



ANDRUS: CITY OF MEN

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

ANDRUS

CITY OF MEN





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The map is titled "THE CITY OF ANDRUS" in a large, stylized font. The city is divided into several districts, each with a unique color and name:

- IRONCLAD QUARRY**: Located in the northwest, near a body of water.
- BEASTHOLD**: A large district in the north-central area.
- GOBLINTOWN**: Located in the northeast.
- CLARITAS**: A large, yellow district on the right side.
- STUDENT VILLAGE**: Located in the center-right, near the city's edge.
- UNIVERSITY**: Located in the southeast, near a body of water.
- MARKET BAY**: A body of water in the southeast.
- SHIPYARDS**: Located in the south-central area, near the market bay.
- TINKERTOWN**: Located in the south-central area, near the shipyards.
- TATULANI Crag**: Located in the south-central area, near the shipyards.
- GNOMEWOOD**: Located in the southwest, near a body of water.
- Feyhold**: Located in the southwest, near the gnome wood.
- SMOKEHOUSE**: A large district in the center, near the city's edge.
- SPRAWL**: A large district in the center, near the city's edge.
- HUNTERS LODGE**: Located in the center, near the city's edge.
- WALL**: A large district in the center, near the city's edge.
- GIANTHOLD**: Located in the center, near the city's edge.
- FOREST GATE**: Located in the northwest, near a body of water.
- ANDRUS SKYPORT**: Located in the northeast, near a body of water.
- DEFENDUS RIVER**: A river flowing through the center of the city.
- WANDERER RIVER**: A river flowing through the center of the city.
- WANDERER LAKE**: A lake in the northwest, near the forest gate.
- IRONCLAD QUARRY**: A quarry in the northwest, near the forest gate.
- IRONCLAD QUARRY**: A quarry in the northwest, near the forest gate.

The map also features several landmarks and buildings, including:

- HOUND HQ**: A building in the center-right.
- GUILD HALL**: A building in the center-right.
- NORTH MARKET**: A market in the center-right.
- MARKET BAY**: A body of water in the southeast.
- SHIPYARDS**: A body of water in the south-central area.
- TINKERTOWN**: A town in the south-central area.
- TATULANI Crag**: A crag in the south-central area.
- GNOMEWOOD**: A wood in the southwest.
- Feyhold**: A hold in the southwest.
- SMOKEHOUSE**: A house in the center.
- SPRAWL**: A large area in the center.
- HUNTERS LODGE**: A lodge in the center.
- WALL**: A wall in the center.
- GIANTHOLD**: A hold in the center.
- FOREST GATE**: A gate in the northwest.
- ANDRUS SKYPORT**: A skyport in the northeast.
- DEFENDUS RIVER**: A river in the center.
- WANDERER RIVER**: A river in the center.
- WANDERER LAKE**: A lake in the northwest.
- IRONCLAD QUARRY**: A quarry in the northwest.

THE WALL

SPRAWL

SMOKEHOUSE

Feyhold

GNOMEWOOD

ANDRUS SKYPORT

BEASTHOLD

GOBLINTOWN

CLARITAS

STUDENT
VILLAGE

UNI



NORTH
MARKET

MARKET B

MERC

ARTU



THE FOREST

OUTER WALL

DRAGON ALLEY

KETTLE CITY

COUNCIL HOUSE

WORLD SEAT

BARD UNIVERSITY COLLEGE

SOUTH MARKET

TWILIGHT

CRYPTYARDS

DEMONSHIRE

MIDNIGHT DISTRICT

SHADOWHOLD

THE OLDWOOD

THE GARDEN

THE GREATEST ARENA

BANTAM CAVERN

TWILIGHT WATERFRONT

LIFE RIVER





INTRODUCTION

Khrone is a broken world. The Forest destroyed countless millennia of civilization when it came, razing buildings, kingdoms, and nations in its wake.

Some fled. Others used powerful magic to lift their homes into the air. Most simply died. Yet in the aftermath of the Forest, there is one city that still holds to the world's surface, standing tall as a beacon of hope to wanderers and refugees the world over.

The city of Andrus.

What began as refugees trading with the merfolk became a beacon of hope, and eventually the trade capital of the new world. All manner of creatures come to Andrus, traveling cross sea, surface, air, and the underground to find opportunities and make a life for themselves. It doesn't matter where you may start, they say; all travelers find their way to Andrus eventually.

No one is turned away from Andrus; within the city's limits a traveler will find humans, elves, dwarves, dragons, giants, orcs, ogres, vampires, and more, all trading goods, looking for work, or simply living their life among the hundreds of races and thousands of cultures that make up the sprawling metropolis.

Andrus is not a stable place; with so many creatures and cultures living in such close proximity, tempers flare up often as old enemies drag grievances from the old world into the new. And yet, despite its troubles, Andrus has stood tall for over a century as a port of call for merchants, fortune-seekers, delvers, sky pirates and more. Few are willing to upset the careful balance the city has maintained for so long; the city may be dangerous, but within its streets there are fortunes to be made by those who live by the sword.

THE FOUNDING

THE STARLIGHT CLAN

The glorious city of Andrus is named after its founder, Andrus Starlight, chieftain of the Starlight Clan. Andrus rose to prominence through his actions immediately after the breaking itself (1 A.B.) when the Walkways—a series of interplanar roads that allowed easy travel from one world to another—shattered, awakening the Forest as well as creating the gaping planar wound (the maelstrom) that now surrounds the planet.

FACTIONS

Andrus is a world in miniature, and that can change the way the PCs interact with it. In most worlds, a level 14 fighter might be the greatest warrior in a nation, and there might only be a handful of beings on the planet who have reached level 19 or 20. In Andrus, however, that world has been condensed, and while there are still only a handful of truly high level creatures in the world, almost all of them can be found in one city, drinking and laughing alongside giants, dragons, and other beings of great power.

For many of those who make their living within or around the city, protection and guidance is found by joining one of the many groups and factions within the city. These factions are often headed by one or more powerful individual, and give their members allies and guidance when maneuvering the city and its denizens.

Factions in Andrus are presented using the Prestige Award rules presented in the *Pathfinder Roleplaying Game Faction Guide*, which have been reprinted below for convenience's sake.

Prestige: Just as a character has a maximum hit point value when fully healed and a current hit point value when injured, members of a faction have a **Total Prestige Award** (TPA) and a **Current Prestige Award** (CPA). TPA represents the character's overall reputation within a faction. CPA represents how much influence the character currently has within that faction in terms of favors owed to him and his ability to influence others and make use of the faction's resources. Every faction has various methods by which its members gain prestige which earns them TPA and CPA in equal measures.

Characters may spend CPA to acquire goods or services, which means that a character's CPA is usually less than his TPA, just as an adventuring character's current hit points are usually less than his total hit points. CPA can never be higher than TPA.

At that time, the Forest grew quickly, upheaving civilizations as it expanded throughout the world in only a matter of years, consuming everything in its wake.

At this time, many people perished, and those who survived found themselves without a home. One of these displaced groups was the Starlight Clan; at the time a minor barbarian tribe of humans living in the forests in central Pandurus. As a minor tribe possessing neither wealth, numbers, nor importance, the Starlight Clan would have been forgotten by history if not for the influence of Andrus' actions.

YOUNG ANDRUS

Young Andrus was the 4th son of the chief of the Starlight Clan. Accounts from those who knew Andrus at this time describe him as an intelligent and skilled warrior, but as a 4th son he was mostly forgotten, and was barely even an adult when the Breaking began.

As a small, secluded tribe, the Starlight Clan and its leaders knew only rumors about the Forest when it first came to their lands, and made the decision to stay and attempt to weather its coming. However, the Forest did much more than simply change the geography, and not only did the Starlight Clan find

their lands overtaken by giant trees, but they also found themselves set upon by dinosaurs and other monsters birthed alongside the changing landscape.

When the tribe realized their terrible mistake and tried to gather supplies and escape, they were set upon by a pack of carnivorous dinosaurs that devoured most of the tribe. While the clan's warriors eventually drove off these assailants, Andrus's parents and older siblings all fell in the battle, leaving the young Andrus Starlight as the untried leader of the clan, now little more than a group of refugees in a hostile land.

Faced with few options, Andrus decided to take what remained of his people and head East, towards the coastline of the continent and toward Finreche, a nation in the fabled Mage Consortium. If anyone or anything had the power to stop the Forest and protect his broken tribe, he reasoned, it would be Finreche.

EXODUS

In the early days, the Forest was still growing and travel along the surface in large groups was still possible, albeit dangerous. However, this meant that survivors didn't just need to contend with the dangerous flora and fauna of the Forest, but also with other groups of desperate survivors, who could sometimes include bandits, marauders, or terrible monsters such as ogres or giants.

It was during this period that Andrus adopted the policy that would later become the First Pillar of Andrus Law. While Andrus's arm grew strong in defense of his people, Andrus refused to see these other groups as anything other than fellow refugees, and did not turn any away that wished to join his band, no matter the strain it placed on his resources. While this policy went unopposed when he was gathering humans, dwarves, or halflings, he refused to stem the policy for any creature, including the remnants of a band of gnolls and ogres he himself defeated after they attacked his people.

While the punishment for violence, thievery, and other crimes was extremely harsh, no one who followed the law was turned away. After a full year of travel, Andrus's group had more than tripled in size, containing humans, dwarves, halflings, orcs, gnolls, orcs, kitsune, goblins, centaurs, giants, two juvenile dragons, and even a vampire.

CLARITAS

When the refugees arrived in the East, they discovered they were too late; the cities of the coast had all been destroyed or lifted into the air. Where the fabled kingdom Finreche had once stood, there was now only a gaping crater in the earth, so deep into the bedrock that not even the Forest could grow there.

With escape and protection no longer possibilities, Andrus held a council with his followers; should they return to the Forest? Build ships to escape the land? Disband their group? In the end, though, Andrus was not willing to follow any of these suggestions; their people needed a home but the Forest was too dangerous, and too much time and effort had been spent assembling their group to simply allow it to disband. Instead, the decision was made to move the survivors into the crater where Finreche had stood, as the one place available to them that was both permanent and out of the Forest. This initial settlement was named 'Claritas', a name still born by the city's governing district today.

A great council was held to determine the government of this new settlement, and it was here that the Second Pillar of Andrus Law was created (although it was not known as such at the time). With such a diverse group of creatures living side by side, some of which were natural enemies, and no common goal among them except survival, the council determined there were only two possible methods of government. First, a dictatorship where Andrus and his loyal warriors kept everyone in line and where everyone's activities would be dictated by Andrus or a ruling council, or second, autonomy; allow each group to separate itself as it saw fit and rule itself as it desired, with minimal oversight from Andrus and his councilors.

While Andrus had ruled with an iron fist in the Forest, for his new city he opted for the second option, possibly because it mirrored the rulership of his home clan (the Starlights were a barbarian tribe and did not abide caste systems and strict laws, preferring to handle as many affairs as possible inside the family structure), but also because of his own long-term thinking: With no enemies to fight, no exploration to be had, and no trade (at that point) to be found, Andrus felt the only way Claritas could survive was if people chose to work together, rather than because they were forced to by a dictator. So long as obedience was given to Andrus in all great matters and peace was kept between the groups, Andrus declared that every race, clan, and family would settle its own internal affairs, with Andrus

himself and his appointed judges handling affairs that required arbitration between such families and groups.

This system failed horribly.

CLARITAS MASSACRE

With no enemy or common goal to unite them, old hatreds quickly divided the community, and what should have been a single village instead fractured into multiple independent settlements. Groups better suited to harvesting food from the Forest or the bay thrived, while the rest starved or stole. Ogres and others used to ruling by strength assaulted and intimidated those weaker than them, and simply keeping the peace occupied almost all of the time and attention of Andrus and his men. While Andrus had proven himself a great leader in times of crisis, nothing in his life had prepared him for handling the needs of a settlement where violence couldn't be the answer.

It quickly became obvious that Claritas couldn't survive as it was. Over the next year, infighting and thievery almost tore the settlement apart, culminating in a terrible event known as the Claritas Massacre.

A halfling family that had gone without food for too long was caught stealing from the ogre encampment. Rather than bring the matter before Andrus, the ogre who caught the halfling family killed them in retaliation. When this tragedy was discovered, an armed riot erupted as humans, halflings, dwarves,



and others assaulted the ogre settlement. While Andrus intervened as soon as the riot was discovered, he was too late to stop it from happening. Before the evening was over, two ogres and eight humanoids were dead.

It appeared that peace was impossible, but Andrus was unwilling to change his approach to government. Instead, he realized that what he needed was an intermediary; a way for the weak to gain food without hunting, and a group that could deal with all of Claritas's divergent groups free of the generations of antagonism that divided the settlement.

During the exodus, Andrus had amassed a great following, including the service of several wizards and other creatures of magic. After counseling with these magicians, Andrus learned that there were entire kingdoms of creatures who had survived the Forest, owing to the fact that they didn't live on land. These merfolk kingdoms, while affected by the many changes that had happened to the world, remained mostly intact and still housed citizens, grew food, and engaged in trade with each other as they had in the past. If luck was with him, Andrus had found his answer.

ANDRUS AND THE SEA

With the aid of several powerful enchantments, Andrus walked into the sea to visit the kingdoms of the Merfolk. Because of the difficulty in enabling a breathing creature to survive so far underwater, only Andrus himself and a handful of trusted advisors were able to make the journey. Not one to settle, Andrus began his expedition by seeking out the largest of the merfolk kingdoms, Baemor.

In Baemor, Andrus sought out an audience with their king, Great King Tirioc, May His Soul Rest Forever. Here, Andrus introduced himself as the Last King of Men for the first time, and sought an agreement with the Great King in order to procure food and trade for Claritas.

However, merfolk distrust and indifference was strong towards surface-dwellers, and the Great King laughed Andrus to scorn. The surface was not his problem, he declared, and he would not aid the settlement. Not to be deterred, Andrus began approaching individual merchants in the kingdom's markets, but the Great King soon learned of this and, in anger at the presumptiveness of the visiting surface king, decreed any trade with the settlement of Claritas a crime. Enraged, Andrus was ready to leave and visit other merfolk kingdoms, but fate intervened before it became necessary.

The oceans, while not as drastically transformed as the land, had still become a much more dangerous place, and many great, prehistoric sea beasts had risen from the deep. While Andrus was still in Baemor, one such creature, an enormous monster with a ravenous appetite, attacked the city.

Despite the best efforts of the Great King and his men, the beast would only eventually be stopped through the direct intervention of Andrus himself. While the city guard broke their weapons against the creature's armored scaled, Andrus once again proved his reckless valor by leaping directly into the creature's mouth, attacking it from the inside and eventually severing its head in full view of the citizenry of Baemor. After such a display, the gratitude of the people toward the visiting monarch was so great that the Great King found himself with little choice but to bow before Andrus's demands and to give him a

pledge of support for the settlement of Claritas, whatever his personal feelings on the subject may have been.

This pledge of trade was the saving grace Andrus had hoped for. With the merfolk bringing in food, trade, and generally acting as intermediaries, the conditions that had lead to the Claritas Massacre were never repeated. Not only did food become available to all, but the presence of a market allowed those who had been craftsman in the old world to begin reapplying their trades, and allowed the various races, clans, and families to begin reasserting pride in themselves as they looked beyond simple survival and toward building a future.

THE GREAT EXPANSION

At this point, the settlement of Claritas was doing something that no one thought was possible; it was prospering. Homes were readily constructed, goods were accumulated, and hostilities were averted. With the aid of merfolk merchants, Andrus published information about the settlement throughout the world, and many refugees who had escaped the Forest on boats, through the frozen north, or in other ways began making their way to the city.

The merfolk trade prospered, and soon rival merfolk kingdoms began sending tradesmen as well to claim their piece of this new economic reality. By 24 A.B., the city had become not only become a much-needed beacon of hope, but also the new trade capital of the world.

The first two Pillars of Law, established during the exodus and the city's founding, were never changed; no creature was to be turned away from the city if they submitted to the rule of law, and each clan, culture, and family was given almost complete autonomy within the city, so long as their own laws and customs did not infringe upon another group or the laws of the city. Even denizens of the Forest were welcomed into the city, so long as they observed the law while within the city itself.

It was also at this time that the name of the city was changed from 'Claritas' to 'Andrus', in honor of the king, with the old name being kept by the city's central governing district.

THE WALL

Perhaps the greatest test of Andrus's first Pillar of law came with the arrival of the druids. While it was common knowledge that the changes to the world had something to do with the broken Walkways, the question of why the Walkways had broken and why this event changed the world were less clear. As the druids had always been a secretive magical group with connected to nature, blaming the druids for the breaking became a common belief, regardless of what little evidence there actually was for such a declaration.

In 19 A.B., a large group of druids emerged from the Forest. This group, calling itself the druid council, was led by an orc named Trac'roc, and met with Andrus to share a very different story from the one commonly believed. In this story, he described how the druids had tried to prevent the breaking of the Walkways, their eventual failure, as well as the splintering of the druid council when many of their members turned to the worship of the Forest and the founding of the philosophy called '7th Sphere'. The druids who rejected the philosophy of the 7th Sphere were in need of a home and a place where they could attempt to cultivate the old-world plants they needed to work their magic, and offered their services to Andrus if he and his city might give them one.

The arrival of the druids was met with violent opposition by the citizens of the city, who rioted to drive the druids from their home. Not only did many seek vengeance for the state of the world, but they also feared the druid's magic; that letting them in might somehow allow the Forest to invade the city. Andrus, however, refused to break his policy about welcoming outsiders, and personally led his troops to quell the riots. Even if the druids were lying about their role in the breaking, he argued, blame and vengeance accomplished nothing.

In order to both integrate the druids into the city and prove the value of the druids' magic to the rest of the city, Andrus decreed that the druids would use their command of the earth to summon a wall. This wall would extend around the entire city, blocking off the Forest to keep out everything, be it tree or beast, that might threaten the city from the outside. The druids ended up creating two walls; a large one several miles outside the city and a smaller, inner wall, right around the edge of the crater. In the space between these two walls, the druids were free to work their magic and attempt to cultivate old-world plants and regrow their sacred groves.

The space between the two walls (called 'The Gardens') proved not only to be safe (at least, under the druids strict rules and watchful eyes), but soon became economically indispensable to the city as a whole as a source of vegetables and fruits, as well as a home for displaced fey creatures and intelligent animals who preferred more natural living spaces, yet could not survive in the Forest.

More than any other event, the inclusion of the druids proved to completely cement in the minds of the populous the way the city would be governed: the new world would be built on open borders and commerce. No one willing to abide by the law would be turned away, whatever their old world life might have been.

THE DEATH OF ANDRUS

King Andrus was a powerful man, but by 55 A.B. had begun to feel his age, and he knew he would soon pass. The city had become truly great, and the question of succession loomed high above the city, as each of Andrus's sons and daughters vied for political favor among the populous. However, in his heart Andrus feared all of his children would prove inadequate rulers; Andrus had built the greatest and most important city in the world, and although his empire was small, he feared that an inadequate heir would at best ruin his legacy, or at worst divide the still-precarious city into warring factions and see it destroyed.

After days of intense debate with his children and councilors, a new legal system was proposed, built upon what would become Andrus's third and final Pillar of Law: No king would rule in the city after the passing of King Andrus. Rather than entrusting leadership in one person, Andrus and his councilors proposed a system of courts and judges that would handle all legal matters that could not be solved by each district internally. He also appointed a council with members from each district which would work alongside the judges to handle any affairs that affected the entire city.

While Andrus's children objected to being regulated to judges instead of rulers, Andrus won over the populous to his way of thinking through a series of public speeches, convincing them that the only way the peace and prosperity of the city could be

assured was if no single man or woman could possess the power to destroy it.

Andrus died in 63 A.B., as the Last King of Men. Today he is revered as one of the greatest rulers in history, both of the old world and the new.

ANDRUS TODAY

While the years since the reign of Andrus has been eventful, for the most part the city remains in a very similar state to how it was at his death. Each district rules itself, with the city council and the city judges keeping peace and overseeing the city's legal needs. Travelers and merchants from both the land and the sea meet in Andrus to exchange news and goods, and more delvers use Andrus as their home base than any other location. Even planar travelers, after flying their way past the maelstrom, find Andrus the most agreeable mortal location to visit and conduct business. While the world is much larger than a single city, it is not an exaggeration when people say that every drifter, scholar, and adventurer passes through Andrus at least once in their life.

LAY OF THE LAND

The city of Andrus rests inside the crater of what once was the kingdom of Finreche, before that land was pulled from the ground to create the floating island that bears the same name. This crater is about 8 miles long and 5 miles wide, and is completely filled by the city.

WATER

Because of the sheer drop at the edge of the crater, there are several waterfalls that form lakes and rivers inside the city.

The major lakes that provide fresh water for the people (beginning in the north and traveling clockwise) include the Leviathan Pool, the Manlight Lake, The Signos Lake, the Nale Lake, and the Draccos Lake.

The Leviathan Pool produces two rivers (the Namirus river and the Derindas river), the Nale Lake produces one river (the Nale river), and the Draccos Lake produces one river (the Draccos river).

The Singos Lake produces the Miracle River, which collects in a series of pools as it approaches the bay. These lakes are called the Strigos lake, the Navos lake, the Yinos lake, and the Kasos lake.

Finally, a final river (the Life river) has been carefully cultivated in the Garden district.

In addition to these rivers and lakes, 1/4th of Andrus lies beneath the water in the Mer District, where all manner of sea-dwelling creatures make their home and conduct their business.

DISTRICTS

THE MER QUARTER

Part of Andrus sits in a protected bay, perfect for sea-elves, merfolk, and other sea creatures looking to trade with the land-dwellers of the city. While the mer quarter is its own district with many permanent residents, the vast majority of this district is set up to facilitate the coming and going of merchants. The mer quarter also houses the city's vast boardwalk market, which spans the eastern part of the bay, where buyers and sellers from both land and sea can more easily meet.

THE SMOKEHOUSE

The smokehouse is Andrus's industrial center. The smokehouse was the first district built after the merfolk came to Andrus, and was built to facilitate all of the craftsman who suddenly found themselves able to work again, crafting goods for trade. When the tatulani came to Andrus and took up shelter in the smokehouse, the area exploded from a few buildings to an entire district, as scholars and craftsmen of all stripes took up residence to examine the tatulani and their technology. Today the smokehouse is a bustling place containing factories, shipwrights, alchemists, mechanists, and craftsmen of all forms.

THE UNIVERSITY

The University is the greatest collection of learning in the known world, originally built to house all of the academic books and scrolls saved from the old world, but quickly expanding to serve as an academy and educational facility in its own right. Like most of Andrus, the University is uniquely cosmopolitan; rather than only training wizards, almost every arcane tradition is housed within the University itself, from sorcerers to bards and beyond. The University is also always filled with professional delvers, either being hired for special digs or trying to sell books and other bits of learning salvaged from the old world.

CLARITAS

Claritas was the original name of the city of Andrus, and the district that serves as the central ruling district of the city still bears this name. Claritas is home not only to the courts that mediate disputes and to the city council, but also to the great temple known as the World Seat. The World Seat was built by Andrus's own decree to centralize worship of the gods and serve as a new world wonder, symbolizing the hope of the citizenry. While Andrus recognizes no nobility, Claritas is home to many of the most powerful and influential citizens of the city, several of whom might have been kings if Andrus hadn't outlawed kingship.

THE MIDNIGHT DISTRICT

Not all of the refugees who fled to the city were counted among the living, and along with the mortal races came a variety of liches, vampires, and other intelligent undead trying to escape the Forest. Turning these creatures away was not only illegal, but dangerous as the city did not want to risk war with the undead by cutting them off from their source of food. The Midnight District represents the unsteady truce that was struck between the living and the dead, where the undead can live in the darkest part of the city, gaining the blood and corpses they need to survive through economic deals rather than hunting.

Because so many creatures in the Midnight District can command mindless undead, this section of the city can engage in endless building projects, and boasts some of the greatest architecture in Andrus. Despite its beauty, however, most living citizens avoid this district entirely, fearing for their lives if they should ever set foot within its boundaries. Some claim it's only a matter of time before the Midnight District sends its hordes across the river to invade the rest of the city, but this doesn't stop the poor and the desperate from selling their dead to the district's cryptyards, or their own blood at the various blood bars that dot its landscape.

THE TWILIGHT

The Twilight gains its name because it is the second-most southern district of the city, and therefore the second darkest. As the Twilight is the part of Andrus that borders the Midnight District, it is widely considered to be the slum of Andrus, as only the poor, despairing, or outright evil dare to live there.

While the Twilight is very poor compared to the other districts, it also possesses a robust tourism industry, as the Twilight houses the city's red-light district, where seaside brothels and fiendish chapels cater to any and all vices. The Twilight is also home to the Greatest Arena, a notorious fighting ring.

THE SPRAWL

Named for the way this district exploded into being, the Sprawl is one of two great residential districts in the city, housing thousands upon thousands of creatures in close proximity. The Sprawl sports no unified culture, but instead contains hundreds of small neighborhoods, where creatures of any number of races, clans, or families have banded together for protection and to preserve their way of life.

The Sprawl is not only home to a vast number of creatures, but also to the hunter's lodge, a section of the city that caters almost exclusively to delvers. The sprawl also houses the guildhall, an enormous complex that governs most of the city's guilds, and the Hounds headquarters, where the city's peacekeepers live and train. Excluding Claritas and the University, the Sprawl is by far the most affluent part of the city.

KETTLE CITY

When refugees flocked to Andrus, they included members of a hundred different races and cultures. Some of these creatures made a life for themselves in the Sprawl. Others, though, found themselves unwilling or unwelcome to live in the Sprawl, as ancient hatreds or unique cultures drove them to find homes in other parts of the city.

Named for the way it mixes many different cultures together not unlike stew in a pot, Kettle City is the city's second major residential district, and like the Sprawl is home to hundreds of smaller neighborhoods, each one dominated by a different race or culture. While much of kettle city is a series of small neighborhoods, there are two sections that have forged strong identities: beasthold and goblintown.

Beasthold gains its name from being home to a large assortment of what are sometimes called 'beastmen', such as kitsune, tengu, many forms of lycanthropes, and more. Likewise, goblintown is home to a variety of goblinoid creatures such as orcs, goblins, and hobgoblins, and serves as a safe haven where they can practice goblinoid culture in a place separate from those who would never understand their ways.

THE WALL

Built into a crater, Andrus is surrounded by giant cliffs that stretched into the sky even before the druidic walls were added. Many caves have been dug into these cliffsides over the years, as giants, dragons, and other creatures too big for the other districts have done their best to make homes within the city limits. Along with these enormous homes, the Wall also houses the city skyport, where airships can dock while their owner pursue their business in the city.

THE GARDENS

Sitting between Andrus's outer wall that keeps the Forest at bay and the inner wall that surrounds the edge of the cliff sits a stretch of ground; the only soil to be found within the city limits. This district, called the Gardens, is heavily regulated with magic and is dedicated to trying to safely cultivate old-world nature. While this space is small for most of the circumference of the city and is filled with farmland, near the western edge of the city the Gardens grows larger, and serves as a home for druids, fey creatures, and others who prefer to live among old-world nature. As the city is open to all creatures (including the Chaotic denizens of the Forest), the Gardens also serves as a sort of neutral ground between the city and the Forest, where Forest creatures can come and conduct business with the city without having to force themselves to enter the metropolis itself.

LIFE IN THE CITY

Life in the city differs greatly from one district to the next, but there are many things that are the same in all districts.

CALENDAR

The city tracks its timeline, like most civilizations of the new world, from the year of the breaking of the Walkways (1. A.B., "After Break"). The city also observes the Pandurus calendar, which includes 10 months in the year, 6 weeks per month, and 6 days in the week (36 days per month). This does not include the annual 5 day 'Fiendwatch' week, which is usually considered separate from the main calendar.

Months: Frostfor, Maedrafor, Vuulmfor, Gewenfor, Kraiosfor, Guerta, Gaiosfor, Gideon, Espenfor, Alurafor

Days of the Week: Jarrday, Tarrday, Oberday, Mabday, Baraday, Teilday

ECONOMY

The adage "if it can't be found in Andrus, it cannot be found at all" demonstrates just how impressive the city's markets are. While the general state of the world means much of the technology, magic, art, and history of the past is no longer available, between delvers selling salvage, merfolk merchants, the craftsmanship of the Smokehouse, and ancient dragons making deals to expand their hordes, there is very little that can be found

Trade Good Modifiers

Creature parts -1; **Food** +4*; **Gems** +2; **Metals, common** +1; **Metals, precious** +2; **Metals, rare** +3; **Recreational products** +2; **Spices** +5*; **Stone** -2; **Textiles, common** -2; **Wood, basic** -3; **Wood, rare** +1.

*These goods only have such high modifiers for foreign foods not locally grown or obtained by city hunters: exotic spices, meat from sources other than dinosaurs, or other exotic specialty foods. Everything else suffers a -3 to its modifier.

However, such foreign foods are also subject to a 30% tax if brought it from outside the city, meaning (legal) sales also suffer a -3 modifier. If the PCs are able to smuggle foreign foods in undetected, they do not suffer this penalty.

outside the walls of Andrus that can't also be found inside of them.

Andrus uses precious metals as currency, just as the old-world did, but weight is much more important than denomination. With so many delvers bringing in coins from dozens of dead cultures, most merchants have taken to using weights and measures for all exchanges; the type of coin doesn't matter so long as its metal is pure, and only coin collectors and researchers from the University spend time worrying about what culture a particular coin came from.

To better facilitate trade, the city also houses several large banks in the Sprawl and occasionally in other districts, where precious metals can be exchanged for banknotes. These banknotes are all magically marked to protect them against forgery and tampering of almost all kinds, and most guilds provide their merchants with small magical crystals and eyepieces to allow them to further verify the validity of all banknotes. These notes are accepted throughout the city and in most other major markets around the world, but with the world being what it is, most travelers will still exchange their money back into precious metal before leaving the city.

Taxes and Levies: The city of Andrus itself does not collect taxes from individual citizens, but instead collects the funds it needs to function through a series of district taxes and levies.

Taxes: The central government of Andrus performs a census of each district every year, taking into account its citizenry and local economy, then assigns an appropriate amount of tax money that district owes to the city. Each district is left to choose for itself how it will accumulate this money, as well as any other funds the district itself needs. For example, the Sprawl levies a tax upon its citizenry directly, collecting half for the city and half for the local government, while the Mer Quarter government instead provides several exclusive services for the visiting merchants that funds their payment to the city council, such as the verification and storing of goods, as well as many legal services.

Levies: Andrus keeps itself afloat through a series of trade agreements, such as its food-related agreements with the merfolk merchants and the druids who oversee the Gardens district. Both of these groups are integral to keeping the city fed and clothed, and as their trade with Andrus is their economic heartblood, both have petitioned the city's ruling council to help protect their interests.

The city of Andrus places no levies on goods coming in from the Mer Quarter, nor on any food or goods produced within the city itself (except for those imposed internally by the Mer Quarter or Smokehouse as part of a trade war). However, all food intended for sale that is brought into the city by any other means is subject to an immediate 30% tax on its market value. This tax is rigorously enforced, and avoiding it is a serious crime. While there are other, smaller taxes that exist on other particular goods, these taxes are small and absorbed by the market value of the good.

RELIGION AND ALIGNMENT

Alignment is handled slightly differently in the world of Khrone than in many other campaign settings, in that it has nothing to do with personality, but rather with one's allegiance in relation to the cosmic forces that govern reality. This is par-

ticularly evident along the Law/Chaos axis: a Lawful alignment doesn't mean a tendency to defer to authority, but instead indicates a fundamental belief in and appreciation for civilization and the society and comforts it holds. Likewise, a Chaotic alignment does not mean an individualist, but instead refers to those who reject civilization and its trappings, instead embracing a primal way of life.

The city of Andrus as a whole is decidedly Lawful Good; the city was built to care for refugees and serve as a bastion for civilization on the planet's surface. Most creatures living in the city, even those that tend towards Neutrality, still give weight and preference to Lawful Good creatures, considering them outstanding examples of their community.

However, Andrus is a very important trade city and in accordance with its Pillars of Law, remains resolutely open to all, meaning creatures of all alignments, creeds, and outlooks can and will be found in the city in substantial numbers. Paladins and necromancers may pass each other in the streets, barbarian kings and monks of the Way often use the city as a neutral meeting ground, and even planar beings such as angels and devils can be found sharing a drink in the skyport before continuing on their planar journeys. While these beings might kill each other on sight elsewhere in the multiverse, all must behave civilly in the city of Andrus or face the wrath of the Hounds.

Just as with alignments, no religion is outlawed in Andrus so long as its practice breaks no laws, and even worshippers of the Fiends can be found within the city (although most worship in secret, as most creatures are fearful of diabolists and have strong customs against such practices). However, most creature in the city worship the Gods, and while smaller shrines to various deities can be found scattered throughout the city, most worship is centrally regulated through the World Seat, located in the district of Claritas.

ARCHITECTURE

Almost every building in Andrus is built from cut stone mined in the city quarry, which is then shaped and painted according to the local custom of whichever district it's in. There are, however, notable exceptions (the citizens of Beasthold and Goblin town in the Kettle City district sometimes build out of paper and animal parts respectively, as a means of preserving their cultures while living in the city).

EDUCATION

Most educational services in Andrus are conducted in either the Sprawl (home to guild halls and various professional apprenticeships), or the University (home to the collected lost learnings of the old world). Beyond these two locations, most creatures that learn to read and write do so at small local schools sponsored by the various districts, or at the hands of parents, priests, or private tutors.

Beyond the above, there are also a great many wandering teachers; bards empowered by the Bard College to go and perform, often reciting songs and epic poems that combine entertainment with education about old world events, religious history, and local news. Many of these traveling bards also serve as traveling academic educators, loaning or selling books as well as their services as a tutor to anyone seeking knowledge. In the new world, the Bard College of Andrus has proven indispensable in both spreading general education and collecting information on new world events as they unfold.

HOLIDAYS

Along with each district's individual holidays, there are two festivals that are celebrated by the entire city: Fiendwatch, and the Winter's Solstice.

Fiendwatch: This 5-day week (which is increased to 6 days every 4 years) is technically separate from the 360 day, 10 month calendar, and happens at the end of the month of Gideon. In the old world, Fiendwatch was one of the most important festivals in Pandurus, and each culture and race had its own way of celebrating the week of fiends.

When the city was founded, King Andrus made particular note of the various Fiendwatch festivals, encouraging unity among the populace through joint celebration and an exchange of traditions. While most districts hold their own, unique celebrations during this week, several cultural practices have so permeated Andrus that they are now found almost everywhere during this time.

Costumes: Originally a halfling tradition, citizens of Andrus dress up in costume during Fiendwatch, appearing as a member of a different race. While this practice was traditionally done 'to keep the Fiends from recognizing them', these days it's one of the greatest brotherhood-building events of the festival. During Fiendwatch, the citizens will not only dress up as members of different races, but will then visit those race's sections of the city to celebrate in the local style. Some take this practice even further, dressing up as monsters, mythic figures, ancient heroes, or theatrical characters during the festival, with some districts even holding contests to find the best costume.

With alcohol and disguises flowing so freely, many of the city's half-breed citizens can trace their conception to the Fiendwatch festival.

Divine Offering: Anciently, some cultures would make sacrifices to the Fiends during Fiendwatch to appease them and turn their wrath away. Other cultures would instead make special offerings to the Gods during Fiendwatch to ask for protection from the Fiends' power. With both these practices living side by side, a new, combined tradition soon developed.

In modern Andrus, creatures will visit each other's homes during Fiendwatch collecting sweet bread, chocolate, and other desserts from each other. After these goods are collected, each citizen will leave a portion of their gatherings as an offering at their local shrine, then take the rest home to eat. Many creatures will also leave an offering at the World Seat, which holds a Fiendwatch feast every night during the festival week.

Local Celebrations: Each district, neighborhood, and section of the city usually puts on at least one special celebration during a night of Fiendwatch. Depending on the culture in question, these celebrations could include a night of dancing, a night of food and drink, or any number of other activities. With so many citizens wearing costumes and moving from one celebration to another, each local celebration tries its best to outdo all others, thereby attracting more visitors the next year. Of all the annual celebrations, the most popular are the mock hunt of beasthold (held on the 2nd day in Kettle City), the Moonlight Dancing (held by the Sylphs in the Sprawl during the 1st day, but with many copycat celebrations held throughout the city), and the Brewsiege (a drinking competition held the last night, hosted jointly by both dwarves and orcs as a way to settle their grievances with a nonlethal contest).

Winter Solstice: While the longest night of the year is particularly important in the worship of Lady Alura, primordial of the moon, almost every religion and culture of the old world would hold some sort of midwinter festival on or around the winter solstice. In an effort to foster brotherhood, King Andrus and the clergy worked together to integrate these festivals as much as possible into a single festival. While the druids, worshippers of Lady Alura, and several other cultures hold their own special festival during this time, the joint midwinter festival has grown to become one of the great holidays of the city, celebrating the founding of the city and the joint history of the citizenry.

During the day of the winter solstice (usually the 26th of Alurafor), the district of Claritas holds a large parade, and the likeness of King Andrus is displayed outside many homes and businesses. At night, a feast is held in honor of the moon, the gods, (particularly Espen, goddess of the hearth and mother of civilization itself), and where family and friends are gathered to share affection for one another. This feast is celebrated individually in most houses in Andrus, but there is also a large, joint feast held at the World Seat, where citizens the city over can come to participate.

GOVERNMENT

Before his death, King Andrus made particular effort to dismantle the kingship. In accordance with the Third Pillar, no single creature can exercise ultimate power over the city. Instead, each district is allowed to rule itself with as much autonomy as possible, and where each district's autonomy is insufficient, the city is ruled by a system of councils and judges.

Each district has the right to make and enforce its own laws, so long as these laws do not conflict with the city's central laws, and when a matter involves multiple districts, a strict series of courts oversee all rulings. As for inter-district laws themselves, these are decided jointly by a council of judges and a council comprised of members chosen by each district. These rulers meet in Claritas, and their meetings are generally open to the public, who sometimes come to hear the debates held before the ruling bodies.

While council members are chosen by each district (each of which has their own system for appointing them), the judgeship is open to any who sufficiently study the law and pass the difficult entrance examination, although in reality judgeships tend to be passed down through the generations by the wealthiest families in the city.

The city's chief judge and arbiter of all government proceedings is decided by a general vote of the people, who then holds the position until they die, retire, or are voted out by a special assembly called by the ruling council, either for crimes or as a show of no confidence.

CHIEF JUDGE

The current chief judge of Andrus is Milouka Evanka, a tefling who grew up in the Sprawl and has experienced unprecedented controversy for a chief judge. Milouka's story of being the unwanted son of a rich human family and achieving his education without financial help from his parents, coupled with his natural charm and charisma, won the hearts of the voting public who gave him the position nine years ago. Milouka has received unprecedented support among the citizens of Kettle City and the Twilight who see him as 'one of their own', as well

as unprecedented opposition from citizens of the Sprawl, some of whom object to his fiendish blood, while others simply fear he will be unfavorable towards them. So far Milouka has been a fair chief judge, but this hasn't stopped the divisiveness of his appointment from festering more and more with each passing year.

CURRENT COUNCIL MEMBERS

Mer Quarter: The Mer Quarter has one representative by royal appointment of Baemor, while the other is a local voted into that position every 4 years by the district's citizenry.

Maelotev: A noblewoman selected by royal appointment, she shows obvious disdain for all parts of the city except for the Mer Quarter. It is rumored she sees this position as a stepping stone to greater royal favor, and only truly cares about things that will win her favor with the mer king.

Janometh: The current locally-appointed member, Janometh has been on the council for 20 years through sheer charisma and his insistent lobbying on behalf of the district's merchants.

Smokehouse: The Smokehouse holds special council meetings with elected officials who choose two of their membership to represent them in the city council.

Rowan: Rowan is the owner of a machinery shop and possesses a gruff, no nonsense attitude. His main concern is for increased profitability for Andrus businesses, and considers all other issues subservient to that objective.

Nour: Nour is the second son of Marley, the richest factory owner of the Smokehouse. Nour is known for his blatant bias against non-humans, his extensive corruption, and his connections to criminal organizations.

University: The University president and the president of the Bardic College each appoint a representative to the city council. The appointment to the city council is considered a waste of a professor's time (which should be spent teaching or researching), and therefore few take the position willingly.

Lyrica: A junior professor at the Bardic College, Lyrica was appointed to help remind her of her place within the University system; specifically, that is she is a mere cog in the University machine and would do well to keep her mouth shut during meetings. Lyrica faithfully attends all her duties on the council in hopes of one day being promoted out of this drudgery.

Jona: Jona is an assistant to the University President and gratefully took this appointment in the hopes it would impress him. So far, it has not.

Claritas: Both council seats from claritas are handed down as a title from parent to child among the Starlight and Starflower houses; two of the houses belonging to Andrus's descendants.

River Starlight: The fifth child in the Starlight family, River was the only child willing to take the council seat upon her mother's death. River believes in traditional heroic values and fights against the self-serving corruption she sees all around her.

Ilya Starflower: The spoiled daughter of Ediz, the third great-grandson of Andrus. Ilya has gotten most things in life by virtue of her father's name and her good looks. Ilya took over her father's council seat early as he was tired of public service and she liked the idea of a more visible position from which to be seen.

Midnight District: The Midnight district doesn't reveal much of its internal workings to outsiders, but it is believed they appoint city council members during a meeting of their own internal council.

Emery: A member of the vampire clan Direnc, Emery's involvement in the city council is minimal. Emery only voices opinions on matters relating to the undead and otherwise misses or sleeps through meetings.

Deniz: A powerful lich, Deniz is one of the few citizens of the Midnight District who takes an active role in the city's government. Deniz sees it as his personal mission to improve the reputation of liches and other undead creatures, and uses his position on the council to exemplify benevolent qualities in the public eye.

Twilight: Officially, at least, the Twilight appoints their city council members through popular vote. The vote is held every two years, and few people hold the position for any great length of time.

Nikita: Recently elected, Nikita feels far outside her depth as she is not a politician and didn't even run for office. Nikita is a prostitute by trade and a local celebrity, and when an anonymous group promoted her for election as a joke, they turned out to be much more effective than anyone thought possible. Still, now that she has the job, she tries to do the best she can with it.

Luka: Luka was not originally elected through popular vote, having gained the seat by appointment when the last person to hold the seat was killed, but has now served longer than any other appointee in the history of the Twilight at almost 8 years. Personal details about Luka are hard to come by, although he seems to have a hand in most businesses within the Twilight District. He advocates for district rights and wishes to see little to no city involvement in his district and its businesses.

The Sprawl: The Sprawl decides its council representatives through popular vote every 5 years.

Bo Hardin: Bo is a giant of a human, and extremely likable. He is conscientious of the concerns of his fellow citizens and can usually be found at a local bar, the Tav, for a chat.

Meamuta Vince: Cold and unapproachable, Meamuta is rich and well-connected. Her promotion of various laws that include handy loopholes for business owners has kept her in office for 20 years, although her overall personality leaves something to be desired.

Kettle City: After much infighting, the inhabitants of Kettle City decided that the leadership of Goblin town and Beasthold would each choose one representative to serve on the council.

Sharp Jaw: Sharp Jaw is an extremely intelligent goblin known for his witty, cutting criticisms of anything he doesn't like. It's believed he's kept his position for so many years through the sheer popularity of his pamphlets, which he writes every month mocking things he hates about the city.

Gao-Liang: Gao-Liang is a tengu elder and former Forest-delves, who's spending his retirement years attending meetings and trying to do his best for the people of his district.

The Wall: Both the giants and the dragons choose one representative to send to the city council, through a selection process established by their own communities.

Gamoo: Gamoo is a hill giant of some renown in the city, famous for his wrestling career as the masked fighter 'Massif'. Despite winning his seat through wrestling popularity, he has proven very intelligent, and a very capable councilman.

Cagatay: Cagatay is a white dragon who possesses her seat mostly because no other dragon wanted it. It's rumored she has many criminal contacts and is manipulating the council to further her own ends, but no proof of this allegation has yet arisen.

The Gardens: Feyhold and Gnomewood each choose one representative for the city council, the Feyhold through a popular vote whenever the old representative gets bored, the Gnomewood through a series of ritualistic combats.

Vin Diget: The gnomish representative, Vin Diget is an old gnome who also serves as the head of the Gnomewood itself, as his magic has so far proven too powerful for any challenger to defeat.

Sun Glory: This unicorn serves as the Feyhold representative ever since the previous representative retired last year. Sun Glory was handpicked by her predecessor to fill the seat, but so far has proven unprepared for the rigors of actual politics.

LAW AND ORDER

Because almost all laws are decided by the individual districts, most city-wide laws are primarily concerned with upholding the Three Pillars of Law upon which Andrus himself established the city. These pillars are:

1. All Intelligent creatures are welcome within the city, so long as they abide by the rule of Law.
2. All races, clans, families, and individuals are autonomous within their respective jurisdictions, and may handle their own affairs as they see fit.
3. No king shall rule in Andrus. No single creature shall exercise undue authority over another.

While each of these three pillars has been called into question multiple times over the city's history, the government of the city still holds to them, and retains much of the same shape it held when Andrus himself established it.

