirit of the Trees is not one of those. The creature will walk the streets of a frontier village acting like a Lady of the Eve, it can talk and carry on short conversations. Unlike most of her type she is able to be away from her tree for as long as a week and her skin and hair feel like human skin and hair.

The Spirit is looking for woodsmen and the type of people who destroy the forest, anyone who carries an axe is a good target. The creature will try to lure the human out into the woods near it's tree where she fights at triple power and call con on forest animals to help subdue the human for sacrifice.



Ladm Flowers

Ladm is a priestess of the goddess of fertility and frequents the brothel as a service to her goddess. Because of her service to the goddess, Ladm cannot contract any social disease and only gets pregnant when she wishes to (she has three children in the temple).

Ladm's time in the brothel is spent taking care of any women that are sick; the owner of the brothel tolerates her because she provides free medical care and does little harm.

Ladm is an accomplished druid and can offer spells and the like. She will offer healing potions or scrolls to anyone willing to help her; most of the things she wants help with are related to the health of women or the forest.

Ladm Drd4: CR 4; Size M (4 ft., 9 in. tall); HD 4d8-16; hp 9; Init +1; Spd 30 ft.; AC 11; Attack +6 melee, or +4 ranged; SV Fort +0, Ref +2, Will +8; AL NE; Str 16, Dex 12, Con 3, Int 8, Wis 18, Cha 7.

Languages Spoken: Common, Druidic, Elven.

Skills and feats: Craft (Bow making) +1, Handle Animal +0, Hide +1, Knowledge (Nature) +5, Listen +8, Move Silently +1, Profession (Hunter) +9, Search +1, Spot +14; Alertness, Spell Focus (evocation).

Plot Hooks:

The Tree Spirit

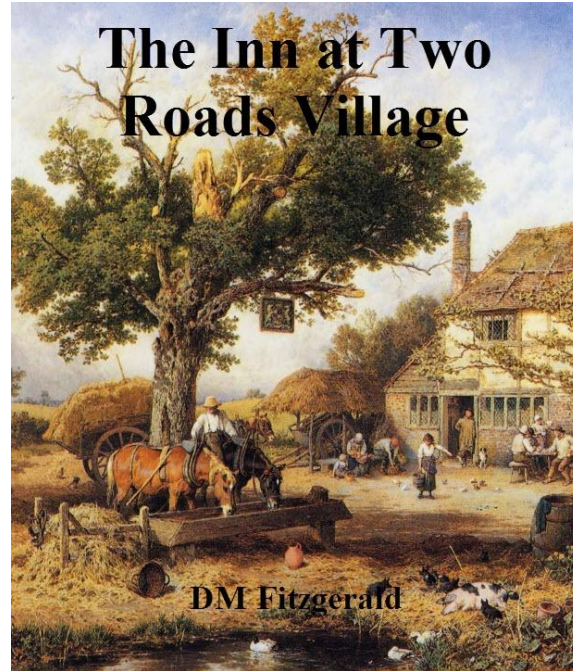
Ladm has heard that there is a vengeful tree spirit in the area and has been asked to do something about it. Ladm knows that the tree must be located and quieted down, however they need to find the spirit first and that means that the characters will need to find a way to attack it.

"Lesser Lords of the Starry Sky"

All druids have a link to the past when they were known as True Mages. In eons past the True Mages were the most powerful magic on the planet, their very words could raise mountains or cause rivers to reverse their course. The world was attacked by a parasitic extraterrestrial race called the Lords of the Starry Sky. The Lords were destroyed, but the True Mages were decimated and only their lesser priests known as the druids were left. As a druid Ladm knows of the warning signs of a return of the Lesser Lords, she has been tasked with investigating a possible infection of the Lords' servitors in the far mountains.

Ladm herself cannot go, her order forbids it, however paying the characters to investigate is another matter. Sending anyone to their possible deaths at the hands of the Lords bothers her, so she will attempt to warn the characters and armor them up with scrolls.

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

The Map of Two Roads Village



The Map of Two Roads Village is more than just a map. The book comes with three maps; one a players version with nothing marked, one with number keys and an index of what the location is and a third the has a grid over it to regulate movement.

The book also comes with 13 rumors that persist in the village, which can easily be made into adventure hooks.

Also included is a brief history about Two Roads village so you can see how it fits into the Avalyn/Mper campaign or how it will fit into your campaign.

This product goes well with The Inn at Two Roads Village (Also sold here)

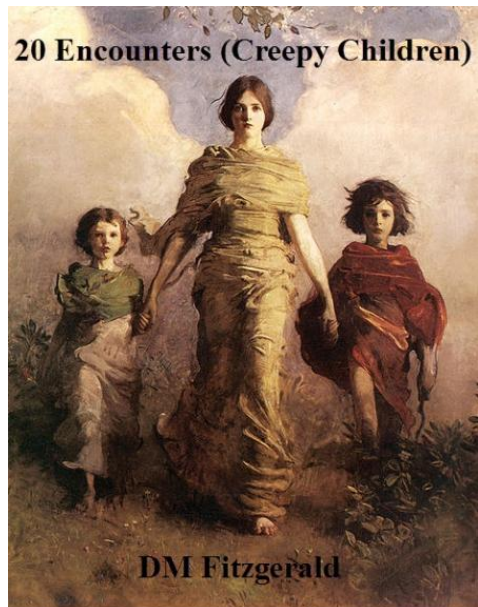
20 Encounter Series....



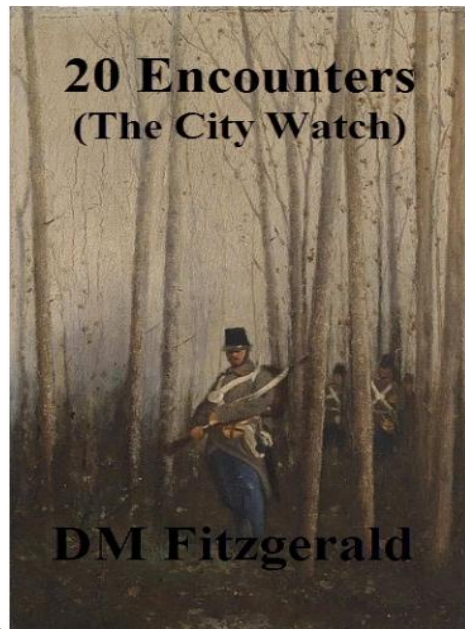
20 Encounters (Oracles) In this edition we have all kinds of Oracles. Oracles should be scary so we have some stuff in here to help you freak your characters out. We have a chart that gives you random strange things to happen around where the oracle lives, to get your characters in the spirit.

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.

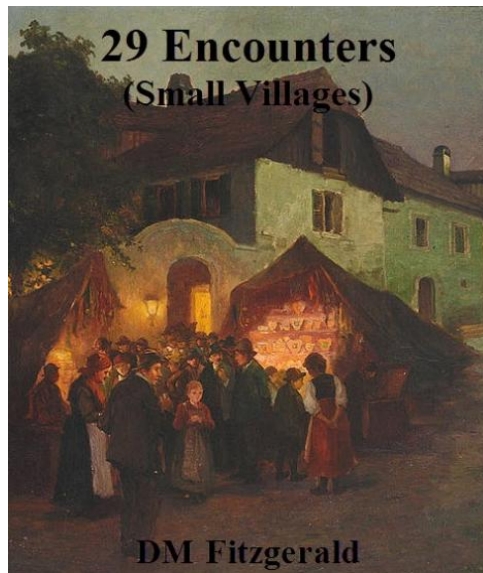


20 Encounters (Creepy Children) In this edition we have all kinds of creepy children, we have exploding children, Children in rabbit costumes as well as the favorite killer children. Don't let the adults have all of the fun...