While there have been many laws and motions passed by this central assembly, the ones most likely to impact the life of an adventurer or visitor are the following:

- All crime is punishable by the district in which the crime was committed. If the criminal escapes to or is a resident of another district, the districts or the culprit may request the aid of the central city courts for the trying of the crime.
- So as to not tempt the Forest to invade, no soil may be laid on the ground nor plants placed in the ground within the city limits, except within the Garden district alone.
- The taking of life and property without due process is illegal in all districts, and may be investigated in all districts.
- No individual or district government may impede the Hounds.
- To better aid in upholding the Second and Third Pillar and to ensure the autonomy of all, no slavery of any kind is permissible within the city's borders. Indentured status is only possible for the punishment of crimes and the paying of excessive debts, and such dealings must be regulated through the central city courts to ensure fair

treatment. No escaped slave that has entered the city may be hunted down with the purpose of returning it to its master.

Beyond these few laws, each district possesses many laws, customs, and requirements of its own, and government can change drastically from one district to another.

THE HOUNDS

The Hounds are the official guards and peacekeepers of Andrus, born from the original warriors who followed Andrus from his homeland to the city, and who, after the city's founding, fought to defend it from all threats both foreign and domestic. After the Claritas Massacre when the city was almost torn apart by infighting, Andrus reorganized his warriors into the Hounds, named after the blood hounds that were part of how the Starlight clan had once waged war. This newly-created unit was given unparalleled powers to enforce the peace by any means necessary; while every race, family, and culture within the city would retain the right to handle its own internal affairs, any attempt to wage war within the city would be met with quick, deadly force.

Today, while most districts have their own internal guard, the Hounds remain ever vigilant to keep any district from interfering with the others, to come to the aid of any district government in need of additional muscle, and to stop anything that tries to threaten the general peace of the city. Whenever a crime falls outside a district's authority, it instantly becomes the territory of the Hounds, who are legally able to pursue criminals throughout the entire city, and which no person or government is allowed to impede.

The Hounds operate independently from any other organization but are still hired, fired, and paid by the city council, and are answerable to them if collateral damage from Hound operations becomes great enough to merit a response. Although the sheer power of the Hounds should make them prime targets for bribery, the Hounds have remained remarkably resilient to corruption, as they have a rigorous screening process for new members and are quick to dispense internal justice if a member is found abusing their position.

To many citizens, the Hounds are as much a blessing as a curse. Because there are so many powerful creatures who live in Andrus including dragons, giants, vampires, and more, many citizens and visitors wouldn't feel safe if they didn't know the Hounds were always nearby, keeping watch. However, the sheer scope of the threats the Hounds deal with, combined with their almost complete authority and the difficulty of seeking redress for any damages they might cause, means that the Hounds rarely use less than lethal force in the pursuit of their culprits, and care little about who or what gets hurt in the process. For most creatures, a visit from the Hounds is just as frightening as whatever the threat might be that necessitated calling the Hounds in the first place.

Very few creatures are capable of becoming a Hound without years of combat experience first, and many Hounds began their careers as delvers, sellswords, or members of a district guard. The Hounds are only interested in the best of the best, and even the lowest-ranking Hound is expected to be capable of fighting giants, wizards, dinosaurs, or whatever other threat might come their way without fail. While the Hounds as a whole might be feared, there is no higher recognition of a creature's combat ability than the uniform of a Hound.

THE HOUNDS

Alignment: LN

Hounds gain a point of prestige each time they gain a character level, and every time they accomplish an assignment. New Hounds are considered 'junior members' under the wing of a superior until they actually gain the Hound prestige class.

1 TPA: Gain the ability to take the Hound prestige class.

3 TPA: Attain the rank of 'watchdog'. Watchdogs cannot be persecuted for crimes within the city of Andrus, so long as the crime was committed in the pursuit of a Hound assignment.

5 TPA, 1 CPA: Call upon faction members to assist in searching a person, structure, or location, granting a +10 bonus on checks to detect hidden items, disguises, forgeries, traps, secret doors, or compartments. This is normally only usable in a civilized area (not a dungeon) and lasts for up to 1 day.

10 TPA, 1 CPA: Transcribe a common spell (one listed in the Pathfinder RPG Core Rulebook, or any spell the GM feels is common) into a wizard's spellbook, alchemist's formula book, or ritual book. This benefit does not require a Spellcraft check or any additional transcribing costs.

10 TPA, 1 CPA, Watchdog: Gain the rank of Lieutenant. Gain a permanent +2 bonus to Intimidate checks made against those who recognize the Hound for what he is.

10 TPA, 1 CPA, Lieutenant: Imprison up to four people in a city prison for up to 1 month (longer durations require spending more PA or charges of a specific crime which the order can prosecute). The CPA cost may be higher for dangerous prisoners (such as rival adventurers).

10 TPA, 1 CPA, Lieutenant: Obtain legal assistance from the order, freeing the Lieutenant from prison or punishment for off-duty activities (usually by intimidation, finding a technicality in the law, or claiming superior jurisdiction over the accused). Each time the character draws upon this resource, the CPA cost doubles.

10 TPA, 3 CPA: Hire a specialist (any NPC whose class level equals half the PC's level) for 1 week.

15 TPA, 10 CPA: Hire a master specialist (any NPC whose class level equals the PC's level) for 1 week.

20 TPA, Lieutenant: Purchase or upgrade weapons from the following list at a 10% discount: axiomatic, bane, phase locking, spell stealing, vopal.

20 TPA, Lieutenant: Purchase or upgrade magical armor or shields from the following list at a 10% discount: energy resistance (acid, fire, or cold), fortification (all), spell resistance.

30 TPA, 10 CPA, Lieutenant: Gain the service of a junior member (one 6th-level NPC of any class).

40 TPA, 15 CPA, Lieutenant: Gain the rank of Commander. Commanders gain a +2 bonus to all Intimidate checks made against those who recognize the Hound for what he is. This stacks with the bonus gained from being a Lieutenant. Gain the service of 2 Lieutenants (10th level NPCs of any class).

HOUNDS: Your Last Line of Defence



If a HOUND approaches you, lie on the ground
with your hands raised and obey any orders
given to you!



It could save your life!

THE KNIGHTS OF ANDRUS

Although King Andrus was a Starlight barbarian, his refugee band attracted members from a dozen races and cultures, and part of Andrus's genius was his ability to respect and integrate aspects of other cultures together for the good of the city. Some of those survivors were from the East, including several minor knights from various kingdoms that couldn't escape the Forest the same way Finreche had. King Andrus became fascinated with these knights and their tradition of pledging themselves to serving ideals greater than themselves such as nations, valor, or a noble line. Andrus saw how his people looked to these knights as leaders and representatives of warrior idealism, and decided to harness that power for his city, organizing them and those who would follow them into the Knights of Andrus.

Rather than serving King Andrus or the city government, the Knights of Andrus exist to promote the hope and idealism upon which the city of Andrus was founded, and to provide service and protection for all civilized mortal races. Today, the knights travel the world, protecting innocents from marauders, monsters, thieves, and other threats. They are dedicated to providing charity for those in need, and protecting those who cannot protect themselves.

The Knights of Andrus are more a society of equals than a hierarchy, although the knights do have a ruling council that oversees training and coordinates requests for aid. While such requests can be forwarded by the ruling council to whatever knight they feel is the best fit, all members are permitted to pursue the ideals of the order in whatever form they feel is best, and the Knights of Andrus can be found the world over, either working to protect mortality's fragile outposts, defeat great monsters, or even working undercover throughout the city to search for the villains who would prey upon the defenseless.

Because the old nobility from which the ancient knights sprung did not survive the passing of the Old World (except for certain lineages found among the floating isles), most Knights of Andrus begin their career by being pledged to the order by their parents, either because their family was rich and wished to be seen supporting the city, or because their family was poor and wished a better life for the child than the parents were able to provide. These children are raised within the order, being trained at the order's headquarters (located within Claritas), or sometimes made a squire to an older knight. After years of rigorous training in combat, etiquette, literacy, and philosophy, those who graduate from this training officially join the order, while those unable to graduate either gain jobs supporting the knights (such as becoming an armorer, chef, or servant), or else abandon the order and become sellswords.

Officially, the Knights of Andrus only supplies its members with a place to sleep in the order's headquarters as well as access to their armorers if their weapons and armor are in need of repair. However, the mark of a Knight of Andrus carries much weight in the city of Andrus as well as throughout the world, and a knight in need can usually find someone willing to supply him with food, a place to sleep, and aid in whatever endeavor he is pursuing.

The Knights of Andrus as an organization is independent from the government, and therefore exist in a strange legal limbo. Although the city council will often call on the Knights to help in various situations, the Knights do not answer to the

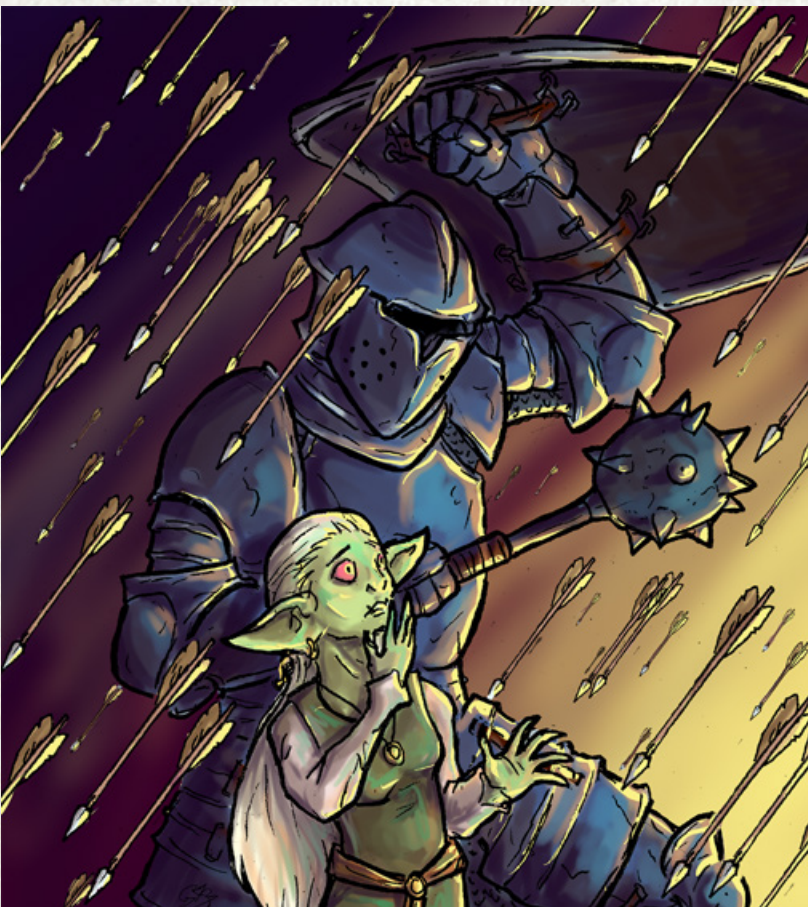
council and have the right to refuse any request. Likewise, although they do not carry the same official legal protection that the Hounds enjoy, members of the Knights of Andrus are often afforded great legal leeway by the courts and district guards in order to accomplish their duties, often escaping punishment for minor crimes or even assault under the assumption that whatever ends they were pursuing must have justified the means used. However, as this leeway rises and falls depending on the reputation of the order, the order polices its own rigorously; if someone is found impersonating a knight or, even worse, if a knight is found to be abusing his position and the trust of the people, the order will hunt that person down and exact a lethal punishment.

While the Knights of Andrus and the Hounds have been known to coordinate and work together on city defense and the hunting of criminals, the two groups also have a bitter rivalry. To the Hounds, the Knights are arrogant men and women who consider themselves and their whims to be above the law. To the Knights, the Hounds are dangerous men and women who don't care who gets hurt in the course of their duties. In a few rare-yet-well-publicized events, Hounds and Knights have even found themselves fighting on opposite sides of a battle when their ideals came into conflict.

While technically any creature can join the Knights of Andrus regardless of their previous training and many paladins ally themselves with the order, those trained by the Knights of Andrus from an early age become cavaliers dedicated to the Order of the Shield.

CRIME

The city of Andrus is a world in miniature, and just like the old world, there are countless creatures waiting to abuse its systems to their advantage. Despite the reputation of the Hounds for killing first and asking questions later (or perhaps, because of it), Andrus has a long tradition of secret meetings and shad-



KNIGHTS OF ANDRUS

Alignment: LG

Knights and honorary knights gain a point of prestige each time they gain a character level. They may also gain points of prestige for accomplishing missions bestowed by the Knight's council, as well as for acts of extraordinary valor and self-sacrifice in pursuit of the order's ideals

1 CPA: Gain a place to stay in any district in Andrus or any other civilized settlement for up to 1 week. This place provides food, basic necessities, and any other reasonable accommodations and aid for the knight and his allies.

5 TPA, 1 CPA: Call upon faction members and allies to assist in creating a convincing disguise or false identity, including providing papers, props, or random citizens willing to back up the story. Gain a +10 bonus to Disguise checks or Bluff checks made to maintain this false identity. This bonus lasts for 1 week. This can only be used if the purpose of the disguise is to further the faction's goals, such as for infiltrating a criminal organization or otherwise ferreting out misconduct.

5 TPA, 2 CPA: Gain a permanent contact within one district of the city. This contact provides a +2 bonus to all Knowledge (local) checks and Diplomacy checks made to gather information within that district.

10 TPA, 5 CPA: Become invested as a full knight of Andrus. The character may devise a coat of arms and use the honorific Sir if male or Dame or Milady if female. He gains a +2 bonus on Diplomacy and Knowledge (nobility) checks within Andrus. These bonuses increase to +4 on checks made to avoid legal trouble.

10 TPA, 3 CPA: Hire a specialist (any NPC whose class level equals half the PC's level) for 1 week.

15 TPA, 10 CPA: Hire a master specialist (any NPC whose class level equals the PC's level) for 1 week.

15 TPA, 14 CPA: Purchase a *raise dead* spell.

20 TPA: Purchase or upgrade magical weapons, armor, or shields at a 10% discount.

20 TPA, 5 CPA, Knight: Attain the rank of major within the Knights, and gain a loyal team of 4–6 knights (2nd level cavaliers).

30 TPA, 10 CPA, Major: Gain the rank of commander, and a loyal team of 1 major (5th-level cavalier) and 5–8 knights (3rd-level cavaliers); one of the knights may instead be a 3rd-level cleric, sorcerer, or wizard.

ow dealings; guilds, district governments, and wealthy individuals are often willing to pay handsomely for the help of discrete experts who can work their will throughout the city without catching the eye of the local guards and the Hounds.

PUNISHMENT

Every district does its best to enforce its own laws and keep its own peace, and so crimes and punishments can change from district to district. However, the punishments for most crimes are similar to the following list.

<i>Crime</i>	<i>First Offense</i>	<i>Second Offense</i>	<i>Third Offense</i>	<i>Fourth Offense</i>
Arson	Fine	Fine	Prison	-
Assault	Fine	Fine	Prison	-
Blackmail	Fine	Fine	Prison	-
Bribery	Fine	Fine	Fine	Prison
Burglary	Fine	Fine	Prison	-
Counterfeiting	Fine	Fine	Prison	-
Embezzling	Fine	Fine	Prison	-
Espionage	Prison	Death/Exile	-	-
Fraud	Fine	Fine	Prison	Exile
Murder	Prison	Death	-	-
Murder, Mass	Death	-	-	-
Perjury	Fine	Fine	Prison	Exile
Rape	Prison	Prison	Death	-
Rioting	Fine	Fine	Prison	-
Robbery	Fine	Fine	Prison	-
Sedition	Prison	Prison	Exile/Death	-
Slavery	Prison	Death	-	-
Smuggling	Fine	Fine	Fine	Prison
Tax Evasion	Fine	Fine	Prison	-
Treason	Prison	Death	-	-
Vandalism	Fine	Fine	Prison	-

Fine: When the punishment for a crime is a fine, the exact amount depends on the particulars of the case and the judge in question, but is at least equal to the cost of the damages, if not double. For particularly excessive crimes (or if the criminal is particularly wealthy), the fine might be 3 or 4 times the cost of damages, split between the courts and the wronged party

If a target is unable to pay a fine, there is a legal form of indentured work that a target can be sentenced to, where they work either for the subject of their crime or in a government-designated manor to earn enough money to pay their fine.

Imprisonment: The city's quarry serves as the only centralized prison in Andrus. While most districts handle their own criminals, any court can sentence a criminal to serve in the quarry if their crimes are particularly severe.

Exile: Sometimes Andrus will officially exile a creature, forbidding it from ever entering the city again. This is rarely done due to the difficulty of enforcement as well as the city's devotion to openness, but this punishment is sometimes used with foreign dignitaries or creatures with a large enough group of followers that killing them might cause trouble.

Death: Death often comes as a result of attempting to evade the Hounds, but is rarely enforced as a punishment once the criminal has already been caught, and cannot be handed down as a punishment by anything less than the city's central court. When a death sentence is handed down, the execution is usually handled by the wronged party, which means executions in Andrus could be public or private, and could involve as diverse methods as beheading, serial arena combat, or being eaten by a dragon.



Mer Quarter

As a bustling trade hub, the markets of Andrus are always filled with goods and merchants transporting and hawking their wares, but for visitors confined only to the land, they cannot see the half of it. The true beating heart of the city's economic machine lies underwater, where merfolk merchants work day and night transporting food and other goods to and from the city. While the treaty of Andrus promises the city food delivered by merfolk hands, the details of who will deliver that food and thereby reap the profits has led to a great many economic wars as merfolk trade princes and wealthy families do battle for the right to claim their part of the city's business.

As populated and busy as any other district of the city, the Mer Quarter is filled with structures magically grown from cor-

al and constructed from stone. While traditional merfolk architecture is sparse at best, preferring to use natural caves and large shells when building is necessary, the Mer Quarter had needs to be met, and the area not only sports a grand assortment of structures, but also many materials imported from the surface, including stone columns, metals, and even wood.

While to some sea creatures the combination of cramped construction and surface materials gives the mer quarter an unappealing, unnatural look, the merfolk have a long tradition as artists, and the area has been meticulously designed to look as natural as possible.

The tidy structures flow naturally outward from the center of the bay, rising and falling with the sandy seabed. Natural out-

MER QUARTER**TN METROPOLIS**

Corruption +6; **Crime** +4; **Economy** +12; **Law** +5; **Lore** +8; **Society** +6

Qualities bountiful, broad minded, prosperous, rumor-mongering citizens, strategic location, trade center

Danger +10

DEMOGRAPHICS

Government colonial

Population 110,000 (merfolk, sea elves, cecaelia, various.)

NOTABLE NPCs

High Priestess Minot Deepseer (*LN female merfolk soul weaver 18*)

Governor Eldinveis III, May He Rise Triumphant (*LN merfolk aristocrat 13*)

Market Overseer Averlin Roade (*NG merfolk expert 9*)

MARKETPLACE

Base Value 30,400 gp; **Purchase Limit** 205,000 gp;

Spellcasting 8th; **Minor Items** -; **Medium Items** 4d4;

Major Items 3d4

croppings or aquatic ledges have been used wherever possible, and there are very few walls to speak of, with metal mesh serving to section off and protect goods from would-be thieves.

With wealth and power flooding in from the surface, the peoples of the sea have become some of the most powerful in Andrus, limited only by their inability to work on land as easily as in the water. However, with so many businesses sprouting up to provide accommodations and aid to facilitating this lucrative sea/land trade including waterproofing services for sensitive goods and advances in underwater construction and transport, it's only a matter of time before that limitation is no longer an issue.

HISTORY

The bay of the city was uninhabited before Andrus struck his deal with the king of Baemor, promising merfolk support to the city. Before this time, the merfolk kingdoms were mostly self-sufficient, small economies, with hunters and farmers making up most of the population but with few merchants or craftsman to speak of. However, the needs of the city were so great, and the wealth that came from handling its needs was so vast, that soon trade with the city expanded beyond Baemor to a host of other merfolk tribes, each bearing their own shipments of fish and vegetation for sale. Under the guidance of Great King Tirioc, May His Soul Rest Forever, Baemor began to completely overhaul its economy and infrastructure, importing construction tools from the surface and vastly expanding their operations, raising fish and farming edible plants in quantities never before seen.

With the increase in production and the overhaul of merfolk economy, the city's bay quickly expanded to meet the needs of this new and rising merchant class. Merfolk traders began to move to and from the city in droves, all of whom required places to stay, places to store their goods, and other amenities such as food, entertainment, and intermediaries to distribute their goods to their surface-dwelling buyers.

Originally and per King Andrus' treaty, the bay of Andrus was considered part of the sovereign state of Baemor, and was treated as a waypost under its control. However, this quickly changed as more and more creatures made the bay of Andrus their permanent home, thinking of themselves as citizens of the city rather than vassals of the kingdom of Baemor. These citizens, wishing to have a greater say in the politics of their home city, petitioned the city to recognize the bay as a district of the city itself, and although Baemor tried its best to keep its stranglehold on the bay, it was opposed in this action by the majority of the city's new permanent residents.

After heated debates, the leaders of the bay reached a compromise; the king of Baemor would appoint one of the mer quarter's seats on the city council, and would appoint the governor of the district. However, the other city council seat would be decided by a popular vote, and a council of trade princes comprised of the wealthiest and most influential citizens of the district would have the power to enforce, advise, and veto decisions made by the appointed governor.

With its newly-gained autonomy, the Mer Quarter exploded like never before, as every merchant and trade prince saw the city as the heart of their chances for profit and prestige. While this explosion of activity has almost certainly helped the city to prosper, it has also transformed the Mer Quarter into a vicious economic battleground, where fortunes can be both made and lost overnight. However, no matter how cutthroat the merchant's trade becomes, the promise of wealth continues to attract scores of new merchants, all of them eager to try their luck and win their fortunes in the untamed opportunities that are the Andrus market.

CULTURE AND CUSTOMS

Merfolk culture is a powerful thing with traditions that stretch back thousands of years, but none of those traditions could have prepared the merfolk for the unprecedented stream of wealth that is the city of Andrus. As such, the bay of Andrus has become an uncomfortable mixture of ancient traditions and cutthroat economics, as the merfolk learn to navigate a mercantile world they never before had considered. Ancient merfolk ways may include many strict rituals regarding religion, organization of society, deference to kings, morality, war, organization of families, and more, and has held their society together since time immemorial, but in the world of merchants the only true rule is profit, and the one who amasses the most profit is king.

On the traditional side, the greatest non-market influence in the Mer Quarter is religion: As children of Mother Maedra, mother of life and shepherd of souls, the merfolk believe they have the responsibility of being the mortal counterparts of the psychopomps, caring for souls who lose their way before starting them on their journey to the hereafter.

Virtually everyone in the Mer Quarter gives deference to Good-aligned priests, especially shepherds of souls (soul weavers in the service of Mother Maedra), and in many ways the shepherds of souls have become the great counter-balance to the cultural influence of the market, doing their best to remain above the battles for profit and to remind the people of their responsibilities beyond the accumulation of wealth.

On the market side, a great number of new traditions have sprouted up quickly within the district as merfolk merchants

try everything they can to out-perform each other. Contracts, once a rare thing among merfolk, have become the de-facto way everything in the district is accomplished, and many merchants consider it to be almost a game to try to catch each other in secretly dis-favorable contracts, robbing each other of wealth and possessions, and in the case of the most merciful merchants, even their very lives.

Special Products

Cost	Service
1+ gp	seashell
100+ gp	legal advice

Seashells: Anciently, the merfolk people relied on a barter system, with seashells being the closest thing to 'currency' to be found among them. Today the merfolk deal in gold coins imported from the surface, but there is still a robust trade to be found in seashells as currency is changed between city gold and merfolk shells. Most shells are worth 1 gp, but particularly beautiful ones can be worth 5, 25, or even 100 gp.

Legal Advice: With the rise in merfolk contracts has come another rise: merfolk lawyers. While this profession is new enough that no true schools exist for their training, those who are particularly skilled at writing contracts sell their services to other merfolk for a fee. While 100 gp is enough to purchase the services of a proficient lawyer (with a Profession (lawyer) skill bonus of +8), for a case or a contract, more expert lawyers can charge 1000 gp (+15 bonus) to 10,000 gp (+25 bonus) for their services.

One of the most interesting new developments of in the mer quarter is the rise of a new kind of contest of honor, called a merchant's duel: a challenge between merchants where each one places his fortunes on the line in an attempt to outperform the other. While a merchants duel could be fought for any number of reasons, more often the cause of such a duel is that two merchants both lay claim to something of great value, be it an expensive magic item, the deed to an important piece of land, or marriage to a desirable spouse.

A merchant's duel always takes the form of a contract, usually in one of two forms: either one contracts to buy the desired object from the other at a certain time for a great deal of money, or they both contract to buy the item from a third party, with the item going to the highest bidder. However, there is always a catch: a contract between two parties often carries strict requirements and a stiff penalty for default, including loss of all property, imprisonment, or even death. When the contract is made with a third party, the penalty is often that the loser still pays all of his committed money; he may pledge as much as he wants to try and outbid the other, but he loses everything whether or not he emerges as the highest bidder.

Once the contract is made, the combatants have until the specified date and time to attempt to gain as much money as possible, often splitting their time between earning money and attempting to impede the other's efforts. When the time specified in the contract arrives, both may have won or lost fortunes,

but one will emerge the possessor of the object of value, and the other will have been ruined.

ARTARUS

Although merfolk architecture is often sparse and designed to blend into the sea floor, there is one building in the mer quarter that is a truly impressive structure by the standards of both sea and land. This building, built of coral shaped by magical power, is called Artarus, and is the beating heart of the mer quarter. Within this enormous structure, the governor of the mer quarter and the council of trade princes regulate and oversee trade, while courts interpret and enforce contracts.

The council is made up of five trade princes; each one a wealthy merchant who is given this life-long appointment, which can only be lost if the other four members vote to remove the offending trade prince, or if the seat itself is put up as the prize in a merchant's duel. When a seat becomes vacant, it is auctioned off to the highest bidder.

The courts are filled with judges appointed by the governor himself, and hold the power to interpret and enforce the ever-changing laws, contracts, and precedents that govern life in the Andrus markets. While bribery may be a common tactic in the Artarus courts, for the most part these appointments are taken very seriously, as often the integrity of the entire mercantile system depends on the neutrality of the courts and their ability to enforce mercantile law.

HISTORY

Artarus seemingly grew overnight, much like the Mer-Quarter itself. As the potential for wealth and trade in the area became apparent, so too did the need for a building to organize and protect the fruits of that potential. Merfolk artisans and sea elf magic-users coaxed the building to life from living coral, arraying its towers and colonnades in forms and patterns both beautiful and functional.

Artarus was originally planned to be the palace for the Mer Quarter's governor, but this was around the time the debates and conflicts were raging about whether the Mer Quarter would remain under the control of Baemor, or if it would become a recognized district of the city, and so the plans were left unfinished for quite some time. When the Mer Quarter was officially recognized as a district of the city, the plans for Artarus were abandoned, but not destroyed.

The first governor of the district, Mienvis, May His Enemies Tremble, was the one who managed to make Artarus a reality by presenting the plan to the first council of trade princes. The building, he argued, would serve as a neutral location where the council could meet, the courts could assemble, and he and the trade princes could do business. But most importantly, it would cement in the minds of the people that the trade princes truly were wealthy enough and powerful enough to merit their positions and the rulership they would be soon enacting on the people.

With the joint fortunes of the trade princes facilitating its construction, Artarus was completed quickly and more impressively than the original plans required. The building was soon the center of all legal activity within the district, and proved to be just as useful as the original governor had decreed it would be.

DESCRIPTION

Artarus does function as the governor's mansion, but beyond that serves as the meeting place for the council and the courts, and also contains many public spaces where various merchants can meet to discuss business.

Artarus is a much more complicated building than anything else found in any merfolk kingdom; it has dome-like rooms on the tops of its many towers that can be pumped full of air when entertaining visitors from the surface, and is filled with a great many rooms, with waterflow regulated through a system of pumps and drains built into the coral itself to keep the water fresh throughout the building.

While the building is obviously not natural, the outside is still decorated with intricate coral designs that allow the building to match the rest of the city in artistic quality.

Artarus is guarded by a set of professional guards and trained sharks who protect the building, as well as the interests of its inhabitants. These guards are directly under the control of the governor, who holds them as a power balance against the private military forces held by the various trade princes.

At the heart of the structure, the governor lives and meets with the trade princes meet to discuss matters of importance to the entire mer quarter. Along the bottom floor are the courtrooms, where judges mediate contracts and the law as necessary.

Rumor has it that the bedrock beneath Artarus is even home to a secret prison where those who threaten the peace of Artarus (or in more hushed whispers, where enemies of the trade princes) are locked away, but such accounts have not been verified.

KEY FIGURES

Atocol Avak (LE male cecaelia symbiat 12): Atocol is one of the few non-merfolk trade princes, having made his fortune selling bits of recovered super technology from old cecaelia ruins. Eventually he arrived in the mer quarter and began dealing with the tatulani to further his cornering on the mer quarter's dealings in super technology until he was wealthy enough to purchase a seat as a trade prince.

Cessival Slavemaker (LE male merfolk expert 14): Cessival is a supplier of food, but it is an open secret that he is also one of the largest dealers in slaves to be found the world over. His wares are never brought to the city and therefore are not in violation of Andrus law, but Cessival's business outside of Andrus is lucrative enough for him to be a trade prince despite his small holdings within the city itself.

Klarissa Acquarone (TN female merfolk wizard 14): In a building filled with merchant princes, Klarissa is the queen. Klarissa's merchant empire has bought her command of an impressive military force and more than a few ready allies amongst the other mercantile elites. Rumor has it that Klarissa's talents stretch far beyond mere mercantile operations and also includes potent magics, perhaps even the ability to manipulate the weather and tides, speeding her shipments while slowing those of her rivals.

Venliff Vye (TN male sea elf aristocrat 15): Venliff is a sea elf prince; blooded royalty, as well as a merchant lord in his own right. Venliff's haughty attitude and snide demeanor are often found off-putting by those Venliff interacts with, but the sea elf's clever mind and shrewd business acumen earn him a grudging respect from the other merchant princes. He is one

of the most powerful suppliers of food to the city, having dedicated all of his territory to its production.

Moondance (NG merfolk bard 12): Moondance retains her stage name from her past time as a performer, and no one knows what her real name might be. Moondance began her career as an involuntary prostitute in one of the seaside brothels in the twilight district, but she was shrewd enough to use the secrets she overheard from clients to invest her money and become rich, eventually leaving her old life entirely for a new one of her own making. She is now the city's foremost supplier in religious artifacts, and not only does she spend a lot of time in the Shepherd's Temple, but also regularly has retainers transport her to the World Seat to discuss matters both spiritual and practical with the priests there.

Eldinveis III, May He Rise Triumphant (LN male merfolk aristocrat 8): Eldinveis is the third son of the current Baemor monarch, regulated to overseeing the city in an attempt to help him win wealth and prestige. He is an experienced yet talentless ruler, who does what he can to stay afloat and ahead of the trade princes, despite knowing he's not doing well at it.

THE MARKET

While the deep infrastructure of the district and Artarus itself are both impressive, the boardwalk marketplace is the true centerpiece of the Mer Quarter, and the reason the district exists at all. This marketplace is built upon a massive boardwalk that extends over the bay and along the shore in both directions to better facilitate the meeting of land and sea.

At the boardwalk the merfolk not only sell the food they are contracted to bring, but merchants both from the land and from the sea sell all manner of objects from clothing to weapons to magic and more. While smaller markets do exist throughout the city, the best sellers know that nowhere within the city can match the foot traffic and exposure of the Mer Quarter's marketplace, and such merchants are willing to pay quite a premium for the chance to set up shop in one of the market's many stalls.

For those looking for special goods, exotic fare, or simply the best food in the city, nothing beats the mer market; or, as the merchants themselves will say: "If it can't be found here, it can't be found anywhere."



HISTORY

The boardwalk marketplace was a natural extension of the trade that began along the seashore. Originally trade among the two sides was difficult, as merfolk wanted to remain as close to the water as they could where they were in control, but surface-dwellers needed to function on land. While some workarounds made progress such as professional middlemen who bought food off the merfolk to resell to the land, this system was quickly abandoned as being too exploitable. In the end, the workaround that functioned the best was for business to be conducted on boats, as it allowed surface dwellers and merfolk to do business in deep water. Eventually, this gave way to the boardwalk as a better and more permanent solution.

Built by royal decree, the boardwalk itself is overseen by the Andrus city council, who maintains the area and dispatches Hounds to guard it; the only part of the city to be under such powerful and constant supervision. As the single most important piece of the city's infrastructure, the markets are under special Hound protection to ensure no one, be they criminal or another district, thinks of trying to exploit this concentration of wealth.

DESCRIPTION

The boardwalk was created to serve the role of 'merchant stalls' for the merfolk, allowing a particular merchant to store wares underwater and sell to land-based customers from the same location.



Along the boardwalk itself, stalls consist of wooden structures similar to land-based market stalls, but with many off-shore floating rafts and open-bottomed sections to allow the sea-based merchants to move about more freely. As the market has grown, some 'reverse' stalls have also been crafted, where a land-based merchant has open-bottomed sections for merfolk customers to come up and see their wares.

Along the shore at both sides of the boardwalk is the land-based market, where more traditional land-based stalls sell goods to land-based customers. With the merfolk influence being felt even this far inland, many of these stalls, even the most basic or temporary ones, are often ornately carved with wave-like patterns so as not to pale before those of the boardwalk stalls.

As the most important piece of the city's infrastructure, the markets are under special Hound protection to ensure no one, be they criminal or another district, thinks of trying to exploit this concentration of wealth.

As space in the market is at a premium, a merchant must pay for the privilege of selling on the boardwalk, usually in week-long installments. A 5 ft space costs 5 gp per week, with larger spaces raising in cost exponentially due to the high demand (a 10 ft. space costs 25 gp per week, while a 15 ft. space costs 125 gp per week, etc.) Sometimes bards and other performers will rent out space in order to play for the crowds, winning money as tips or in exchange for wagers and games of chance.

It is possible to pay for months or years at a time and there are many permanent shops and trade consortiums in the market, but space is always reserved for smaller merchants who might wish to try their luck at the main market, or perhaps to sell their goods directly after a long venture to or from uncharted markets the world over.

All those interested in renting space in the market must visit the market overseer's office, where the someone under the employ of the trade princes regulate this permission. The office of the market overseer is a large wood and stone building built on the shoreline, allowing it to serve both land-based and sea-based merchants.

KEY FIGURES

Averlin Roade (NG female merfolk expert 9): Averlin is the current market overseer, whose job it is to sell permits and handle permissions for those wanting to sell on the boardwalk. While Averlin is a bit young compared to many who have held her position in the past, she has proven to have more than enough intelligence and administrative skill to handle the position.

Averlin is an honest woman and deals fairly with her clients, but this does not mean she doesn't have her hand in a few different mercantile ventures, using her position to scout out new talent or potential deals. However, her position is an enviable one, and so she makes certain to never find herself accused of any wrongdoing that might jeopardize her job or her standing before the trade princes who appointed her to this position.

Ordu Elln (LN male orc ranger 14/bound 5): Ordu and his consignment of Hounds are charged with overseeing the marketplace from the surface side. While most days are uneventful for the veteran Hound and those under his command, overseeing the market is considered one of the organization's most important jobs, and neither Ordu nor his Hounds could ever be accused of slacking in their duty.

Ordu has worked as a bouncer, a delver, and a combatant in the Greatest Arena before he took a job as a member of the Hounds, and he is widely considered one of the city's most skilled warriors. Market crime has hit an all-time low under Ordu's command, and while some attribute this to his swift response to thieves and violence, others attribute it to simply Ordu's presence; even the most veteran of thieves think twice before trying anything illegal under Ordu's watch.

SURFACE CONNECTIONS

What at first glance appears to be a simple merfolk structure of coral and stone is actually what many people consider the 'secret' heart of the Mer Quarter. Patterned after the taverns and eateries of the surface, Surface Connections features booths and seating, expert chefs and servers, and even alcohol served in wrapped seaweed so that it can be eaten rather than drunk.

Surface Connections is run by the mermaid Zoreste, an old merchant who retired to run Surface Connections, and is frequented by merchants both new and veteran who come as much for the conversation as the food. At Surface Connections rumors can be swapped, advice can be given, and business connections can be forged. While a great many merchants succeed without the help of Surface Connections, the merchants who frequent the eatery swear by the location, considering it one of the district's greatest not-quite-secrets.

HISTORY

Because merfolk society was ignorant of how to handle the needs of its new merchant force, the first creatures to provide amenities for the merchants were land dwellers who had been merchants in the old world. These land dwellers provided storage, materials and tools, and were more than willing to help package product and handle translation and interaction with the land dwellers who wanted to buy.

Surface Connections was the first merfolk establishment created within Andrus to offer amenities to the merchants from below the waves, and was first established by a mermaid named Viennes Elnes. Viennes was quick-witted and realized the new merfolk merchant force was being taken advantage of, if not out of malice, then out of inexperience; with so much wealth to be gained from trade, relying too much on land-dwellers to facilitate the process was robbing the merfolk of a lot of potential profit.

Viennes struck deals to have concrete forged and imported from the land. Copying the land-based concept of the tavern and adapting it to merfolk culture, Viennes opened Surface Connections so merfolk from different kingdoms to mingle and learn from each other, and she was even the grand architect behind the first underwater permanent storage facilities which allowed goods to be more easily stored and exchanged below the waves.

As others followed Viennes' lead, the bulk of the mercantile power in the city shifted from being handled on the surface to being handled completely by the seafolk, with only actual sales to land dwellers being handled on land.

Today a great many establishments and businesses handle the storage and physical needs of the merchants, but Surface Connections and Viennes will always be permanently etched into the history of the district for their influence on merfolk economics. Although Viennes has since died, many merchants still have toasts in her name as the grandmother of merfolk business.

DESCRIPTION

Surface Connections is a small place when compared to some of the newer structures to be found within the Mer Quarter, but what it lacks in size it more than makes up for character. Virtually every surface of the building, inside and out, is intricately carved with images of fish and flora, beautiful posing mermaids, and old merfolk charms to elicit good fortune upon the establishment and all who enter therein.

While the building has many holes in the walls to facilitate water flow, for the most part it bears a great resemblance to similar structures on the surface, including seats and tables, a separate kitchen room, and even a small stage where singers, dancers or other entertainers can perform for the eatery's guests. Performers are paid in tips.

Surface Connections employs a multitude of chefs and servers, many of whom aspire to be merchants themselves one day and are using their current job to observe and learn what they can from the customers. However, the eatery is very selective in who it hires, and few will be hired for a position without at least a +8 bonus to Profession (servant) or Profession (chef).

KEY FIGURES

Zoreste Vinel (TN female merfolk commoner 10): The granddaughter of Viennes Elnes, Zoreste was a successful merchant in her youth before she decided to settle down, get married, and take over Surface Connections. As a successful merchant in her own right, the owner of Surface Connections, and the granddaughter of Viennes, Zoreste sits at the center of a virtual web of contacts; of all the people who work in the Mer Quarter, only perhaps Feeble of Feeble's Findings could be said to have more knowledge of what goes on in the district.

Zoreste is very comfortable where she is, and for the most part avoids risky ventures herself, although she is always ready to give advice or aid to the merchants who frequent her establishment. Instead of percentages and cuts, Zoreste does business through a system of favors; if her contacts and advice are useful, bring her a bottle of expensive wine imported from the surface, or be willing to return the favor if she ever needs to use your connections herself. If her help was especially lucrative, send her a free crate of imported goods as a thank you. For those who return gracious favors for gracious favors, Zoreste is a friend without peer, and will continue sending information and aid that person's way whenever she finds something they might like.

THE SHEPHARD'S TEMPLE

There are many shrines to Mother Maedra or other divine beings to be found in the district, and indeed some merchants try in vain to buy divine favors with insensere yet expensive displays of faith. But among the truly faithful, the most important place in the district isn't Artarus or the Market, it is the Shephard's Temple.

With the World Seat being a mostly land-based construction and Mother Maedra being a primordial instead of a god, the Shephard's Temple is the Mer Quarter's center of worship, and is the location primarily responsible for training the soul shephards who serve as priests and exorcists in the mefolk's continuing duty to oversee the transfer of souls to the deep ocean.

Just as the World Seat centralizes worship on land, the Shephard's Temple centralizes worship under the water, and while the two are considered separate from each other, the leadership of the World Seat and the Shephard's Temple meet frequently to discuss the needs of the city's populous.

HISTORY

Generally, Mother Maedra does not use nor require large temples, and most soul shephards learn their craft by apprenticing with an older soul shephard, eventually striking out on their own to travel the oceans and do their work. However, the high priestess decided Andrus was an exception; the sheer number of merfolk passing through the city meant a more per-

manent location for handling death and internment of bodies and souls was needed. But more than that, the high priestess saw the way such unexpected wealth was changing the merfolk, and she genuinely feared what would happen to the merfolk and their divinely-appointed mission if something was not done to counter the influence of the market.

The Shephard's Temple was built from magically-grown coral and is the second most impressive structure in the Mer Quarter, after Artarus itself. When the Mer Quarter gained its independence from Baemor, the Shephard's Temple became even more important as a cultural hub for the merfolk as they forged their new identity as true citizens of the city. Today the temple not only trains soul shephards, but also oversees funerals and rites for those who pass away within the district.

DESCRIPTION

The Shephard's Temple has the appearance of a large swirling seashell standing on its head, curling around itself. The building's entrance is an enormous vertical slit where creatures may swim inside, and spirals in towards the center with several openings carved into the walls for easy transport. The Shephard's Temple is a grand example of merfolk architecture at its best; not only does the building have a very natural feel to its design, but the insides are decorated with mosaics depicting religious history, mythological stories, educational symbols, and more.

At the center of the structure are living quarters and training rooms where soul shephards can work and live. In the basement of the structure are several large rooms where remains can be cared for before being transported out of the city to the nearest ocean trench for burial.

While merfolk have little use for clothing (at least not like land-dwellers do), those who live and work in the Shephard's Temple are easily identifiable due to the light, floating dark purple fabric that they wrap around themselves as a sort of imitation cloak or robe. Many also carry staves that mark their stations and aid them in their magics. These staves are traditionally carved from bone, but with so many dealings within the district involving the surface, many staves have begun to be crafted on the surface from rustproof metals.

KEY FIGURES

Minot Deepseer (LN female merfolk soul weaver 18): Minot is the high priestess of Mother Maedra and her mortal representative on the planet. She is the overseer of the Shephard's Temple, the administrator of all education that happens within, and the spiritual leader of the Mer Quarter. As such, the trade princes (with the exception of Moondance) greatly resent her, and have done everything within their power short of war to diminish her influence over their employees.

While outward shows of piety are expected from the trade princes just as with most citizens of the district, from a business perspective Minot is a maveric influence who disrupts the trade prince's ability to exploit the district. She makes no apologies for her hatred of business



and profit and what it has done to 'her people', and she possesses an almost unparalleled power (excluding perhaps the power of profit itself) to command and control the culture and behavior of the district.

Kings and priests have clashed in merfolk history, merfolk tradition is usually enough to keep the balance of power between the two groups under careful control. However, with the power of profit overturning more and more merfolk traditions, some fear it is only a matter of time before either Minot or the trade princes will be forced to submit to the other for cultural control of the district.

OTHER LOCATIONS

Feeble's Findings

Feeble (*TN male awakened fish rogue 4*) doesn't talk about his past or how he came to be intelligent; he's only interested in making money and feeding his smoking addiction (no simple feat, given his species).

At his small booth in the boardwalk, Feeble sells bits and bobbles and other oddities, but his stall is more about making sure people can find him when needed. Feeble's real job is working as a guide to visitors of the Mer Quarter and a professional middle man; he knows most everyone in the district, and for the right price will find whoever has what you need and make an introduction on your behalf. Usually this finder's fee is about 1 percent of the price of the item in question or the service to be requested if the answer is readily available to him, but if the item is obscure or the service detailed enough that he needs to go looking, this increases to 10 percent. If no item or service is involved to calculate his fee, his standard fee is a 1 gp, increased at his own discretion if difficulty was involved.

Feeble is entirely out for himself, and will do anything that isn't dangerous so long as there's money in it. When in danger he is the first to run and abandon any companions, and makes no pretense otherwise.

The Floating Ring

There are many buskers and performers who take advantage of the crowds in the Marketplace, entertaining the masses for fame and tips. The Floating Ring is one of the mainstay attractions for those who visit the marketplace, and indeed many food vendors set up near the ring in order to sell to the crowds who come specifically to watch the matches.

The floating ring is a series of rafts set up next to the market boardwalk, large enough for land creatures to use but also low enough for any and all aquatic creatures to easily slip on and off as needed. Here creatures of both land and sea can compete in a series of challenges for coin, or even rent the space if they want to stage a bout of their own in front of the gathered crowds.