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.



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 (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

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.

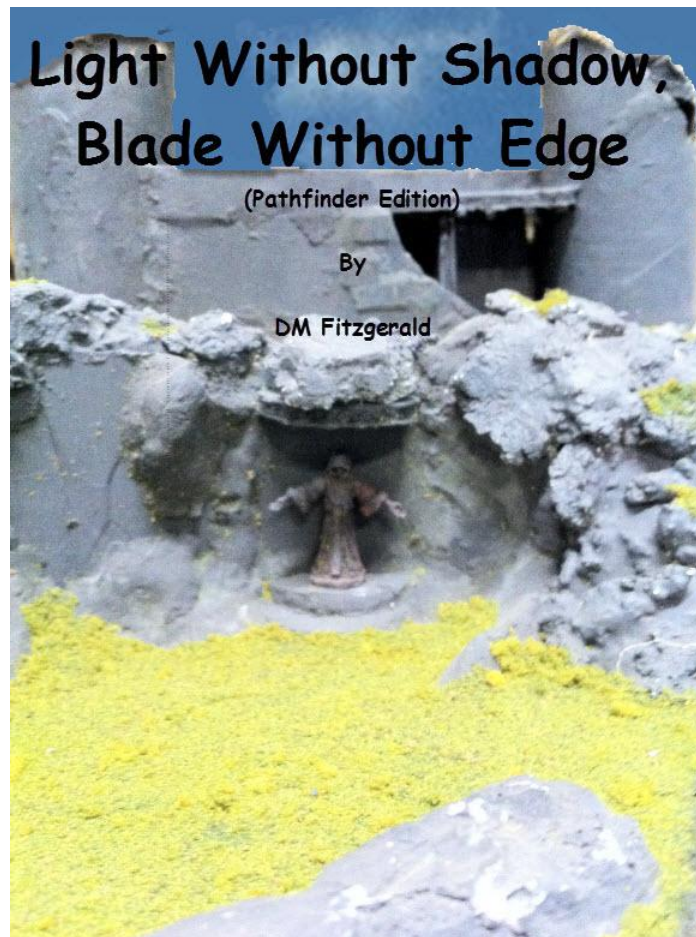
20 Road Encounters (Strange Contraptions)

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.