Among the events, the floating ring stages beginner's matches for the students of various martial teachers around the city and has some young grapplers one can pay to fight for the thrill of doing so, but the main attraction of the floating ring is when someone challenges its resident champion, Cauthon "The Castle" Castigliogne (level 14 *TN cacaelia luchador*), who has a standing challenge to anyone who wishes to fight, featuring a 3-1 return on whatever the challenger wants to wager

on the match (maximum 40,000 gp, winners may not compete again).

The floating ring charges about 5 gp per level for exhibition matches against the non-champion combatants (maximum level 10), or 20 gp per hour for those who simply want to use the space for their own reasons (maximum: 1 hour per day).

Market Coordination

A small box of wood half-submerged in the bay, Market Coordination is where Averlin Roade works during the day, and is the main office used to handle permits, mediate disputes, and generally oversee the market boardwalk.

The half-submerged building is nothing special to look at, and is attached to the boardwalk by a small bridge, barely wide enough to fit two humans standing shoulder to shoulder. However, underwater the building is a huge network of branching coral, where a small army of merfolk administrators keep the bureaucracy moving, keeping an eye on the boardwalk, reporting trouble as it arises, keeping forms and records up to date, and generally making sure the market stays both honest and profitable.

Curt's Discount Findings

The boardwalk marketplace is famous for selling anything and everything, and Curt's Discount Findings is one of the best representations of that. Run by a flamboyant merman, Curt's Discount Findings will buy virtually anything off of delvers, then turn around and sell the items again to citizens, University researchers, or other delver teams.

While Curt has a slight reputation for swindling, for many drivers, Curt makes their lives immeasurably easier because he is a middleman, allowing them to off-load goods without worrying about finding a buyer who is actually interested in their salvage. To the city at large, Curt is also something of a tourist attraction, as one never knows what manner of lost books, exotic jewelry, Old World artworks, magic items, or other objects of interest he might have.

In addition to selling things at his stall, Curt keeps tabs on who is seeking what in the city, and while he cannot say for certain what items he will have for sale on any given day, he keeps a running list of special requests items for adventurers and collectors alike, in case the desired item should ever turn up at his shop.

Pauper's Prison

Merfolk prisons never existed for poverty before Andrus, but with the rise of merchant's duels and other means for merfolk to accumulate excessive debts, the trade princes created the Pauper's Prison.

The Pauper's Prison is not only for those who must pay off excessive debts; indeed, it is a universal prison, since few sea creatures could function or even survive in Andrus's true centralized prison. However, whatever debt one is paying off, the Pauper's Prison is the preferred sentence for all criminals in the Mer Quarter.

The occupants of the Pauper's Prison spend most of their days working off their debts slowly by doing cleaning work, construction, and other jobs for the trade princes. Some accuse the trade princes of using the Pauper's Prison as a source of cheap labor to keep their pockets full. Few can present any reasonable counter argument.

ADVENTURE SEEDS

A DUEL LIKE NO OTHER

Something the PCs has done recently had an unintended consequence; a young merchant, eager to supply a life for his family, had his fortune ruined and blames the PCs for bringing it about. He approaches the PCs one day and challenges them to a merchant's duel for his fortune and his honor. He has something the PCs want; an item or information they require, and he will sell it to them, but only under contract for an obscene amount of money to be turned over in one week's time. If they succeed the contract stipulates the money will be returned to them along with the item or information they require. If they cannot afford the price within the allotted time, all that they own will be confiscated and given to the merchant, and the item or information will never be theirs.

During the coming week, the PCs will have to take risky ventures and try to make as much money as they can, with the merchant doing everything he can to impede their efforts. They could try trading, taking jobs, or uncovering opportunities, but however they choose, they must make a lot of money fast, or pay the price.

BAD PARTNERS

Ever seeking to expand their reach, a merfolk consortium has reached an agreement with a clan of goblins to import exotic surface goods to foreign merfolk cities. However, the collection of goods the goblins supply is... eclectic at best. Jewelry of differing ages and designs, clothing that isn't waterproof, surface furniture, and more.

The merfolk in charge of arranging and overseeing this deal is worried that he's unexpectedly turned into a fence for stolen goods. As he can't easily maneuver the surface himself, he asks the PCs to follow the goblins and investigate where they get their goods. If the source is innocent, they should be educated on what sorts of goods would sell in the merfolk kingdoms. If the source is nefarious, the relationship must be terminated before the goblins get caught, and the heat travels back to the consortium.

ESCORTING SOULS

The Shephard's Temple has been tasked with performing an exorcism, and wants to use the opportunity to provide experience for some new soul shephards. However, bringing multiple inexperienced people along means extra eyes are needed to keep them all safe, and the temple would like to hire the PCs to make sure nothing happens to their students.

MERCHANT'S MARRIAGE

A wealthy merchant known for both her beauty and negotiating skills has opened an auction, with her hand in marriage as the prize. A merchant the PCs have dealt with before has his heart set on marrying the woman, but does not have nearly enough wealth to win.

While the lovestruck merchant does everything he can to gather funds, he asks the PCs for help wooing the lady. If they can convince her to call off the auction or accept his bid even if it is lower than the top, he wins by default. However, to accomplish this feat, the PCs will have to compete with the agents sent by other merchants to make similar overtures, some of which have no problem sabotaging the competition.

SKY PIRATES

Every merchant in the Mer Quarter is seeking profit, and risky ventures are simply a part of life. A merchant approaches the PCs in need of help with an enormous shipment of food bound for the Elfwood; merfolk delicacies being shipped out and a variety of elven goods being bought in exchange; he has received a tip that these delicacies have started to become popular in the area, and if he can be the first major supplier to hit the area, it will turn an enormous profit. If the PCs have a large enough ship the merchant would like the PCs to ship the food themselves, if they have a small ship he would like the PCs to provide air protection, and either way is willing to share a portion of the profits with the PCs to help better motivate them.

However, this merchant's shipment is directly competing with that of a trade prince, who has been trying to likewise expand their trade to the Elfwood and is not too happy about the competition. Since a direct physical confrontation would sully his reputation, this trade prince has hired a band of sky pirates to hunt down the merchant vessels and any accompanying ships. If the PCs can protect the shipment and reach the floating Elfwood, they could become quite wealthy. If they fail, no one will ever find their remains.



The University

THE UNIVERSITY

TN METROPOLIS

Corruption +0; **Crime** +0; **Economy** +2; **Law** +5; **Lore** +14; **Society** +4

Qualities academic, broad minded, cultured, studious, magical regulation, magically attuned

Danger +10

DEMOGRAPHICS

Government magical

Population 50,000 (all)

NOTABLE NPCs

Archmage Bento Witherpool (*level 20 LN venerable male gnome wizard*):

Artman Denaris Vineswipe (*level 19 LG elvish bard*)

Eatery Owner Bindly Ones (*level 9 NG female dwarven expert*)

MARKETPLACE

Base Value 19,200 gp; **Purchase Limit** 120,000 gp;

Spellcasting 9th; **Minor Items** -; **Medium Items** 4d4;

Major Items 3d4

The University. To some folks, the University is the only part of Andrus worth visitin'. The rest is too loud, too cramped, and too busy for their tastes, but the university? It's even louder, more cramped, and more busy, but it's also the biggest collection of learnin' to be found anywhere in the world, and well; for some folks, that makes a visit worth any price.

-Vincent Visgoth, tour guide.

To some, knowledge is the greatest prize, and the biggest calamity to come with the growth of the Forest was the loss of millennia of accumulated history, literature, theology, and science. To these, the University in Andrus is not just a collection of learning, but is also a beacon of light in the darkness; proof that the loss of a world needn't mean the loss of that world's knowledge.

Not only is the University an amazing collection of scholarship, it is also the world's greatest collection of pre-Forest artifacts, from books to magic to works of art and more. The University is the single-largest patron of delvers in Andrus, and along with purchasing worthwhile finds from independent delvers, the professors also spend a lot of time and resources studying old maps and written accounts to uncover the final resting places of ancient libraries and items of power, and many delvers have had very lucrative careers working exclusively on University-sponsored digs.

Along with its library and collection of artifacts, the University of Andrus is also the city's primary center of magical learning, and arcane magic-users of all stripes will find training and aid within the University's walls. Whether the knowledge one seeks is historical, magical, scientific, or artistic, there is no better place to find it than the University of Andrus.

HISTORY

Among those who accompanied Andrus when he first entered the crater were two wizards of considerable power: a human wizard named Alito Yaemon III, and a vampire named Jaraxus. Despite the natural hostility between the living and the dead, as well as the professional rivalry that usually sees powerful spellcasters living apart from each other, years of working together alongside each other and Andrus had forged a begrudging partnership between both casters. Not surprisingly, both casters also shared a passion for preserving as much old world knowledge as possible, even if the requirements of survival meant it could not be a high priority at the time.

As the city became self-sufficient and began to prosper, the two magic-users found themselves with the freedom, and indeed with the obligation, to take on apprentices to expand the city's spellcasting capabilities. With years of experience working together, their need to train apprentices, and their shared desire to collect and preserve old-world items and knowledge, it was only natural to pool resources, and thus the University was born.

In the early days the University was little more than a series of rooms and laboratories built by both founders to accommodate their needs, but it quickly expanded as more and more artifacts and students find their way to the city. Eventually, when King Andrus declared his plans for construction of the World Seat, he also commanded the construction of a formal campus for the University; just as the World Seat would aid the people by centralizing worship, the University would aid the people by centralizing learning.

CULTURE AND CUSTOMS

The University grounds (with a few exceptions) are open to all, and to those not initiated into the magical arts, it can even appear to have quite lax security. Of course, to those who know how to see such things, the University grounds are a saturated pool of spells, set to defend the grounds and the University's priceless tomes and artifacts against threats both magical and mundane.

For those looking to make use of the University's facilities, it is possible to join the University as a student, and many arcane magic users of all stripes gained their initial knowledge of the mystic arts this way. The University is completely supported through the city council and the sale of magical aid, and so has no need to charge tuition; instead, students are expected to perform services as part of their studies, such as cleaning the grounds, doing research for professors, doing shifts performing magical services for the city, and more. However, facilities at the University are limited, and so while anyone may attend the general beginners lectures, students must demonstrate and continue to demonstrate their magical skill to retain their place as students; students who score poorly or refuse to do their part to support the University will lose their place in favor of a newer student.

For those who have no interest in learning magic or attending classes but still wish to make use of the University's library and other resources, it is possible to become an 'Ally of the University' by being sponsored by at least one member of the faculty. This approach is often taken by adventurers and delvers who wish to gain access to the University's library, and is usually gained in exchange for doing a minor favor for the University, as a way of demonstrating reliability before handling more important jobs.

Using the Library: The feature of the University most likely to attract visitors is the library, where much of the collected knowledge of the University is gathered, including both new books and research volumes as well as Old World artifacts and tomes.

Anyone is allowed to use the library's general area, but most of the more sensitive volumes are kept under a strict watch in areas of the library that are unavailable to the public.

In order to access the main shelves, a visitor must be a student or recognized ally of the University, and then they are still kept from accessing the most rare finds, and are kept under a close watch to ensure they are using the volumes respectfully. Only professors and students/allies with permission are allowed to access the restricted section. Damaging the library or its contents is punishable by loss of status, severe fines, or sometimes even imprisonment. It is impossible to check items out from the library; as most of its contents are unique in the world, no volume is allowed to leave the library building, and any attempt to do so will sound magical alarms.

For the general public, using the library's general area allows any creature to make any Knowledge check, regardless of whether or not they are trained. Students and allies making use of the main shelves gain a +2 bonus to all Knowledge checks. Those able to access the library's restricted sections increase this bonus to +4.



Student/Ally Benefits

The benefits of being a student or an ally of the University is similar to the benefits of joining a faction. Students and allies gain a prestige point every time they gain a level in an arcane casting class. They may also gain prestige as dictated by the GM for performing work on behalf of the university, or for finding useful items and donating them to the University's library.

1 TPA: Gain access to the university's main shelves, granting a +2 bonus on all Knowledge checks.

1 CPA: Transcribe a common spell (any spell listed in the Pathfinder RPG Core Rulebook, or any spell the GM feels is common in the world) from the school's library into a wizard's spellbook, alchemist's formula book, or ritual book. This benefit does not require a Spellcraft check or any additional transcribing costs.

3 CPA: You may request special aid from the librarians to help you research a topic. You may spend 1d4 days researching to take 20 on any Knowledge check.

5 TPA, 1 CPA: Become familiar with an uncommon or rare spell (at the GM's discretion) from the school's library, allowing a bard, sorcerer, or similar spellcaster to select it as a spell known at the next available opportunity (this benefit allows such a caster to gain access to bard or sorcerer spells from sources other than the Pathfinder RPG Core Rulebook without having to do spell research or find a copy of the spell while adventuring).

5 TPA, 1+ CPA: Borrow a magic item from the school's collection for 1 week. The CPA cost is 1 per 1,000 gp of the item's market price. Increase this cost by 1 CPA if the item must travel far from Andrus, by 1 CPA if the use doesn't further the interests of the university, and by an additional 1 CPA if there is a significant risk of the item's loss or destruction. The school does not lend out charged items or items that are destroyed after use.

10 TPA: Gain access to the university's restricted collection, granting a +4 bonus on all Knowledge checks.

15 TPA, 2+ CPA: Perform independent spell research to create a new spell/ritual. This research takes 1 week, and the cost is 2 CPA per spell level of the new spell/ritual. This replaces the normal 1,000 gp per week per spell level cost listed on page 219 of the Pathfinder RPG Core Rulebook.

15 TPA, 2 CPA: Transcribe an uncommon or rare spell (at the GM's discretion) from the school's library into a wizard's spellbook, alchemist's formula book, or ritual book. This benefit does not require a Spellcraft check or any additional transcribing costs.

20 TPA: Gain access to the university's most highly restricted collections, granting a +6 bonus on all Knowledge checks.

keep it out of any and all power or political struggles within the city, and to instead focus entirely upon preserving the past, as he would put it, 'before there's no more past to preserve'.

Jaraxus (NE human male vampire sorcerer 17): Jaraxus was one of the founding members of the university, but agreed to stay out of the headmaster position, as an immortal undead headmaster could put strains on its relations with mostly-living students. Jaraxus's deep involvement with the University at the expense of his 'own kind' has actually made him less popular with the undead of the Midnight District than a vampire in his position would otherwise be.

Ninsaphu (LG venerable female gnome sorcerer 18): Head of the abjuration department, Ninsaphu spent her youth traveling the world, gaining plenty of world experience but lacking the formal training of her library-bound peers. While as a teacher she is actually a bit lacking, her quick wits and administrative prowess has earned her the position as head of department. Many students and even some faculty make a habit of seeking her out for advice whenever they are in need.

Aghva (TN middle-aged male human wizard 15): Aghva became the chair of the Divination quite suddenly when the previous chair died on a delve. Inexperienced and unskilled compared to the other department heads, Aghva has a lot to learn about administration and magic, and has spent many a sleepless night trying to make sense of the previous chair's inconsistent notes and policies.

Vidakva Starlight (LE old female human hedgewitch 16): Vidakva is a necromancer and a member of the Starlight house from Claritas; a source of perpetual shame to her family, despite (or perhaps because) of her prominent position as the chair of the Necromancy department. Vidakva spent her youth in the Midnight district making connections deemed unbecoming of one of her birth, and is said to be more comfortable among the dead than the living.

Vieno Valliant (LG middle-aged female aasimar incanter 18): Vieno came to the University from across the planes to learn about the mortal world. While not an especially gifted magic user herself, she excelled at conjuration as she was already friends with most of the beings she sought to summon, eventually earning herself the position as the head of conjuration. Her insights into immortal culture has proven invaluable to students, and she still makes sure to still teach at least one class at a time.

Tantilo Windswipe (LN male satyr fey adept 16): Tantilo was an illustrious trickster for years, earning the love and hate of the fey courts through his many legendary pranks. After one particularly disastrous prank, Tantilo was sentenced by the Seelie Court to live among mortals and to never walk the feywild again. After the coming of the Forest when many fey creatures found themselves displaced to the mortal world as well, Tantilo found himself suddenly in a position of power and authority as many fey creatures looked to him for guidance about how to live peacefully within the mortal world. Today, Tantilo serves as the chair of the Illusion department at the University.

Mithro Bloodraven (LG old male elf eliciter 18): Mithro was royalty among the pre-Forest elves, but like all elves found himself displaced when the world changed. Refusing to wallow, Mithro traveled the new world, collecting the scattered elven people and leading them to Andrus. Today Mithro works as the chair of the Enchantment department, doing what he can to help his people's new home to thrive.

KEY FIGURES

Archmage Bento Witherpool (LN venerable male gnome wizard 20): Archmage Bento Witherpool is the current head of the University, having spent years working as the head of the transmutation department until the last headmaster's passing about 10 years ago. Bento's approach for the University is to try and

Malikatvha (LN old male Ifrit elemental 20): The current chair of the evocation department, M'alikatvha is a retired Hound who took up teaching at the University as opposed to the Hound headquarters in hopes of preserving his nerves after a lifetime of battle. His students appreciate his insights into battle, but many of them see how his eyes light up when telling old stories and know he misses his old life more than he lets on.

Grinze Doan (NG male centaur shifter 17): Grinze spent his youth living in a Forest tribe, using shapeshifting magic to traverse the Forest floor and canopy which otherwise would be inaccessible with his physical form. Eventually, Grinze would become disillusioned with life among the Forest tribes and would seek out Andrus and the University to further expand his understanding of polymorphing magic. Today he serves as the chair of the Transmutation department.

BARDS COLLEGE

Next to the University is a separate group of buildings, considered part of the same district but technically under different management. This is the Bards College of Andrus, the only organization of its type in the post-Forest world.

Like the University, the Bards College is dedicated to the preservation of old-world knowledge and the passing of knowledge to new generations. However, the Bards College has several special aspects to its mission and its place within the city. First, the Bards College specializes in the collection of cultural knowledge instead of academic knowledge, collecting and preserving songs, stories, and works of art from the old world. Second, the bard's college is charged not only with collecting and

understanding the history of the old world, but also collecting and understanding the history of the new; the Bards College keeps records of all major events and new stories and artistic works that happen the world over. Third, the Bards College serves as the cultural heart of Andrus, providing the populous of the city with news about the world as well as performances, works of art, and festivals that lift their spirits and educate them about the new and old history of their world.

To this end, the Bards College produces students who, like the bards of old, travel the world spreading news and searching for knowledge worthy of collecting and recording in song and story. These students travel everywhere, visiting the pubs of the floating isles as often as the ruins scattered along the Forest floor. While the city of Andrus currently prospers, education is still not completely widespread in Andrus, and for many people the bard's and their songs and stories are their primary source of education, and indeed in many of the farthest spread outposts of Khrona the bards might be the only sources of education the people have access to, as well as their only chance of sharing their own stories with the outside world.

HISTORY

As an institution, the Bards College traces its history to a very specific order given by King Andrus. King Andrus, wanting his city to inspire those who would arrive on their shores, had developed a plan to construct the University and the World Seat temple complex. Historically, such building complexes had always been decorated with plantlife and gardens, but with the strict illegality of any form of planting within the city limits,



the king required another means of beautifying his grand structures.

With few skilled architects to be found within the city, Andrus gave the task of designing and beautifying the grounds to a man named Artisaph, a bard and artist who had found his way to Andrus in the early days and made a name for himself by using his art and music to lift the spirits of the citizens. Artisaph did not want the job, and so tried to dodge the conscription by demanding he would only perform such a service if he was given a ludicrous budget to work with. His demands were met.

Trapped and knowing his own lack of skill in the area of architectural design, Artisaph began scouring the citizens and refugees to find anyone and everyone he could find with artistic ability, bringing them together to tackle the problem and give their insights. A plan was devised to use paint and crushed seashells to create a colorful effect similar to old-world gardens, and the team, commonly referred to as 'the artmen' by the populous, went to work devising designs and importing materials from the merfolk.

While Artisaph might not have been an architect, he did prove to be a talented leader, and not only assembled a team capable of meeting the job's requirements but even established a new architectural trend within the city, as many citizens began to decorate their own homes in a similar style, lending beauty to the growing city as it truly began to develop a culture all its own. Seeing the profound impact the artmen were having upon the city, Artisaph vowed to keep the group together and quickly expanded their activities to meet the city's other artistic needs by recording new works and training musicians, dancers, and other performers. With no other bardic tradition having been established yet in the new world, it was not long before these artmen became the defacto producers of art within the city.

With the construction of the University completed, it was only natural that the Artmen would eventually commission and move to their own facilities next door, teaching bardic magic alongside artistic skill, and doing their part to preserve and grow the city's, and the new world's, expanding culture.

DESCRIPTION

Bards of Andrus enjoy as much prestige within the city as the Knights of Andrus do, although their responsibilities are extremely different and the bards receive leeway with the law. Also like the Knights of Andrus, the faculty of the Bards College responds with ruthless efficiency if they learn someone is falsely claiming membership in their group, or that a member of their organization is behaving in a way that would sully the reputation of the college.

Creatures trained within the college itself usually possess the bard or skald class, but one needn't be a bard or a scald nor possess a Perform skill to become a recognized ally of the college. Just as with the University, an outsider only needs to be sponsored by a member of the faculty to become an ally of the college, and most faculty will sponsor anyone who can demonstrate through word or deed that they will be beneficial to the college and its mission. While the bulk of the college's offerings are educational, there are more than a few services they offer members that extends beyond what one would normally expect from a school.

KEY FIGURES

Artman Denaris Vineswipe (LG old male elvish bard 19): Denaris is the head of the bardic college, having inherited the position directly from Artisaph himself up on his passing. Denaris is a performer of no small skill, but his true talent lies in administration, which has allowed him to guide the college to great prosperity.

Artman Dwemmen Dilheart (LN middle-aged male human sorcerer 16): Rather than performing, Dwemmen attained his rank at the bardic college through his prolific writings, and Dwemmen and his apprentices are principally responsible for all efforts to preserve ancient history, scowering the fragments and records brought in by delvers and condensing them into stories and epics that can be more easily shared with bardic students and the populous at large. While the bards themselves may be responsible for bringing education to the populous, Dwemmen's writings are where many of those bards learned their history to begin with.



Student/Ally Benefits

The benefits of being a student or an ally of the bard's college is similar to the benefits of joining a faction. Students and allies gain a prestige point every time they gain a rank in a Perform skill. They may also gain prestige as dictated by the GM for performing work on behalf of the college, or for contributing meaningful art, music, and stories to their library.

1 CPA: Gain the use of backup performers and top-grade equipment to gain a +5 bonus on a single Performance check made within the city of Andrus.

5 TPA, 1 CPA: Acquire props and clothing to create an expert disguise that grants a +10 bonus on one Disguise check. While the clothing from the disguise may be reusable, other elements (such as a fake beard or a forged invitation to a party) generally have only one use.

5 TPA, 5+ CPA: Gain a contact in a particular city (or district, if in Andrus). The character can consult with this contact for local gossip, news, and advice; this action grants the character a +2 bonus on Diplomacy checks to gather information and on Knowledge (history), Knowledge (local), Knowledge (nobility), and Knowledge (religion) checks made regarding the contact's city, but the character must wait 24 hours for the contact to provide the desired information. For an additional 10 CPA, the bonus from the contact increases to +4. A character may have contacts in multiple cities, but multiple contacts in the same city provide no extra benefit. If the contact dies, the character can spend CPA to find a replacement contact.

10 TPA, 5 CPA: Become a fully-recognized bard of Andrus. You may refer to yourself as a bard in an official capacity. Gain a +2 bonus on Diplomacy and Perform checks within Andrus.

10 TPA, 3 CPA: Acquire a temporary false identity, such as a foreign merchant or visitor; this includes clothing, documentation, minions, accent coaching, and up to cantrip-level magic to bolster the false identity. This identity counts as an expert disguise (+10 to the character's Disguise check) and provides a +10 bonus on Linguistic checks for the forged documentation and a +10 bonus on relevant information-gathering checks regarding the character (this last element requires a few hours of time to seed people "in the know" with information about the false identity). The identity won't stand up to intense scrutiny and is best used for no more than an evening's time.

10 TPA, 3 CPA: Hire a specialist (any NPC whose class level equals half the PC's level) for 1 week.

15 TPA, 10 CPA: Gain the assistance of a master specialist (an NPC whose level equals the PC's level) for 1 week.

15 TPA, 13 CPA: Undergo mental training for 1 week that gives the character a +2 bonus on all Will saving throws.

20 TPA, 5 CPA, Bard: Gain the rank of Master Bard. Gain a +2 bonus to Diplomacy and Performance checks in any civilized land that knows of the city of Andrus. This bonus is doubled when within Andrus itself. In addition, you gain a 50% discount on the price of all rooms in all

inns, and many inns, noblemen, and other wealthy creatures throughout the world will offer a master bard a place to stay for no charge, simply in exchange for hearing him play.

30 TPA, 10 CPA, Master Bard: Attain the rank of Artman, which is only held by the greatest members of the college. Your bonus from the master bard rank improves to include every Charisma-based skill.

Artman Civis Civelis (NG female catfolk skald 15): Civis Civelis is the Bardic College's head of music, having inherited the position from her mother. Civis's expertise is singing, but she also teaches advanced theory, as well as advanced invocation of magic. Civis came to the school after a lucrative career traveling the planes, and it is said that even the gods have wept when touched by her song.

STUDENT VILLAGE

Great universities require great infrastructure, including shops, housing for students, entertainment, and other necessities. Between the University and the Bardic College, the sheer number of faculty and students means that this infrastructure spans almost 2 square miles, and is referred to throughout the city as the student village.

While not a district in its own right and subservient to the University leadership in all matters, the student village has nevertheless emerged as a place filled with its own culture and practices, as students return every night after a long day of study to drink, flirt, be entertained, and generally live the parts of their lives that do not belong in a library or classroom.

While it is the University and the Bardic College that gains the credit for the grand discoveries and cultural creations that permeate the city, it is often within the student village that these ideas are first generated as students build friendships, develop rivalries, practice their arts, and share information with each other on how to best survive the rigors of academia.

DESCRIPTION

The student village is a grand assortment of eateries, dormitories, galleries, pubs, and magic shops where components can be easily purchased.

Of all the people and places to be found within the student village, the most famous and iconic are:

The Serpent's Tongue: A pub of no small renown, the Serpent's Tongue features a variety of performers every night, ranging from comedic acts to poetry to music and dance and more. Many students who have gone on to become world-famous performers have signed their name on the walls of the Serpent's Tongue, and many of the city's wealthy have been known to frequent the pub in search of new talent to give their patronage to. However, this level of prestige means the pub has no time to spend on amateurs, and one needs to be a recognized bard from the college to even gain the chance to perform. The establishment is run by a dwarven woman named Bindly Ones, a woman with a legendary appreciation of beauty and art, who accepts only the most beautiful people (Charisma 17+) to work as staff in her establishment.

Minotet's Money: Among all the moneylenders who exist within Andrus, Minotet is the most infamous. Her leniency in allowing her contractors to pay off their debts through services and trades in kind means that there is never a shortage of students willing to use her services, but Minotet is also the most ruthless moneylender in the city if any of her charges try to skip out on their debts. In order to enter any agreement with Minotet, a creature must be willing to give her a drop of their blood. No matter where that creature is, Minotet's magic can use the blood to severely curse them, such as in retribution for a missed payment.

Minotet usually has a lending cap of 6,000 gp at any one time, but has been known to lend up to 25,000 gp if the borrower is a particularly useful creature to have in her debt. Minotet charges a standard 20% interest rate per month on all investments.

Old Jack: Not an establishment in a traditional sense, Old Jack is a former delver who lives in the student village, and can usually be found floating among the various taverns that dot the district. Old Jack possesses a grand collection of magical items, scrolls, and books from his old professional days, which lie under powerful protective magics in his home. When students are looking for something magical they need but cannot afford at a traditional store, many find it worthwhile to buy Old Jack a drink and see if he has the item in question. Old Jack charges only 80% of the item's market price and accepts trades and favors in place of money, but only has about a 30% chance of having any generic magic item in his collection. Old Jack believes in the mission of the University and Bards College and only deals with students and allies, and has been known to turn violent when approached by those who are not actually affiliated with the University or the College.

Twindy Veil: Twindy Veil is an eatery that is famous as the place where the great minds of the University district meet to discuss their ideas, and many great spells, discoveries, and works of philosophy or art can be traced back to conversations had at the Twindy Veil. By making a successful DC 20 Diplomacy check to socialize (requiring at least 2 hours and 2 gp in food and drink) inside the eatery, a character gains a +2 bonus to their next Intelligence, Wisdom, or Charisma-based skill check made before the end of the day (or in the case of week-long checks, begun before the end of the day). The Twindy Veil is run by a family of sky gnomes with strict orders not to disrupt the customers, unless the need arises to remove a customer by force, in which case it is done quickly and efficiently.

KEY FIGURES

Bindly Ones (NG female dwarven expert 9): Bindly Ones is the middle aged woman who runs the Serpent's Tongue, and often serves as a mother-away-from-home for a lot of students. She is an unapologetic lover of beauty and performance, and has been known to go out of her way to help students with their problems if they have a pretty enough face (Charisma 20+) or a high enough Perform skill (DC 30 Perform check in the Serpent's Tongue) to elicit her attention.

Minotet (NE female halfling witch 7): Minotet was expelled from the University for 'unethical behavior', but craving knowledge, decided to remain in the student village. Wealthy and cunning, she uses her position as a money lender to gain access to books, funds, and favors to aid her in her continued search

for knowledge. While few will admit to using her services, it is rumored that even a few of the professors have had need of her funds when a project went over-budget.

Old Jack (Old male LN human fighter 14): 'Old Jack' (full name unknown) is a former delver who lives in the student village. He drinks more than he should and flirts with women 1/3rd his age, but for the most part is considered a harmless citizen of the district. By selling his magical item collection to students in need of equipment, he has permanently cemented himself as an integral part of the student village.

OTHER LOCATIONS

The following are a few short descriptions of other locations and groups of interest within the University.

DIVINATION CLUB

Magic that delves into the future is notoriously fickle, but extremely valuable to those who can master its secrets. The divination club is filled with magic-users of all types who seek mastery of this elusive art, working together to practice their techniques and improve their second sight. Sometimes the divination club has been known to uncover hidden criminal activity or foretell impending disasters. Other times they've created the very calamity they sought to avoid, or simply fallen prey to false divinations and spend the day chasing what ultimately ended up being nothing.

As a student club, the divination club is entirely student-run and has very limited resources, but nevertheless many students and others within the district will ask for their aid when facing difficult dilemmas. They are a small but potent force on campus, and are always looking for new members.

SOCIETY OF MARTIAL PRACTICE

Another student club, SoMP is a group dedicated to practicing the arts of martial combat. As the University is almost completely dedicated to magic and scholarship there is little in the way of official facilities for physical training, and SoMP seeks to fill this void by providing a place where students can spar and practice combat techniques, particularly the unique way magic training and martial power can be mixed to support each other in a fight.

The Society of Martial Practice is small but more than willing to take students at all levels of ability, from frail wizards who've never lifted a sword before to experienced mageknights trying to stay in shape between classes. While as an organization SoMP does not engage in anything other than training and does not officially perform delves or other functions, unofficially SoMP is considered a great resource for finding magic users who are interested in joining a ship crew, delving the Forest, and otherwise sailing the skies in search of adventure.

THE MIDNIGHT DANCE

With the fey spirits of beauty, music, and the arts living within walking distance of the Bardic College, the professors learned quickly that it was in everyone's best interest to regulate the interaction between the two groups, as the only other alternative was to risk bards sneaking into the Feyhome to see nymphs or satyrs stalking the student village searching for mischief.

The Midnight Dance is the name of a rotating party that happens once a week at midnight in the Student Village, usually

in the street but sometimes inside a business hoping to capitalize on the event. During the Midnight Dance, musicians both mortal and immortal provide music and magic, while nymphs, fairies, and mortals alike meet up to dance, romance, and enjoy a riotous evening. While not as riotous as many parties held within the Feyhome itself, it is also far less dangerous for mortals to attend, as the coordinators of the Midnight Dance keep a strict watch on the event to prevent the use of any charms or enchantments on unsuspecting guests. The event is an honored tradition in the district, and more than a few of the city's sidhies can trace their parents' meeting to the Midnight Dance.

THE WANDERING TEMPLE OF TEILUM

As the divine patron of the arts, Teilum's priesthood can be found thriving among the students at the bardic college. However, as all worship of the gods is centrally regulated through the World Seat, the student priests of Teilum form an unofficial brotherhood in the College rather than an official organization. While not all students want or care enough to deal with the gods, for those seeking divine assistance in their studies, a priest willing to lend a helping hand can easily be found among their peers.

Whenever these student priests provide services, give insightful lectures, or otherwise lend aid to troubled students, it is referred to as 'visiting the wandering temple', as these services are rarely held in the same place twice, instead opting to use empty classrooms, back rooms in bars, or wherever else might be available.



ADVENTURE SEEDS

Below are listed a few seeds and hooks for adventures that can occur within the University District.

THE MIDNIGHT RIOT

The most recent Midnight Dance (which perhaps the PCs were invited to) ended terribly; fights broke out, hostile magic was used, and more than one local business had doors and windows broken by the evening's hostilities. The organizers are in trouble with the district authorities, but many of those present insist that their behavior was completely out of character, and suspect enchantments were involved. The organizers need the PCs to interview the attendees and find out what happened, who is responsible, and why they disrupted the event, before the next Midnight Dance will be forced to cancel!

DELVERS WANTED

The University is always looking for experienced delvers who can recover Old World knowledge for them, and a new teacher thinks he has stumbled upon a great find! However, his peers argue his methodology is wrong, and his information is inconclusive as to the location he thinks he's found. He doesn't have much money, but if the PCs will help him travel and explore the ruins, he'll gladly share some of the find, and surely it will be enough to cover their expenses...

LIBRARY WOES

When seeking to have their own debt forgiven (or the debt of a helpful student whose services they need), Minotet offers to do so in exchange for a service. There is a book hidden in the most restricted part of the library that she needs; the journal of a famous necromancer who left many half-finished formulae written in the margins. There is no way anyone but the highest-level authorities of the University could legally reach this book, but if the PCs can get it for her, Minotet would be more than willing to forgive the debt - and possibly even offer a reward of her own.

BARDIC KILLER

Someone has been preying on the workers at The Serpent's Tongue, beating waitresses and murdering performers. The Serpent's Tongue is having an annual event soon, and Bindly Ones needs this matter sorted before it destroys her business. If a PC is beautiful enough to pass as servants or talented enough to perform on her stage, she would be willing to pay for them to pretend to be in her employ in hopes they can catch the criminals in the act and put an end to their schemes.

DIVINATION CLASS

One of the divination teachers is having a crisis; his divinations have revealed that someone - another teacher - is going to kill him within a week. False divinations are possible, and he can't be sure if the divination is a warning, a mistake, or a lie fed to him by a magical rival. He needs someone - the PCs - to investigate this other teacher and discover if the plot against him is real so he can accuse the offending teacher before the authorities.



Claritas

CLARITAS

LG METROPOLIS

Corruption +2; **Crime** +0; **Economy** +6; **Law** +9; **Lore** +5; **Society** +5

Qualities academic, holy site, prosperous, rule of might, superstitious, tourist attraction; **Disadvantages**

Danger +10

DEMOGRAPHICS

Government autocracy

Population 50,000

NOTABLE NPCs

Chief Judge Milouka Evanka (*LG male tiefling aristocrat 20*)

High Priestess of Espen Demina (*LG female elven cleric 20*)

High Priest of Saint Jarron Masinen de Vinaou (*LG male human cleric 20*)

MARKETPLACE

Base Value 24,000 gp; **Purchase Limit** 150,000 gp;

Spellcasting 9th; **Minor Items** -; **Medium Items** 4d4;

Major Items 3d4

Claritas was the original name of King Andrus's settlement, and even now, over a hundred years later, the central governing district of the city still bears that name. While other parts of the city exist along a large spectrum of wealth and poverty, Claritas is by far the richest, with exquisite stonework, artificial waterfalls, and seashell gardens that transform the entire district into a place of beauty. While some might balk at such displays of wealth in a city known for its beginnings as a port for poor refugees, for King Andrus it was a matter of practicality; by transforming the central district of the city into a place of beauty and prestige, it could serve as a symbol for the rest of the city and the world that Andrus was not only a place to survive, but a place to thrive.

In addition to housing the city council and the city's central temple complex, Claritas also houses some of the city's most wealthy and influential citizens, some of whom claim ancestry that traces back to King Andrus himself. While the laws of Andrus forbid kingship and therefore nobility, these citizens form an unofficial aristocracy for the city, with many deep roots that stretch into business, delving guilds, and government. It is also among these citizens that the traditions and values of the Starlight clan can still be found; while the rest of the city is made up of a hundred different cultures, the citizens of Claritas are mostly descended from, or have adopted the ways of, King Andrus's original clan. While this mixture of barbarian tribe and wealthy city elite might seem strange at first glance, the citizens

of Claritas are proud of this heritage, and find ways to live it even in their wealthy circumstances.

HISTORY

Claritas was originally a haphazard group of huts and other buildings constructed out of makeshift materials, with King Andrus's palace (at the time a small building constructed of gathered branches) at the center. At the time this was not a district, but the entirety of the city itself.

Like many things within the city, the change in Claritas happened as a result of King Andrus's agreement with the merfolk. With the influx of new refugees and the creation of so many new districts, King Andrus encouraged the original citizens of the city to relocate to these new districts to help the new citizens feel welcome and to more quickly establish permanent communities among them. With the newly-cleared space surrounding his palace, King Andrus began his massive construction projects, starting with the creation of the city's governing buildings, including a permanent palace and offices for the newly-created bureaucrats who helped oversee the city's construction and expanding trade. Eventually, this central construction would also include the creation of both the World Seat and the University.

By the time the construction was finished, what little residential space there remained among these central administrative buildings had become premium real estate, as King Andrus's family and those who wanted to help shape the government of the growing city built their homes as close to these central buildings as possible. When the rest of the city changed its name to honor its King, this central area retained the settlement's original name in remembrance of the city's origin.

CULTURE AND CUSTOMS

Claritas is mostly an administrative district, but the few families who have permanent homes within the area are among the most wealthy of the city. As many of these families are descended from King Andrus himself they are mostly human, although many houses bear the unmistakable eyes, ears, or skin that mark some inhuman ancestry. Indeed, with the trade routes that connect Andrus across the planes, many of these wealthy houses have taken to entertaining guests of planar origin in their attempts to extend their influence, and more tieflings and aasimar are born to these prominent families than to any other single group within the city.

To those familiar with the surviving aristocracies of the floating isles, Claritas is a strange enigma. On one hand, the district is awash in aristocratic practices as generations of wealth have cemented them into the district's societal ways. However, at the same time many of these families trace their ancestry directly to King Andrus's own Starlight clan, and hold as much

as possible to their ancient customs, despite how much their lives differ from those of the original clan. In Claritas, every child both male and female is taught how to fight from an early age, mastering the sword, the spear, fisticuffs, and more depending on the traditions of their specific family. Indeed, many of the great houses own their own combat training grounds, and consider the passing down of their family's combat techniques to the next generation to be their most important responsibility, excluding defence of the city itself. In Claritas, few positions are more respected than that of combat instructor, and a combat instructor of particular skill can command almost as much respect as a family head.

For citizens of Claritas, strength of arm and heart are considered such important prerequisites for any form of leadership that an entire dueling culture has arisen, as many children (particularly from smaller houses) see winning duels as their fastest route to winning prestige among their peers and their families. Among the great houses, it is not unheard of for parents to go so far as to encourage deep rivalries between their own children, with the title of family patriarch/matriarch going only to the child that proves most skillful and worthy. Sometimes these dueling practices have led to bloody feuds between families or siblings, but these feuds are often dismissed by the district at large as simply the price that must be paid if each successive generation is to be forged in war and fire, and thus carry on the ways of the Starlight clan.

While this reverence for tradition and combat training has given an almost monastic feel to many of the great houses, the culture of Claritas was born from a human barbarian tribe, and many aspects of the district's culture still show this influence. Every one of the great houses and many of the minor houses have an animal that decorates their coat of arms and is considered the totem animal of the family. Likewise, heavy drinking and good-natured brawls play an important part in almost every festival or event, and many of the fighting styles passed down among the great houses emphasize power and ferocity in combat. Even those children who eschew martial study to instead pursue education at the University or the World Seat possess a physical strength that bespeaks their Claritas upbringing.

For those who wish to maneuver the social circles of Claritas, it is important to observe several specific social



practices. Because of Claritas's dueling culture, the district is particularly dangerous for outsiders who might give offense without realizing it and find themselves the subjects of a challenge. For some arrogant youths and aspiring social climbers, all that is needed is an excuse and they will challenge anyone to a fight. For those who seek to maneuver Claritas's social scene without provoking challenges, the following rules should always be observed:

- Be unfailingly polite.
- Know the houses and give the great houses deference.
- Never turn away a stranger who comes to you in kindness.
- Never appear weak, and never travel unarmed.
- Always carry enough money to buy a round of drinks to apologize for a slight.

Duels: Duels in Claritas are usually non-lethal (unless the slight that gave cause for the duel was deemed particularly egregious), but no duel is without risk, and deaths are not uncommon. As such, the rules surrounding dueling have become very formalized over the years, and knowing the procedure is very important.

There are two types of duels: formal and informal. An informal duel takes place when someone challenges someone else to a fight right there and then; these fights are almost always done unarmed, unless it is a matter of honor (for example, stopping a thief or someone who has abused another person), in which case any weapon is considered legal. Formal duels, on the other hand, are considered battles among peers, and have a special layer of formality to them.

First, the challenged party chooses the weapon. In Claritas it is considered wise to always be proficient with unarmed combat (as it is a weapon that can be used in any combat), as well as to become at least passingly proficient with as many weapons as possible. As a challenged party who has mastery of a weapon their challenger does not know possesses a great advantage in any duel, this rule is considered paramount for discouraging frivolous duels, and few things are as dishonorable as smuggling an unapproved weapon into a duel. For duels of particular importance the weapon may be decided on before the challenge is formally given, or the parties might choose broad categories like 'any melee weapon'. Unless the parties agree to use their own weapons (a decision reserved for only the most deadly and important of contests), non-magical weapons are usually provided for the combatants.

Second, while many duels can happen immediately after the challenge is given, usually a formal duel will take place at a future time and place. This time and place must be agreed upon by both parties, and is almost always some form of neutral ground.

Third, every duelist chooses a friend to act as their Second. Seconds are responsible for meeting and organizing the duel on their friend's behalf, as to ensure that no dishonorable acts are taken against either duelist before the duel is to take place.

Fourth, a referee or doctor should be present whose job is to ensure the rules of engagement are followed, as well as to declare the winner, either by announcing when an opponent is too injured to fight on, or in the case of contests to the death, to confirm when one of the combatants is dead.

THE GREAT HOUSES

In order of current 'prestige', the great houses of Claritas are:

Starlight House: Descended from Andrus's eldest son, the Starlight House bears the name of the late king's original clan in his honor. While many of tried to tear the Starlight house down socially through the years, it still bears the title of the most prestigious of the Great Houses. Children of the Starlight house almost all become delivers, rising in prestige within the house through their successes and falling through their failures. Their totem is a hound.

Starflower House: Descended from Andrus's eldest daughter, the Starflower house broke away from the Starlight House anciently, before Andrus settled the question of succession by disbanding the throne. The Starflower house has been responsible for training and supporting the Wall guards who fight against the Forest's encroachment on the city for years. Most Starflower children do at least a year's worth of work on the wall, using it as a form of training before fulfilling any other desires and obligations. Their totem is a falcon.

Rainruin House: The Rainruin house descends from one of Andrus's closest allies and strongest warriors in the days of the city's founding. The Rainruin House are significant backers of the Farmer's League, and therefore draw funds from the city's food production. The Rainruin House is known for their tendency to use any means to achieve their ends, and even duels meant to end nonlethally have been known to be taken too far when the Rainruins are involved. Their totem is an elephant.

Jurali House: The Jurali House sends more of its members to join the various priesthoods present in the World Seat than any other, which lends them prestige for their devotion, and loses them prestige for their lack of remaining powerful warriors. Nonetheless, house Jurali commands great respect among the pious in the city, and often find their members regulated to the role of mediators when the other houses get out of hand. Their totem is a lion.

Meencoet House: The Meencoet house descends from an old family from the original Starlight clan, who made their fortune in the city after heavily supporting the new merfolk traders. They still command a great many businesses and shopfronts in the Market district, and are renowned for their business sense; a trait not altogether common among the descendants of the Starlight. Their totem is a snake.

Gerale House: Descended from Andrus's youngest son, the Gerale House is infamous for its dealings with groups in the Twilight district, although no concrete evidence of any 'dishonorable behavior' has ever managed to be confirmed. Their underhanded dealings has cost them a lot of prestige within Claritas, but their coffers remain filled and they have managed to pay off the right people whenever the need has arisen. Their totem is a jackal.

There are also numerous minor houses, not directly involved in the social struggles had between the Great Houses, but always hoping to climb the social ladder through the deeds of their members.

Drinking Challenges: Claritas is decorated with taverns and breweries, and many of the great houses possess their own familial mead halls. While one is not required to drink alcohol to partake in Claritas social events, those who do drink find that their ability to hold liquor can be a deciding factor in how much respect they receive. Those who can consume at least 5 drinks before becoming sickened* gain a +2 bonus to Diplomacy checks immediately after the feat. Those who are able to compete against and beat a local of Claritas in a drinking contest increases this bonus to +4 against that target. Those who fail to win at such a competition, however, might just find themselves tossed out of the window with the rest of the garbage.

*Characters can consume a number of alcoholic beverages a day equal to 1+ twice their Constitution modifier without becoming sickened. Creatures who consume more than this amount become sickened for 1 hour for each additional drink consumed.

GOVERNMENT

While Claritas does house the city council, the actual government of the district itself is handled by a council of the heads of the great houses. This council meets infrequently and only when the need is considered great enough to merit the gesture; for the most part, the various houses leave are left to make their own decisions; so long as the families are civil to each other and all parties agree to any decision, there is little cause for overseers, or so their logic goes.

When two families have the need to make a joint decision and have trouble reaching an agreement, it usually falls to the Jurali House to act as mediators, helping the houses to reach an agreement, and even occasionally being asked to make rulings when no agreement can be reached. While these rulings are not considered binding like those of a judge would be in a court of law, Claritas is a district of powerful social pressure, and few houses would risk behaving so dishonorably as to deny such a ruling once given.

In the most extreme cases, when one or more parties absolutely refuses to accept the results of an adjudication, large combats have been known to break out between houses, like duels but on a large scale, with victory going to whichever side possessed the strongest warriors.

THE CITY COUNCIL

The city council that rules Andrus (as much as anything can be said to rule a city built upon the idea of district self-rule) operates out of Claritas, in a large building that was once King Andrus's palace. With the abolishment of the throne, this

building fall to the council, and is filled with bureaucrats whose job is to oversee the city, collect taxes, oversee the following of laws and edicts, and compile lists and information for the use of the council.

The city council has very little authority to command districts, but is considered the absolute authority over a few particular areas, such as inter-district law and adjudications, hiring and paying groups such as the Hounds and the skyport and the Wall guardians, and passing any laws that are required for the smooth operation of the city at large.

HISTORY

The decision to abolish the throne and create the city council was by far the King's most controversial decision, and was one of the few times that the king actually campaigned among his own populous, delivering speeches and written accounts to attempt to persuade them to his way of thinking.

Many of the citizens felt that King Andrus's rule had proven the efficiency of a single, powerful ruler controlling the city, and many felt that a true royal line would cement the people's loyalty to the city. Others, however, (including the King himself) feared what could easily happen in a generation or two if the city's ruler ever proved too weak or too ambitious to rule correctly; with nowhere else on the planet large enough to house the city's citizens, if the city fell it would effectively mean a second end to the world, and preventing that eventuality was more important than any benefits that a royal line would bring.

Over the objections of his own children and the dissenters within the city itself, King Andrus abolished his own throne upon his death and publicized the decree throughout the city.

In his final days, he oversaw the creation of the city council and authorized their use of his palace as a symbolic gesture of the transfer of power. While many were tense following the death of Andrus that one or more of his children would challenge the last King's ruling with him gone, in the end the last King's wish stood unopposed, and the city council has served Andrus for over a hundred years.

DESCRIPTION

The palace where the city council meets is not nearly as extravagant as the building complex that comprises the World Seat, but is still perhaps the largest building in the city; a large square building build of quarry stone that is mostly unadorned, but polished to an absolute shine. The building is more imposing than beautiful, invoking a sense of strength with its broad base and thick columns. It is mostly comprised of offices, but contains living quarters for each of the city council members (although many choose to still live within their districts), as well as appropriate meeting places for their use.

In the basement of the former palace sits the city's treasury, where taxes collected from the city are stored. This treasury is one of the most closely-guarded rooms in the city, with mul-



tiple traps and powerful guards on duty at all times to ensure no thief can disrupt the all-important flow of funds in and out of the building. Indeed, the treasure room's build-in defences were designed by the Puzzle People of Tinkertown, and what few thieves have even tried to break into the basement each spin stories of illusionary rooms, shifting floors over bottomless pits, guardian monsters, deadly traps, and perhaps most terrible of all, each of these thieves' stories are completely different from each other.

KEY FIGURES

Milouka Evanka (LG male tiefling aristocrat 20): Milouka is the current Chief Judge of the city of Andrus, making him possibly the most powerful political figure in the mortal world. While his power is limited to interpreting the law, he also serves as the public face of the government, and is highly influential in the creation of law as well, as he heads the meetings of the city council and can cast the tie-breaking vote if one is ever called for.

Milouka has become a controversial figure in Andrus politics, as his tiefling blood tends to divide most citizens between loving him or hating him. Beyond this, he has also been criticized for attempts to subtly consolidate power with the city council; it is rumored that Milouka wants to increase the power of the city council and decrease the autonomy with which the districts have operated for a hundred years.

Milouka is a man of extreme intelligence and charisma, and combined with his relative youth (for a politician), he is expected to remain an important part of city politics for quite some time.

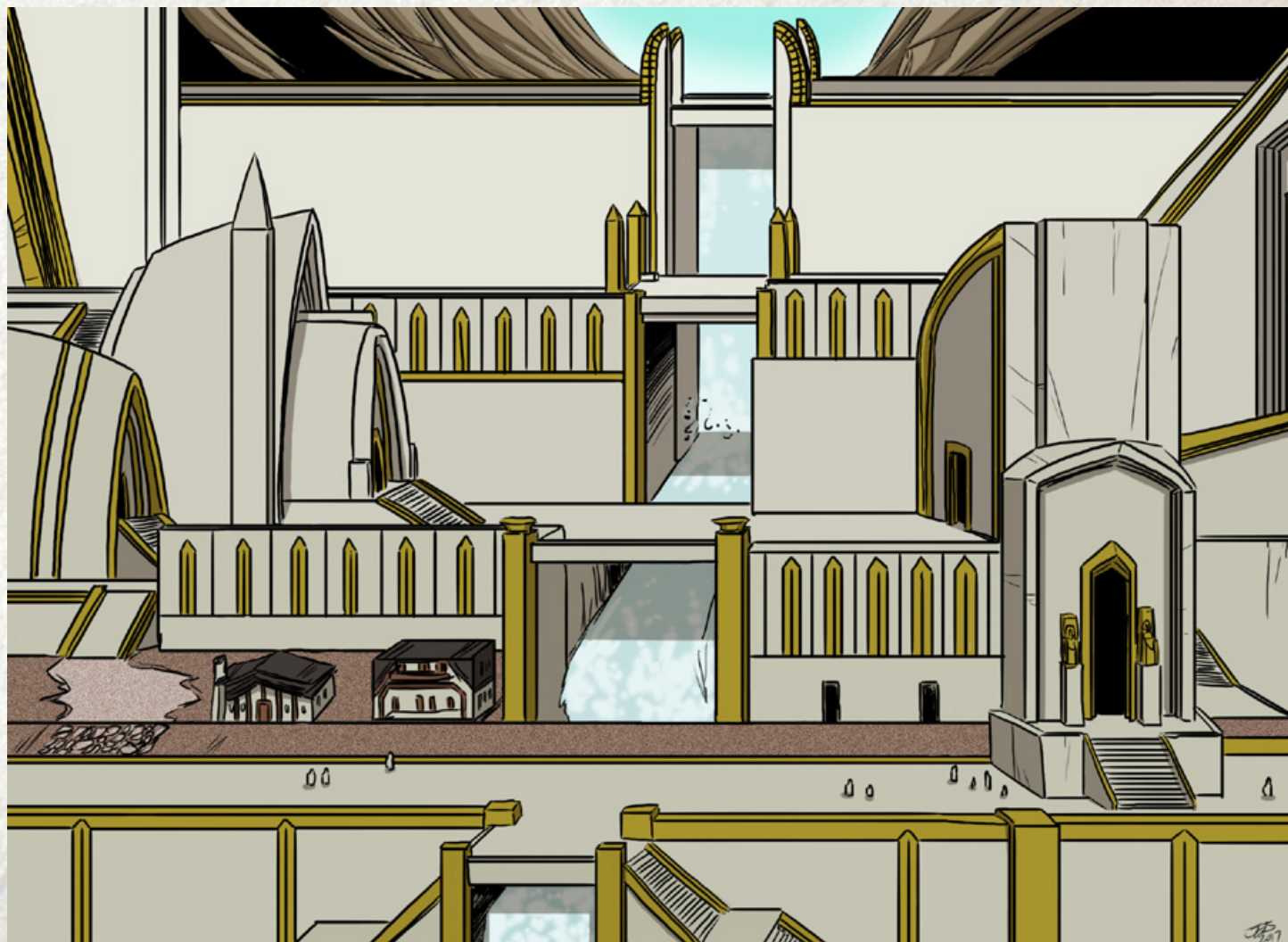
THE WORLD SEAT

The World Seat is the crowning construction of the city of Andrus, and is its most recognizable feature throughout the world. Of all the fruits of King Andrus's massive building projects, none are grander or mean more to the general populous than the World Seat. It is the presence of the World Seat that, for many, cements the city not as just a city, but as the heart of mortalkind and its chief symbol throughout the multiverse.

Crafted of the finest stone and decorated with seashell gardens, the World Seat is an enormous temple complex where the priesthoods of all of the Gods are represented. While technically only the Gods have had their work centralized in this fashion, the World Seat is also frequented by many priests representing the Primordials as well, and even the priesthoods of the Fey Lords have been known to frequent the World Seat when they have something to discuss with the other clerics there.

The World Seat was commissioned by King Andrus for three reasons. First, to centralize worship to help unite the people. Second, to secure the favor and blessing of the Gods and their new city. Third, to send a message to both the citizens of the city as well as observers from afar that the city of Andrus was not only surviving, but thriving.

Through the World Seat, the priesthoods of each of the Gods are able to coordinate and aid each other in their work of administering to mortalkind, which has proven to be a very powerful force in cementing a sense of shared destiny among the inhabitants of the city. Only the fiends and their followers are unwelcome in the World Seat, which refuses to give quarter to evil of any kind. Instead, followers of the fiends must prac-



tice their ways in secret, often meeting in back rooms in the Midnight and Twilight districts.

HISTORY

Among the first refugees who came to Andrus after the King's treaty with the merfolk was a high priestess of Espen, head of the Gods. This high priestess, an elf named Demina, came with a message for the King from her patron. The Gods sorrowed for the state of the world and wished to aid in its re-birth; if the new city would honor the Gods, they would smile upon it and its people.

As a member of the Starlight clan with its deep-seated traditions and sense of honor, respecting the Gods was nothing new to King Andrus. However, the king was not one to do anything halfway, and with his city beginning to build beyond its poor beginnings, simply 'honoring the Gods' was not enough for him.

The King countered the high priestess with his own proposal: the creation of the World Seat. This complex would not only honor the Gods, but would unite and inspire his people. The World Seat would not simply be a temple, it would be a new wonder of the new world, patterned after the greatest creations of the old one. It would require significant investments of both time and resources, but Andrus was the Last King of Men, and he would cement his legacy by making his city a beacon to the world.

However, not every citizen within the city agreed with the king's decision. Some opposed the creation of the World Seat, none more vehemently than a charismatic elf named Reanim-Sephar. Reanim-Sephar not only saw the World Seat as a terrible waste of resources at a time when the city could not afford it, but he also saw the destruction of the Old World as proof of the God's negligence, or perhaps their lack of power. To him, spending time and resources courting the favor of the Gods was a repetition of the mistakes the Old World had made, and so Reanim-Sephar dedicated himself to stopping the World Seat at all costs by making impassioned speeches, encouraging sabotage, and even coordinating with Fiend worshippers to incite riots.

King Andrus was not a patient man. When the efforts to stop his grand construction project crossed from protests into riots and sabotage, he immediately called the Hounds in to put an end to the dissention. Reanim-Sephar and his followers were rounded up and, when they swore they would never accept the World Seat, were banished from the city.

DESCRIPTION

The World Seat is an enormous complex of stone buildings, built with intricate and complementary designs to create a powerful aesthetic experience on anyone who enters. Seashells and paint take the place of gardens, and waterfalls have been carefully cultivated to create a series of cascades and pools. The buildings themselves are decorated with grandiose pillars and mosaics depicting scenes from the various histories of the Gods.

The World Seat includes a temple for each of the Gods, where that God's respective priesthood lives and works. In addition, it contains large swaths of communal space where the various priesthoods may hold meetings, and where occasionally even the priesthoods of the Primordials and Fey Lords will come and perform their observances. Indeed, while the World Seat officially only regulates worship of the Gods, there are several priests of Primordials or Fey Lords who have set up

semi-permanent residence within the World Seat, if only to ensure that their patron is represented whenever the World Seat hosts a council meeting.

The world seat also contains large living spaces and educational facilities, as not only is the World Seat the heart of worship and administration, but also education as each upcoming generation of acolytes live and train within the premises.

Within the largest, most central building are two important rooms: the council room and the tabernacle. The council room is large enough to hold a handful of representatives from each of the priesthoods, and is used whenever the priesthoods need to meet to coordinate their efforts within the city or address a crisis that requires their joint attention.

The tabernacle, on the other hand, is an enormous meeting hall, designed to fit over a thousand attendants at once. Usually, this room is reserved for the most important of joint ceremonies, such as the feast of the Winter Solstice and other similar events, and is designed so that the slightest whisper made at the podium is audible throughout the room. Occasionally, a priesthood will also hold meetings within this enormous room when they want to accommodate as many worshippers as possible.

While every priesthood uses its own holy symbols, the robes worn inside the World Seat have been unofficially standardized to a flowing, loose white garment that has become recognizable across Andrus and across the planes. These robes are crafted with a special magic mark that makes it almost impossible to forge, making it extra difficult for anyone to impersonate a priest.

KEY FIGURES

Demina (LG venerable female elfen cleric 20): Demina is the High Priestess of Espen, mother of civilization and patron of civilization. While the World Seat tries to avoid creating hierarchies between their priesthoods, as the High Priestess to the head of the pantheon, Demina is given deference as the closest the World Seat has to a single leader.

Despite still possessing the beauty and physical stature of any other elf (having only lost their immortality a little over a century earlier), Demina is an ancient elf whose history extends for almost a thousand years before the breaking of the world. In her youth she was considered quite strange; very few elves serve any deity other than the Fey Lords, let alone one of the 'mortal's gods', but Demina felt the pull to Espen and dedicated her then endless life to the goddess's service. When the Walkways broke she took on the responsibility of shepherding mortals through the fallen world, as well as inherited the position of High Priestess. Today, while Demina is still an enigma in the World Seat, her age and wisdom makes her more than welcome as the unofficial head of the priesthoods.

Masinen de Vinaou (LG middle-aged male human cleric 20): High Priest of Saint Jarron, Masinen is to many the walking embodiment of honor. As the High Priest of Saint Jarron, Masinen is heavily involved with the theological training of the paladin order, and even takes part in combat training with them whenever he has a free moment.

By ancient tradition, the High Priest of Saint Jarron and the High Priestess of Espen are married, and Masinen and Demina have been so joined for almost a decade. However, most people are unsure of the true dynamics of their personal relationship, as they spend little time together in public, and spend their private time together completely alone.

Masinen travels the city as much as possible, making sure to see firsthand what the people's needs are and how they are being met. While technically speaking he is not part of the Paladin order, to many he is the living symbol of that order and what it strives to achieve.

OTHER LOCATIONS

JINSLO SCHOOL

In Claritas, some children are given their basic education by private tutors, others attend classes held at the World Seat, and some attend schools. For that last group, the district's most famous school is the Jinslo school; a boarding school for the children of the great houses and others who can afford its high tuition.

Jinslo takes students as young as 8 and keeps them until they are 15, with most only going home for holidays or a few months during the summer. Jinslo has a superb reputation for producing scholars, wizards, clerics, and others, but for most the purpose of the school is not the education, but the society.

At Jinslo, the children of many different houses can interact with each other, making friends and enemies that will last them their entire lives. Jinslo teaches martial combat along with other subjects, and considers it part of its base mission to ensure the rising generation understands and holds to the Starlight Clan's way of life, including its emphasis on honor, combat, and even drinking.

In some ways, one can accuse Jinslo of encouraging rivalries between students, and one would be right. However, at least among the parents, this is simply part of Jinslo's appeal, as rivalries keep their children strong by giving them someone to fight with as they grow.

BEOHART

While many of the great houses employ their own martial teachers and teach their own children, to the citizenry of Claritas nothing can replace a true master teacher, and so many martial arts schools exist within the district. Among these schools, none are as famous as Beohart.

Owned and operated by a council of master combatants, Beohart teaches students as young as 6 years, preparing them in the art of combat so integral to live within the district. While the school discourages duels among its own students, it also prepares students extensively to win duels, teaching exotic and esoteric weapons, training its students in etiquette, and holding regular tournaments so that students can compete and compare with each other without having to take matters into their own hands.

Beohart is a school in Claritas, but its reach is not limited to Claritas. The school accepts students from other districts (provided they have a strong enough pre-existing knowledge of combat that they can keep up with the other students), and even regularly invites martial schools and students from other schools and districts to participate in its tournaments.

While every family has its own unique martial style, to many people the fighting techniques of Beohart have become synonymous with the fighting techniques of the district itself, and even families who prefer private tutors and family techniques will at least have a rudimentary understanding of 'Beohart techniques'.

Claritas charges 100 gp per year per child, but has been known to partially or completely waive this fee for exceptionally talented students from other districts, as this sometimes is more money than they've ever seen, let alone owned. At the end of the day, Beohart cares about the art of combat above all else, and is willing to subvert or esqew anything else in the name of raising the quality of its students. Life at Beohart can be difficult and dangerous, but for those who manage to graduate from its program, most wouldn't trade that experience for anything.

BOROMIN'S THEATER

The greatest of the high-society establishments, Boromin's Theater is considered the premier entertainment venue in the city. With the possible exception of inside the Bardic College itself, the quality of performer to be found on the stage of Boromin's Theater is unparalleled in the world, as indeed the theater invites none but the best to perform, and even some of its patrons and performers travel across the planes to frequent the location.

Among the social elite of Claritas, holding an event or being part of an event held at Boromin's Theater is an honor, and among the social climbers, simply attending is a grand honor.

Many of the great houses will donate tens of thousands of gold every year to the theater to secure a pass to attend any and all events to be held there, and there are very few tickets available for those who simply want to attend one event, with individual tickets sometimes going for thousands of gold.

Performers at the theater are by invitation only, but the pay for performing at the theater can be quite lucrative, being twice the result of the usual daily gains. For the most part, the theater will not reach out to any performer without a significant reputation and a Perform bonus of at least +15.

CRISSINO'S CLOTHIERS

Crissino's Clotheirs is, at least on the outside, a designer of fine clothing that works within the Claritas district, supplying the houses with custom outfits befitting their wealth and prestige. Unofficially, however, Crissino's is Claritas' premier house of vice.

With the great houses policing their house's honor and the World Seat being so close, Claritas culture frowns upon things such as drugs, demonic possession, and the like. However, Crissino's has contacts throughout Bantam Cavern, the Midnight District, and other areas of the city, and for the right price or the right favor can put anyone in contact with whoever or whatever is needed to fulfil their desires.

While Crissino's does deal in small-time vices directly, it has managed to maintain its credibility by being mainly a middle-man service, supplying contacts instead of substance. This also allows them to have many legitimate dealings as well, and no one is ever sure who among their clientele comes for the suits, and who comes for the contacts.

DAEMOZAU

Named after an obscure dwarven word for the act of granting wishes, Daemozaur is one of Claritas' premier mead halls where members and servants of all the houses can meet, drink, and socialize. Owned and operated by a family of dwarves, Daemozaur is famous for its drinks, which it produces exclusively in house in a wide variety of styles.

In the culture of Claritas' great houses, mead halls are an important place for facilitating meetings and friendships be-

tween houses, but are also places where grudges are born and brawls take place. Daemozaur has so far retained its reputation as a truly neutral mead hall through the ferocity of its owner in maintaining that distinction; while an occasional friendly fist fight can be ignored, Daemozaur's owner (Harsh, *level 15 LN male dwarf fighter*) and several members of his staff are high level and are more than willing to throw someone out, even the heir of a major house, if their behavior threatens the peace of the other patrons. While this behavior might have gotten other mead halls shut down by an indignant major house, Daemozaur's owner and staff have cracked enough skulls to have won the respect of the district, and even the most haughty of parents will accept that if their child was thrown out of Daemozaur, he probably did something to deserve it.

ADVENTURE SEEDS

FOR HONOR

Perhaps while drinking in a mead hall or doing business in the district, the PCs manage to offend someone enough that he challenges one of them to a duel. While angry, it is a low-key affair and certainly not to the death.

However, in the middle of the fight, the PC's opponent suddenly drop down dead; a quick search finds he has been poisoned by a dart fired from somewhere outside the dueling area. While the PCs know they did not kill the man, the rest of the district accuses the PCs of poisoning their opponent to ensure their victory, and quickly move to apprehend them.

If the PCs are able to escape detainment and find out why actually killed the man and why, they can clear their names. Otherwise, they might just find themselves on the run from the law.

TOURNAMENT TROUBLE

Beohart is holding another tournament involving combat students from throughout the city, and the event promises to be a great night of entertainment for audience members. If the PCs have contacts with a teacher, they are invited to participate, and if not then someone for whom they have previously worked can act as a sponsor for them.

However, there are seedy groups that are coming to observe the tournament as well; groups who would love nothing more than to kidnap a promising student to thrust against his will into the Greatest Arena, or perhaps to sell off-world to Chaotic tribes looking for slave labor. If the PCs make a good enough showing at the tournament, it is possible they will be targeted by such groups; if not, then a friend they make there will suddenly disappear after the tournament is over, taken against his will until the PCs can find him and bring him back.

INVESTIGATIONS

Vinceph, one of the children of the main Starlight House line, has disappeared. The last time he was seen was at Crissino's Clotheirs, but no one, not his friends nor the establishment, are admitting what happened.

The PCs are hired by the head of the family to find his son. While there is only so much the authorities can do without proof, the PCs can go to Crissino's and see what their son might have been up to and follow his trail. The PCs quickly learn that Vinceph became involved in a new chain of demonic brothels in the Twilight district, and after an eventful night disappeared on the premises.

If the PCs are able to find the location, hunt down clues, and rescue Vinceph, they will be greatly rewarded. However, they will have to search their way through the city's criminal underbelly to get to him, and things might not be what they appear.

INITIATE'S DILEMMA

After a successful mission, duel, or some other display of prowess, the PCs are approached by a new initiate of the priesthood of Noresche, who needs their help.

The initiate in question joined the priesthood not just out of devotion, but also to escape his former life. As an untalented child of a lower house, he never could have risen in the social ranks, and gained quite a few enemies who used to torment him due to his lack of combat prowess. While this tormenting should have ended when he joined the World Seat (a 'safe' profession), his old tormentors refuse to leave him be.

There is only one answer the initiate can think of; he has to win a duel against his tormentors by whatever means necessary. While blatant help would be breaking the rules, if the PCs can provide subtle help (undetected magic, items, reconnaissance, training), it could make all the difference.

CRASH THE COUNCIL

The City Council of Andrus has been holed up for weeks behind closed doors, and the city is worried. Meetings are usually open to the public, or at least reported to the public, but whatever they are discussing is so secret that many of the important movers in the city are worried about what they might be discussing.

Any number of leaders, merchants, or other people within the city would be interested in hiring the PCs to infiltrate the city council building to learn what is being discussed. However, security is tight and enforced by the Hounds; only skillful disguises or stealth will get them through those doors.

PHANTOM OF THE THEATER

There are any number of circumstances that could see the PCs inside Boromin's Theater, and once there, they witness an attack by assailants unknown. A crashed chandelier almost kills a performer, a fire starts suddenly among the audience, and from the rafters is heard shrieking laughter that curdles the blood of all who hear it.

Upon simple investigation, the PCs learn from the performers that they have been plagued for months; someone leaving letters asking for money from the owner (as 'payment for his services'), and making artistic demands about what is to be performed or which performers should get what parts. The owner has refused to heed these letters, and ever since then someone has been sabotaging the performances and scaring the performers. It won't be long, they fear, before someone is killed.

The owner has called priests from the World Seat to perform exorcisms, but this has produced no results; it appears the offending party is mortal. Divinations and protective spells also appear unable to stop him; he is either a master of magic himself, or he uses only mundane means that magic can't penetrate.

If something isn't done soon, Boromin's Theater might have to close. Both the performers and the owner would be eternally grateful if the PCs could discover and stop the culprit. If they try, though, it soon becomes clear that there are secret passages in the theater and entire secret sections where the culprit lives. To find him and stop him, they would need to travel through the part of the theater that is under his control, and filled with traps to stop any that would try to expel him from his home...



THE SMOKEHOUSE

SMOKEHOUSE

LN METROPOLIS

Corruption +4; **Crime** -3; **Economy** +11; **Law** +10; **Lore** +4; **Society** -1

Qualities deep traditions, insular, invention, guild controlled, manufacturing, superstitious; **Disadvantages**

Danger +10

DEMOGRAPHICS

Government council

Population

NOTABLE NPCs

Head of the Shipwright Guild Viala Vicious (*level 16 female LN lesby expert*):

Tatulani Leader Chirik (*level 13 male LN tatulani rogue*)

Head of the Puzzle People Dimi, Dori, and Mori (*level 19 LN wizard*):

MARKETPLACE

Base Value 17,600 gp; **Purchase Limit** 200,000 gp;

Spellcasting 6th; **Minor Items** -; **Medium Items** 4d4;

Major Items 3d4

Named for the smoke that rises from its many factories and workshops, the Smokehouse is Andrus's craftsman's district and industrial center. While the Smokehouse is certainly not the only place where craftsman can be found, the Smokehouse is something special; a place where shipwrights, alchemists, and masters of invention can meet their peers and find the facilities they need to produce their next great creation.

As the trade capitol of the world, the Smokehouse fills a specific role for the city of Andrus as the place where most of the city's exports are made; goods that can't be forged in the sea which fetch a high price with the merfolk traders. Be-

yond simply manufacturing, the Smokehouse is also home to the city's vast mechanical community, from the alien tatulani to the inventors of Tinkertown, where beings of invention, mechanics, and science work to produce wonders to rival anything produced by magic.

While no part of Andrus could truly be called 'magic-free', the Smokehouse has become the city's defacto home for non-magical craftsmanship; indeed, for the tatulani at least, the Smokehouse is lack of magic is exactly why they live here, holding the borders of the Smokehouse as a sort of last bastion against the barbarism they find in the outside world and its alien magics.

HISTORY

The Smokehouse can trace its creation to the intersection of two events: the coming of the merfolk, and the coming of the tatulani.

For the merfolk, the treaty of Andrus created a sudden market within the city and a sudden need for exports. As the bulk of all trading was being done with the merfolk, the best option for trade was for the city to begin producing goods and tools that might be useful to a merfolk, but couldn't easily be crafted underwater. Men and women who had been carpenters, blacksmiths, and craftsmen in the Old World suddenly found their trades to be valuable once again, and a hefty trade was begun in wood, stone, and metal objects. With such a sudden and powerful demand for goods appearing virtually overnight, a dedicated district for housing factories and smithies was the simplest approach to meeting the market's needs.

For the tatulani, they appeared in the city quite suddenly; a small force of battered and bruised families using their super technology to survive, but without the means to keep that technology repaired. It was not lightly that the tatulani finally decided to seek shelter within the city, and with their pressing

need to keep their technology repaired, settling near the craftsmen and factories was the most logical choice.

Although the tatulani desired nothing as much as privacy, their presence within the city could not be ignored, and the already thriving Smokehouse district exploded in population as wizards, mechanists, and artisans of all stripes came in hopes of studying the alien creatures and their otherworldly technology, eventually founding the community commonly known throughout the city as 'Tinkertown'.

CULTURE AND CUSTOMS

Despite being home to both Tinkertown and the Tatulani Crag, the Smokehouse is hardly a residential district. Most of those who work in the Smokehouse live in other parts of the city and walk to the Smokehouse in the mornings and return home at night. This commuting culture has given rise to its own unique solutions to Smokehouse problems, the most famous of which are a sub-group of workers called 'food lads', who make their living manning mobile food carts or carrying large platters of food from workshop to workshop, selling meals to the workers on their way to or from work, as well as during their meal breaks.

However, the biggest difference between the smokehouse and the rest of Andrés is the way it is run. Whereas trade princes may rule the bay and guilds consortiums regulate much of the business on land, the Smokehouse is resolutely independent of such organizations, having only one massive guild (the Shipwright's Guild), with most of its buildings being owned and operated by independent owners. Many guilds and trade princes may try their best to buy up this important part of the city, but more often than not they fail simply because the current residents of the district have no interest in seeing them there.



The government of the district (as far as it has one) is made up of a council of elected individuals, almost exclusively picked from among the most influential factory owners within the district, but with representatives from the crag and Tinkertown as well. This group does not meet frequently, but when it does it is the preferred forum for working out issues that involve the district as a whole, zoning issues, and other business.

Between the xenophobia of the tatulani, the independent streak of the factory owners, and the eclectic nature of the inventors of Tinkertown, the Smokehouse is possibly the least regulated part of the city, with each home, factory, or facility answerable only to its individual owner. While it could be argued that this antagonism towards large businesses organizations is holding the district back from achieving peak profits, most occupants wouldn't have it any other way.

Workshops: Generally speaking, it is always possible to rent or purchase workshop space in the Smokehouse, so long as word doesn't get out that you're trying to corner the real estate market. Most workshops can facilitate any Craft skill.

Workshops are measured in size as if they were creatures; when using them to create a vehicle, construct, or other such large creation, the workshop must be as large or larger than whatever is being created inside of it.

When dealing with workshops of Colossal size or larger, the cost details a 30 ft. square space. When dealing with a workshop larger than 30 square feet., multiply the cost and total number of workers by the number of 30 ft. square spaces.

<i>Workshop Size</i>	<i>Purchase Cost</i>	<i>Rent Cost per Month</i>	<i>Maximum Workers</i>
Medium	50 gp	5 gp	1
Large	100 gp	10 gp	3
Huge	250 gp	25 gp	8
Gargantuan	500 gp	50 gp	16
Colossal	1000 gp	100 gp	32

TATULANI CRAG

The Tatulani Crag is where the tatulani have built their home, as far away as possible from other creatures while still remaining within the walls and close enough to the factories to use them as needed.

The tatulani have a long and proud tradition that keeps them from seeking the aid of other creatures, and the crag shows it. Despite being home to some of the most impressive technological wonders to be found on the planet's surface (save possibly for the ancient strongholds of the cecaelia), the crag is a place of poverty, where disease and hunger reign, and where preserving their remaining advanced machines is more important than preserving life.

In a barbaric world with little of the infrastructure necessary to produce and replace broken technology, the greatest wonders of tatulani technology have become rare and preserving what remains has taken on an almost religious zeal, with many families passing on what machines they have from generation to generation. This even applies to cybernetic implants, which are gathered after the users demise to be given again to whichever descendants prove most worthy.

HISTORY

The tatulani invasion, begun with the establishment of a base on Khrone's surface after the discovery of the Walkways, was an event that never came to fruition. Even before the Walkways broke and the tatulani found themselves stranded, the planet proved to be much more formidable than anticipated. Magic, a force unknown to the tatulani on their home world, turned what should have been an easy conquest into a brutal fight for their own survival. When the Walkways broke and the Forest came, this fight turned desperate as the tatulani quickly faced the realities of dwindling weapons, supplies, and warriors.

The tatulani leader at the time was an elder named Tikichi, and it was he who made the decision to seek aid in Andrus, leading his people to seek out the last city of the planet's natives in search of food and safety.

It was Takichi who chose the tatulani crag, wanting to keep his people as united as possible despite being in the city to seek aid. It was also Takichi who insisted his people work together with the craftsman of the city both to patch their own technology as well as to earn revenue to pay for food. This arrangement, however, was a source of extreme conflict within the crag; to share the secrets of their technology was to betray their home world, and many tatulani still clung to the hope that their home world would yet find a way to contact them and bring them home. Likewise, dependence upon the citizens of the city was akin to declaring the superiority of those creatures over the tatulani, and there was only so long that the tatulani could stand living in such a manor.

Eventually, when the crag became self-sufficient enough that they were no longer starving, the citizenry declared that they would no longer live in subservience, and adapted a more extreme policy of isolation within the crag. A successful coup was led against Takichi and he was officially charged with treason against the tatulani people. As punishment, his arms and legs were removed and he was thrown into the bay.

DESCRIPTION

Some parts of the Tatulani Crag may be more affluent than others, but for the most part the crag is very decrepit by the standards of the rest of the city. While advanced machines can be seen here and there and simpler machines have been made to automate many of the necessities of life, the buildings themselves show the mark of unskilled hands, as the tatulani, unaccustomed to such manual labor, have done their best to recreate the appearance of home. Tatulani buildings are often circular (or as close to circular as could be accomplished) with a roof that slants entirely to one side, creating a lopsided attic space traditionally used to store tatulani eggs and larvae while they are in their development phase.

As each generation becomes more accustomed to living on Khrone, the crag has been steadily improving. Through dedicated force and cultural cohesion, the tatulani have learned to survive in Andrus without sacrificing the secrets of their technology (although curious and thieving locals have managed to claim some knowledge for themselves), and each rising generation has added more to the crag in the form of better buildings, newer machines, and expanded skill sets.

However, it is this very tendency of the youth to venture out to claim new skills and knowledge that has created the greatest division among the citizenry of the crag. Lately, more and

more of the rising generation has started to take a more radical stance about the relationship the crag should have with the rest of the city. These rebels, calling themselves 'Takichi' after the tatulani's old leader, believe that the tatulani can no longer afford to reject the world they live in. These takichi believe in radical integration; forsaking the ancient traditions of their people in favor of embracing the magic and lifestyles of the native populations.

While the majority of the tatulani most likely fall somewhere between the two extremes of 'radical isolation' and 'radical integration', the conflict between the two philosophies is slowly driving everyone further and further into one camp or the other, often along generational lines. Many in the crag even whisper their fears that violence might soon break out within the crag, fracturing completely the fraternal ties that have held the stranded tatulani together for over a hundred years.

KEY FIGURES

Chirik (LN middle aged male tatulani rogue 13): Chirik is the current high elder and leader of the tatulani crag, and is the face of the isolationist philosophy. Chirik has dedicated his life to protecting his fellow tatulani from all threats, be they physical harm or dangerous ideas, and under his leadership the crag has become increasingly more isolationist in its efforts to remain self-sufficient and culturally pure.

Purchasing Technology & Crafting Laboratories

There are no working crafting laboratories within the tatulani crag (at least that are open to the public), and with the generations that have passed since their arrival, there are only a few within the crag who even possess the knowledge of how to use them. While there are many pieces of technology that exist within the crag, these pieces are important enough that, as a rule, they are not available for sale.

However, for adventurers and GMs who are looking to explore the wonders of technology, there are still many options available. The Puzzle People are rumored to have secret laboratories for the creation of advanced technology within their buildings, and it is always possible that advanced technology could be found among the ancient underwater dwelling places of the cecaelia, or brought up by delvers to be sold in the city. Perhaps the PCs could get in the good graces of the members of the tatulani crag enough to have them fashion a makeshift laboratory out of components parts for their use, or might be willing to part with pieces of advanced technology as rewards for great services performed for the crag.

Some GMs and players love to explore technology in their games, while others would rather avoid it. At the end of the day, the tatulani crag possesses exactly as much working technology and potential laboratories as the GM desires, and the GM has the final say about whether or not advanced technology will appear in any game.

Ishink (NG male tatulani alchemist 11): Ishink is Chirik's son, and the leader of the integrationist philosophy. Ishink is a radical who believes the old ways have done nothing but hold the tatulani back, and seeks the complete abandonment of tatulan

culture and technology in favor of embracing the magic and philosophies of their neighbors. Ishink is an accomplished alchemist who has spent years studying the art in hopes that it will help ease his people through the transition as they work towards a total abandonment of xenophobia and super science.

THE SHIPYARDS

In the new age of airships, the shipwrights of Andrus run possibly the second most important industry in the city, beaten only to the food trade itself. People come and go from the city every day, and the shipyards of Andrus are always bustling with repairs, special orders, and mass production of the ships both sea and air that allow the new world to function at all.

The shipyards of Andrus are not just known for the quality of their own workmanship, but with their easy access to the University for enchantments and Tinkertown for mechanation, they are also the premier place in the world for specialty vehicles, such as underwater vessels, enchanted engines, ships built for dimensional travel, and more.

While the shipwrights, like the rest of the Smokehouse, are fiercely independent beings, there is a shipwright's guild that represents their interests, and it is one of the most prosperous guilds in Andrus. While the shipwright's guild is most certainly not the most corrupt organization in Andrus, the sheer weight of how many people depend on the Andrus shipyards breeds many willing to use favors, bribes, and every other means at their disposal to get the ships they want as quickly as possible. This has led to much political infighting among the shipwrights over contracts and control, breeding factions, corrupt officials, and more.

HISTORY

Despite the number of landmasses that escaped the Forest by taking to the air, fast and easy air travel was not something that had existed in the old world, and for the first several years after the coming of the Forest the isles of the air were mostly isolated from each other and the world below.

In the city of Andrus, the area now known as the shipyards was originally a makeshift port, built to facilitate the refugees who arrived in the city by boat. As the city began to stabilize, this port expanded to facilitate the construction and outfitting of fishing boats, which went out into the sea in an attempt to help meet the city's food needs.

While necessity was the driver behind the creation of the docks, it was profit that expanded its facilities to begin to accommodate air travel. Delving the Forest and expanding trade to the floating isles required relatively inexpensive air travel, and with the creation of the Smokehouse and the expansion of the University, the shipyards were expertly stationed to take advantage of both groups to try and find cheaper ways of meeting the needs of the growing city. Dirigible-powered lift and steam/alchemical engines eventually made flight cheap enough for mass production, and the port was quickly converted into Andrus' massive shipyard to handle the sudden explosion of demand.

Andrus airships are known for their 'sea-ship' design, as many of their facilities were originally intended for that purpose before being converted. Andrus airships have become known the world over, and while many floating isles possess

shipyards and magical facilities of their own, the sheer number of vessels coming out of the Andrus shipyards every year means Andrus designs can be found virtually everywhere.

DESCRIPTION

The shipyards of Andrus extend for miles along the coast of the Mer Quarter bay, making use of the original sea-based docks and drydocks built in the city's early days.

The shipwright's guild has its headquarters in a large square stone building, where various officials coordinate business practices, regulate quality, and handle contracts. The building itself is unremarkable, but distinctively for its simplicity of design among so many smaller buildings and drydocks.

As one of the few industries in Andrus to use lumber, the shipyards are supplied by the Forest Fighters at the Wall, who collect wood at their job and transport it to the Shipyards via the rivers that flow through the city. While the shipyards can and do still create sea ships upon request, most of the sea ships to be found in this district are employed in this transport trade. The buying and selling of lumber to the shipyards is handled by the Shipwright's guild, who guarantees the price of lumber is kept low enough to supply their needs.

The various drydocks within the shipyards range from the small to the elaborate, and range in appearance from traditional stone buildings to elaborate mechanical marvels as inventors try to find new and more efficient ways of constructing airships. While this difference in options can paralyze many first-time customers coming to purchase or commission a ship, the Shipwright's Guild is usually very good about putting people in contact with the shipwright most likely to fulfill their needs, although depending on the official spoken to they might only refer customers to shipwrights who are their business partners.

KEY FIGURES

Viala Vicious (LN middle-aged female lesby expert 16): The head of the Shipwright's guild, Viala was a shipwright herself in her youth who quickly rose in the ranks of the guild due to her administrative skill and personal charisma. She has since sold her drydock and works exclusively overseeing the guild, and does an admirable, if ultimately inadequate, job of rooting out kickbacks and other unethical behavior among her staff.

Chucklee (LG female gnome wizard 11): Chucklee is the current head of the Racing People, one of the most prominent shipwright companies, having risen to the top of the organization in a short number of years thanks to her natural genius. At only 20 years old (an adolescent, by gnomish standards), she has already gained a reputation for genius inventions and immaculate quality. Despite being a driven creator who can spend days going without sleep in pursuit of her next invention, she is also one of the bubbliest people anyone has ever met; she loves cupcakes, dyes her hair bright pink, has an infectious laugh, and somehow finds time to regularly swim for exercise. The only thing she doesn't do is handle the day to day business and paperwork; her older sister Hautie does that, leaving Chucklee free to invent.

Evil Grin (NE male goblin sorcerer 11): Evil Grin is the head of Blood and Bile, one of Chucklee's biggest competitors, and has a personal vendetta against Chucklee that he never explains (rumors range from the Chucklee slighting him on a business deal in his youth, to the two having once been lovers). Evil Grin is a genius at crafting weapons, and under his leadership Blood

and Bile has expanded its reputation as the world's leader in warship production.

Evil Grin has been accused of illegal necromancy, hobby arsony, and thievery, and yet has never once been convicted. Some say he buys off judges to keep himself out of prison, but some are convinced the rumors around him are all a grand marketing scheme; the greater his infamy grows, the more pirates and warmongers seek him out to supply them with the death machines they crave.

TINKERTOWN

While not a residential district, the Smokehouse is home to many people who find the industrial district to be exactly what they need, including craftsmen, artisans, factory workers, and more. With the presence of the tatulani and the expansive needs of the shipyards, there is also another group that has arrived in large enough numbers that they have formed their own small community: mechanists and inventors. These inventors include experimental alchemists, artistic artificers, and others who seek to push the boundaries of science and technology, and Tinkertown is easily identifiable due to the smoke, machines, and random explosions that decorate the area.

With delvers coming in and out of the city on a regular basis bringing back strange finds and needing all sorts of custom esoteric equipment made, Tinkertown has become the city's go-to place when one needs something custom made, and the area contains many cafes and other meeting places where young inventors can compare notes and where those seeking to hire an inventor can put up notices. While few of Tinkertown's denizens are rich, most find the intimate camaraderie of the area to be more conducive to their work than anything offered by any other district.

HISTORY

The tatulani were not commonly known before the coming of the Forest, but they were not unheard of, and the tales of their technology quickly circulated in the days before the world broke. When the tatulani arrived in the crater, there were many who wanted to see their technology for themselves, understand its uses, and unlock the secrets of its creation. Despite the tatulani's extreme reluctance to share, more and more curious souls took up residence within the Smokehouse, hoping to catch a glimpse of the illusive aliens and their technology.

The first group to take up residence in what would become Tinkertown was a group of created led by a three-headed being named Dimi, Dori, and Mori. These created, being creatures fashioned out of magic and alchemy themselves, had a vested interest in learning more of the art of both magic and science, and took up in the area in large numbers. Dimi, Dori, and Mori, however, found the tatulani's hostility to be doubled towards those they considered 'fake life', and would have nothing to do with them.

Undaunted, the three-headed created and their followers set up workshops all around the border of the tatulani crag, doing whatever they could to glimpse the technology and recreate it while performing their own experiments into machines and alchemy. In order to fund themselves and further their experiments with mechanics and science, the group crafted small, intricate machines and sold them as toys, earning themselves the nickname 'the puzzle people' from the rest of the city.

While the leadership of the tatulani crag forbade anyone from showing their technology to outsiders, Dimi, Dori, and Mori were not above using every trick they could, from mind control magic to thievery, to steal as much of the tatulani's technology as possible. While this almost led to open warfare between the two groups (stopped only by the intervention of the Hounds), and the technology of the tatulani has so far proven far too advanced to be decoded in only a hundred years of work, it was this curiosity for unlocking the secrets of tatulani technology that drew not only the puzzle people but also inventors of all stripes to set up their homes in the area, eventually birthing the area known as Tinkertown.

DESCRIPTION

While the rest of the smokehouse may appear as either a collection of factories or slum-like buildings in alien styles, tinkertown is a madhouse of colors, shapes, and smells. Alchemists, scholars, scientist, and mechanists of all stripes have turned this part of the city into a colorful collection of chimneys producing multicolored smoke, with automations and other marvels not to be found anywhere else in the city. In Tinkertown, incredibly impractical creations such as mechanical police and self-propelled vehicles that cost almost ten times as much as a horse and cart can be found, as inventors experiment with the potential of magic, science, and alchemy.

Tinkertown possesses its own internal police force and government to handle whatever issues might arise, but that government is a very fluid democracy; whenever an issue arises that requires oversight, Tinkertown holds a town meeting where anyone can come and speak, and of those who appear, a vote is taken with the majority winning.

KEY FIGURES

Dimi, Dori, and Mori (LN old male scholar 19): This three-headed created has been the leader of the Puzzle People for almost a hundred years, and is the world's greatest non-tatulani expert on super science. It is whispered that underneath his robes he has used magic and machines to extend his life (as no other created has ever lived as long), but to most of the world the three project the image



to craftsmanship, and is widely considered the finest providers of war-grade airships in the city.

Blood and Bile's vessels, even those not dedicated to warfare, have a sinister look to them that makes them popular among pirates, mercenaries, and delvers with intimidating crew names. Blood and Bile has been accused of all manner of underhanded business practices, including arson and cutting deals with sky pirates, in order to defeat The Racing People in business. While no solid link has ever been forged between Blood and Bile and the accidents they have been accused of, there have been enough accusations that few in the Smokehouse have any doubt about their guilt. Given the nature of their clientele, this is just the way they like it.