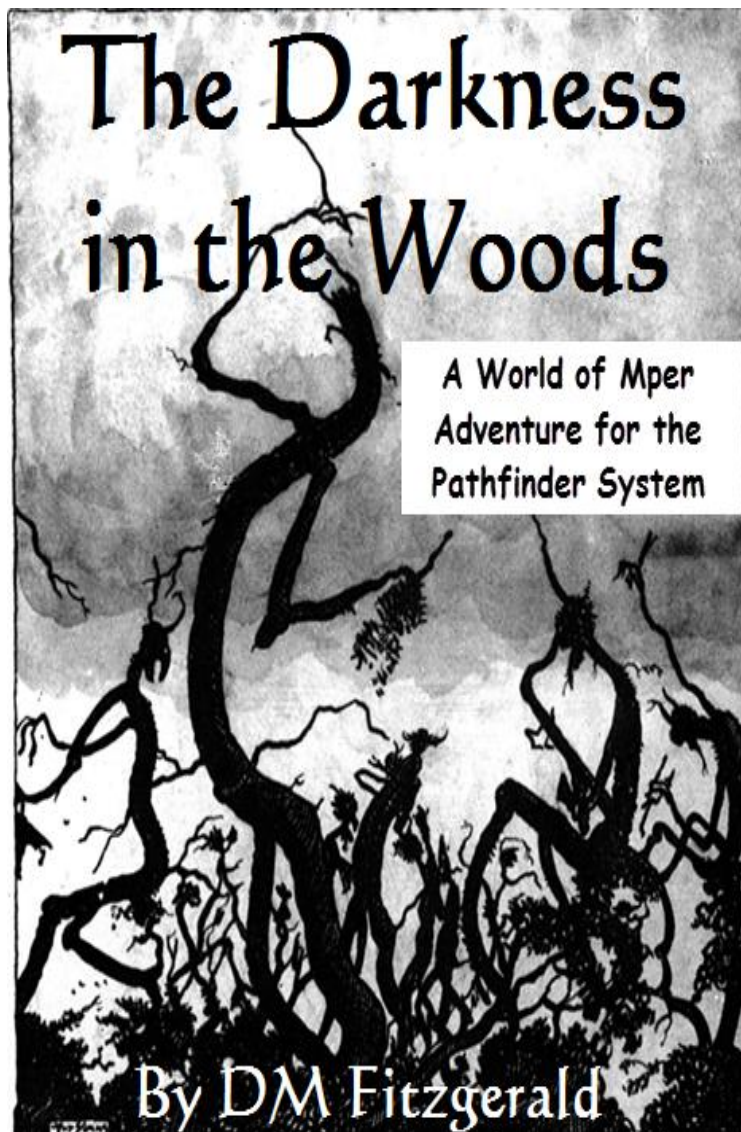
Adventures on Avalyn/Mper



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.

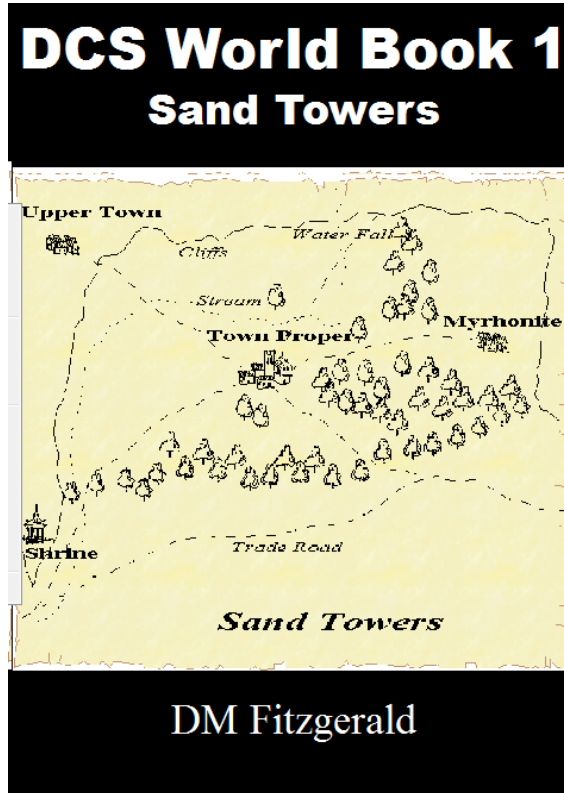
The adventure has 6 sub adventures that come together to complete the task of releasing the "Light Without Shadow, Blade Without Edge."



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.

DCS World Book One: Sand towers

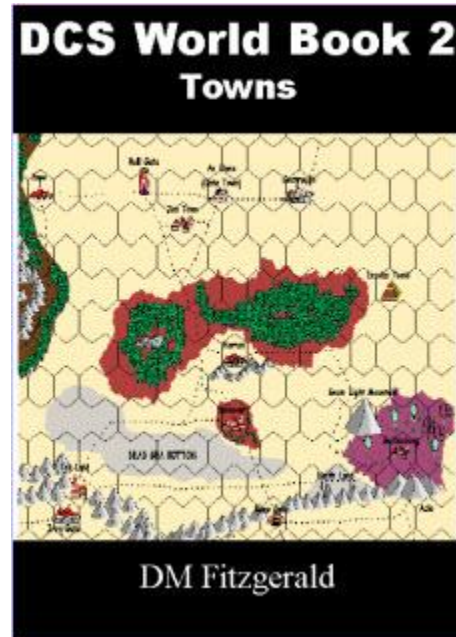


Sand Towers is a border town set on [the edge of](#) two rival kingdoms. The book has over 15 pages of content about how the town is organized and 9 maps of the town and the area's around it.