THE PUZZLE PEOPLE

The Puzzle People, led by Tinkertown's original leaders Dimi, Dori, and Mori, can still be found in the center of Tinkertown, operating out of a building as bizarre as it is big. The Puzzle People are a loose collection of inventors who specialize in mechanics, and serves as a toy-maker's guild for those who still enjoy supporting themselves through crafting tricky oddities.

Today, the Puzzle People are a powerful group, and are often contracted by wealthy people throughout the city to craft not only special machines, but also tricky architecture, including the dragonslides that aid halflings in traveling up and down the Wall, trap rooms for guarding treasure, triple-deep hidden compartments, and more. Once per year, the puzzle people host an event known as 'the Jigsaw', featuring a specially-crafted trap room where contestants can earn prizes if they can thwart the room's secrets within a specific time limit.

MINSK'S MACHINES

Minsk's machines is one of the few places in the city that sells firearms and other machines, as most people don't know how to use them, and with places like Tinkertown being a home for inventors, most of those who do know how to use such machines are also fully-equipped with the skill to build their own.

Minsk, however, runs his store specifically for visitors to Tinkertown, selling firearms, permanent inventions, and other things to the curious, and he is more than willing to take requests. However, he is also one of the least skilled members of the Tinkertown community (level 6 LN male technician), and so his works are not usually considered worth their cost by the other denizens of the district. He has virtually every firearm for sale except advanced firearms, which he cannot create.

THE FIREWORKS GUILD

Another organization that has a great many members within Tinkertown, the fireworks guild is a collection of alchemists and scholars who love to create explosions, be they bombs, guns, or fireworks.

The fireworks guild serves two functions within the city. First, by screening and certifying explosion experts, they provide peace of mind, as anyone looking to hire such an expert can be more certain the expert can handle their needs without destroying city blocks in the process. Second, it regulates when and where dangerous explosive experiments can be performed, to help ensure the proper people are informed, safety precautions are taken, and that Tinkertown is not accidentally destroyed by its own inhabitants.

ADVENTURE SEEDS

TOY TROUBLE

Spellcasters have begun to disappear in areas surrounding the smokehouse district, and the tatulani are so afraid that they may be wrongfully accused that they would even stoop to hiring the PCs to help them clear their name. While investigating the disappearances, the PCs discover a dead magic zone at each place a spellcaster disappeared (making magical divination particularly difficult), and in at least one spot, they find a wind-up toy, not unlike those sold by a particularly prominent store associated with the puzzle people.

CONTAMINATED RUNOFF

Tinkertown has always been plagued by mechanical and alchemical mishaps, but one night the streets are overrun by a wave of oozes. Investigating the source leads the PCs to the sewers, where inadequately-disposed alchemical waste has created a host of environmental hazards and mutated monstrosities created from runoff of alchemical waste. Their lives and reputations on the line, the denizens of Tinkertown beg the PCs to take care of the mess - and take care of it quietly - before the next wave of monsters appears.

LIKE FATHER LIKE SON

The cultural war between Chirik and Ishink for control of the minds of the tatulani has reached a fever pitch, and violence is starting to erupt into the street as super science is turned against magic in heated gang warfare. As the two sides become increasingly irreconcilable, many denizens of the Smokehouse fear the conflict might spell the end of the tatulani, and possibly half the district, and want the PCs to intercede. Perhaps they'll choose Chirik. Perhaps they'll choose Ishink. Whatever side they choose, they will have to put an end to the conflict while there's still a Tatulani Craig to protect.

ANNUAL JIGSAW

The puzzle people put on their annual room challenge (known as the 'Jigsaw') every year, but this year it is supposed to be something truly special. The puzzle people are testing new designs, and are offering an enormous gold reward to whoever can solve the puzzle room first. A rival of the PCs is determined to win the gold first and put it to use thwarting the PCs; it is up to them to beat the room and win the gold first, or face the wrath of their newly-wealthy rival.





The Sprawl

THE SPRAWL

LG METROPOLIS

Corruption +4; **Crime** +4; **Economy** +7; **Law** +3; **Lore** +4; **Society** +10

Qualities academic, adventure site, broad minded, guild controlled, prosperous, rumormongering citizens; **Disadvantages**

Danger +10

DEMOGRAPHICS

Government Council

Population 300,000 (humans, elves, sky gnomes, halflings, tieflings, aasimar, sidhier, alraun, leshy, etc.)

NOTABLE NPCs

Leader of Reclamations Chrysanthemum (NG female Alraun verdant sorcerer 20):

Hound Leader Arak (LN old male hobgoblin fighter 20):

MARKETPLACE

Base Value 22,400 gp; **Purchase Limit** 200,000 gp;

Spellcasting 9th; **Minor Items** ∞; **Medium Items** 4d4;

Major Items 3d4

"It is unfortunately mortal nature to cling to those who are like us and to shun those who aren't. Andrus is founded upon the principle that anyone and everyone can live together, but that doesn't mean we have to like it." - Professor Vinswick, craftsman's guild member.

The refugees who grew Andrus from a small settlement into an enormous city came from all mortal races who value civilization, all of them looking for a place to live and thrive in the new world. However, the passing of the Old World did

not remove all of the old grudges, incompatibilities, and frictions, and immediately upon settling these refugees would form groups to protect their own cultures and shun those of others. While true isolation is impossible in such confined quarters, the city has nevertheless broken itself into several distinct residential districts, where races and cultural groups who share a similar outlook can live nearer to each other.

One of these residential districts, the Sprawl, became the unofficial 'home' in Andrus for what many consider to be the humanoid races: humans, elves, halflings, and even some dwarves and gnomes, although in smaller numbers. Many of these races were allies in the Old World, or at least had a significant history of dealings with each other, and found strength in banding together after being displaced to the city.

However, like all districts within the city, the cultural makeup of the Sprawl is not so clean of a divide; goblin clans work out of the Guild Hall, centaurs can be seen walking the streets, and many of those of mixed parentage (Sylphs, Ifrits, dhampirs, aasimar and tieflings) are regularly encountered within the district. Sometimes these unique groups strive to integrate with their neighbors, but other times these creatures band together in small communities to help preserve their values and unique cultures.

The Sprawl is the largest of Andrus's residential districts, and for the most part has proven itself to be a prosperous place; the Sprawl contains the headquarters of many guilds as well as the community of delvers that has come to be known as the 'Hunting Lodge'. While the district has its share of conflicts arising from its unique makeup, it also possesses unique strengths that come from its ability to pull from a variety of perspectives.

HISTORY

The two major residential districts of Andrus are the Sprawl and Kettle City, both of which grew up through the grand influx of refugees into the city in the days after the merfolk treaty. For the most part, the division between the two districts arose as ancient enemies tried to keep as much distance between themselves as possible, but other concerns such as shared languages and economics outlooks played an equally-significant role.

However, the division between the Sprawl and Kettle City was as much necessity as self-selection. Despite the passing of the Old World, the grudges between many groups still ran deep. In the early days of the city's growth, the principal responsibility of the Hounds was to put down gang violence, as many groups tried to carve out their 'territory' by force, some even going so far as to conduct raids against other groups within the city. As the Hounds and the King sought means both violent and not to keep the peace between the various groups, one of the means used was the division of the residential area into two districts; groups could choose to live in one or the other depending on where they felt most comfortable, but any raids conducted across district lines would be met with lethal force from the Hounds charged with maintaining the divide.

Luckily though, as with all the impossible divides that make up the city of Andrus, time eventually saw these ancient grudges take a back seat to the needs of reality. Cross-cultural events such as the Fiendwatch festival promoted understanding, and the sheer economic needs of the city meant that in a generation or two the Sprawl became too embroiled by the needs of its growing craftsmen and merchant's guilds to worry about nursing old grudges, at least not in public.

Today the Sprawl is still a hodgepodge of races and cultures, but an equilibrium has been reached wherein the cultures in question can respect each other and live alongside each other for the good of themselves and their city.

CULTURE AND CUSTOMS

Wherever one is within the Sprawl, there are always two cultures in conflict; district culture and local culture.

District culture is the shared identity of the district, the ways people interact with each other in public, and the manner in which business is conducted. For example, while the Sprawl has no 'official' language, almost all business is done in Common. While people often hold private conversations in whatever language is most comfortable to them, almost all large-scale events and signs are written in Common. It is considered rude and exclusionary to use languages other than Common in public, although this doesn't stop people from doing it anyway. Likewise, while not nearly as obsessed with profit as the Mer Quarter, economics is ultimately the driving force of the Sprawl. Multitudes of problems can be made to disappear through generous tipping, and in the grand scheme of the district, cultural differences are not nearly as important as whether or not a creature performs its profession well, whatever it might be.

Local culture, on the other hand, deals with specific neighborhoods; elvish neighborhoods will speak elvish in private and celebrate fey holidays and champion fey music, while halfling neighborhoods peak their own language and will shut down entire streets to hold dragon races with the local hatchlings. While outsiders to the district are often surprised by

the sheer volume of local practices that can change from one neighborhood to the next, locals who know how to navigate the neighborhoods often find it enjoyable to spend each weekend exploring the different shops, music, food, and other offerings of the various neighborhoods.

Of all the aspects of local culture, none are more famous than the various events held during Fiendwatch.

Moonlight Dancing: As opposed to the Midnight Dance, which is a riotous party, the Moonlight Dance, held by the sylphs during the 1st day of Fiendwatch, is a beautiful and ethereal performance done by the local sylphs, half of which is done in the air due to their innate abilities. The evening concludes with general dancing, all performed to light, enchanted music.

Hatchling Races: While a visitor might stumble across dragon hatchling races at many times throughout the year, the event takes on a special significance during Fiendwatch, and the Halflings who organize the event often host gambling that can get quite high.

Elvish Feasting: As former fey, elves have no tradition of observing Fiendwatch, but as new mortals they have become part of the festivities. Specifically, Fiendwatch has become the time when elves attempt to relive their former glory by hosting a party of such grand magnitude that some families will save money all year for this one event. Elvish feasting is extremely lavish and often includes professional musicians and magicians performing for the attendees.

Brewsiege: The Brewsiege is an enormous mock fight and drinking competition hosted by dwarves and orcs every year during Fiendwatch. In similitude of their conflicts of old, both groups construct a fortress out of kegs of their finest drinks and begin throwing food at each other, leading raiding parties to steal kegs from each other, and generally continue until both groups are too drunk and exhausted to fight further. While injuries are frequent during the brewsiege, the event has been successful at stopping the two groups from engaging in as much conflict during the rest of the year, and has become a popular spectacle during the event.

HUNTER'S LODGE

Andrus may survive on its food trade, but it thrives because of its delvers. With a world's worth of artifacts, books, wealth, raw materials, and more hidden on the Forest's floor, Andrus has become a hub for any and all that make a living through delving the Forest. While the city itself can and does cater to the needs of delvers through its many districts and markets, a special community has grown up within the Sprawl that takes this a step further, known to the residents of the city as the Hunter's Lodge.

The Hunter's Lodge is only the size of a large neighborhood of the Sprawl, but it has become home to a large number of delver crews, each competing with each other for prominence. To supply the needs of these crews, the Hunter's Lodge also contains a variety of professions that cater to the needs of delvers, including weapon purchases and repairs, taverns, appraising services, magic suppliers, translators of old-world dialects, and even several middle-man shops which sell goods designed for delvers and buy salvage to resell in the Mer Market or to specialty buyers as needed.

For some delvers, buying or constructing a crew hall in the Hunter's Lodge is 'the dream', and is the ultimate sign of being a successful team. For sellswords, hunters, trappers, and others who are not delvers but likewise must enter the Forest, the Hunter's Lodge might not be a dream but it is still a valuable resource, and almost everyone who regularly enters the Forest finds themselves visiting the Hunter's Lodge eventually.

HISTORY

The first delver crew to build a headquarters in the Hunter's Lodge, and indeed the ones who could be accredited with the birth of the community that would one day grow up in that area, was a crew named Reclamations. People had delved the Forest before Reclamations (usually for food and other survival necessities), but Reclamations was the first group to promote itself as professional Forest Delvers, and they were very effective.

Formed by former hunters who had honed their skills searching for food in the pre-merfolk days, Reclamations became a heavy supplier of magic for the merfolk traders and artifacts for the University. Before long, several imitator groups sprung up as well, hoping to delve the Forest themselves for wealth and prestige. As these early imitators relied heavily on advice and aid from Reclamations to begin their careers, it was only natural that they would build their own headquarters nearby.

While many of these up and comers failed or were lost to the Forest, others discovered great finds and became rich. As more and more wealth began to pour into the city from these delver crews, it was only natural that other businesses would soon grow up around these delver crews, offering goods and services tailored to their needs. It wasn't long before anyone who was serious about delving found the area to be their one-stop location for equipment, advice, and allies, and thus the Hunter's Lodge was born.

DESCRIPTION

The Hunter's Lodge contains several businesses dedicated to delvers, including shops specializing in weapons and armor, a variety of healers and alchemists, and even magic-users selling potions, scrolls and magical items of all shapes and sizes. In addition to these fairly standard adventuring and delving services, the Hunter's Lodge is also home to a few shadier businessfolk, including lenders and fences who will loan money to fund beginning or desperate delvers or move items of questionable legality, both for delvers in need or for people wanting to pass off stolen goods as 'salvage'.

There are a variety of delving crew headquarters within the neighborhood, ranging from small meeting halls to enormous buildings where a crew, their apprentices, and sometimes even contract alchemists and magicians can live, train, and prepare the crew for their next delve. The oldest and most prosperous delving crews have even been known to run a sort of school out of their headquarters, as subordinates come to them looking to hire on, either because they lack their own crews or to gain experience before one day striking out on their own. Sometimes, these subordinates can begin at a very young age, cleaning their employers' crewhall and maintaining their equipment in exchange for the chance to observe the crew in action and use their training facilities.

While the reputation of the Hunter's Lodge is that it is a place for delvers, the community within the area also makes it attractive for all those who live by swords and wits, and the taverns of the Hunter's Lodge are filled most nights with rowdy folk exchanging contacts, battle tactics, or gambling away fortunes. Indeed, as adventurers have a reputation of spending money as quickly as they make it, it is not an unheard of thing to see an adventurer in the Hunter's Lodge trying to gamble or pawn away priceless artifacts to cover the price of a wild night or to afford fuel and food for his next delve.

For anyone looking to make money by dangerous work, the Hunter's Lodge is the place to be. Even if one doesn't live by Forest-delving, the sheer number of adventurers who frequent the area makes it the go-to place for anyone looking to hire mercenaries, sellswords, or new crew members.

KEY FIGURES

Chrysanthemum (NG female *Alraun verdant sorcerer* 20): Called 'Chrys' for short, Chrysanthemum was found wandering the Forest by Reclamations while on a mission, and was taken back to Andrus for care. She quickly rose through the ranks of the organization and today serves as the president of Reclamations.

While the Hunter's Lodge has no 'official' government separate from the Sprawl itself, it does have a council of the heads of various delver crews who meet to discuss things that influence all of them,



and as the head of Reclamations, Chrys is the unofficial president of that organization. While she insists that she is a delver, not a politician, she nevertheless is a charismatic natural at organization, and is viewed by many delvers as the face of their profession.

THE GUILDHALL

There are a great many guilds that oversee the industries of Andrus, and depending on their industry their guildhalls might be placed in the Smokehouse, the Sprawl, the Wall, or more. However, given the world in miniature nature of Andrus, there are often times when the various guilds must meet together and discuss the economics of the city, and for these purposes they use a large building in the Sprawl known as the Guildhall.

The Guildhall is a ruling house where representatives of the various guilds meet to discuss and determine the economics of the city. Many accuse the Guildhall of being the place where those in power enact rules official and unofficial to keep themselves in power. Others argue that with the world being so small and the city being so important, the Guildhall keeps the city working correctly by keeping the peace and promoting economic stability. Whatever one's opinion, the Guildhall is the brain that regulates the economy of the city, and its financial and political influence within the city rivals that of any great house or government to be found within the city. While the Guildhall technically answers to the city council (who struggles to keep them from gaining too much control over the city), they are too powerful to regulate effectively, especially given the laissez faire attitude of Andrus government.

HISTORY

The Guildhall is, to a large extent, the land's answer to Artarus in the Mer Quarter. When the merfolk trade began to grow, it was the land that oversaw much of the business of trade; they were the ones who held the goods, provided amenities to the merchants, and generally controlled as much of the trade as possible outside of the food itself. Although the city was extremely grateful to the merfolk for the food they brought, no one, especially a city trying to find its legs, wants to hand its entire fate over to a fleet of foreign merchants.

However, as the merfolk traders took more control over the facilities of trade and gained confidence in their new role, by necessity this took more and more control away from the land-dwellers. The city at this point was growing into a hub of delvers and manufacturers, but the sea was backed by the Baemor kingdom and was definitely the superior member of this partnership.

In response to this imbalance of power, the guilds of Andrus always kept a strong connection with each other, doing what they could to keep conditions favorable for themselves and conduct business jointly when plans began to leak to the surface of the creation of a large building in the bay to oversee the area, it was only natural for the guilds to desire a similar seat of power, and even after the plans for Artarus were delayed, the plans for the guildhall went forward.

DESCRIPTION

The Guildhall is a large and ornate building, designed for function over aesthetics but in the end exceling at both. It is squarish and does not waste space, as most of its interior is

filled with meeting halls, offices, libraries, and other rooms designed to help the various guilds conduct their business and oversee their industries.

The Guildhall towers over the city, standing 7 stories high of ornate stone design. With marble palisades and extensive housing for servants, the building would be impressive enough, but it also features a sprawling fountain and seashell garden in front of it, making the Guildhall a favorite place for people to visit even if they have no business reasons to be there.

From inside the Guildhall, heads or representatives of various guilds each gain their own offices, scribes and servants, and even guards (as their work is too important to trust to communal guards who would therefore answer to everyone). In truth the Guildhall might be the most highly-protected location in the city, and it is not uncommon for various guild leaders to place traps both magical and mundane over their offices to keep out any who would steal their valuables or information. The entire building is immune to scrying of all kinds and even sports lead mixing into its walls as an added measure of protection against any who would try and view what shouldn't be viewed.

KEY FIGURES

Brain (NE male goblin rogue 13): Brain, head of the Farmers League, is a goblin and one of the more powerful creatures in the Guildhall. His office is large and filled with family members (as an added security measure against bribery), and it is from this office that he and his family conduct most of their business. Brain is ruthless and has been accused of having his family members spy (as much as they can with so many security measures in place) on the other guilds who conduct their business inside the building. Rather than deny these claims, Brain has declared that even if he were doing such a thing, it would simply be a sound business strategy.

Brain is malicious, calculating, and very good at his job, and while he is too subtle to outright bully the other guilds and guild heads, his business tactics are almost as abrasive.

Minininini (TN male leshi abjurer 8): As representative of the Jewelers Guild, Minininini is a leshi with a strong relationship with the management of the Quarry, and has used those connections to create an expansive trade network extending deep into the Underdark. He is the leading expert on that part of the world, and most people with business down below go through him first for guidance and advice.

His control over these trade routes has made him immensely wealthy, though Minininini himself cares little for the wealth other than as vehicle for advancing his interests and studies of the other races that occupy the world. A consummate scholar and lover of gemstones, Minininini often serves as a generous patron for adventurers and merchants who manage to pique his curiosity.

Captain Frindic Ironkeel (LG male dwarf commander 9): A retired captain, Frindic is the representative of the Shipwrights Guild in the Guildhall, and while he still has a vested interest in a shipwright company he still owns, his behavior has been above reproach when it comes to accusations of using his position to advance himself. Indeed, Captain Frindic's ambition is to expand his own guild's and the other guild's involvement iwth education, hoping to use the resources of the guilds to open public schools and train the rising generations not just as apprentice craftsmen, but as individuals.

A stocky dwarf who dresses very finely, Captain Frindic has become a charismatic spokesman of the guilds to the people and the people to the guilds, and given his race's gruff demeanors and relationships with others, has also become the public face of dwarven integration with the city.

HOUND HEADQUARTERS

Of all the fighting forces within the city, the Hounds are considered the best and the most important. While the Knights of Andrus may help promote general mortal welfare and other factions may have multiple agendas, the Hounds have only one mission: the defense of the city from threats both outward and inward by any means necessary. They are the last line of defence, the enforcers of the law, and the peacekeepers between districts whenever one is required. Indeed, they are the hammer that can come down at any time if any district or individual begins to overstep their bounds and threaten the peace of the city.

With over a hundred years of history and (relatively) peaceful coexistence behind them, it is possible that some of the city's inhabitants have forgotten how procarius that peace really is, as well as how many times it has almost fallen apart throughout the city's history. The Hounds, however, know better. Andrus is

the most dangerous place in the world; giants, dragons, liches, and adventurers of every stripe can be found walking its streets, and half of the city's inhabitants would eat the other half without a second thought. In such a precarious environment, it is the sacred duty of the Hounds to keep the peace no matter the cost, to act as the hammer that keeps creatures in line that otherwise might just destroy the city in a fit of rage, and to that end, they often kill first and ask questions later.

Because of their responsibilities, the Hounds must be the best of the best, and most Hounds have extensive careers as delvers before 'settling down' to join the Hounds, sometimes even retiring again from the Hounds to become training masters and advisors to the various delver crews and guilds. While their tactics are merciless and often extreme, the Hounds are the final authority in Andrus, and with very few exceptions, whatever means they employ in the pursuit of their goals are always considered justified.

HISTORY

When Andrus set out with his original band of refugees, he was accompanied by many warriors from the Starlight tribe; small but proven in combat, and his primary means of defending them as they traveled. As time passed and more people joined his band and more and more monsters needed to be repelled, this small group grew from a band of warriors into an elite combat unit.

When King Andrus sought to keep the peace in his new city, it was this elite fighting unit who he called upon to stop the various factions from killing each other. During the Claritas Massacre, it was this fighting unit that eventually managed to stop the violence. Eventually, this group would become the Hounds; the ultimate peacekeepers of the city. While the leadership of the Hounds keeps a close leash on them to keep anyone from abusing their power, if they consider their actions justified, there is little that can be done about it.

To facilitate training and operations, King Andrus approved the construction of a special facility, placing it in the Sprawl to keep the Hounds closer to the people they were supposed to protect, and to make the Hounds more visible as a symbol for the populous.

DESCRIPTION

Hound headquarters is a large facility, built of red stone to set it apart from much of the stonework around it. It is a large square building that looks unremarkable in architecture, but inside includes an extensive network of offices, training rooms, magic laboratories, living quarters, and more.

Hound Headquarters contains a great amount of magical power from spellcasting libraries to magical arms and armor. While it does contain equipment for its member's usage, most Hounds use their own equipment, usually gained during previous work as a delver or adventurer. As such, rather than an extensive armory, Hound Headquarters mostly offers equipment maintenance to its members, as well as laboratories where they may craft or maintain their own equipment.

There are few places in the world as dangerous as Hound Headquarters. The citizens of the city have even adopted the phrase 'sniffing for Hounds' to refer to a course of action that is so incredibly stupid it would be like seeking out the Hounds in their headquarters to pick a fight.



KEY FIGURES

Arak (LN old male hobgoblin fighter 15/bound 5): The leader of the Hounds, Arak had an extensive career as a prize fighter in the Greatest Arena before joining the Hounds and having an extensive career there as well. He runs the Hounds in true hobgoblin fashion, with beatings and strict discipline, but given the caliber of the people he deals with he considers it the only way to improve their considerable skills into something even greater.

Arak is currently looking for a successor, but considers none of the current Hounds, despite their combat skill, as acceptable leadership material. He does not know exactly who he is looking for to take over his position, but claims he'll know it when he sees it, and he refuses to retire until then and leave the Hounds leaderless.

Mina the Slaughterer (NG female middle-aged human elemental 14/bound 5): Mina is a paragon of the Hounds and one of its most iconic members, being the leader of its battlemage division. Her past successes have made her one of the most decorated Hounds, and certainly one of the most feared.

Today, Mina spends most of her time training new recruits, making sure their battle magic is powerful enough to handle the situations they will face as members of the Hounds. She has no plans to retire and considers her work as a trainer to be as close to 'retirement' as she'll ever reach. Despite her position as a teacher, she is still called upon whenever a situation arises that requires her unparalleled expertise.

COURIER GUILD

There are many guilds that keep their headquarters in the Sprawl from craftsman to professions of all types. However, the guild most likely to interact with the lives of adventurers, either as they use its services or become members themselves, is the courier guild.

The courier guild is a truly global organization that keeps its central repository in the Sprawl. While many airships deliver goods and messages back and forth as they travel the worlds, the courier guild is a special organization, using teleportation magic to send goods and letters to and from its many waystations to its central repository, then from there to the waystation nearest to its final destination. This transportation can be accomplished via teleport beacons and advanced magic (although casters who both possess such long-range teleportation magic and are willing to work for courier rates are few and far between), but more often than not it simply involves a courier supplementing running with short-range teleport magic to make trips around the city as quickly as possible.

The courier service is diverse, stationing its people in each district according to the population of that district, including dhampir and undead couriers for the Midnight district. Other services exist for moving letters and parcels, but the courier guildservice has the greatest range and highest reputation.

Shipping inside the city itself is usually only 5 sp per letter (increased to 5 gp per lb. for larger packages), but can be as high as 30 gp per lbs. for more distant and esoteric locations. If no waystation is near the location, they will teleport the package to the nearest place and hire an airship to take the package, with the sender covering the cost. Rates level out to 1,000 gp. per ton for those desperate to send the largest of packages.

HISTORY

As airships made the world smaller and trade and travel stabilized between Andrus and the rest of the world, the need to send letters and packages grew as well. As such, it became standard practice for those looking to ship such packages to pay a few coins to airship captains heading to the same location they needed to ship a parcel to take that parcel along with them. Before long, professionals who bought and sold mail grew up



around the Skyports of the world to coordinate and facilitate such shipments.

However, the Guildhall of Andrus wielded too much money to risk shipments and letters being lost by incompetent handlers, and the courier guild was organized to ensure a level of standardization among this practice. While airships are still used for smaller deliveries or poorer individuals, the availability of teleportation magic eventually superseded this old method, and became the standard transport method.

While the courier guild is still considered a guild and conducts its business through the Guildhall, it has also been deemed important enough to the city that the City Council has chosen to regulate it more than any other industry, ensuring it works as smoothly as possible to ensure no failings on its part endangers the economy of the city at large.

DESCRIPTION

A typical courier waystation is a small building with a large room in the back where letters and packages can be sorted and prepared for transport. At least one or more workers handles the package sorting, while the actual couriers handle the transportation of parcels and letters to and from the much larger central repository.

The most common couriers are students of magic, either failed from greater studies or looking to supplement meager allowances, that have grasped the basics of teleportation magic. They are stationed at posts throughout the city, ready to take payment to teleport parcels to the central repository. From there, the parcels are sorted by district and warped off to the nearest station, or sent away to more far flung regional repositories in distant floating cities and other such places. The recipient is usually notified so they may pick the package up themselves, though delivery can be arranged. Senior couriers oversee the trainees and journeymen, frequently having to ferry them about to refresh teleportation beacons or fix mistakes in scheduling.

While zipping a package off to a central depository is apprentice work, it takes another set of skills to get a sensitive package off to its final destination safely, especially considering thieves know a package important enough to be sent by courier may be important enough to intercept. This is especially true of destinations outside the city, where airship travel and advanced magic may be required, and so most couriers develop a special sets of skills including both warp magic and acrobatics to make sure pursuers cannot catch them and steal their precious cargo. It is not an uncommon sight to see a courier running and teleporting along the rooftops of the city as they strive to keep one step ahead of potential pursuers and reach their destination as quickly as possible.

KEY FIGURES

Molly Marosa (LG female halfling incanter 7): Molly Marosa heads the courier guild's office in the Guild Hall, and is the overseer of the organization. While she does not yet possess the most powerful of teleportation magics, she supplements her work with study at the University, hoping to unlock its secrets and make them available to her organization. Molly is a no-nonsense woman who dropped out of the University as a youth and became a courier to pay her way, and she still has a soft spot in her heart of helping struggling magic students find work.

OTHER LOCATIONS

RECLAMATIONS

Of all the delver crews in the hunter's lodge, the first great guild Reclamations is still the most powerful, though its leadership has changed many times since its inception. Reclamations has a massive guild hall six stories high where its members live, train, and divy up missions among their many members and trainees.

Possessing both the largest guild hall and the largest number of subordinates, Reclamations is practically synonymous with the Hunter's Lodge, and its council of senior delvers have significant sway in the events of the Hunter's Lodge and the rest of the Sprawl. Joining Reclamations means one does not keep much of their finds (as almost all discovered wealth is given to Reclamations' central coffers and delvers are then given salaries instead), but that one is on an elite team and rarely will risk death during missions.

BEORIN EXPEDITIONS

A large and influential delver's crew, Beorin Expeditions is named after its founder, and owns a three-story building in the Hunter's Lodge. Beorin Expeditions has the largest number of subordinates of any delver crew as they very purposely run their headquarters as a school, taking in many youths and training them in exchange for basic work around the building. Those who prove especially skilled will gain offers from Beorin Expeditions to join their main group of adventurers, while others eventually graduate and move on to join other crews or create crews of their own.

THE NIGHTBLADES

While for the most part the hostilities of the early city have subsided in the face of generations spent in close proximity, only a fool believes they are completely gone.

The nightblades are a street gang dedicated to protecting humans against non-human threats, be they territorial or cultural. Operating in secret and sometimes hiding their membership from their own family, the nightblades are reviled by the city, but that doesn't stop it from having a history that stretches back almost a hundred years.

The nightblades recruit from the youth of the Sprawl, often having members conduct raids in Kettle City to prove their dedication before joining in full membership. While for the most part they are without agenda beyond promoting the welfare of their members, they have been known to organize when they felt their territory was being threatened by any other group.

DARKWINGS

One of the primary opponents of the Nightblades, the Darkwings are a gang of halflings who seek to protect their members and their families from those groups they feel mean them harm, which often includes all non-halfling humanoids. The darkwings have been known to organize and aid their community in times of crisis, but this doesn't stop them from having a terrible reputation throughout the rest of the district.

The darkwings make deals with juvenile dragons to ensure they have enough power to back up their territorial claims, who are always looking for ways to sharpen their claws and killer instincts.

GUNTAR'S MOSTLY DEAD ANIMALS

Orc cuisine is famous (or infamous) for the way it prepares and eats meat. While the orc communities of Andrus are not heavily represented in the Sprawl, this means that orcish cuisine is exotic to most of the residents, and Gunthar's Mostly Dead Animals capitalizes on that exoticness to leverage his eatery as a favorite of the Sprawl.

To those who know food, orcish cuisine is actually quite sophisticated, involving complex spices and means of preparing an animal while it is still alive to bring out its flavor. However, Gunthar capitalizes on the savage reputation of his people decorating his walls with animal bones and totems and keeping several live animals in cages that customers can order.

While it is 'only' an eatery, Gunthar's is not just important to the district because of its food; it is also a panic room for creatures from Kettle City. The divide between the two districts is smaller than it was when the city was founded, but hatreds die hard, and some creatures find themselves in trouble within certain neighborhoods of the Sprawl. For these creatures, Gunthar's is a place they can come and be safe; Gunthar tolerates no violence in his establishment and has several rooms in the back where creatures can hide while things settle down outside, even using some of his chefs and servers to smuggle creatures back to their homes if walking the streets ever becomes too dangerous. While this service is used infrequently, many creatures find just knowing Gunthar is there is enough to give them significant peace of mind.

LEVITIA'S SCHOOL OF MUSIC

While the University and the Bards College train adults to become scholars and professional performers, many children get their primary educations from private tutors or private schools. Levitia's is a school of music in the Sprawl owned and operated by Levitia, a beautiful elvish woman famous throughout the Sprawl for the quality of her voice. While she has long since retired from the life of a professional performer, she runs a small school of music along with her husband, teaching elvish music to any students willing to learn. She does not discriminate against any student and children of all races can be found in her classes, and she even will bring in experts to give masterclasses in the music of the halfling, orcish, dwarven, or other peoples to make sure her students are well-rounded. While most professional bards graduate from the Bards College before beginning their careers, many of them gain their initial education at places like Levitia's.

DEVIN'S TAVERN

There are many taverns around the Hunter's Lodge where delvers can spend their hard-earned money socializing with their peers, and Devin's is one of the most prominent. On most nights Devin's is filled to the brim with adventurers and delvers of all stripes, and its walls are usually covered with notices of people looking for new crew members or looking to hire an adventurer for a job.

If anyone in the Hunter's Lodge needs information, the best place to ask questions is Devin's. If anyone needs the find allies who might be between jobs, the best place is Devin's.

ADVENTURE SEEDS

COURIER BLUES

The players are disturbed one day while walking around town as a wounded courier falls off a building and onto one of them. This courier is carrying a bag with a single package, and is being pursued by summoned demons which quickly descend onto the PCs and attack, eager to find the courier and finish the job of killing him and stealing the package. The courier is missing a leg and cannot run anymore even if healed, and he begs the PCs to deliver his package to a powerful lich in the Midnight District on his behalf.

It is important that the package arrive within the hour, or there will be dire consequences, he insists. And above all else, he says, they must not under any circumstances look in the package.

GUILD WARS

Despite the Guild Hall's best efforts to stop it, there is a war brewing between the masonry guild and the street vendors of the city. Due to the size of their loads, stoneworks are shipped around the city in enormous carts that can fill up entire roads, and many of those who sell foodstuffs or smaller items out of small stands and carts have been complaining about bullying; the masonry guild's large carts smashing smaller ones in their wake, and many of the drivers don't seem to care.

The Guildhall previously refused to do anything about it, but now they fear that the street vendors have taken matters into their own hands. There has been a string of masonry carts having wheels mysteriously broken, animals becoming frightened for no reason and running off with carts towed behind them, and even once the bottom of a masonry cart broke without warning, dropping its contents in the middle of the road.

The Guild hall needs someone like the PCs to infiltrate the street vendors, discover how they are doing this, and to stop them by any means necessary. However, if the PCs listen to the street vendor's side of the story, they will hear a tale of a struggling brotherhood of merchants shunned by the guild hall struggling for survival, breaking carts in an effort to clear the streets of the bullying masonry drivers. These street vendors ask the PCs for their help; if the Guildhall cannot stop the vendors, eventually they will have to capitulate. It is up to the PCs, however, to decide who they will ultimately side with.

TO THE RACES

The halfling's hatchling races have been getting a lot of attention lately, and gambling is at an all-time high. High enough, in fact, that certain shady characters have been seen intimidating racers, trying to ensure favorable outcomes.

The races are not just a source of revenue for the neighborhood, but are also a fierce source of pride for the halflings, and seeing their racers bullied and the integrity of the races questioned is shameful. If the PCs can hunt down the shady characters and stop the intimidation, the neighborhood and race organizers would be extremely grateful.

HOUND IN TRAINING

The Hounds want to expand their reach to begin protecting ships on their way to Andrus, creating a protective layer of airspace around the city. However, as the Hounds do not possess official airship of their own, they hope to begin this expansion by deputizing a few airships. They have heard of the

PC's skill and good deeds (assuming they have done some), and think they would make a perfect experiment into the effectiveness of this deputizing strategy. The PCs needn't be contained within Andrus or even its airspace and may continue to pursue delves as they desire, but would receive a bounty for stopping sky pirates and others who would prey upon those coming to or from the city.

However, the Hounds have a reputation to uphold, and before the PCs could be deputized they would need to prove their mettle in a few challenges and mock battles.

HUNTERS WANTED

After a night of partying in the Hunter's Lodge and possibly a test of strength or two against the other delvers, the PCs learn of a job offer that has suddenly circulated around the neighborhood. Someone has discovered the location of a lost item of power and is offering a hefty price to anyone who can bring it back to the city. The sum is so hefty, in fact, that a multitude of crews have vowed to go after it.

If the PCs think their ship is fast enough, they could leave immediately and try to reach the item first. However, the line between an adventurer and a bandit is a thin one, and more than one delver crew will be willing to try their hand at a piece of sky piracy to ensure they are the ones rewarded for the item's safe delivery.

LOST MAIL

An alchemist becomes troubled when an expected parcel fails to be delivered by the courier guild, and after confronting the guild, learns that the parcel was intercepted. The authorities have been notified about the theft, but the alchemist seeks aid from the PCs to track down and recover the package first. The package contains a sealed container that holds a highly proliferative fungus, and the alchemist fears what will happen if anyone, thief or guardsman, were to open that container within the city limits.

GANG WARFARE

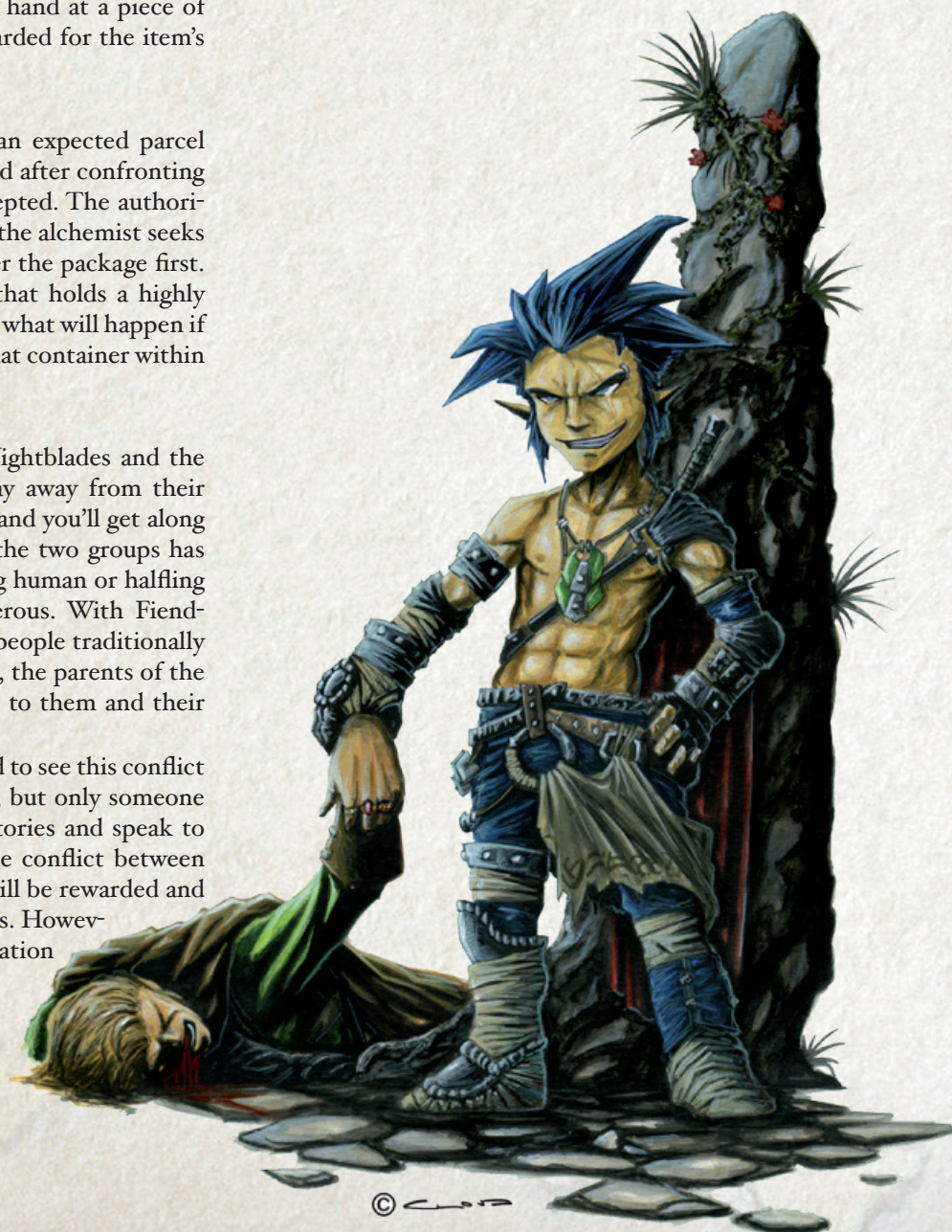
For the most part, gangs such as the Nightblades and the Darkwings are easily avoidable; simply stay away from their territory and be polite to anyone you meet and you'll get along fine. However, recent bad blood between the two groups has started to get out of hand, and simply being human or halfling in the wrong neighborhood can be dangerous. With Fiendwatch coming up, a time where all sorts of people traditionally travel from neighborhood to neighborhood, the parents of the area are worried about what might happen to them and their children.

A council of these parents are determined to see this conflict resolved before the Week of Fiends begins, but only someone strong enough to go into both gang's territories and speak to them directly has a chance of resolving the conflict between them. If the PCs will help them out, they will be rewarded and honored during the Fiendwatch celebrations. However, if the PCs are unable to rectify the situation

except through violence, they very well might just make more than one life-long enemy.

RABID HOUND

Evidence is uncovered that the Hounds have an assassin within their ranks, and that their target is a member of the ruling council of Andrus. As neutral outsiders, the (high-level) PC's are tasked with investigating the Hounds organization and finding the terrorist and any collaborators. However, there is one problem: while the PC's may investigate the enforcement agency with their own methods and have the backing of the city council, the Hounds are not happy with such an accusation being levied at their organization, and are being extremely uncooperative. If the PCs can't work around the obstructions and find the assassin quickly, the city itself might pay the price.





Kettle City

KETTLE CITY

TN METROPOLIS

Corruption +9; **Crime** +5; **Economy** +5; **Law** +2; **Lore** +4; **Society** +14

Qualities cruel yoke, extremely diverse, fecund, gang controlled, superstitious, tourist attraction; **Disadvantages**

Danger +25

DEMOGRAPHICS

Government council

Population 400,000 (50,000 orcs, 60,000 kobold, 100,000 goblins, hobgoblins, 3,000 trolls, 45,000 kitsune, 42,000 tengu, 30,000 catmen, 30,000 ratfolk, 40,000 various)

NOTABLE NPCs

Beasthold Domu Natoro Bigau (NG venerable male kitsune incanter 12):

Beast Warden Leader Dimon (NE middle-aged male natural werewolf shifter 13):

Goblintown Despot Mafaus (LN middle-aged male orc barbarian 10):

MARKETPLACE

Base Value 19,200 gp; **Purchase Limit** 100,000 gp;

Spellcasting 6th; **Minor Items** -; **Medium Items** 4d4;

Major Items 3d4

If the Sprawl is considered the home district for humans, the elves, the halfings, and other, similar creatures, Kettle City is the home for many groups who traditionally consider those creatures their enemies: goblins, orcs, troglodytes, gnolls, hob-

goblins, nagaji, lycanthropes, kobolds, wayang, ogres, trolls, and others. Some of these creatures felt unwelcome among the communities that settled the Sprawl. Others have unique cultures and wanted to band together to preserve them. Others are simply ill-suited to city life and would eat their fellow citizens if given half a chance. Whatever their reason, these creatures chose to settle away from the Sprawl and the creatures who live there, forming their own series of small communities within Kettle City.

The vast scope of the creatures who make up this district means Kettle City is possibly the most diverse place in the entire city of Andrus. Indeed, the entire reason this area of the city is called 'Kettle City' is because of how these different groups blend together, not unlike ingredients in a stew. While these competing lifestyles, viewpoints, and alignments can make keeping the peace quite difficult, it also stands as a testament to the philosophy of Andrus itself; that anyone can make a life in the city if they can abide the rule of law.

HISTORY

Despite being fellow refugees, there were many old enemies who arrived in Andrus that couldn't live together easily; dwarves and orcs who hold ancient grudges, troglodytes and gnolls who are known for eating other humanoids, as well as clans of ogres and trolls and other creatures many feared were too savage to live peacefully alongside others.

With events such as the Claritas Massacre fresh in the minds of the citizens, and old grudges and new gangs making cohabitation difficult, the decision was made to divide the growing residential district into two districts: the Sprawl and Kettle City. This divide created an enforceable border; by keeping war-

ring cultures on opposite sides of the border and sending the Hounds to enforce the border by any means necessary, violence was kept to a minimum until the citizenry was able to get used to their new lives in Andrus.

CULTURE AND CUSTOMS

There are two major areas within Kettle City that wield the most influence on the rest of the city: Beasthold and Goblin-town. Both of these two districts are considered 'safe' for outsiders to visit, and both of these districts are responsible for electing a member each to the city's ruling council. However, the government of the district as a whole is a council of 35 members determined by a district-wide vote: All sentient creatures with permanent homes inside the district meet once every 5 years to vote for one of a group of political parties, with each party appointing a number of council members determined by the percent of the vote it gained. The parties themselves vary greatly, from unified groups that try to represent all of the district, to local parties from Beasthold or Goblin-town vying for influence, to opportunistic groups that court the vote of gnolls and trolls and other monstrous creatures, promising to provide them with greater shares of meat in exchange for votes. Every 5 years after this vote is cast, the council will appoint one of its number to be the council chairman, tasked with overseeing the meetings and acting as the executive officer of the district.

Kettle City is charged with overseeing the welfare of many creatures, some of which are ill-suited to coexistence with other creatures and would eat a humanoid without a second thought. The most important duty of the Kettle City council is to preserve the peace by keeping such creatures confined and fed; a task that is easier said than done, as some of these groups are natural hunters and resent being cooped up unable to hunt their own meat. To alleviate these problems, there are several government-regulated companies that operate out of Kettle City and mount expeditions into the Forest, collecting materials and hunting game specifically to give the local trolls, ogres, or troglodytes a useful outlet for their aggression. Some of these companies even have dealings with the many delver crews that operate out of Andrus, contracting out muscle for whoever can afford the price.

Every community in Kettle City operates as its own little country; within their designated area they are allowed to enforce whatever rules they desire (so long as they avoid killing visitors or otherwise breaking the laws of the city council or the Kettle City council), and may appoint an individual whose job it is to meet with the Kettle City council to share concerns and petition them as needed. Along with its two major communities, there are over several dozen small communities within Kettle City, and one of the Kettle City council's responsibilities is to regulate these groups, deciding when a new community has risen up and should be considered distinct with its own representative.

There is little in the way of a 'court' in Kettle City, but if and when a court of law is required, the city council serves that purpose or will appoint a jury or adjudicator to act in its stead.

Outside of Beasthold and Goblin-town, Kettle City has little in the way of a grand economy; there are few shops and fewer cultural landmarks, and some parts of the district feel more like a cage to keep dangerous creatures contained rather than a residential neighborhood. Still, the district is relatively safe, so long

as visitors obey warning signs where posted, avoid dark places, and do nothing to antagonize the inhabitants. Indeed, it is not unheard of for Forest denizens visiting the city to stay in Kettle City as the place that most closely resembles home.

Special Products

Cost	Service
1 gp per CR per day	Brute

Brute: There are many creatures in Kettle City that make their living selling their enormous muscle to whoever wants to hire them. Ogres, trolls, and other monstrous humanoids are available for hire, although they do usually eat up to 4x as much as a human and expect to be well-fed as well as well-paid. While vicious and violent, most brutes are willing to follow orders so long as they are not expected to sacrifice themselves or unduly risk death; no coin is worth that. Ogres and trolls are always available, with other monstrous humanoids with GM permission (and perhaps a gather information check with a DC equal to 15 + the creature's CR).

BEASTHOLD

Near the border between Kettle City and the Sprawl lies an area of unique architecture, quite unlike anything else in the city. While many of the creatures who sought refuge in Andrus were from the continent upon which it stands (Pandurus), the architecture of this part of the city hails to that anciently used on other continents, compiling parts of a multiplicity of cultures, but all of them foreign to most of the city's inhabitants.

This area, known as Beasthold, is a section of Kettle City almost exclusively occupied by beastmen of all stripes, including kitsune, tengu, catmen, as well as many lycanthropes, both natural and cursed.

Beasthold is very different from the rest of the city. It celebrates many unique holidays and traditions, consumes many unique foods, and considers itself to be the 'true' bastion of civilization when compared to the way the rest of the city conducts itself.

While not actively hostile to outsiders and indeed the district encourages tourists to boost its local economy and share in its culture, it is nonetheless understood that all other races are visitors only in Beasthold. While an outsider or two might be welcomed as a permanent resident at times, they will forever be outsiders and visitors in the eyes of most residents.

HISTORY

Kitsune, tengu, catfolk, and others of what are commonly called the 'beastfolk races' by other species (though rarely to their face and certainly not while walking the streets of Beasthold itself) were never native to the region of Pandurus, where Andrus sits. These creatures never appeared in the city until well after the contract with the merfolk and the transformation of Andrus into a trade center and port, making them one of the later additions to the city.

While every group within the city has its own culture, these beastfolk races were not only different from others racially and

linguistically, but in a thousand little ways as well, cultivated over centuries and millenia lived with half a world between them. Thus, even with the kitsune who can appear human if they choose, these visitors quickly banded together to form their own community within the city, staking a claim in Kettle City near the border with the Sprawl; one of the few placed still mostly inhabited in the city, as the two districts had tried to maintain a bit of distance between them.

Despite the difference in culture, the newly-formed Beasthold quickly became a beacon for lycanthropes and shapeshifters of all forms and from all places; people who had never felt at ease walking among the 'hairless' or had faced hostility from the other races towards themselves. With this influx of people, Beasthold quickly emerged as one of the most prominent parts of Kettle City, challenging Goblintown as the 'heart' of Kettle City; indeed, much of the history of Kettle City can be viewed as the battles between Beasthold and Goblintown for cultural and political superiority within the district.

DESCRIPTION

Beasthold's architecture is exotic when compared to the rest of the city; while most of Andrus is made of stone buildings in Pandurus stylings (square buildings, peaked roofs, etc.), Beasthold buildings are usually built from thin plaster walls, and sometimes even paper. These buildings are much easier to destroy, but are also easier to decorate and construct in aesthetic stylings, and Beasthold takes full advantage of this. While beasthold is not among the richest places in Andrus, its buildings boast hand-crafted flourishes and very complex designs. Even the seashell gardens that decorate the area are unique, featuring swirling shapes and designs made with rocks and sand that must be raked regularly.

While Beasthold is welcoming of visitors from the rest of the city, they are usually not welcome to live there. All sorts of 'outsiders' will come to visit, drink tea, and experience some

of the best hospitality they have ever received, but after a few days, the hold starts to inquire politely when they will be moving on. Creatures who overstay their welcome quickly find that the mostly amiable beastfolk do have a dark and fearsome side, and may find themselves lucky to be forcefully "escorted" out of the district, if not subjected to a grimmer fate. While the catfolk, kitsune, and tengu generally stick to embarrassing but relatively harmless pranks or requests to get their point across, the lycanthropes have been known to maul interlopers who overstay their welcome; victims of these maulings who escape with a few nasty scars and bad memories are by far the luckiest of those to experience such encounters.

Religion: Many cultures outside of Pandurus worshiped ancestors and family deities, and Beasthold features many small shrines built on street sides or inside family houses. While many citizens of Beasthold may also worship and honor the Gods or the Fiends, the traditional religion of at least several prominent groups that created Beasthold was ancestor worship: by building shrines to their ancestors, these ancestors would remain nearby, watching over their progeny as long as the line continues and the ancestor is remembered and honored. For the oldest of families, particularly famous and revered family members are said to form a court out of the other honored dead and can command even the minor, family deities to watch out for their descendants and protect them as necessary. These dead do not continue on the path of the afterlife until they choose to or are forgotten.

Every family is expected to look after their own ancestor's shrines, but there are clerics dedicated to upholding these shrines and interceding between the local deities and the populous, known as 'ancestor clerics'. These ancestor clerics may wander the world or operate outside of a larger shrine within the Beasthold as needed, and some families with the most complete geneologies will have members or entire branches of their family who function as ancestor clerics to oversee their family shrines.

Ancestor Clerics

A family's ancestors are considered a deity with 2 domains: The Repose domain (ancestry subdomain) and one other, chosen by the player.

Festivals: While Beasthold does participate in the larger city festivals such as Fiendwatch, Beasthold also features several unique festivals of its own, transported from their original cultures and adapted locally as Beasthold began to forge a united identity between its many races. Among these festivals, the most famous are the Day of the Wolf, and the feast of Tenfall.

Day of the Wolf: The Day of the Wolf was an Old-World harvest festival, one not unique to the beastmen races, but rather to a distant nation that contained a large number of them. What originally was a few refugees practicing their favorite Old-World festival quickly spread, becoming a unique festival that served to unite the people of Beasthold, despite their many backgrounds.



The Day of the Wolf was originally done to honor the spirit of the wolf, and is held on the first day of Vuulmfor. During this festival, offerings are made in the morning to all the various family shrines and several animals are killed and cooked by the various ancestor clerics to hold a communal feast for the district. In the evenings all shapechangers assume their animal forms, and the evening ends in music and dancing. While not a festival that is known for the kind of antics that Fiendwatch involves, the Day of the Wolf is considered just as important to Beasthold. It is a day to honor the dead and to celebrate life, and to meditate on the circular nature of the two.

Tenfall: Tenfall is another festival that had one meaning in the Old World, but has taken on new life in Beasthold. In the Old World in a nation where beastfolk once lived, it was a day of historical significance that remembered ten knights that held an army at bay long enough for their king and citizenry to escape death.

Today the celebration is held during the summer equinox and is an evening of fireworks and displays of prowess; from children singing to street performances and exhibition fights, it is a day when the citizenry of Beasthold show off what they are capable of. As it is a day of demonstrating skills and therefore is connected to acts of bravery, it has also become a day of courtship, where would-be lovers are supposed to gather the courage to confess their feelings for each other.

KEY FIGURES

Natoro Bigau, Domu of Beasthold (NG venerable male kitsune incanter 12): The leadership of Beasthold is held by an individual called a “Domu”, which roughly translates to ‘mayor’. The Domu is elected but holds the position for life unless removed by a vote of no confidence.

Natoro Bigau has been the Domu of Beasthold for over 3 decades, and is a staunch traditionalist; he believes in preserving the Old World ways that Beasthold has inherited because to do otherwise would be to lose the thousands of years of history and development that informed those ways. Under Natoro’s leadership Beasthold has placed an increased emphasis on binding together as a community, especially in developing their own works of art, theater, and music, and using these works to to preserve and expand their culture. In this, he has even working with the Bards College to create classes and a wing of their library dedicated to teaching Beasthold works.

While Natoro’s emphasis on tradition has increased Beasthold’s viewership of outsiders as not belonging, Natoro’s true goal is not to keep outsiders away, but rather to unify Beasthold’s dealings with them. Natoro wants to increase the influence of the beastfolk races on the rest of the city, making Beasthold as prominent a cultural force on the city as the merfolk or the undead.

However, Natoro is quite old, and fears he will die before he sees this goal realized. Natoro is said to be on the lookout for a successor he can groom to finish his work should he pass.

Matenfa Duodo (LG old female tengu cleric 14): Ancestor clerics have no hierarchy, but if they did Matenfa would be at the top. Old and respected by the district, Matenfa provides advice to the Domu and training to the ancestor clerics, and usually officiates at all festivals and events that involve the entire Beasthold.

Matenfa was once a delver and adventurer herself, and is actively working to encourage more interaction between Beasthold and the rest of the city. While it is of the utmost importance that Beasthold not abandon the honoring of the ancestors, Matenfa fears that too much isolation will be bad for Beasthold. As more and more of the rising generation turns to delving and traveling to make their fortunes, they are meeting friends and allies they can’t bring back to the Beasthold, which means they are more and more likely to not return themselves.

GOBLINTOWN

In many ways and to many people throughout the city, Goblin town is synonymous with Kettle City itself. It was the need to create a place like Goblin town that led to the creation of the Kettle City district, and Goblin town exists as a primary example for how the city’s policy of self-government works.

Goblin town is a home for goblins, orcs, hobgoblins, bugbears, and even a few ogres and trolls who are socially-minded enough to live with other races. It is a place of refuge for these creatures where they can practice their ancient ways in (relative) peace, away from those who don’t like or understand them.

Just like Beasthold, in many ways Goblin town is a city within a city, boasting different traditions, architecture, food, and art from most of the city. Indeed, with both unique communities living right next to each other, the rivalry between Beasthold and Goblin town is legendary; each vying for control of Kettle City and for the ability to represent their district to the rest of Andrus.

For many of the creatures who live in Goblin town, city life would be impossible without it. Raiding and conquest are simply not viable in the new world, and hobgoblins, bugbears, and other creatures who once lived for violence needed to adapt or die, and Goblin town gives them a chance to, if not live as they once did, at least safely keep their old ways alive together.

HISTORY

While King Andrus’ vision was for a united city-kingdom that would bring together all races and peoples, it became quickly apparent that this was no easy feat. The newly-formed residential areas were racked with violence as ancient enemies attacked each other, which led to the divide between the Sprawl and Kettle City itself.

Much of this original violence of these districts had to do with the influx of orc and goblinoid refugees; these creatures had a long history of war with many of the other races, and many citizens feared orc and goblinoid traditions were too violent to exist peacefully within the city. After an intense period of gang violence necessitated the intervention of the Hounds, the residential districts of Andrus were divided up, and the goblinoids of Andrus took to Kettle City to form a community where they could protect their way of life.

While in the beginning several hobgoblins tried to rise to dominance within the community, in the end it was the goblins who took over; with their numbers and their clan mentalities, the goblins were more suited than any of their neighbors to adapting to city life. As the goblins increased in prominence and power, handling much of the business aspect of city life and

working as ambassadors to the rest of the city, the community became known as 'goblintown', and the name stuck.

Ironically, as Kettle City grew and Goblintown expanded its territory, Goblintown ended up being right next to Claritas, the ruling district. The difference in temperament and architecture when one crosses the border between these two areas is very pronounced, and many in the capital district were at first dismayed to discover themselves so close to one of the rowdiest and most violent districts in the city, today the two districts have a surprisingly good relationship. Many goblin clans work as bureaucrats and servants in Claritas, and it is not uncommon to see youth from Claritas walking the streets of Goblintown, looking for somewhere to drink and someone to fight. For most of the citizens of Goblintown they would have it no other way, as this relationship not only keeps them connected to the city's wealthiest families, but it also legitimizes Goblintown's culture; the youth of Goblintown crave combat just as much as the youth of Claritas, and pitting the two against each other in mostly-friendly rivalries allows both groups to preserve and sharpen their warrior spirits.



DESCRIPTION

While the rest of the city is built from stone and Beasthold is built from plaster and paper, Goblintown's buildings are made from wood, cloth, and dinosaur teeth as often as anything else. Swaths of paint decorate the wood and canvas in clan colors, marking the property of goblin clans and the descendants of orcish hordes. The area appears almost transient; as if its buildings were army structures, designed to be built up and taken down in a hurry. Unlike the more planned and orderly sections of Andrus, Goblintown embraces a much more chaotic planning design, than other parts of Andrus, as each clan and family is able to reposition its buildings to create its own unique compounds as necessary.

Goblintown has various clans that live by delving the forest, and the despot will even host community-wide sponsored excursions into the Forest to hunt game; with a culture built on warfare and conquest and the inability to attack the other districts, fighting each other in training and the beasts of the Forest in combat are the only ways to keep their way of life alive. This, more than perhaps anything else, has helped secure the citizens of Goblintown a permanent place in the economy of the city. While the war-scarred orc, goblin, and hobgoblin veterans may appear fierce and terrifying, the other citizens of Andrus have learned that as often as not, those scars were gained fighting the Forest and slaying the great beasts whose meat helps feed the city.

Unlike many areas of the city, power in Goblintown has less to do with any of its individual inhabitants, and more to do with its clans and families. While orc, bugbear, and hobgoblin families dedicate themselves to raising Forest raiders, goblin tribes make up the true bureaucratic heart of the district. There are few surviving goblin clans in the city of Andrus, but those that do exist have adapted so well to city life that some in Andrus find it unnerving. The goblin tinker clans are the best in the city outside of the Smokehouse, the goblin merchants and bureaucrats run the infrastructure of a surprising amount of the city, and due to their large birthrate, every day seems to expand the goblin's influence.

Combat: Despite living within the relative peace of Andrus, or rather because of it, Goblintown believes in strength and power. Children are taught to fight almost as soon as they can walk, and participating in Forest raids is considered a right of passage for many young goblinoids. Goblintown probably exports more delvers and sellswords than any other part of the city, and at least a fifth of the guards employed to watch the manor houses in Claritas are hired from Goblintown.

Goblintown and Claritas have a strong connection because, while their races are ancient enemies, both districts believe in honor, in strength, and in preserving the ancient ways of combat. However, whereas Claritas uses dueling, schools, and family martial arts to hand down their traditions, Goblintown exists in a more primal situation; strength is the first virtue of Goblintown, and all others mean little unless one can back up their opinions with brute force.

However, there are many, many caveats to this. Goblins are weak individually, but their clans always defend their own making it very unwise to attack a goblin without significant provocation. Many other clans and families take a similar position towards their own as well; if an orc behaves stupidly and takes

a beating then he earned his bruises, but if he is killed then his entire clan might come looking for the offender to take their revenge. While not common, clans going to war with each other within the district is not unheard of.

Religion: The traditional religion of the orcs is druidism and its precursor, elementalism. Meanwhile, most goblinoids traditionally worshipped the Fiends to aid them in destroying their enemies. Today, most of the area's religious needs are overseen by orcish druids, and while some private shrines to clan Fiends still exist, at the insistence of multiple goblin clans the area now sports several shrines and art featuring the Gods. Many feel this is an insincere gesture perpetuated by goblin clans to make themselves seem more appealing to the wealthy families in Claritas to hire as workers.

In the end, the best way to describe the religious tradition of Goblintown is superstitious; while druids and occasional clerics will administer to the inhabitants, most of Goblintown has only a passing knowledge of religion, and has adopted a series of colloquial practices intended to curry favor with any and all deities and demons. While the priesthoods of both the Gods and the Fiends have attempted to explain that divinity doesn't work that way, that doesn't stop the citizens of Goblintown from adopting all manner of personal behaviors: a bugbear might kiss an image of Espen before and after every fight, an orc might draw the sign of Quinceades, on each kill while out hunting, and a goblin might donate a coin to Domina, Mistress of Enslavement, before holding a meeting with his employees.

KEY FIGURES

Mafaus, the Despot (LN middle-aged male orc barbarian 10): Among the more war-like Old World orcs, hobgoblins, and goblins, the Despot was the strongest warrior in the tribe; the ultimate ruler whose word was law and whose responsibility it was to lead the tribe to wealth and glory.

Today, the despot is mostly a symbolic figure; the public face of Goblintown and the leader who oversees excursions to the Forest. Mafaus has held the position for 5 years and expects to hold it for perhaps another 5 before retiring.

Other than leading the Forest hunters, Mafaus mostly uses his position to make public appearances and inspire the citizens of Goblintown in the pursuit of their duties. His position may be mostly symbolic, but he believes in Goblintown and the creatures under his charge, and does what he can to fill them with pride in themselves and their community.

Fast Mouth (TN middle-aged male goblin expert 6): Fast Mouth is the current head of the Gold Gold goblin clan, which specializes in mercantile work. Fast Mouth is the land-dweller who has more dealings with the merfolk than any other, and handles much of the deliveries of goods throughout the city as well as shipments to the floating isles.

Fast Mouth is not as rich as a merfolk trade prince; rather than wealth for himself and his clan, his agenda has been integration of goblins at all levels of the mercantile trade. The more the city relies on the goblins to do their scribe work, deliveries, and legal research, the more influence those goblins have over the decisions made throughout the city, and Fast Mouth does his best to capitalize on this fact.

Org (LE middle-aged male hobgoblin fighter 12): Goblintown puts a lot of emphasis on combat strength as orcs, hobgoblins and more battle for supremacy among their peers. For those

who want to increase in strength, Org is the best teacher in Goblintown. Org's Battle Tent is the name of the enormous open-air structure where Org teaches his students and holds mock battles for them, and Org is known for striking his students almost as much as they strike each other.

Org was once a contender in the Greatest Arena and had quite an audience following before retiring to become a teacher, and with his connections he regularly sends students to compete in the Greatest Arena if he feels they have reached a good level.

Org's teaching methods are extreme and he has very few students compared to how many he could have if he were more lax, but his reputation keeps his school from completely closing, and he even sports some students from Claritas who come to seek out the famous teacher to see if his teaching can make them stronger.

THE CAGES

Most savage, chaotic creatures from the Old World were absorbed by the Forest, becoming changed in a similar fashion to the Forest gnomes, and those who were not absorbed by the Forest for one reason or another usually died. However, a few of these uncorrupted creatures found their way to Andrus, either of their own volition or at the hands of other survivors, and the question of how such creatures could successfully integrate with the city became an important one to answer.

While some ogres, trolls, and other savage creatures have found ways to adapt to city life, many are simply not able to; hunters and killers with animal-like intelligence that struggle when not able to hold vast territories and to kill whatever steps into them. With all mortalkind in danger of extinction in the age of the Forest, many within the city would be abhorred at the thought of turning such creatures away from Andrus, even if they aren't able to abide the rule of law. For these creatures, the best answer the city has found is the cages.

'The cages' is not a sub-district of Kettle City the same way Goblintown or Beasthold is, but instead refers to any structure within the district designed to hold extremely powerful and dangerous creatures; fortified buildings designed to keep their inhabitants from leaving, for the safety of the city itself. Watching over these buildings is the job of the Kettle City council, and each cage is overseen by several creatures hired and charged with caring for the cage's inhabitants and making sure that no one leaves, or enters, without permission.

HISTORY

The cages were not a predetermined design, but instead grew up naturally as the city found a need for them. There were several ogres among the original group that settled the crater, and from these humble beginnings the question of how to separate natural enemies from each other was one King Andrus had to deal with.

One of the lessons the city learned from the Claritas Massacre was that special precautions could and should be taken to protect citizens from each other, and while the Hounds did their best to police behavior and stop raids, more permanent solutions were required. This led to consequences such as the Sprawl/Kettle City divide, and it fell to the fledgling district governments to determine how their various inhabitants could

be made to live peacefully, especially when they didn't want to. While the Kettle City council does its best to ensure peaceful co-existence, for some creatures there was little to be done but to keep them under watch and guard to ensure they behaved. Over time this practice was formalized into the cages seen today.

DESCRIPTION

Most cages are easily identifiable; rather than the simple stone structures that make up most of the district, cages are thick and squat, with barred windows if they have windows at all. Cages are also often labeled, with warning signs set up around them in multiple languages.

On the inside, cages are often designed for the comfort of their charges, mimicing Old World caves as much as possible. Cages often come with their own special kitchens (usually designed to store meat rather than prepare it), and depending on the ecology of its inhabitants, either multiple small rooms or a single enormous room that serves as the creatures' habitats.

In many ways, cages are run like Old World zoos, except that they are not designed for visitors to come and gawk at their inhabitants. Workers feed and guard their charges, providing exercise, entertainment, and cleanings as needed. Each cage is overseen by its own supervisor and staff, which are paid by and answer to the district council.

KEY FIGURES

Peorin Roseleaf (LG male human paladin 6): A common sight in many cages, Peorin is a paladin who has dedicated his life to rehabilitating the inhabitants of the cages. While usually he must best a creature in single combat before it will listen to him, the rest of his method involves teaching them to read, discussing basic ethics (what is Good, how do you do Good, etc.), and taking the creature outside to meet and interact with people in non-violent ways. While many shake their heads and assume Peorin will one day be killed by one of his charges, rumor has it that several trolls have gained jobs after taking his lessons, and at least one ogre has joined the paladin order with Peorin's recommendation.

BEAST WARDENS

An organization that predates the Forest, the Beast Wardens were originally a mercenary group comprised entirely of lycanthropes, working together for mutual protection and the benefit of their kind. While the Forest displaced their world it did not break their fraternity, and after relocating to Andrus, the Beast Wardens still function as one of the city's premier delver crews and sellword suppliers, sending out individuals, squadrons, or entire airships and crews wherever an employer needs them.

HISTORY

While anciently they were a mercenary crew, the true purpose of the Beast Wardens has always been the promotion of lycanthropic welfare. The Beast Wardens provide protection and jobs for their kind, and some members of the company have family that has belonged to the organization for generations.

While in the Old World they had included guardianship of nature as one of their prime responsibilities and had a strong relationship with the Druid council, like the druids the change to the World left them displaced and shunned by the nature

Beast Wardens

Alignment: NE

A beast warden gains prestige by completing jobs, finding work for the organization, and generally increasing the beast warden's wealth and power. A PC gains 1 PA for every mission completed, and additional PA if they find a way to make a contract more lucrative than expected.

1 TPA: Gain a tattoo or brand of the company's symbol, usually on the forearm, signifying allegiance to the group. Anyone exiled from the Beast Wardens is forbidden to display the mark and usually has it magically erased or covered with a different image.

5 TPA, 1 CPA: Hire a squad of 10 1st-level shifters for a routine mission such as guarding a caravan or escorting a person from one city to another. These missions are considered low-risk training operations for the newest and youngest members, and dragging these mercenaries into deadly conflicts is a sure way to lose prestige with the company; most characters using this resource do so just for a show of force, though the warriors do fight if combat occurs.

5 TPA, 1 CPA: Acquire combat trained mounts for a week

5 TPA: Consult with a local officer of the wardens, gaining a +2 bonus on a Knowledge (history), Knowledge (local), Knowledge (nobility), or Knowledge (religion) check made regarding that region. The character must wait 24 hours for the officer to report back with the desired information.

10 TPA, 3 CPA: Have any animal (or another creature with an Intelligence of 1 or 2) trapped and shipped to your location for use as a pet or animal companion. Depending on distance, this could take anywhere from a few days to a few months. The animal does not come trained, but is ready for immediate training if it is a common domesticated creature such as a horse, dog, or bird. If it is exotic and not normally domesticated, you may choose to have the creature delivered as a newborn, ready to be reared with the Handle Animal skill.

10 TPA, 3 CPA: Hire a specialist (any NPC shifter, mageknight, or hedgewitch whose level is equal to half of the PC's) for 1 week.

20 TPA: Purchase or upgrade weapons from the following list at a 10% discount: bane (goblinoid, human, orc), flaming, frost, seeking, shock, throwing.

20 TPA: Purchase or upgrade magical armor or shields from the following list at a 10% discount: arrow catching, arrow deflection, bashing, blinding, energy resistance (cold, fire), shadow (all).

20 TPA: Purchase magic items from the following list at a 10% discount: efficient quiver, gloves of arrow snaring, handy haversack, periapt of wound closure, restorative ointment, stone of alarm.

30 TPA, 2 CPA: Gain the rank "lieutenant" and a loyal team of 1 sergeant (5th-level shifter, mageknight, or hedgewitch) and 5-8 corporals (3rd-level shifters, mageknights, or hedgewitches) as followers. These troops won't necessarily die on the character's behalf.



they had lived alongside for generations. Like the Druids, they also found their number divided between those who joined the Forest and those who rejected it and sought out sanctuary in Andrus. The group that arrived in Andrus was a remnant of their previous membership, and while their numbers have never matched their pre-Forest, they have managed to thrive in recent years.

DESCRIPTION

The Beast Wardens function as mercenaries and delvers, but are just as likely to be bandits if the opportunity arises. Although they are loyal to coin, all employers must be wary, as the beast wardens' truest loyalty is only to themselves.

The Beast Wardens were originally created to protect lycanthropes, but with the new world that restriction has become a bit more lax; a creature must be a shapeshifter of some type, but druids, cursed individuals, or others of similar circumstances can join the organization, although the group has a very obvious preference for lycanthropes.

The Beast Wardens care for their own. While betrayal of 'outsiders' comes with the territory, betrayal of another beast warden or a lycanthrope in general is considered a crime worthy of expulsion from the organization. While the inclusion of non-lycanthropes into the organization is beginning to challenge this obvious preference, the current leadership of the Beast Wardens are very traditional and hold to this lycanthropic preference as a matter of tradition.

KEY FIGURES

Dimon (NE middle-aged male natural werewolf shifter 13): The hereditary leader of the Beast Wardens, Dimon has held this leadership position ever since his mother, the former leader, died on a mission. Dimon is more of a planner than a fighter, and so while he has gone on very few missions himself since assuming the leadership, the organization has thrived under his care. No one is sure of his longterm goals, though.

Dimon and the Domu of Beasthold hate each other quite famously; the relationship between the Beast Wardens and the rest of Beasthold has always been rocky, but Dimon and the Domu's hatred for each other is the stuff of legends, and their antagonism causes more than a few problems for both groups.

OTHER LOCATIONS

BUROCON

Mixing a delver guild and a cage, Burocon is the primary supplier of monstrous muscle to any and all interested parties in the city. From delver crews looking for a powerful brute to businesses who need intimidating guards, Burocon rents out enormous creatures, taking a small cut out of the creature's salary in exchange for arranging and facilitating the hiring.

For the most part, Burocon brutes are well-trained and able to work alongside smaller creatures without hurting their allies, but hiring brutes is always a risk and Burocon brutes have been known to turn on their employers if money, hunger, or boredom proved too tempting of a motivator. Still, Burocon has a better reputation than most and is the go-to place for those who think the hired muscle is worth the risk.

HIDDEN MARSH

The Hidden Marsh is a small community of lizardmen, built to give themselves something closer to their Old World homes. Within this community, all the buildings are built with artificial pools of water, which are fed with a complex system of pipes installed by goblin mechanists.

While not nearly as powerful as Beasthold or Goblintown, the Hidden Marsh has begun to become a stronger force in Kettle City politics, as the lizardmen and other amphibious creatures have banded together around these artificial pools, and have even begun the process of constructing outdoor communal pools to serve as new community hubs. While it will be several years before the Hidden Marsh can truly start to form

its own identity, some feel it will only be a matter of time before it joins the other two major communities as a strong force in city life.

NEONA'S SILK FARM

Beasthold's traditional clothing is modeled after those from their original home countries, involves flowing clothing and robes tied together with sashes. These outfits were traditionally made from silk, and Beasthold houses the city's only silk farm, cultivating silkworms brought to the city by the original refugees.

The silkworm farm is housed in a thick stone building, and is currently run by a kitsune woman named Noena, whose family has owned and operated the silk farm for generations. Silk has become one of Beasthold's primary exports, and most of the city's clotheirs buy their silk from Neona's silk farm.

CONSTRUCTED CONTRAPTIONS

The Mechmech clan is one of Goblintown's premier goblin clans, and are the best inventors to be found outside of the Smokehouse's Tinkertown. This clan's principle shop is housed in one of the few stone buildings in Goblintown, and makes and sells inventions.

There is a rumor that the Mechmech clan cannot enter Tinkertown on pain of arrest for previous infractions, but the Mechmech clan vehemently denies this rumor. However, the clan also is never seen in Tinkertown, always using adventurers and other middlemen to conduct any business in that community for them.

ORG'S BATTLE TENT

As the most prolific trainer in Goblintown, Org's Battle Tent is famous throughout the district, and many of Org's students compete in tournaments in Claritas to prove their mettle.

Org's Battle Tent is a harsh place of hobgoblin discipline, meaning he is not above using whips to motivate his students. His methods are extreme, but indicative of Goblintown as a whole; strength is everything, and those who aren't strong enough to take his beatings are considered unworthy to train with him.

ADVENTURE SEEDS

BUROCON'S MOST WANTED

Several creatures contracted through Burocon have suddenly and inexplicably turned savage and violent while on missions, one of which does so right in front of the PCs.

It's not just Burocon; several of the creatures in the cages, already prone to violence, have been suddenly turning rabid. Burocon and the cage tenders suspect it could be a disease, but they fear it is sabotage. They don't know who would want to hurt the creatures in the cages, but if this keeps up the entire cage system, and the creatures it protects, could be in jeopardy. If the PCs can find out the source of the problem and bring whoever is responsible to justice, they will not find Burocon ungrateful.

TROUBLEMAKERS

Someone has been performing vandalism around Beasthold; painting profane messages on walls, desecrating shrines, and causing havoc. The offenders only operate at night and so far there has been no definitive proof as to their identities, but the Domu strongly suspects this is the work of youth from Goblintown.

The Domu wants to investigate, but in case he is wrong, does not want his people to get involved in angering Goblintown. Instead, what they need is a group of neutral outsiders who can watch Beasthold at night, or perhaps even investigate inside Goblintown itself, to find the culprit and bring them to justice.

MISSING GOBLINS

Sharp Jaw of the city council is beside himself with worry; a nephew of his, Tiny Hands, has disappeared. Tiny Hands was supposed to have gone on a Forest expedition with his clan, but never made it back. While many presume him dead, no body was recovered or accident witnessed, and Sharp Jaw is convinced his nephew was not killed, but was actually kidnapped, and needs someone to investigate where his nephew might be and what might have happened to him.

INTOLERANCE

The Domu of Beasthold has requested the PC's aid in resolving a conflict with the Beast Wardens. The Beast Wardens have seen such an increase in membership over the last few months that rumors have begun to rise that the organization is inflicting people with lycanthropy secretly and against their will in order to 'welcome them' when they turn and come looking for help. With tensions already high and rising between beastfolk and lycanthropes, the Domu wants the PCs to investigate and resolve this conflict before the Kettle City council, or worse, the Hounds, decides to intervene.





THE MIDNIGHT DISTRICT

A tall, ornate fence of wrought iron and stone columns marks the border of the Midnight District. It is not hard to climb and its gates are always kept open, but it serves as a warning to any who encounter it, reminding them that everything beyond that fence is the territory of the undead. These creatures are collectively settled in the far south side of the city, separated both for their own protection and the protection of the city's living denizens.

Upon entering the Midnight District, the reason for its name swiftly becomes apparent. As the southern-most part of the crater the Midnight District is by far the darkest, its natural shadows further aided by thick black canopies stretched across the streets. In some parts, dark gray spheres sit atop what otherwise might be called lamp posts, exuding thick shadows during the day to further obscure the sun and protect the district's many light sensitive citizens.

MIDNIGHT DISTRICT**LE METROPOLIS**

Corruption +7; **Crime** +1; **Economy** +2; **Law** +0; **Lore** +2; **Society** +7

Qualities cultured, insular, notorious, prosperous, racially intolerant (the living), undead citizens;

Danger +30

DEMOGRAPHICS

Government Council

Population 60,000 (liches, vampires, ghouls, death knights, skeletal mages, various)

NOTABLE NPCs

Savory House Owner Lady Carnelian (LE female human vampire investigator 11)

Shadowhold Overseer Magister Kyneswich (NE tiefling lich hedgewitch 16)

Bone Needle Guild Founder Moriga (LN female human lich incanter 20)

Cryptyard Keeper Moucher (NE male ghoulish rogue 12)

MARKETPLACE

Base Value 25,600 gp; **Purchase Limit** 200,000 gp;

Spellcasting 9th; **Minor Items** -; **Medium Items** 4d4;

Major Items 3d4

While the district certainly appears dark and unwelcoming to many visitors, beneath this pervasive shadow lies a truly prodigious amount of artwork and architectural marvel; buildings stand impressively tall and grand, many with gold decoration or extensive mosaics lining their walls. With no shortage of mindless undead to command, the district is always in the middle of massive building projects as ancient undead seek to recreate in Andrus the splendor of their former lairs. Even for the younger undead, art is one of the few pleasures to be found in unlife, and the district houses more paintings and statuary than the rest of Andrus combined.

HISTORY

The Midnight District represents the uneasy truce upon which Andrus was founded. When the city became a beacon for creatures escaping the Forest, it wasn't long before the city didn't just attract mortals, but also the creatures who hunted mortals for food. They arrived in small numbers at first but soon began to arrive in larger groups, some blending in with the populous, others making camps in the Forest outside the walls, waiting for the perfect opportunity to hunt mortals.

By this time Andrus already had a vampire councilor (Jaraxus), so the concept of the living and the dead coexisting was not unheard of to the inhabitants of the city. Still, many assumed the undead would be eternally barred from the city; it would not be much of a stretch to assume the First Pillar of Andrus Law only applied to *living* creatures, after all.

Andrus, Jaraxus, and Andrus's other councilors, however, saw the problem differently. Undead could be among the most powerful beings in the world; a single vampire clan operating in secret could over-

throw an entire city, and now hundreds of vampires, liches, and ghouls were hiding in the Forest with more arriving every day. Even with the protection of the gods and their clerics, how long would the undead suffer being cut off from their food source before they besieged the city?

The creation of the Midnight District ranks alongside the integration of the druids as one of the greatest triumphs of the First Pillar, but one made out of practicality rather than principle. To avoid war with thousands of desperate undead, there had to be a place for everyone, even the undead, within the city. While the Hounds could be trusted to ruthlessly hunt down any undead who attacked an innocent, unless there was a place the undead could practice their autonomy and a way they could



feed without putting mortals in danger, not even the Hounds would be enough to stop the resulting slaughter. The Midnight District became the answer to both problems.

CULTURE AND CUSTOMS

Hunting the living is forbidden, both within the city at large and especially within the Midnight District. While the district might be slow to persecute its own members for anything, the district's ability to collect food depends on economic relationships with mortals, and protecting those relationships is of utmost importance. If the mortals forsook the district, the only alternative would be war, and even if the undead felt they could win, the result would still be the death of the very creatures they require to feed.

The sale and purchase of humanoid blood and flesh constitutes the single most important aspect of district life. For ghouls and others that can survive on dead flesh, the Midnight District purchases dead bodies from all over the city, collecting them in the cryptyards until they are repurchased by a citizen of the district. For those who require the blood or spirit energy of a living creature to survive, these are provided by mortals known as 'meals', who live and work inside the Midnight District.

In the rest of the city, the thought of making a living as a professional meal is considered disgusting and reprehensible; a degenerate career for degenerate creatures. However, this doesn't stop thrill seekers, poor youths, starving students, and sometimes even the idle rich from experimenting with this dangerous yet lucrative lifestyle.

While there are always meals to be found among the back alleys of the Midnight District hoping to make quick cash, such encounters can be dangerous, and meals turning up dead is not unheard of. For most meals and undead, encounters are best handled through establishments known as 'blood bars'. Among the poorest blood bars, mortals simply donate blood for money, which is then purchased by any undead in need of food. At the richest establishments, undead do not simply purchase sustenance, but also some of the mortal's time. These high-class meals provide entertainment as well as food, and will often sing, dance, or simply converse with the undead during the feeding, and particularly charismatic and attractive meals can fetch exuberant prices from their clientele. Some undead will even seek out meals like mortals might seek out a lover, showering the mortal with gifts and attention in exchange for permission to feed whenever they are in need. In some rare cases, the undead and the meal might even be actual lovers as well.

Meals working in a back alley makes an average of 2 gp per 1d4 Constitution damage that they suffer, but run the risk of an unscrupulous undead taking advantage of their weakened state. Meals who are contracted through a bloodbar make the same amount, but have physicians and guards to protect their staff. Meals may make 30 gp per negative level if they are willing to have such inflicted upon them, but as the number of creatures who must do so are fewer than the number that only require blood, even willing meals can only find such a buyer once per week on average.

If a PC should seem employment as a meal they may do so, but every NPC not affiliated with the Midnight District suffers a -1 penalty to their attitude towards the PC if they know of this employment. PCs looking to make more money than

Special Products

Cost	Service
25+ gp	corpse
2+ gp	meal
300+ gp	skeletal/zombie servant

Corpse: Corpses in Andrus are a high commodity; purchasing one from the cryptyards goes for 25 gp per Hit Die, or 50 gp per pc class level. PCs can sell corpses for half this value, if they know a good corpsemonger.

Skeletal/zombie servant: A skeletal or zombie servant is a permanent 1 HD undead creature that is unskilled and obeys all commands given by its owner. This does not include the price of the corpse to be animated. If animating a body with more than 6 Hit Dice, the price increases by 25 gp per additional Hit Die.

Meal: Meals begin at 2 gp per 1d4 Constitution damage (or 30 gp per negative level), but increase if the buyer wishes a meal from an upscale blood bar. In such cases, the price is usually 10 gp for an average meal, or 25 gp for a high class meal.

the amounts listed above must either contract with an undead personally, or an upscale blood bar that pays its employees to entertain the undead for an evening instead of simply donating blood. At such an establishment, between payment and tips, a meal can make a Perform check (or a Diplomacy check with a -5 penalty), earning gp equal to their check for that night's work. Such establishments are usually very picky, however, and are unwilling to employ anyone who's total bonus for such a check would be less than +10.

GOVERNMENT

Powerful undead, as a rule, do not work well together; just as with dragons, long-lived vampires and liches inevitably struggle with each other as rivals. However, the unique circumstances of Andrus does not just reward unity among the undead, but necessitates it.

The ruling body of the Midnight District is a group known as the Ancients: a council of eight drawn from the district's most powerful citizens. Outside of the Midnight District they are often thought of as a shadowy cabal with a single voice, but the citizens of the district know better. The Ancients are diverse and distinct, each having achieved their power and authority in their own way. Their common link is that all of them are undead that have persisted through the centuries through potent necromancy and force of will. This endurance and defiance of cessation makes them paragons of unlife in the eyes of most of the citizens, who envy and fear them.

CRYPTYARDS

Demand for corpses, body parts, and skeletons is high in the Midnight District. A large swath of the district is devoted to the trade, a macabre substitute for the farms that sustain the rest of Andrus. Known as the cryptyards, dead from all across the city funnel into this district by one means or another, trad-

ing hands between the countless corpsemongers that run the cryptyard mausoleums. From there, they are sold off to blood bars, used in necromantic rites, or passed along to the Bone Needle Guild.

HISTORY

The cryptyards began as the first graveyards of Andrus and were established well before the Midnight District existed. Venturing out of the city was dangerous, and so graveyards were established within it, albeit well away from the general populace. When the Midnight District was created, the undead were relegated as far away as possible from the living citizens, and many ghouls and others quickly took up residence in the graveyards as the place that felt most like home.

As the undead population grew, so too did the demand for corpses. Some undead began to bribe the few attendants of the graveyard to look the other way, while others began to deal with poorer families directly, offering to fund funerals or provide compensation in exchange for their dead. The more enterprising undead began to form their own businesses to buy and sell dead bodies. Over time the graveyards were wholly subsumed, their previous owners either bought out, driven away, or tempted into eternal unlife.

While this change was a victory for the undead, it was a chaotic and sticky process that alarmed the living citizens of Andrus. Combined with the crime and competition that was becoming common among corpsemongers, the cryptyards were soon a hotbed of contention and fear between the living and the dead. Sensing danger, the Ancients intervened and began to establish firm and direct control over the cryptyards, implementing certain standards and quashing many of the practices that inflamed relations. In this endeavor they were aided by a canny ghoul and corpsemonger known as Mouter, who saw in the changes an opportunity for his own advancement. With his intimate knowledge of his competition and the workings of the district, he aided the Ancients by crushing opposition using a combination of blackmail, wealth, and a few quiet words to the Hounds. For his assistance, Mouter was placed in charge of the cryptyards, which he continues to run to this day.

DESCRIPTION

Tombs of rough gray stone dominate the cryptyards, some simple but most extremely ornate. With no soil allowed on the ground within the crater, the cryptyards use these tombs for the storage and preservation of corpses, and use tombstones that list the names of the dead en masse without anyone actually being buried underneath them. Because certain forms of necromancy require 'grave soil', some tombs pack thin layers of soil into their coffins and other corpse holdings, but otherwise the cryptyards are exclusively stone. While everyone in the city knows bodies sold to the cryptyards will eventually be used for food or necromancy, the cryptyard goes out of its way to give every appearance of respect for the dead, to better persuade the living to part with their corpses.

The cryptyards are owned by the Ancients and managed by Mouter, but they are too large to be run by only one person, and most of Mouter's business comes through renting portions of the cryptyards to corpsemongers—businessmen both living and dead who handling the purchase, burial, storage, and eventual sale of the bodies to the rest of the district. This system has the cryptyards divided up into numerous distinct plots,

each one with its own style, methods, clients, and customers. Some are designed as elaborate memorials, offering a form of recognition and respect for all who pass through, while others are coldly efficient and store corpses en masse in vast, cold mausoleums.

Many corpsemongers acquire bodies from the Twilight District. The poor there are always in need of coin and would rather earn money to put towards their own survival than spend it on an elaborate funeral. Other citizens of Andrus do the same out of pragmatism or callous disregard, eschewing a cremation at the World Seat in exchange for a small profit.

Other sources than the Twilight District's poor exist though; the Hounds will sometimes turn over the bodies of criminals slain in the course of their duties, and many creatures who die in the city's quarry prison are sold to the cryptyards. Other sources exist but are unreliable, and for this purpose many corpsemongers employ vultures: crews of men who scour Andrus for the dead and are constantly looking for opportunities to acquire more. Some vultures do little more than clean the streets of dead homeless, those killed in fights or robberies or even larger conflicts around Andrus or further afield. Some vultures work by making quiet deals with the living, preying on the unfortunate, aged, and destitute by offering them a way to save their families from debts, or a final escape from suffering. Some vultures even contract with bounty hunters or mercenaries or perhaps moonlight in such professions themselves, and at least a few of the most disreputable contract with assassins and murderers to permanently dispose of victims' bodies.

KEY FIGURES

Mouter (NE male ghoul rogue 12): No one likes Mouter, but no one wants to deal with the alternatives. Cunning, two-faced and selfish, Mouter maintains a very delicate balance in the cryptyards. On one hand, his oversight keeps them filled and profitable, meeting the needs of his district. On the other, he keeps peace with the authorities, which is a difficult task given how illegally some of the mausoleums in the cryptyards operate. Everyone knows that Mouter has his fingers in many nefarious dealings, but he keeps a distance that allows him plausible deniability, and readily washes his hands of anyone who raises the ire of the Hounds.

Shriveled, thin, and wrinkled, Mouter looks more like a frail old man than a ghoul. His movements are slow and efficient and he leans on an old walking stick, but his eyes glitter with keen intelligence and his mouth is filled with sharp teeth. Most do not realize that Mouter's frailty is entirely a sham, and that there is terrifying strength in his bony limbs. He prefers any enemies to think of him as weak, and it has served him well more than once.