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 here at Drive Thru).

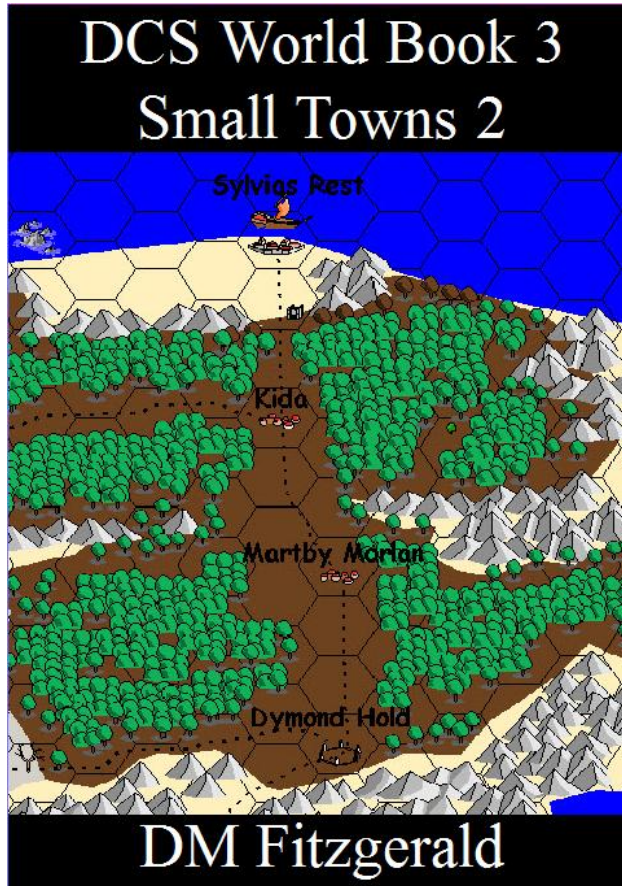
DCS World Book 2 Towns



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 An Lonia.

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

Other Products

FUDGE (DCS Fusion Version)



Using the FUDGE engine to power the DCS Skills and abilities gives you FUDGE DCS Fusion. In this 20 page book you get the following: 19 Faults, 17 Gifts, 27 Skills and 30 Magic Spells and Magic Abilities. All converted to the FUDGE system.

You have never seen FUDGE like this before.

FUDGE

Priests

How to use priestes in the FUDGE system. Covering over 40 priest spells as well as special abilites that priests should have in your FUDGE campaign.

A FUDGE/DCS Fusion product

FUDGE DCS Fusion Tattoo Magic

Details 21 magical tattoo spells for the FUDGE system like; BANE OF SENSUALITY, TATTOO OF EMPATHY, EMPOWERED WEAPON, GLYPH OF FORTITUDE, SHIELD AGAINST DISEASE, SHIELD AGAINST FERTILITY, SHIELD AGAINST POISON, SHIELD AGAINST THIRST, SYMBOL AGAINST MENTAL DOMINATION, SYMBOL AGAINST MAGIC ATTACK, SYMBOL OF HEALING, HAND OF VENOM, PLACE OF PERSISTENCE, PERSON OF PREMINENCE, WARD OF PERMANENCE, TATTOO OF NOURISHMENT, GLYPH OF PROTECTION FROM UNLIFE, TATTOO OF CHAINING, TATTOO OF POWER, ANIMATE TATTOO, SEND FORTH TATTOO,



Here's a chance to play a zombie game that works like it does in the movies. The system is fast and deadly. Comes with map as well as character cards. An innovative turn order keeps you guessing and zombies are likely to surround you at any time. Can you survive?

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