Dignity (LE female cairn wight rogue 1): Dignity is never without her long black robes and blank faced white mask, which she uses to cover her rotting flesh when dealing with clients; she is one of the more respectable corpsemongers in the cryptyards, and operates a crypt called Whitestone. Dignity deals with her clients respectfully and always offers grave and somber gratitude along with her coin. She does not bother with elaborate burials or ceremonies, but offers a chance for a viewing and final rites before the deceased are interred into the vast mausoleum that serves as her storage room.



Dignity is extremely careful to operate legally, respectfully, and above-board in all respects. She refuses any suspect corpses and will not deal with shadier vultures. However, this has little to do with ethics. In exchange for this lawfulness, Mouter supplements her income and uses her business, Whitestone, as an example of how he runs the cryptyards and to draw attention away from his shadier, more profitable corpsemongers.

BONE NEEDLE GUILD

There is a point at which the Twilight District, the cryptyards, and the rest of the Midnight District meet along the main roads; at this junction rises the solemn guildhall of the Bone Needle Guild. A professional society of the Midnight District's eminent necromancers and morticians, the Bone Needle Guild controls that trade within Andrus. The guild sets the prices of undead workers, and any necromancer without Bone Needle credentials is regarded as second rate at best, and possibly criminal at worst. The Bone Needle Guild also serves as a peculiar sort of hospital as it is one of the few places in Andrus equipped to repair damaged undead, and its morticians are skilled enough to offer forms of restoration and surgery unavailable anywhere else.

HISTORY

While not all necromancers are themselves counted among the undead, the Midnight District was still the natural place for many of them to live and ply their trade. Organization, however, did not come about until the necromancer Moriga joined the Ancients. With the eminence of her new position backing her, Moriga pursued working relationships with many other prominent necromancers, listening to their concerns and inviting collaboration whenever possible. Through her skill and

charisma, it wasn't long before she had assembled a loose group of collaborating necromancers with enough influence to broker deals with both the corpsemongers and the University. From there it was only a small step to forming a legitimate guild.

The Bone Needle Guild keeps its reputation in the city intact by ensuring that all of its members possess a certain level of competence as a necromancer and mortician, and meet certain ethical standards to maintain the goodwill they have with the University and the rest of Andrus. While necromancy is largely distasteful outside of the Midnight District, any Andrus citizen who finds themselves in need of such services knows that a necromancer with a guild membership offers a level of certainty both in skill and in methods. Most necromancers outside of the guild are typically disreputable, in training, criminal, or powerful enough to make their way independently.

DESCRIPTION

The guildhall of the Bone Needle Guild is a monolithic building of white limestone with two wings sweeping from either side of a central hall, supported by countless arches and columns. It effortlessly rises above the surrounding buildings and high into the dark haze of the Midnight District's sky, giving lofty perches to the skull-faced gargoyles and grotesques that adorn it.

Within, the vaulted ceiling of the main hall is nearly out of sight, illuminated only by dim motes of light conjured by magic. The central hall is large enough to house every member of the guild, and is used in formal meetings, and those of great import or ceremony. In the south wing the guild holds countless rooms for offices, meeting chambers, and a small section devoted to housing for its permanent residents. The north wing houses a library, a lecture hall, and numerous classrooms. This area also contains rooms dedicated to repairing worn or dam-

BONE NEEDLE GUILD

Alignment: LE

While the guild supports and even sponsors students of the University, it also seeks to teach in tandem with it; guild members frequently take apprentices, supplementing university instruction and providing hands on experience in necromantic studies. The Bone Needle Guild grants a point of prestige to members who gain a level in a spell-casting class, as well as any time they donate a particularly powerful corpse for use by the guild or otherwise further its aims.

5 TPA, variable CPA: Purchase a magical service from the following list: *animate dead* (4 CPA, up to 10 HD of uncontrolled skeletons or zombies), *clone* (24 CPA), *desecrate* (1 CPA), *false life* (1 CPA), *inflict critical wounds* (2 CPA), *inflict serious wounds* (1 CPA).

10 CPA: Change a sorcerer's bloodline to undead or a wizard's arcane school to necromancy. This change requires an 8-hour ritual and inflicts 5 negative levels on the character (these levels may be healed or recovered normally or with magic).

15 TPA, 1 CPA: Gain access to a spellbook or other magical document, for the purposes of learning or researching one necromancy spell. This benefit does not require a Spellcraft check or any additional transcription costs. Some of these writings contain versions of the spells that are 1–2 levels lower than the normal version of the spell (such as a level 3 version of *enervation*), arcane versions of divine spells (or vice versa), or even necromantic versions of spells that normally belong in another school (such as a necromancy school wall of ice spell). These versions require the caster to be undead; otherwise they inflict negative levels on the caster when cast.

15 TPA, 2+ CPA: Perform independent spell research to create a new necromancy spell. This research takes 1 week, and the cost is 2 CPA per spell level of the new spell. This cost replaces the normal 1,000 gp per week per spell level cost listed on page 219 of the Pathfinder RPG Core Rulebook.

20 TPA, 2 CPA: Gain the service of an undead homunculus. This creature has all the abilities of a standard (construct) homunculus except its type is undead. The character must pay for all the normal costs associated with creating a homunculus.

20 TPA, 3 CPA: Create an undead creature as if using *create undead*. The character must provide the material components for the ritual.

30 TPA, 5+ CPA: Undergo a ritual that transforms the character into a specific type of corporeal intelligent undead, such as a ghoul, mummy, skeletal champion, or vampire. The CPA cost is equal to 5 times the total of the Hit Dice of the desired undead form plus the character's Hit Dice. This transformation requires an 8-hour ritual and the character must provide material components as if creating an undead of the desired type using the *create undead* spell.

30 TPA, 5 CPA: Learn how to create a lich's phylactery with the Craft Wondrous Item feat.

aged undead and sometimes to the living as well, offering cures and other aid if subjects are willing to undergo experimental treatments, such as necromantic grafts or restoration through undeath instead of life.

Belowground is the guild's trove. Row after row of frigid halls preserve the bone and flesh bought by the guild, and a few well guarded vaults store their material wealth, ranging from coin to magical relics. The most guarded and most important possession of the guild, the Repository, is also stored here. Directly below the main hall is a circular room only accessible by the guild's most trusted and senior necromancers, a room empty except for its central feature. Suspended from the ceiling by thick iron chains is a mass of bones, a giant sphere set with hundreds of skulls and linked by sinews and shining red threads. Animated by a complex web of necromancy, this creation of the guild's is named the Repository due to its vast archive lore in history and magic. Behind the black-lit eyes of its skulls are all the memories of all its constituent bodies, as well as all the knowledge stored there by members of the guild.

KEY FIGURES

Moriga, the Witch of the Pale (LN female human lich incanter 20): While many notable necromancers are a part of the Bone Needle Guild, Moriga is considered to have had the greatest influence on it. One of the guild's founders, a member of the Ancients, and the pioneer of the guild's mortician arts, few can match Moriga's knowledge of life and death. She plies her trade with relentless curiosity and cold, scientific precision.

Moriga is spoken of in whispers and with furtive glances even in the Midnight District, as her reputation is intimidating. The common folk of Andrus say that she has personal control over legions of undead, that she lives in the darkest corner of the Shadowhold, and that she revels in undeath and seeks the end of all living things. There is truth to all of this, but it is not quite so fearsome as it seems. Moriga delights in maintaining and eerie and morbid reputation and also pursues a certain measure of quiet and solitude for her work, so she encourages many of the rumors. In person, however, she is measured, quiet, and logical.

What drives Moriga is her desire to uncover every secret of undeath, to explore each variable and perfect every mechanism. She believes that undeath is the most advantageous state of existence and desires to see it spread, but pursues this ideal through her science rather than proselytizing. Moriga reasons that making undeath more desirable and understood will do far more for her cause than anything else.

THE SAVORY HOUSE

Even the dead must eat, but their appetites are often particular. The blood bars of the Midnight District strive to meet these needs, bartering with the living for their blood, essence, and dead relatives. The Savory House is the most profitable and elite of the blood bars, and the pioneer of the practice of providing more than simple sustenance; it is a place of refinement and entertainment, where the servers, entertainers and the menu are all one and the same.

HISTORY

In the earlier years of the Midnight District's history, blood bars struggled to survive and provide. Fear and distaste of the undead were at their height, and the living parted reluctantly



with the blood and flesh the undead needed to survive. As a consequence, blood bars were poor and rudimentary, and what money they had was spent only acquiring the stock they sold.

Lady Carnelian, a vampire of some class, sought to change the situation. Deriding the quality of both the bars and their product as beneath her, she sought out the living directly, plying her substantial diplomacy (and purse) in pursuit of arrangements she found more suitable. She began to offer patronage and employment to the living, attracting skillful servants who were willing to sate her hunger in exchange for assurances of their continued health and stable funding.

When Lady Carnelian's peers began to approach her with requests to borrow her servants, she saw an opportunity open before her. Few among the more cultured, civil undead enjoyed the crass savagery of the common blood bars, and were drawn to the appeal of her clever, skillful servants. She poured funds into establishing her own blood bar, and within a season opened the Savory House.

DESCRIPTION

Like most blood bars, The Savory House is established on the edge of the Midnight District. While it is a short distance from the Bantam Cavern, the ample grounds of The Savory House cushion it from the surrounding area; an ornamental fence watched by liveried guards discourage idle bypassers, and an eternal white mist filling the yard obscures the surrounding city, making The Savory House a serene island amidst the clamor and bustle. A path of red gravel kept clear of the mists leads up to the building itself, a tall and stately structure constructed of dark gray stone. At the door, guests are greeted and ushered inside by young vampires, spawn of the Lady Carnelian.

The majority of the interior is taken up by two rooms, the theatre and the dining hall. The theatre is a wide, open room designed with excellent acoustics and curved to focus all attention on the prominent stage on one side. Round tables dot the rest of the theatre chamber, with a few secluded booths along the walls. Plays, musical performances, and even art galleries are displayed in the theatre, attended by undead whose eyes are as much on the performers as the performance. When any given performance is concluded, a blind bid takes place as servers discreetly take bids from all the clients interested in feeding on a given performer. When the bid concludes, the winning bidder is joined by the performer, and a new performance begins.

In contrast to the theatre, the dining hall is constructed with a little more privacy in mind. Booths are far more common, with a few more pricey seats equipped with decorative curtains. A bidder in the theatre may elect to come to the dining hall after their bidding is concluded, or a diner may choose to come to the dining hall directly, eschewing the theatre entirely. Servers roam the dining hall in set patterns to present themselves to unattended diners and help them make their selection. Each server in the dining hall has something different to offer a diner, whether witty conversation or skill at a popular game. Unlike the theatre, there is no bidding in the dining hall. Servers command a fixed price and are available on a first come, first serve basis.

Beyond the servers and performers, The Savory House also employs a number of magicians trained at the Bone and Needle Guild. Selected for their mastery over both life and death, they quietly maintain the mindless undead that serve as the establishment's guards as well as provide healing to the living staff, replenishing their blood and energy after each meal is concluded.

ed. Alongside Carnelian's vampiric spawn, these magicians keep a careful eye on every diner and bidder to ensure the safety and health of the living Carnelian employs. The Savory House depends on the willing participation of its employees, and does not tolerate undue harm or risk to them. So far, only a few diners have been foolish enough to get themselves banned, though it is whispered that at least one diner has vanished entirely.

KEY FIGURES

Lady Carnelian (LE female human vampire investigator 11): Young for a vampire, Lady Carnelian is little more than a hundred years old. She was only a girl when Andrus reigned, and she remembers him with awe and reverence. Now she is older, wiser, and more cynical, but she still believes in the vision and city Andrus began. In her own way she strives to keep it a reality, using her influence to create ties and respect between the living and the dead. She takes pride in owning The Savory House, and sees it as a good first step.

Her relative youth and distinct outlook give her some distinct disadvantages in the Midnight District though. Many of the less civil undead hold her desire for peace and cooperation with contempt, and she has little sway with the ruling council, who see her as young and foolish. Oddly, Carnelian often has more sway and support from the living than she does from the dead. Those who would seek a living as a meal learned long ago that she deals with them fairly, provides lucrative opportunities, and even looks out for their interests.

Carnelian is ambitious and while her desire is improved living/dead relations, she is not above being ruthless to see that dream realized, and she is quietly positioning herself to establish a stranglehold on the resources the Midnight District so desperately needs. If she can control the food supply, she will have influence over all the undead in Andrus, who will have to bow to her desires or starve.

SHADOWHOLD

At the furthest-south corner of the city, where the sun doesn't shine until past noon, is where the greatest horrors of the Midnight District live. While lichs, vampires, and particularly intelligent ghouls can live on the border and make displays of their civility, within Shadowhold lies the insane, the shadows, the soul-eaters, and the other unspeakables. No mortal ventures into the Shadowhold, and none outside the Midnight District entirely knows what lives there, and what its relationship to the rest of the district is. Ironically, it's the civil dead that are protecting the living from the creatures within the Shadowhold, keeping them placated and contained away from the border, for everyone's safety.

HISTORY

When the undead first started gravitating towards Andrus, not all could be reasoned with, and not all were stopped by simple walls. Some were ancient, ravenous evils, some were animalistic beasts of death, and still others were simply incorporeal. The Hounds had their hands full hunting these threats, and when the Midnight District was founded continued these hunts, often launching preemptive assaults into the undead district that strained the already weak living/dead relations. Seeing the danger, the prominent citizens of the Midnight District

immediately called for an end to such hunts, decreeing that the Midnight District would deal with the matter internally.

With necromancy, force, bribery and more, the Ancients and their selected agents corralled these creatures into the deepest corner of the crater and constructed the Shadowhold; massive stone buildings surrounded by a double layer of walls, with magical barriers and a strict watch set on the area. As attacks slowed the state of affairs was accepted, but tensions have never really been resolved. People still fear the Shadowhold, and even with the dark creatures inside locked down and under guard, attacks on the living have never entirely ceased.

At first, the Shadowhold was managed by all the Ancients. It was a thankless, endless job to keep track of the inhabitants, keep defenses in order and recapture any escapees. In addition, the number of creatures involved combined with their general reluctance created numerous discrepancies and inefficiencies in the management of the area. Eventually one of the Ancients, Magister Kyneswich, volunteered to take over management of the district in exchange for full control over how it was run. His offer was accepted by the rest of the Ancients, and these days the Shadowhold is quiet and organized, kept in check by a veritable army of undead in Magister Kyneswich's control.

DESCRIPTION

While it is not inaccurate to think of the Shadowhold as a prison, and indeed the Shadowhold does double as the Midnight District's prison when such is required, the reality is much more nuanced. There are creatures within the Shadowhold so powerful and so ancient that keeping them in check by force is all but impossible, and thus the inhabitants of the Shadowhold must be cared for and fed as well as guarded, if the border between it and the rest of the district is to be maintained.

Like the rest of the Midnight District the architecture is grand, but the Shadowhold's buildings are raw, rugged, and unadorned displays of sheer scale and labor. Almost every building in the Shadowhold is massive; some are snake-like halls that wind along the walls of the chasms, while others are bulky masses carved into of the crater itself. While they appear to be a poorly planned jumble of gargantuan blocks, each building has its own purpose, design, and inhabitants.

Simplest of the buildings are the bone closets. Designed to contain uncontrolled mindless undead, the bone closets are highly efficient and the most controlled buildings in the Shadowhold. Each building is divided into small blocks, and each block contains a high number of compact cells, with a single zombie, skeleton, or other mindless undead held within. These undead are often sold, purchased, or donated depending on the situation, and trade in them nets Magister Kyneswich a small but respectable profit.

Shadowcages are buildings designed to hold shadows and other incorporeal undead. Shadowcages are most often carved directly into the stone of the crater, making use of thick, natural walls to confine shadows and other insubstantial undead within. They are designed rather like prisons, and unlike the bone closets, they allow for more space and free range for their inhabitants. Bright lighting is kept in all corridors meant to be inaccessible to anyone but the staff, making it easier to spot potential escapees.

Asylums are the most varied type of building, and are meant to hold undead that are intelligent but insane, hostile, or sim-

ply dangerous. Undead that are guilty of violent crimes are also shipped to these asylums; the law in the district might be lax towards its own, but the Ancients do not abide any creature who endangers their reputation with the rest of the city.

A few asylums are focused on rehabilitation, intended to civilize undead that have had difficulty coexisting with the living, or ones who have struggled to be a part of any society at all. The success rate of these asylums is low, in part due to their caution at assuming success too quickly and endangering the district. Almost all the other asylums are designed to indefinitely house insane and unrepentantly hostile undead. While these generally offer a better style of life than the asylums designed to hold criminals, they are no less prisons.

And within the absolute darkest corner of the Shadowhold, tucked away underneath an overhand where the sun never touches, lies a single, enormous building. This building is never spoken of, except as necessary by those charged with carrying food inside. It is rumoured that these buildings house demonic lords or possibly primordial undead; perhaps even the original sires of undeath itself. Whatever lies here, the very existence of this building is denied by the overseers of the Shadowhold, and simply knowing it exists could get someone shipped to an asylum.

A combination of necromancers and guards staff the Shadowhold, supported by a legion of mindless undead and carefully picked undead from within the Shadowhold itself. This last group is generally formed of the more savage but intelligent undead, who are rewarded for their service with more frequent meals and chances to commit violence, and they are kept in line by force and magic, and while they have more freedom, they are still generally confined to one of the buildings just like the other inhabitants of Shadowhold.

KEY FIGURES

Magister Kyneswich (NE tiefling lich hedgewitch 16): Kyneswich is old indeed, with a history tracing further back than the founding of Andrus or the rise of the Forest. He is the descendant of a noble line that died out and was forgotten centuries ago, and if he had any claims or wealth, they were swallowed up in the Forest. In spite of this, Magister Kyneswich holds to and makes much of the vestiges of his nobility, and his rise in power and authority stem from his yearning to restore what he lost.

Kyneswich claims kinship with all who have passed into undeath, though a rambling and unruly family it may be. Tasked with overseeing his family's most difficult members, he pours his resources in the Shadowhold's asylums and has built a truly prodigious force of undead to serve and protect him, as well as keep the Shadowhold in line. All of these undead are loyal to him rather than the Ancients or Andrus itself, and it makes him a powerful force in the district.

The Kyneswich estate is built on the border of the Shadowhold, and is as much a fortified keep as it is a home. As a substantial portion of his staff is drawn from the population of the Shadowhold, it is also built to keep its inhabitants inside, as much as to keep others out.

Watcher (LE female wraith cleric 10) Watcher is an insane wraith who lives in a special shadowcage that has begun to be known as the Temple of Dusk. Within this shadowcage lies a growing cult that is attracting followers among those within the hold, including some of the guards. From her prison, Watcher preaches the supremacy of undeath and vengeance against the betrayers who have imprisoned them in the Shadowhold. She also murmurs prophecies of her cult's ultimate ascension and triumph: the death of the sun, a world of eternal night that withers the Forest and allows the undead to rise and rule. While Kyneswich knows of the cult and is concerned about the group, he is not aware of how compromised it is. And already, the whispers of the cult and its beliefs are beginning to spread to other places in the Shadowhold.

OTHER LOCATIONS

BONE PIT

The thought of a business operating within the Shadowhold is laughable to many, and yet that is exactly what the Bone Pit is. This infamous gambling parlor is built into the wall that separates the Shadowhold from the rest of the district, and allows citizens from both sides to meet and interact. The Bone Pit is extremely dangerous to the living and any who venture in are met with distrust, or worse, hunger. After all, the betting in the Bone Pit is rarely done with crass coin; instead, the undead there play for flesh, blood, and souls, goods they find far more enticing.

In peculiar contrast to its reputation, the Bone Pit runs one of the largest asylums in Shadowhold under Kyneswich's direct supervision, and actually boasts one of the highest rehabilitation rates in the hold. Its gambling cleverly lures in undead with their hungers, then subtly teaches civility, logic, and socialization by means of the game. Many of its staff are drawn from the asylum itself, who earn the resources to play the game through their work while taking the next step towards learning and proving their civility.

THE CRIMSON VAT

Though it is considered a dive by the Midnight District's upper class, the Crimson Vat is one of the most profitable blood bars in the district. It does not claim quality, but instead caters to the poor of the district and thrives on the quantity of its customers and reliably cheap product. It sells roughly uniform chunks of pale, bloodless flesh warmed in massive bubbling black cauldrons, and dark red blood mixed together from countless sources and stored in peculiar stone casks. All but the poorest undead can purchase something here, and



many other blood bars have been driven out of business by the Vat's consistently low price.

The common rumour suggests that the Vat can afford to sell as low as it does because it smuggles in its product, or worse, acquires it from vultures who are willing to get their hands dirty in exchange for profit. Many suspect that more than one missing person ended up in the blood bar's boiling pots. On the other hand, it seems to be hard fact that without the Vat, many undead would not be able to afford food, and all too likely would turn hungry eyes on the neighboring districts.

HALL OF ANCIENTS

The oldest building in the Midnight District, the Hall of Ancients (more commonly known as the Hall or the Greathall) serves as a meeting place for the district's governing council and an office for other government officials. The building was originally a manor, but has been renovated countless times to remain the most impressive structure in the district. Historical artifacts can be found throughout the house, fragments of the past drawn from the district and its inhabitants that have been carefully preserved and set out on display.

Weekly meetings are held here by the Ancients to discuss the recent events of the district and the city at large, though not all meetings are attended by every Ancient. For many of the Ancients the business of government stinks too much of mortality, and therefore they leave the daily district affairs such as taxes, district security, and public works to their underlings.

Public works receive the most attention from the officials by far as the district is undergoing constant construction and repairs, and because the management of so many mindless undead workers takes careful consideration. Because of this, the most common visitors to the Hall are necromancers looking to take out government contracts, and the Bone Needle Guild has a dedicated office within the Hall to help expedite matters.

SHATTERED VISAGE IN STONE

Art is common in the Midnight District, as it is one of the few pleasures still available to all intelligent undead. Built from the rock rubble collected from the constant construction projects, the most well known example of this is the Shattered Visage in Stone, commonly referred to as the Face. This meticulously stacked pile of stone fragments takes the shape of a humanoid face. Its cracked lips press tightly together, and while thick, shaggy eyebrows shade the deep pits of its eyes, its carefully jointed scalp is completely bald. Stern, worn, and broken, the Face watches the plaza it was built in with a stern scowl.

No mortar holds the face together, only careful balance and the weight of stone. Because of this, pieces have been dislodged or disturbed over the years, and notable portions have been toppled more than once. Many of the district's citizens are proud and protective of the Face, however, and each time it is broken they spare time and effort to fix it. This means the work has grown more misshapen and broken as time has passed, but this is held to be an intended aspect of the work, a reflection of the inevitability of decay in both life and death.

ADVENTURE SEEDS.

AWAITING DEATH

The vultures employed by the cryptyards are always on the lookout for new product. Recently though, an unusual trend has started, with vultures getting very lucky indeed. Seemingly by coincidence, these scavengers have started showing up right at the moment of death, appearing at just the opportune moment to collect a corpse, tidy up, and leave with their prize. An exceptionally anxious man, Necromancer Fendril, is convinced that it's a conspiracy and that he has been marked for collection. While he seems paranoid, adventurers may be drawn in by the handsome payment he is offering for investigation of the curious affair.

BLOOD FROM STONE

Lady Carnelian has bought out the debt of a failing blood bar and assumed ownership of it, but the former owner and his employees are now refusing to acknowledge her. Since the local authorities have little regard for Lady Carnelian and have proved entirely unhelpful, she searches for anyone she might hire to claim the business for her, looking both within and without the Midnight District. Adventurers might be drawn to her offer of substantial pay and desire to advance peace and cooperation between the living and the dead, but they might also find opportunity for a counter offer from the blood bar's former owner, who wishes to put a halt to Lady Carnelian's growing monopoly on the Midnight District's source of food.

CLASHING HUNTERS

Reports of a prodigious boar roaming the nearby Forest have reached Andrus, and hunters eager for the glory and wealth it could bring them have begun to stalk it. However, the Bone Needle Guild sees a different opportunity, and desires the boar as a rare source of raw materials. They are discreetly approaching accomplished mercenaries and hunters, offering them the guild's services in exchange for the boar's intact corpse, particularly if it is brought in without attracting the attention and ire of the other hunters. Finding and slaying the boar before anyone else will be difficult, but stealing it under the nose of expert hunters will require masterful skill.

WAILING WRAITH

The PCs are assaulted by a maddened, ravenous wraith, whose wild wailing is ceaseless and nearly incoherent, though it almost sounds like a religious chant. Shortly thereafter, a task force of necromancers appear to take the wraith into their custody, and harshly discourage any questions, directing the persistent to speak to Magister Kyneswich. If approached, Kyneswich admits that a few undead have escaped from the Shadowhold, and offers a reward to round them back up. Though he gives little more information than that, each of the escaped undead mutters the same chant, and close investigation may begin to reveal the existence of the Temple of Dusk.



The Twilight

Named for its close proximity to the Midnight District, the Twilight is home to people with nowhere else to go. Some find themselves unwelcome in other districts and seek out the Twilight to find like-minded individuals. Some seek to profit from its lax laws, either as thieves or unscrupulous business owners. Some live in the Twilight simply because they cannot afford to live anywhere else.

HISTORY

The history of the Twilight District is tied directly to the creation of the Midnight District. When the undead moved into the city and were given the southern-most corner of the crater, very few mortal creatures wanted to live near them. However, with space as limited as it is in Andrus, someone had to take the space next to the Midnight border.

TWILIGHT

NE METROPOLIS

Corruption +9; **Crime** +14; **Economy** +7; **Law** -8; **Lore** +3; **Society** +3

Qualities notorious, gang controlled, iniquitous, rule of might, timid citizens, tourist attraction; **Disadvantages** impoverished

Danger +25

DEMOGRAPHICS

Government Secret Syndicate

Population 150,000 (various)

NOTABLE NPCs

Fiend Harbinger Vili (*LE male tiefling thaumaturge 15*):

Middleman Jack (*NE middle age male human investigator 14*):

Secretary Vere Orath (*CE female middle-aged alraun oracle 8*)

MARKETPLACE

Base Value 16,000 gp; **Purchase Limit** 110,000 gp;

Spellcasting 8th; **Minor Items** -; **Medium Items** 2d4;

Major Items 1d6

While many people ended up in the Twilight because of circumstance, there was a small group that chose to live next to the undead; professional meals, Fiend-worshippers who had allies among the Midnight citizens, and those who wished to practice unsavory behaviors not looked well upon in other parts of the city.

While the Sprawl and Kettle City built themselves up to house and promote the cultures of their inhabitants, the Twilight was quickly taken over by gangs looking for survival. Old hatreds that were kept in check in other districts were encouraged in the Twilight, often by shady businessmen and Fiend worshippers who stood to profit from the violence and misery.

Today, despite its unsavory nature and city-wide infamy, the Twilight has become an unshakeable fixture. From its hedonistic businesses to the city-wide following of the Greatest Arena, there is too much money tied up in the Twilight district for it to change now. Even the Demonshire, home to Fiend worshippers and gangs, would be almost impossible to uproot, not only because the internal threat it represents makes it too dangerous to oppose, but because the offers it has made to the desperate has given it far reaching influence.

CULTURE AND CUSTOMS

In much of Andrus, walking around the wrong neighborhood is unwise. In the Twilight, it is openly dangerous. Much of the power in the Twilight rests in the hands of gangs and crime families, who operate with almost free reign within their territory, as only the Hounds are capable of enforcing city law within the District. Of course, the Twilight has an official governing council and elects city council members by popular vote, but while many politicians have risen to power on the back of promises to improve the quality of life in the Twilight and reign in the power of the gangs, no changes ever seem to happen. It is an open secret that the true power of the district is held by a council of business owners who profit off of the district and have little incentive to see true reform take place.

Generally speaking, Bantam Cavern and the Greatest Arena are safe for tourists (except for the occasional pickpocket), but the waterfront is poor and has very lax security, and

Demonshire has none at all. However, despite these terrible conditions, life is not without its upsides within the district. Businesses that pay off the right people can flourish there, and the many gangs offer protection for the families within their territories; so long as you are polite and are of the 'right kind', street gangs might be your best and only protection against those who would mean you harm. Indeed, while the number of official laws may be few and far between, gangs and crime families often have their own strict set of codes they enforce for their members and those who live in their territory.

BANTAM CAVERN

"What happens in Batam Cavern stays in Bantam Cavern."

-Gimmi "Two Tons" Vogle.

The one thing that the Twilight consistently has to offer and that sets it apart from the rest of Andrus is freedom. Any business that would struggle to operate elsewhere in the city can find a place in the Twilight, and the most popular and enticing of them operate in the Bantam Cavern. From drug dens to brothels to high-stakes gambling and more, anything that would be illegal or simply unsavory in other districts is paraded openly in Bantam Cavern, and bored and thrill-seeking visitors from all over Andrus can be found there, although most don't want to be seen doing so. If two acquaintances pass each other on the street in Bantam Cavern, it is considered polite to pretend not to see each other.

HISTORY

The Bantam Cavern was one of the last portions of the Twilight to take shape, and its nature is derived from its surroundings. With the Twilight home to creatures and practices considered 'unsavory' in most other parts of the city, it was only natural that some business would start around such unsavory activity, taking advantage of the local atmosphere.

At first this part of the Twilight was mainly a series of brothels along the coast. These seaside brothels specialized in cross-species coupling and would employ men and women of a variety of species to cater to the curious, from gnolls to dwarves to mermaids and more. The patrons of these early businesses gave it the euphemistic nickname 'the little cave,' which over time evolved and stuck, becoming the Bantam Cavern.

As the Greatest Arena gained popularity and more and more citizens frequented the Twilight for other reasons than lust, other businesses grew around these brothels, offering similarly 'taboo' experiences to draw profit from patrons of the fights. With more and more money flowing into the district, it wasn't long before Bantam Cavern became famous the city over for it's sinful offerings.

DESCRIPTION

Contrasts of light and color define the Bantam Cavern. Artistic signs in vivid hues advertise every service and a rainbow of lights emphasize buildings, drawing attention away from the shadowed alleys and drab buildings that provide cover for the hidden aspects of business in the Twilight. For every pleasing sight out in the open there is an ugly counterpart kept out of sight.

The Bantam Cavern trails along the eastern edge of the Twilight and the southern edge of Andrus's bay, encircles the Greatest Arena, and on the other side is bordered by the Midnight

Special Products

Cost	Service
various	drugs/poisons
30+ gp	slaves
2+ gp	prostitution
450 gp	demonic possession, imp
660 gp	demonic possession, succubus
1,200 gp	demonic possession, lilitus

Drugs/poisons: Virtually any drug or poison can be purchased in the Twilight at its listed market value. However, even in the Twilight the most expensive goods are hard to come by, and require a gather information check (DC 15 + 1 per 500 gp market value) to find.

Slaves: Slavery is illegal in Andrus, but that doesn't mean flesh is not bought and sold in the darkest corners of the Twilight. Slaves are usually commoners who are sold for 30 gp per level, or 300 gp for a small crew. Slaves of other NPC classes cost double and PC classes have their cost multiplied by 4. Unless you already have the right contacts, finding an establishment that deals in slaves is difficult (gather information check DC 30).

Prostitution: Prostitutes sell their services for as little as 2 gp or as much as 500 gp, depending on the establishment.

Demonic possession: Toted as 'the ultimate drug', voluntary demonic possession can be arranged within the Twilight. The target loses control of their body for the evening as the fiend takes control. It supplies immense pleasure, but also several side effects.

Imp: The target gains a +1d4 bonus to Intelligence for 24 hours, but dealing 1d4 drain to Wisdom for the same duration.

Succubus: The target gains a +1d4 bonus to Charisma for 24 hours, but suffers 1d4 Wisdom drain for the same duration. The target also gains the succubus's profane gift.

Lilitus: The target gains a +1d6 bonus to Charisma for 24 hours, but suffers 1d6 Wisdom drain for the same duration. The target also gains the succubus's profane pact.

district, which it deals with substantially despite endless efforts from both its businessmen and its customers to pretend otherwise. Despite its questionable surroundings, the colorful streets remain popular and busy at all hours of the day and night.

A certain level of organization exists among the businesses, though turnover and new construction complicate it. Some streets are designed for tourists and feature the bright colors and houses of vice the area is famous for. However, there are darker businesses that exist away from these 'safe' tourist areas, where the truly dark businesses operate. Criminal headquarters, dens for demonic possession, fences for stolen goods, dealers in bootleg food, and even slave traders who must stay out of sight of Hounds or face a raid.

KEY FIGURES

Ochid (level 7 NE male orc druid): Though none of his clients know him by name or have ever seen his face, Ochid has become an economic force in the Bantam Cavern. He is a major supplier in the drug trade, and has a monopoly on many plant-based drugs. Ochid has been ruthless in leveraging his monopoly to buy out many of the businesses that originally purchased from him and fold them into his holdings, and with this method he has expanded his influence across the entire district.

In his guise as a dealer, Ochid wears a hooded brown coat and a wooden mask with thin slits for its mouth and eyes. Thick leather gloves with green and purple stains always cover his hands, and he wears matching boots. Though he hides his features this way, his outfit cannot disguise his massive stature and broad shoulders which cause him to duck through doorways and tower over his clients. Few people ever dare cross Ochid and learn that his muscular form is the least of his powers, a far cry from his druidic magic.

The truth is that Ochid is nihilistic druid from the Oldwood, disrespected by his peers and worn down to a remorseless apathy by the passing of the years. His trade secret is that he grows many of his goods himself in a secret corner of the Garden and uses a secret passage to smuggle them directly into his business in the Bantam Cavern. Ochid expects that he'll be caught one day and suffer the consequences, but can't bring himself to care. In the meantime, he takes a grim (if shallow) satisfaction in the luxuries he has gained at the expense of the other druids.

DEMONSHIRE

The Demonshire is contested territory, and every inch of it shows the signs. Gangs claim territory with colorful graffiti, demon cults mark their influence with fell symbols hung in windows or etched on doors, and what wealthy there are hide their money in back rooms under heavy guard. In the midst of it all, the destitute and unfortunate do their best to live their lives and improve their lots, but more often they are tossed about and ill used by the turbulent tides of faction wars and predatory schemes.

HISTORY

With more and more undead taking up residence in the Midnight district, the only living who were willing to live in the space next to them were those who sought their company and those who couldn't afford to live anywhere else. The Demonshire is the place where these two groups meet.

Andrus was built for and by anyone who would band together, regardless of past differences or philosophical conflicts. This extends even to worshippers of Fiends, so long as they are willing to live peacefully, and as more and more refugees poured into the city, there existed more and more beings who secretly, or openly, practiced such worship.

The newly forming Twilight district offered two tempting reasons why the Fiend worshippers would use it as their base of operations: first, by being next to the Midnight district, it put them into close contact with those who were most likely to share their views, and possibly their religion. Second, the presence of the poor offered the Fiend worshippers an opportunity to forge a community in their image; one cannot follow the Lord of Tyranny or the Mistress of Enslavement without



people to oppress, and by carefully manipulating the economy, they could keep the people destitute while enticing them to join their dark priesthoods and criminal organizations as their best chance for rising above their poverty.

The true tragedy of Demonshire is that it is the way it is by design. By keeping their most nefarious practices hidden from the rest of the city and carefully influencing all levels of local government, the powerful of the Demonshire are able to keep conditions as they are, rebuffing all efforts by the rest of the city or the locals to escape the conditions they are in.

There are many gangs that have also grown up around the Demonshire, some of whom are or work with the Fiend worshippers to expand their power, but others that were formed as blocks to that power; local groups taking matters into their own hands to protect their members and their families, some of whom use images of the Gods in their signage to show their antagonism towards the ruling powers of the area.

DESCRIPTION

For the most part, Demonshire is a collection of cheap, cramped housing with occasional massive buildings decorating the landscape. Shops and businesses can be found just like in any other part of the city, but they are smaller, kept in worse repair, and offer fewer goods. Many street corners are painted with markings, indicating which gang or cult lays claim to that territory and serving as a warning to any who would enter unbidden.

The citizenry of the Demonshire is very poor compared to the rest of the city and an air of desperation does hang over many of them. Many take up jobs in Bantam Cavern or earn money in the Midnight district as a meal. Others turn to the gangs and cults, knowing that such groups always take care of their own, even if they will gain enemies as well.

Most of the gangs that lay claim to turf in Demonshire are organized around some uniting feature: dwarven gangs, ogre gangs, gangs dedicated to a particular fiend, etc.. These gangs are always antagonistic to 'outsiders', but take varying approaches to the citizens in their territory; some extort their turf for 'protection' money, while others try to defend their people against those who would take advantage of them.

The Demonshire is the only place in Andrus where one can find shrines openly dedicated to the Fiends (except a few places in the Midnight District, but those are more dedicated to undead creation than worship). These shrines and temples are usually small, but are often lavishly decorated, as donations are always required for those who wish to ask the Fiends for favors.

KEY FIGURES

Vili (LE male tiefling thaumaturge 15): Vili is the harbinger of the Fiends. He is an agent of all the dark gods, though in particular he is high in the favor of Namoosh due to the gold he pours out upon Namoosh's altar, and is particularly devoted to Violesh, serving as the Lord of Tyranny's high priest. His bonds to his fell deities are etched into his flesh, the words of

his creeds fashioned on his skin with deep, self-inflicted scars and vivid brands.

Until recently, few took the tiefling seriously. Though he had substantial wealth at his disposal and a place in Violesh's priesthood, his practices were seen as eccentric, and his claim of descent from Violesh were regarded with skepticism. When he began to gather followers with promises of a new order and direct communion with the Fiends, his demagoguery was decried as short-sighted fraud by other cultists who were confident in their power and methods.

Then, one night, blood red runes shone in the sky instead of stars, and the voice of Violesh broke through the earth with a nightmare's scream, a single exclamation of triumph in response to Vili's fevered exhortations. From this single moment Vili rode a wave of support and fear into his current place of power, sweeping away his opponents and establishing a new order. His word is law among the cultists of Violesh, and even the worshippers of other fiends rarely dare to contradict him and his whims. Though no one truly rules the Demonshire, all pay homage to Vili.

Delven Greatbeard (NG male dwarf frogue 13): Delven is the head of one of Demonshire's most prominent gangs, the Undertakers; a group dedicated to countering the influence of the Fiends in Demonshire at all costs. Called terrorists and defamed by the powerful of the district, the Undertakers consider it their mission to remove Fiendish influence from their community, sometimes by smuggling people indebted to the Fiendish temples out of the area, sometimes by directly attacking shrines and tearing them down, or any number of actions inbetween.

Delven keeps a public face as the owner of the bar known as The Dive; a broken down place built from sturdy walls as if designed to double as a fortress. As the owner of The Dive, Delven does his best to 'stay out of politics' and keeps his bar open to all. However, the Undertakers do most of their work out of the back room, and every employee in the place is allied with the group.

FALLEN ANGEL

A moderately high class establishment in the Bantam Cavern, this tavern is a hotspot for the wealthy and talented of the district. The truth is that Fallen Angel is more than a tavern: it's the throne of crime. Known locally as 'the guild', the Fallen Angel is the tavern of choice for many of the most powerful criminals in the city, who use the establishment to forge contacts and swap information.

HISTORY

The Fallen Angel was built a little over a decade ago by its enigmatic owner, Jack. A well-known man in the black market, Jack swiftly established it as a safe haven for the criminal underworld, catering to the talented and successful while looking away from their methods. For a while the tavern was neutral ground, and Jack a trusted middleman. He made connections with dealers, suppliers, the desperate and high placed, and won much of their respect.

Eventually, a gang known as the Red Fangs made a bid for Jack and his tavern, using a combination of bribes and threats to try and take the place over. Jack's response was cold disdain and calculated retaliation, first strangling them economically

with his influence over dealers and suppliers, then with force as he hired out other gangs, mercenaries, and even worked with local authorities to check them at every turn. When they were desperate, he split them apart by offering deals and positions to individual members of the gang, bringing the useful and skilled over to his side. In the end, the Red Fangs were crippled, and Jack left stronger than ever.

However, rather than cement himself as a leader in the underworld, Jack doubled down on his position as the middleman, bringing professionals together as a respected mediator between them. Leadership was never Jack's style, and by focusing on facilitating rather than claiming the spoils for himself, he and his establishment has helped the underworld flourish like never before.

DESCRIPTION

Flanked by two larger buildings, the Fallen Angel is shielded from the streets by a short brick wall and capable bouncers. Only those approved by the Guild can make their way in. Everyone else is turned aside to one of the flanking buildings, which are also owned by the Guild and are run as more open houses of vice and crime.

The Fallen Angel itself is smaller and more reserved, a tidy two story building of red brick and gray stone. The atmosphere within is welcoming and calm. A bard plays at the hearth, and staff greet each person who enters. Private tables, booths, and rooms abound, providing ample space to negotiate quiet deals or discuss illicit business.

The cellar of the Fallen Angel is unusually large, and contains its own series of private rooms, most of which are large and bare, waiting to be furnished for a specific deal or criminal activity. What actual business occurs in the tavern usually happens here. A large passage off to one side allows for larger goods and furnishings to be transported in or out of the tavern, but the entrance is unusually hard to find. Rumor has it that the entrance moves, changing locations according to the needs of the Jack and his chosen patrons.

The top floor is reserved entirely for Jack and his most trusted partners in crime. Much of the floor is taken up by a single common room which is used by the Guild for its meetings, but there are several smaller rooms as well, some equipped to house people who need to be kept close at hand, others for quieter business.

KEY FIGURES

Jack (NE middle age male human investigator 14): Jack is broad-shouldered, tall, and meaty, but his imposing frame is softened by his rounded flesh and jovial smile. He always dresses well, and his favorite outfit is a long-sleeved red shirt topped by a black vest sewn with careful lines of gold thread, matched by black trousers and shoes. His blond hair and beard are thick but kept neat, and even his false left eye winks merrily, a shining sapphire orb peeking from the socket.

Though he grins and laughs often, Jack is more listener than talker, and has a knack for getting others to open up and speak about themselves. He shows an honest interest that makes him a good audience, and he has a way of putting people at ease and making them feel flattered. As for himself, he'll say he's just Jack, owner of a well off tavern in the southern part of Andrus.

As the owner of the Fallen Angel, Jack plays host to criminal leaders who run operations with connections in almost every part of the city. While many of these criminal leaders will war with each other from time to time, the Fallen Angel is neutral territory where business may be conducted, but fights never break out, and no one wants to lose all the benefits that come along with Jack's good graces to try and push the rules.

GREATEST ARENA

The Greatest Arena is one of the greatest attractions in Andrus, known throughout the world for its spectacular displays of martial prowess. A warrior who enters the Greatest Arena has the opportunity to build a reputation beyond compare and earn a fortune in the process. People flock to the arena from all over, even sometimes across planes to watch or participate, and every year it only seems to grow larger.

HISTORY

The Greatest Arena has been a part of Andrus almost since the beginning. Originally the arena was a small building hidden among the waterfront warehouses, a fighting ring established by a relatively civilized cult of Dagorath, the fiend of demons and violence. In those days the arena was a place of worship and a safe outlet for the cult's bloodlust and sadism, a place where they could dedicate themselves to their lord without attracting the ire of their peers.

Not everyone was inclined to judge them though. As the Twilight District developed and the number of refugees grew, it became known that the most skilled and vicious fighters were

found in the cult of Dagorath. Monstrous creatures who craved combat, brawlers who wanted a challenge, and delvers who wanted to sharpen their skills began turning up in the cult's arena in growing numbers, and before long the arena became the city's premier location for exhibition combat. Some of the cult's leaders and members saw an opportunity in this, and after some quiet, savage infighting, they began to downplay or even remove many of the religious aspects of the arena, attracting a wider and wider audience in the hopes of spreading their sadistic joy and turning the brawls into a recruiting ground, an enticing taste of the cult's rites and activities.

When its direct ties to the cult weakened and its reputation for having the toughest combatants and most thrilling fights grew, the arena gained its name: the Greatest Arena. As its reputation grew, so did the arena itself; the first ring was renovated and widened to accommodate for more elaborate brawls, and additional rings were established underground to hold smaller and more private fights, including ones openly dedicated to Dagorath.

Today the cult who began the arena has lost control of it, as investors poured in and its less politically and economically savvy members were ousted from their positions. However, strong ties to the cult still exist, even if very few people are aware of them. Outwardly the arena has gained respectability, but within its darker corners and smaller rings it still houses the sadistic violence and fiendish rites it was founded on.

Despite its questionable ethics and legality, no one can afford to directly criticize the arena. It has too much popular support for opposition to gain much traction, and too much relies on the prodigious revenue it brings in for anyone to seriously suggest shutting it down. As such, failings have been cast on individuals rather than the institution, and management of the arena has passed through many hands.

DESCRIPTION

The Greatest Arena is an enormous building that stretches deep underground, layering one fighting ring under another for many stories. Most of these rings are relatively small pits for one-on-one fights, but three sizable colosseums are maintained: the first ring, the second ring right below it, and the final ring deep at the bottom of the arena complex. The further down one goes, the harder the fights tend to become; a fighter looking to make a reputation has to earn their way, and are divided by what section of the arena they have made it to, using the three great rings as the dividing points. A fighter who has made it to the main stage on the surface is known as a first ring, while one who has earned the right to begin descending the arena circles is called a second ring. Only the most vicious, skilled fighters make it to the last of the great rings to become a third ring gladiator.

Most people know the arena for the first ring, the largest of the three great rings and the only one visible from the surface. The first ring is a massive, circular coliseum capable of fielding hundreds of combatants and seating thousands in the audience, with an arena that is made to be sculpted into a wide variety of landscapes using a combination of easily constructed scaffolds and magic. Spectacle is the focus of the first ring, and so it holds grand fights and elaborate scenarios that capture the eye and attract the attention of the populace. Just outside of the first ring are countless smaller rings, often little more than



roped off rings with dirt floors, known as the trial rings. Anyone is allowed to participate in fights here, and performing well enough in the trial rings may win a combatant entry into the rest of the arena. Fights in the trial rings and the first ring tend to be forgiving, designed to preserve the health of the fighters and present an appealing image of the arena.

The rest of the Greatest Arena is held in an underground complex found underneath the first ring. Just beneath the surface of the first ring is the pit, a sizable, circular chamber where fighters are prepared for ongoing events. The pit is subdivided with curtains, modular walls, and cages to keep apart trained fighters and beasts, but the layout frequently changes according to the arena's needs. Because it is designed to hold fighters right before their events, the pit is at the very center of the arena and has numerous exits that lead directly out to the vast majority of rings, particularly the first ring, countless smaller private rings which surround the pit, and the middle ring just below it.

Second of the great rings, the middle ring is far simpler than the first ring. While it can still hold a substantial audience, the arena floor cannot hold the grand combats that the first ring can; instead, the middle ring is geared towards smaller, more straightforward fights pitting at most two small groups against each other. Despite its simplicity, the middle ring has great appeal to serious fighters and brawlers due to its emphasis on true tests of skill and martial prowess. Only arena champions and experienced pit fighters are ever allowed in the middle ring, and people who frequent the ring sometimes belittle the first ring by calling it the beginner's ring.

Below the middle ring are the arena deeps, a part of the complex that is labyrinthine and difficult to navigate. It was intentionally designed this way by the cultists of Dagorath who still work in the arena, and they maintain several private fighting rings and even a small shrine to Dagorath in the arena deeps. The fights held in the deeps are often unforgiving and brutal, putting few or no restrictions on the fighters. The final great ring is found here, and unlike the other two great rings, the last ring is designed for one-on-one duels and can support only a few hundred audience members at most. While it holds some of the most skilled fights, they are often the least interesting to watch as they are swift and one sided, and are mostly witnessed by combat aficionados, the super-wealthy, and those with a vested interest in discovering the best of the best such as Hound recruiters or planar beings looking for mortal champions.

KEY FIGURES

Vere Orath (CE female middle-aged alraun oracle 8): While the arena's staff is in constant flux, Vere has held her position as Head Clerk for years. She knows every in and out of the arena, and new managers often rely on her for advice and explanations of the arena's workings. In addition, she has great influence over the arena's common staff, easily hiring or dismissing anyone she cares to. In many ways, Vere runs the arena while the fluctuating high management takes the credit for her work, but also any failings.

Vere has no love of her work and despises her subordinate position, but continues with it to achieve her vision and ideals. A secret cultist of Dagorath, she strives to use the Greatest Arena to spread violence; the original reason it was created.

Recently, Vere has taken to entering the arena herself, fighting anonymously to vent her personal frustrations. While she is not the most skilled combatant the arena has to offer, her alter ego is rapidly gaining a reputation.

TWILIGHT WATERFRONT

The Twilight docks are crowded with aging warehouses, and provides cheap storage for merchants and traders of all stripes. While it's not much to look at, the waterfront is the most reputable part of the district since it is run legitimately. Nonetheless, the waterfront is a tough place; it takes force to keep the criminal interests out, and so everyone in the waterfront who makes it has learned how to hold their own.

HISTORY

Because of the sea's importance to Andrus, the docks and warehouses of the waterfront are the oldest part of the Twilight District. While it was not the busiest part of the docks, it saw regular use by fishing boats and smaller vessels, and the area was respectable. It was only after the formation of the Midnight District and the demonshire that the Twilight District took on a less savory reputation.

Many of the district's citizens retreated to the waterfront as demon worshippers and predatory undead cast their shadows over their old homes, making the harbor the last refuge of respectability in their corner of Andrus. Honest fishermen and dockworkers gathered in the area and did their best to resist the elements taking over the rest of the Twilight District, but it proved difficult to entirely avoid their influence. As others began to avoid the district and its waterfront by association, business slowed and left many people with little choice but to deal with cults and undead to make ends meet; in addition, as parts of the waterfront fell into disuse they were sold to the unscrupulous. In this way, the waterfront crumbled piece by piece.

It was only the growth of Andrus that kept the waterfront from becoming like the rest of the district. While most travelers use air travel rather than sea travel and most food and trade is handled underwater by the Merfolk, the sheer volume of Andrus's demands means that there is always a market for warehouse space and fish, and even the poorest of fishermen could make a living. As more and more space and fish were required to handle the city's needs, the pressure from sailors, traders, and respectable citizens have brought new life to the docks. Buildings were repurchased or reclaimed, and many who had fallen to despair or temptation did their best to turn life around. While the area is still one of the poorest in the city and the waterfront cannot be kept completely out of the influence of criminals and cultists, it has a much better reputation than the rest of the district.

DESCRIPTION

Age is what most stands out about the waterfront. The majority of its architecture, from the docks themselves to the warehouses behind them, date back to the earliest days of Andrus. As a consequence, the vast majority of it is stone worn and discolored by salt water, weather, and spills. Even the docks are solid, heavy constructions jutting out into the bay, thick slabs of rock set on massive cement pilings. Mudbrick dominates cheaper buildings, and while it is used in many newer buildings,

many are old and crumbling, having seen little to no repair in decades.

Warehouses monopolize the waterfront's space, stretching along the docks in rows. Dock workers straggle in and out of them, constantly toiling to load and unload ships, ferrying smelly catches of fish, splintered crates from thrifty merchants, and stained sacks of unknown cargo. Motley groups of merchant-hired enforcers prowl the area, ready to crack down on anything that might threaten their employer's interests, though they often look the other way for anything else.

After a day of work on the waves, many who have free time makes their way towards the waterfront taverns, specks of light and color amidst the drab of gray stone and brown mudbrick. There are no inns or restaurants of repute along the waterfront, and while its taverns and flophouses are dubious for their cheap alcohol, poor atmosphere, and questionable cleanliness, they are not known for criminal activity. They cater to tired sailors and the poor citizens of the district, making money through quantity rather than quality.

KEY FIGURES

Ingowte (LN female cecaelia hedgewitch 13): A full quarter of the waterfront belongs to Ingowte. She runs her warehouses and docking points much like a crimelord, securing her territory with loyal muscle and forcefully dealing with anyone who works against her. While she was once a priestess of Namoosh and a powerful force in the Demonshire, she has put her former life behind and now runs a legitimate, if intimidating business. Her past has given her insight into the workings of the Twilight District, and she knows that if she shows weakness or an opening, someone will take what she has built. As such, her private, armed force is always ready to move, and she keeps an ear to the ground.

Ingowte has made enemies over the years, and though she has done her best to make peace or put fear into them, some will not be turned aside. First among these is Namoosh and his priesthood, because Ingowte did not leave his service empty-handed. She knew she would be vulnerable if she forsook the magic she mastered as a priestess, and so using a method she has revealed to no one, she stole the tiniest sliver of the dark god's power and trapped it within a vial of adamantine and iron. She wears the vial as a pendant to this day and uses it to power her magecraft.

OTHER LOCATIONS

APOTHEKE

Though this building is as old as the rest of the Demonshire, its stone walls are painted white and it is kept cleaner than every building around it. This peculiar hospital caters to the citizens of the area, offering cures for ailments and handling cases of disease and plague. Every worker within the hospital wears matching red clothing that covers their entire body, including plague masks. Their treatments typically involve periods of isolation, meditation, and potions that they are extremely protective of.

The reputation of Apotheke is great indeed as they rarely lose patients and have cures for an astonishing number of illnesses. The quiet truth of the group, a truth that they do not hide but speak little of, is that they are devotees of Quibareth, the Fiend of pestilence. While they offer miraculous cures, the focus of their work is the study and appreciation of disease in all its form, and they take samples from every patient who comes to them. No disease that reaches them is fully destroyed, only separated from its host and stored in their underground repository, where they perform rites and research. Behind many of the plague masks of the healers are pock marks and wasted flesh, signs of disease that they bear but do not pass on to others during their work.

MADMODS

While technically named Maddie's Body Mods, the overwhelming popularity of its nickname means it is rarely called anything other than Madmod's, especially as the owner herself has taken a great liking to it. Housed in a small, aging brick building that has con-



tained many businesses in its time, it appears unassuming, but the traffic it gets hints at its rising reputation. Madmod's offers tattooing, piercing, and shapeshifting services, and this last makes it stand out from the competition. Maddie herself is a display of just how much she can do. She started as a flat white, sickly created with dull eyes, vaguely masculine features and only arms for limbs; now she has the flush of life in her flesh and sweeping blue tattoos of waves and sea creatures, a feminine, humanoid form with two strong legs and arms, as well as sleek, backswept horns and multicolored eyes like stained glass.

The ability to create a new face has made the shop very popular among the criminal element of Andrus, who regularly makes use of her talents to escape their past lives or present crimes. While this sort of work troubles Maddie, she fears the retaliation she might suffer if she refused and the poverty that could result from abandoning her most profitable work.

LIFE MARKET

Within the Demonshire stands a tall, surprisingly well kept cathedral of dark gray stone. Dedicated to the fiend Violesh, Lord of devils and tyranny, the cathedral serves less as a place of worship, and more as a place of business. Here the priests of Violesh make deals for miracles, preying on the desperate and foolish and tempting the powerful. They profess to be fair and open, but even as they provide health to the sick or wealth to the poor, they lay claim to their lives and souls, offering bargains impossible to refuse and prices that seem far smaller than they truly are.

The priests promote themselves by bestowing fortunes on a few and spreading their stories while crushing the more common tales. In the end, many who come to the Life Market end up selling their lives to provide for destitute families, up as slaves who are resold. Similarly, the sickly miraculously regain their health, but find themselves hopelessly indebted. Even those who seem to profit have often sold themselves to the priesthood in some way, and most of them end with their souls pledged to Violesh.

ADVENTURE SEEDS

DEATH RUN

The Undertakers are gearing up for a supply run for the Dive when a bloodied, shaking laborer hammers on the door of the Dive and begs for their assistance. He explains that he was threatened by a cultist of Aushet, and managed to get in a lucky blow when the situation turned ugly. Now the worshippers of Aushet are after him, and he must escape before the assassin-cultists can put an end to his life. After tense discussion the Undertakers agree to ferry him out, and call on every favor and ally they have in preparation for the run. If any adventurers decide to help, they'll have a long, dangerous run ahead of them. The priests of Aushet swarm through the Demonshire, barricading streets and alleys, setting traps, and preparing countless ambushes for the Undertakers and their target.

GRAND MELEE

The Greatest Arena has a grand melee planned, and has sent out a call for worthy fighters to come and test their mettle in it. A hundred fighters will enter the first ring, and the last one standing will be named a champion of the arena and given a weighty sum of gold for their demonstration of strength. In or-

der to whittle down would-be champions and compile a list of combatants fit for a real spectacle, each interested fighter first enters a tournament in the trial rings and has to earn sufficient victories to make the list for the main event. Thousands are flocking to the arena to compete, and even more to spectate. Competition will be fierce, and the champion, whoever they are, will be remembered for years to come.

MERMAID'S FEARS

A mermaid working at a seaside brothel is worried. A patron, an inhabitant of the Midnight district, has begun approaching her after work, showing an unhealthy interest in her and offering her a permanent position as his meal. She has refused, but he has not taken no for an answer, and has many contacts among the local Fiend-worshippers who are working to make her regret her refusal.

With no money to pay her way out through the Mer Quarter and no ability to walk on land, she turns to the PCs for help. If they can figure out a way to smuggle her out of the city, she will be forever grateful. If they can't, she fears it won't be long before her admirer grows restless and simply makes her disappear.



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The Wall

THE WALL

TN LARGE CITY

Corruption +2; **Crime** +0; **Economy** +5; **Law** +4; **Lore** +4; **Society** +0

Qualities deep traditions, giant citizens, magic market, magically attuned, strategic location

Danger +10

DEMOGRAPHICS

Government autocracy

Population 12,500 (1,100 giants, 1,200 dragons, 4,200 halflings, 6,000 various)

NOTABLE NPCs

Prison Warden Deluv (*LE male orc barbarian 10*)

Giant Leader Terrot of the South Winds (*NG male storm giant fighter 4*)

Dragon Lord Menota the Dragon Lord (*LN female halfling bedgewitch dragonblooded mortal 16*)

MARKETPLACE

Base Value 20,800 gp; **Purchase Limit** 220,000 gp;

Spellcasting 9th; **Minor Items** -; **Medium Items** 8d4;

Major Items 6d4

found the city's skyport and quarry, as well as the houses of the city's largest denizens, such as dragons and giants.

Despite having significantly fewer denizens than the other districts, the economy of the wall is as robust as anywhere else in the city, as its bustling businesses and enormous citizens consume many more resources than might be expected for their number.

For the most part, it is possible for citizens to ignore the Wall; it has very little impact on the day to day operations of the city, and few businesses operate there. To delvers, wanderers, and adventurers, however, the Wall is their connection to the outside world, where friends are found and flights are booked to wherever the winds may take them.

HISTORY

The Wall was claimed early in Andrus's history by the dragons and hill giants that arrived with King Andrus's party; their numbers were few, but their space requirements forbade them from living alongside smaller creatures, at least not easily. Digging caves in the cliffs surrounding the city, these enormous citizens forged communities with the rest of their kinds when more arrived in the city, and lived by hunting in the Forest.

The rest of the district's growth was strictly practical; the invention of airships required space to keep them, and the cliff sides where the most spacious location available. The need for

'The Wall' is the name of the district of the city pressed right up against the crater's edge, along the innermost Druidic wall that surrounds the city. Within these stony cliff faces can be



construction materials also gave birth to the quarry, built into the cliff side in order to minimize the space it would require.

Today the Wall is an important center of industry for the city, providing stone, airspace, and several robust communities. Outside of the Mer Market, the Wall is the most important district in Nadeus in regard to wealth and trade.

CULTURE AND CUSTOMS

While the Wall is not home to as many evil creatures as the Midnight or Twilight districts, the sheer size of its denizens means it is potentially just as dangerous to the unwary. While most creatures are safe if they stick to the skyport and the public spaces of Dragon Alley, the rest of the district houses some of the most powerful creatures in the city who sometimes have trouble remembering that smaller creatures are people too.

The Wall is hardly a united district, and many of its customs change for place to place; Gianthold conducts itself differently from Dragon Alley, and both locations are very different from the quarry and the skyport. While the quarry and the skyport are businesses first and foremost, the rest of the district is residential, and visitors would do well to keep their eyes peeled to avoid being accidentally squished.

GIANTHOLD

Home to more than just humans, elves, and dwarves, Andrus also features populations of mighty giants in a cliffside community known as Gianthold. Large homes have been carved out of this cliffside to house some of Andrus' largest residents, with cavernous dwellings built for giants of all sizes.

HISTORY

While many giants had their own ways to escape the Forest's spread, such as fire giants delving into the inhospitable hearts of mighty volcanoes or cloud giants retreating to their aerial citadels, many more were trapped by the Forest, the same as their smaller kin. When Andrus' exodus led him to what would become his namesake city, a small tribe of hill giants who had pledged themselves to his cause were amongst the first to set foot within its protective perimeter, and more arrived each year as news of the city spread.

The first leader of the giants to try and unite the various tribes and factions was a mountain giant named Sorravv. After beating down the competition (literally), he demanded that the various giant tribes, factions, and families band together to form a single community, just as the smaller races did. With so much of their living demanding work and trade with the rest of the city, anything less than a complete unified front would leave

them politically weak, and size couldn't help them enforce their will.

It was Sorravv who first organized all-giant hunts into the Forest, and discussed the trade deals that would see food, clothing, and furniture delivered to the giants in exchange for leveraging their strength to bring down dinosaurs or aid in large-scale construction jobs. While not necessarily a grand leader compared to others in the city, his unification of the giants was invaluable to their growing community.

DESCRIPTION

While hill giants are content to live in simple caves, most giant homes contain furniture, books, and other trappings one would expect to see in any humanoid abodes. Most of Gianthold is built into the crater-side, with massive doors marking off their homes, but Gianthold does have stonework buildings as well.

While the giants themselves live in relative peace, occasional squabbles do break out, making visits to Gianthold particularly dangerous for the smaller races. The close confines of the district mean that hill giants and stone giants are often butting heads while frost giants and fire giants squabble over the placement of forges and food storage. While these disagreements rarely escalate beyond fisticuffs, even a minor physical altercation can have serious ramifications to dwarves, halflings, and even humans who find themselves inadvertently caught in the middle. Despite this, the smaller races do find themselves needing to travel to Gianthold from time to time, most often on business. Human hunters and merchants frequently ship perishable foods and amenities to the giants, whose imposing statures can make it difficult for them to traverse the crowded marketplaces of the city, and dwarven artisans are frequently commissioned to craft durable and elegant furniture (usually shipped in pieces and then assembled within the giants' homes upon delivery).

Most giants earn their living just like any other citizens, although their expenses are greater, and as they can often do the work of many men they demand the pay of many men as well. Some giants voluntarily work in the quarry to leverage their strength or work as wall defenders, but the cast majority earn their living as hunters supplying the city with wild game and animal hides. Their massive physiques allow them to travel to and from the Forest with much less risk than the average citizen, and a single hill giant can often secure enough skin and meat to feed and clothe an entire human family for weeks in a single hunting excursion. The benefits of these excursions also serve to protect the city itself by keeping large and dangerous

beasts away from the city walls, or at least providing advance notice if such a threat should appear.

Most giants work independently of the city's other hunters as they can travel faster on their own, but it is not unheard of for hunting parties from Gianthold and Goblin town to work together on particularly dangerous hunts.

KEY FIGURES

Terrot of the South Winds (CG storm giant ranger 4): A storm giant patriarch of great size, Terrot is considered the leader of Gianthold, as much as the inhabitants listen to any leader. He takes it as his personal mission to supply his fellow giants with homes and food, organizing expeditions into the Forest to hunt dinosaurs for food and profit.

ANDRUS SKYPORT

With the possible exception of visitors to and from the Mer Market, the vast majority of those who visit the city do so by airship. Air traffic is a constant in Andrus, and the harbor where such ships are moored is carved directly into the cliffside to better use the city's airspace. The port is enormous and built to house a variety of ship sizes from the smallest dirigible to the largest of battlecruisers.

HISTORY

While the age of airships didn't begin immediately after the coming of the Forest, the creation of the floating isles and the need for safer transportation led to air travel developing rapidly and falling into common use fairly quickly. With visitors flocking to the city and airships becoming a vital component of the city's defense and commerce, it was only natural to create an aerial harbor for docking airships, and with so much space being taken up by housing, it was just as natural to place that skyport in the side of the crater where dragons and giants were already digging large caves.

The Andrus skyport quickly grew from a collection of makeshift docking stations and fixed anchors sunk directly into the cliffside into a massive and fully fledged waterless harbor where customs officials can review imports and exports, travelers can find a safe berth for their ships while they enjoy the amenities of the city, and communications and goods can flow in and out of the city.

DESCRIPTION

The skyport of Andrus is a combination of wooden platforms and docks attached to massive caves dug directly into the cliff walls, allowing vessels to rent docking space. Most caves come in one of 4 sizes: Small (up to Gargantuan size ve-



hicles) which cost 1 sp per day. Medium (up to 3 vehicle spaces big) that cost 1 gp per day. Large (up to 15 vehicle spaces big) which cost 10 gp per day, and Giant (up to 100 vehicle spaces) which cost 100 gp per day. It is possible to buy a private stall, but those cost 1,000 times the daily renting price as a base, and since there are none available (all stalls are currently owned), it is possible the owner will ask for even more, or for special favors before they will be willing to part with such important real estate. Captains of poorer ships may find themselves unable to afford the protection of the caverns themselves, having to settle for one of the exterior berths built along the cliffside itself. These exterior berths cost an affordable 1 cp per day, but tend to leave captains hoping that their shipboard preparations and the natural shelter offered by the cliff itself are sufficient to protect them from sudden storms.

As a major hub for transportation, as well as one of the primary points of ingress and egress for the city, there are many map sellers, tavern-owners, and other businessmen in the skyport to meet the immediate needs of travelers. Individual businesses in the skyport may answer to the various guild heads of the city itself, but the skyport is its own little world, where a small council appointed by the larger city council oversees everything from making sure the various businesses operate fairly to handling the cash flow for space renting and purchasing. This council is officially the Ruling Council of the Andrus Skyport, but everyone calls them 'the watchmen' for short, as their job primarily entails keeping an eye on the various independent businessmen of the port. Because watchmen are appointed by the city council, it isn't 'quite' possible for a merchant to buy their way onto the council to better their position, but still several key members of the watchmen were businessmen in the skyport before their appointment, and still maintain businesses in the port as well.

While the businesses in the skyport are run by the skyport's small council of watchmen, the skyport itself is one of the few industries that is organized by the Andrus central government. The vast majority of the skyport and its stalls is owned by the city council and run from Claritas. Since the small council is in charge of the day to day operations and cash handling related to the skyport, it is common for auditors from Claritas to be stationed on a continual basis in the skyport to monitor finances and ensure that no funds are misappropriated. Fortunately, such misappropriations are a rare occurrence as the watchmen have done a fair job of avoiding accusations of corruption (something that, according to legend, used to plague open ports in the old world), but that doesn't mean that there aren't occasionally cries for the removal of a watchman or two, especially for those who obviously have conflicts of interest between the council and their own personal businesses. Such matters are typically mediated by the current auditor and resolved as quickly and quietly as possible.

KEY FIGURES

Leah Vorne (CG female alraun bard 5): Leah Vorne is the owner of the most prominent tavern in the skyport, the Crossroads Inn, a spacious establishment built to accommodate entire ship crews. Leah is an alraun of renowned beauty who draws as many patrons to her inn as the ale and bunks do. She is a watchman who enjoys a unique position: everyone in the skyport knows she can be bought for those looking to bend the rules, but be-

cause of this she is one of the most beloved members of the watchman council, and none would stand for her removal. By being a known quantity when it comes to minor corruption, she is able to police the major corruption amongst the other watchman, ironically earning her a reputation as one of the most honest member of the skyport's small council.

Kevet "K" Delon Vin Espeh (LN male lesby rogue 7): Kevet is a the current auditor of the watchmen at the skyport. Straight-laced and no-nonsense, Kevet, who goes by "K" amongst those he considers friends or peers, is a prominent figure at the skyport and is often called upon to settle disputes that might technically fall outside of his purview but for which the locals trust his fair and impartial judgement.

Vincenzo Maschrade (NE male merfolk fighter 7): Vincenzo is one of the few merfolk to take to the skies, and while not a Mer Market trade prince, many think he is gunning for the position. Vincenzo is a pirate and smuggler of great renown, though most people know him as the self-proclaimed "Captain Booze". Vincenzo's ship is powered by a special alchemical engine of his own creation that creates cheap moonshine as a byproduct of its primary function. Vincenzo makes far more money bottling and selling this liquor at a steep discount than his competitors can't match than he does in any actual piracy he chooses to engage in, and his network of rum-runners and barkeeps are at least as cunning and dangerous as his actual crew.

THE QUARRY

The Quarry serves three purposes within the city. First, it is the source of building stone from which most of the city is constructed. Second, it is the city's only centralized prison. Third, it is the city's connection to the underdark and the races that inhabit it. While the Quarry contains little except stone, the connection to the underground means expeditions from the city can go down in search of ore, and expeditions from below can come to the city to sell what they've found.

HISTORY

When King Andrus first built the city, he and his people were beset by the spreading Forest and the idea of sending loggers back out into its dangerous wilds was practically unthinkable. Beyond that, Andrus sincerely hoped that the city which would come to bear his name would be a lasting legacy, with each building holding deep significance. As such he decided that the buildings should be built from the stone available within the valley's walls and the quarry was dug out of the side of the cliffs to facilitate this need, but being so deep in the earth, quickly breached into the pitch black caverns of the underdark. Fortunately, many of the earliest underdark races to discover the paths into Andrus were relatively peaceful, and the quarry became a highway for those creatures who either wanted to visit the underdark, or were from the underdark and wanted to visit Andrus, though travel in either direction was and remains exceedingly rare. Despite the quarry's secondary function as a mercantile link between Andrus and the more peaceful races from beneath the earth, dangerous beasts with less peaceful inclinations occasionally crawl forth from the dark caverns to attack the city, often murdering at least a small handful of quarry workers and miners before being dealt with. Due to this, most workers in the quarry are prisoners, arrested by the Hounds and put to work to pay their societal debt.

DESCRIPTION

The quarry is more of a mine comprised of a long elaborate series of tunnels carved out of the cliff side than a true quarry. While excavating stone typically involves a large open hole, fear of breaking the cliff's natural barrier against the Forest led Andrus' engineers instead to the tunnel system. While this ingenious solution preserved the integrity of the cliff wall and kept the Forest at bay, it was also what led to the discovery of the underdark tunnels.

In addition to the mining tunnels used for obtaining stone and other building materials, there is a separate tunnel system of causeways used for legitimate transportation. These tunnels, along with any mines that end up connecting to the wider underdark, are typically closely guarded and regularly patrolled. Since most of the quarrymen are convicts and prisoners, they are typically barred from entering or traversing these tunnels without supervision and any quarrymen found in the transit tunnels can expect to be treated harshly.



When not working in the tunnels, the convicts sleep in a barracks at the surface. Each day they are escorted by the incoming guard shift and travel down the tunnels to cut out the walls and enlarge the dig sites to keep the flow of stone and building materials moving to the city. While the quarrymen are predominantly convicts and prisoners, they are not chained or otherwise hobbled once they've been escorted to their dig sites, since doing so would be an extreme danger in the event of a tunnel collapse or underdark monster attack. While the possibility always exists that a dig site could inadvertently break into an underdark tunnel, the risk of traveling through those fell passages is typically sufficient deterrent to keep the convicts from attempting escape.

KEY FIGURES

Deluv, the Warden (NE male orc rogue 6): An older orc, Deluv oversees the convicts in the quarry, and handles the transportation and sale of the excavated stone in the market. Deluv is harsh and cruel, with a long career spotted with accusations of kickbacks and rumors of other illegal actions and betrayals taken to increase the number of convicts on his workforce.

Moarchar the Giant (CE advanced hill giant): Moarchar has been a prisoner for many years, and thanks to his violent tendencies will undoubtedly see many more. A powerful male hill giant of unusual strength, Moarchar is the leader of the Lost, one of the more prominent prison gangs in the quarry. Deluv hates Moarchar, both for the hill giant's general disrespectfulness and due to the giant's influence with the other convicts, but has little opportunity to act on his hatred. Not only is Moarchar too physically and socially powerful to put down, but he does the work of ten normal men; any action taken against Moarchar would also hurt Deluv's own profits and production schedule.

DRAGON ALLEY

Even dragons must move with the times. From great overlords to lost refugees, dragons were as displaced by the Forest as anyone, and like many find themselves having to coexist in the city alongside the other races. While some dragons have gone back out into the world, fighting the Forest to reclaim their old homes, some have settled in the city in an area known as 'Dragon Alley'. Here the mighty beasts sell magical knowledge and choice pieces from their old hordes in order to afford the great amounts of food they need to survive.

HISTORY

When the city of Andrus was founded, there were two youthful dragons who had traveled to the city along with King Andrus' own expedition; a pair of juvenile copper dragons, a male named Elianoc and a female named Denoise. Denoise was particularly famous in the early years of the city thanks to her efforts in the city's defense along with her female halfling rider, Toa. Though Toa has long since passed away, Elianoc and Denoise have remained, living out their millennial lives in caves carved for themselves in the crater wall.

Elianoc and Denoise would not be the last dragons to settle in Andrus' expansive cliff face. Several decades after the city's founding, an adult black dragon known as Corrosion descended on the crater in an attempt to claim it for his own. Despite the black dragon's impressive power, the combined



might of Andrus' giant residents and the two copper dragons was more than the black could handle. In true Andrus fashion, Corrosion's defeat was followed by an offer of a place to live in the nearby cliffs; so long as he lived in harmony with the city's residents and answered the city's call to fight in times of need, he would be given the same privileges as any of the city's residents.

As word spread of the city of Andrus and the legends of its dragon citizens and protectors, several other dragons descended on the city. Most of these dragons were relatively young; old and powerful wyrms rarely have the patience to live in such close proximity to each other, and even fewer of them can subdue their pride enough to submit themselves to the duties of citizenship. While the occasional wyrm and ancient dragon chooses to experience the fast-paced life of the city, most do so disguised in mortal forms while maintaining a lair outside of Andrus.

Probably the most curious thing to arise from Andrus' dragon populace was the proliferation of draconic merchants. Few dragons who fled the Forest were able to take their hoards with them, but many managed to bring enough that they were still fabulously wealthy by mortal standards. While some dragons hunt for food in the Forest or earn their keep by working at the university or even joining the Wall defenders, many have taken

remarkably well to trading, bartering gold and magic items and growing their wealth through shrewd investment.

Though some dragons view living in the city as an ultimate betrayal of their peerless birthright, many dragons have cohabited with halflings for millennia and are no strangers to working with the weaker races. So long as their homes are large and distanced from the mortal bustle by Andrus' impressive cliffs, many of these beasts are content to spend their years and centuries as citizens of the great city, using trade to expand their wealth and power in a way that complements their natural inclinations.

DESCRIPTION

The array of caverns housing the bulk of the city's draconic residents is known as Dragon Alley by Andrus' humanoid species, though the dragons themselves find the name somewhat vulgar and demeaning. Small clans of halflings share some of the nearby caverns, living alongside the dragons as they have since before the advent of the Forest. These halfling dragon lords and caretakers travel from cave to cave up and down the wall along a series of mechanically-shifting chutes called 'dragonslides', built by the Puzzle People to aid them in their duties.

Despite the fact that many trades and mercantile arrangements occur there, Dragon Alley is not a marketplace; it is primarily a district where dragons live. While many of those

dragons have pieces of their ancient hoard still with them and are open to trade, adventurers and merchants alike are wise to approach these dragons cautiously and ensure that their desire to trade is reciprocated before entering a dragon's lair. Despite this risk, Dragon Alley has earned a reputation as the greatest specialized dealership in Andrus; while the Mer-Market contains everything the city needs to survive, Dragon Alley is where the great magic can be found, such as ancient items of power and other great works that are each worth a king's ransom. Only the most wealthy can generally afford the treasures on offer here, and many of the dragons react poorly to offers they consider to be not worth their while.

KEY FIGURES

Tarvaren (LG female ancient gold dragon): Tarvaren was one of the earliest dragons to see the opportunities inherent with engaging in mercantile enterprises with the mortal races of Andrus. While many dragons simply make small exchanges of wealth and treasure as needed to maintain their hoards or obtain necessities, Tarvaren has created a mercantile empire from a mansion set up in the mountainside specifically for doing business with humanoids. While Tarvaren will often travel to the market in her guise as a statuesque elven woman, most everyone in the city is aware of her true identity, as well as the fact that her vast wealth and investments give her political and financial clout on par with the most powerful merchant princes.

Gordack (LE male great wyrm red dragon): Gordack tried to keep his territory when the Forest grew up, but the place he once lived became a great cryptwood, and a fearsome kaiju eventually drove him out. Homeless and helpless for the first time in millenia, the only thing that outweighs his arrogance and ego was his prudence. Thus, while he hates humanoids, hates the city of Andrus, and hates what he must do to live there, he has still taken up residence in Dragon Alley, trading items for food. Dealing with him is extremely dangerous, yet his horde is also famous throughout the city; if an adventurer wants an artifact of greater power the likes of which are usually seen once a millenia, he is the best place to go.

Menota the Dragon Lord (NG venerable female halfling ranger 12): Possibly the oldest living halfling in Andrus, Menota is nearly 175 years old and is revered by both halflings and many of Andrus' goodly dragons alike. While surviving in the dangerous depths of the Forest, Menota rescued a large clutch of dragon eggs from the predations of a vicious kaiju that devoured their mother. Fiercely independent, Menota had ignored rumors of Andrus' sheltered walls for some time, but with the new responsibility of a clutch of baby dragons weighing on her, combined with the ever-growing danger of the Forest itself, she made the decision to travel to Andrus with her dragon eggs and small tribe of halfling disciples. She and her halfling students have tended the eggs, and now raise a new generation of dragons. Most halfling dragonriders who come out of Andrus are raised and obtain their dragon partners from Dragon Alley at the hands of Menota, who considers the wyrmlings to be her children just as much (perhaps moreso) as her actual descendants.

ADVENTURE SEEDS

GIANTS AMONGST US

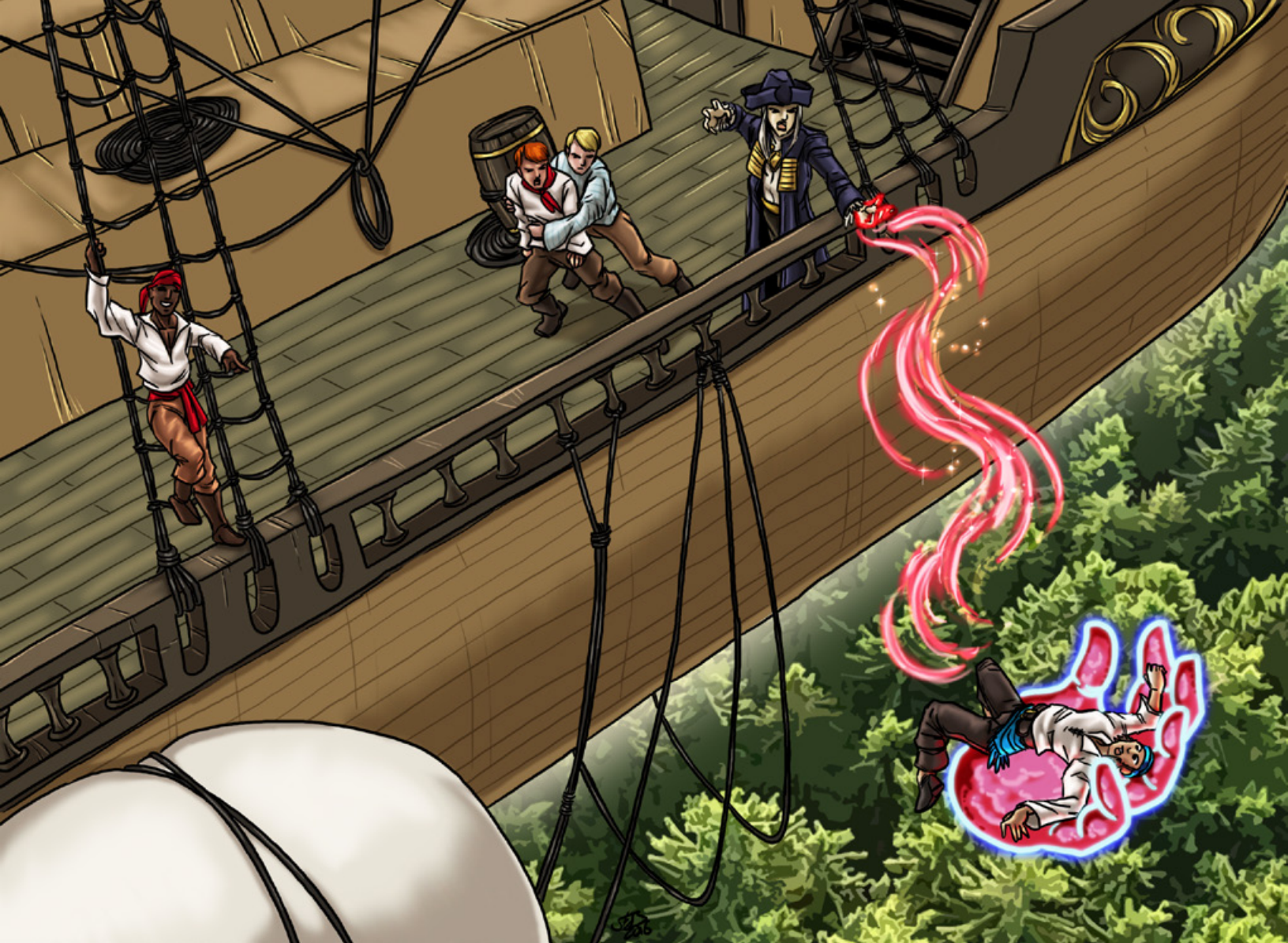
Andrus' Gianthold is home to some of the largest and most powerful being in the world. Before the Forest devoured the Old World, many of these giant clans were mortal enemies, more inclined to fight than trade. Now, former enemies are forced to live side-by-side in relative peace and harmony, enforced by the fearsome storm giant Terrot of the South Winds. Recently, rumors have begun to circulate that band of evil giants led by a fearsome fire giant chieftain have begun to move against Terrot, seeking to overthrow him and create a new giant army to conquer the city. That such a war would succeed is unlikely, but if there is any truth to the rumors such a conflict would surely weaken the City and deprive it of some of its most powerful defenders. Both the nearby dragon merchants and many of the City's bureaucrats and officials would have a vested interest in ensuring that such an uprising was never allowed to come to fruition.

GREEDY DRAGONS

Two of the powerful draconic merchants that call Dragon Alley their home have an intense rivalry that often spirals into outright chaos or even, on occasion, public violence. These dragons, Tavaren the ancient gold and Gordack the great wyrm red, are far too powerful to engage in such violence without risking serious harm or exile, so they frequently work through humanoid agents, hiring adventurers, thugs, and off-duty guards and rangers. Sometimes the individuals they hire are informed agents, but more often they have no idea they've been drawn into an elaborate game of corporate espionage. A group of adventurers asked to make a simple cross-town delivery for a local merchant could suddenly find themselves embroiled in a deadly competition for possession of a magical artifact (or an almost worthless trinket serving as a proxy for some greater prize the draconic merchants are competing for).

SKYPORT BLUES

Rumor has it that a blind old sailor has been seeking adventurers at the Crossroads Inn. Known as "Old Salty", the sailor is a fixture of the Crossroads and is rumored to have been a patron there since the inn was built, living off some secret treasure he and his pirate crew won back in the early days of the City. Why Old Salty is seeking out adventurers now, so many years after his retirement, is unknown, but rumors abound. Some say that the old sailor knows death is near and is looking for a new crew to help him seek out a lost treasure he and his original crew were never able to locate. Others speculate that Old Salty is looking for anyone capable of tracking down his long lost daughter (or son, depending on who you ask) so that he can mend old wounds and pass on a vast inheritance. A particularly common rumor amongst the Skyport sailors is that Old Salty is seeking a crew to bequeath his fabled and long missing ship, The Gnawed Noble, to so that it won't moulder in some forgotten cove after his passing. The one thing all rumors agree on is that Old Salty is immeasurably wealthy and willing to pay the right group to help him address some unfinished business.



SOLD TO THE QUARRY

Deluv, the warden who oversees the prisoners “employed” by the quarry, has a history of hiring thugs to bring him extra “convicts” he can put to work. Visitors who disappear from Andrus, sailors who don’t report back to their ships, and the occasional group of careless adventurers may all show up amongst the ranks of the convicted forced to work the mines, conveniently lacking any paperwork or release dates. Deluv is paid kickbacks and bonuses based on the quarry’s production, which encourages him to be increasingly “inventive” in his business practices. Anyone able to uncover Deluv’s scheming and provide incontrovertible proof of his perfidy would likely be well rewarded by the City, while anyone unfortunate enough to be conscripted would find themselves in the quarries alongside convicted felons and Deluv’s other unfortunate victims.

WHERE THE MOON SHINES

Vincenzo Maschrade, aka ‘Captain Booze’, has found a competitor; someone who has begun bottling cheap booze even cheaper than his own. The owner and supplier of this moonshine is unknown, but has started to compete with Vincenzo in all of his major markets.

Vincenzo is scouring the city looking for this competitor, and rumor of the Captain’s anger is spreading. If the PCs have earned any significant reputation within the district, it is possible they will be approached, either by Vincenzo who is looking for aid tracking the source of the moonshine, or by shadowy agents who represent the moonshiner in question about helping him throw the Captain off their trail.

Whatever path they choose, it’s obvious the Captain and his shadowy competitor are headed for an inevitable conflict, and if the PCs are not able to take care of the mess quietly, there just might be open battle in the city between the crew of Captain Booze and the agents of the secret moonshiner.



The Gardens

THE GARDENS CN SMALL CITY

Corruption -1; **Crime** +3; **Economy** +3; **Law** +0; **Lore** +4; **Society** -1

Qualities bountiful, magically attuned, notorious, rule of might

Danger +15

DEMOGRAPHICS

Government magical

Population 7,500 (2,500 forest gnomes, 4,500 fey, 500 druids)

NOTABLE NPCs

Arch Druid Tevia de Funique (TN female half-elf druid 20)

Satyr King Deveilas (CN male satyr king)

Gnome Leader Vin Diget (CN male gnome incanter 15)

MARKETPLACE

Base Value 6,000 gp; **Purchase Limit** 48,750 gp; **Spellcasting** 9th; **Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6

When the druids came to Andrus, they traded their services to the city in exchange for a place to practice their magic and replant their groves, growing the large outer wall and the smaller inner wall that provides the city with protection from the outside world.

Situated between these two walls rests a small but vital portion of the city called the Gardens, which dares to exist on top of fertile soil. Through the meticulous application of druidic magic, this fertile soil not only rejects the influence of the Forest, but also produces old world foods in great abundance, providing the city with fruits and grains to supplement the diet of fish and vegetation provided by the merfolk.

For the parts of the Gardens found wrapped around the north, east, and south of the city, the district is mostly made up of farmland, where workers (mostly goblins) tend the fields under the careful eye of the Druid Council. The Farmer's League organizes most of this work, importing workers mostly from Kettle City but from other parts of the city as well. These workers tend the massive farms that produce food at impossible speeds, spurred on by powerful druidic magic and the iron fist of the Farmer's League bosses. While some druids fear the strain the magically-empowered farms place upon the land, the truth is that production cannot be slowed; the city has grown too large and needs a vast and steady influx of food just to survive.

With the sheer volume of food demanded by the populous and the League's effective lobbying to impose heavy taxes on all foreign food brought into the city (except by the merfolk, whose charter guarantees their economic avenue to the city), food in Andrus is a large and cutthroat business, and competition among growers is fierce. While there do exist many small, independent farms in the Gardens, these smaller farms are constantly being bought out or edged out by the League, who will often resort to any measure, legal or otherwise, to grow their monopoly.

But the Gardens are not just farmland. At the Garden's Western edge lies several groves of carefully cultivated old-world trees, which house not only the Druid Council (who require these groves for their rites and rituals), but also a very large host of fey creatures who greatly prefer natural surroundings, but fear the hostility of the Forest. While the presence of such a large fey community often spells mischief for the city, it is also one of the city's greatest sources of art and entertainment, as fey creatures are rarely shy about sharing their talents and beauty with their mortal neighbors.

Not only are the Gardens a source of food and fey, but it also serves one more grand purpose for the city; that of a waystation and home for Forest-dwellers. Although Chaotic tribe leaders and 7th Sphere clerics will actively preach the evils of Andrus to their followers, Andrus remains resolutely open to all, and many Forest-dwellers find their way to the city in search of trade or adventure. These creatures often find the city itself to be an impossible place, filled with outdated and unethical ideas about civilized behavior and the rule of law, and find the Gardens to be a much gentler place to stay when conducting their business within the city.

HISTORY

The walls that surround Andrus (and therefore segregate the Gardens off from the worlds both inside and outside the city) was constructed by Arch-Druid Trac'roc and the Druid Council in 19 A.B., as a peace offering to the city of Andrus. Although the law of Andrus forbade the exclusion of anyone from the city, many citizens who knew nothing more than that druidic magic involved nature falsely accused the druids of being the reason behind the Forest's growth, and the segregation of the druids into a separate, walled-off section of the city was as much for their own protection as it was to placate the nervous populous.

While in the Old World the druids had prided themselves on being 'separate' from the cities, currencies, and economies that so ruled the lives of other mortals, the reality of the new world was that, if they wished to reject the perversion of nature that was the Forest and the tyranny of the 7th Sphere, there were few other options than integration into the city, which meant the Druid Council would never be able to survive, let alone rebuild, unless it could find a way to make money. After almost a decade of work, the members of the druid council managed to succeed in reversing the Forest's growth (after a limited fashion) inside the city's walls, allowing them to not only create a stretch of fertile ground not contaminated by the Forest, but where they could also cultivate the trees and plants they had carefully rescued and cared for after the Forest's growth. This allowed the druids to not only grow the groves they so desperately needed to perform their rites and rituals, but also allowed them to tap into a piece of the Andrus economy that no one,

no matter how much they hated the druids, could deny them; food production.

With the aid of druidic magic, the gardens quickly began to produce food at an almost alarming rate, flooding the city with fruits, vegetables, and even livestock. Refugees who had once tended land suddenly had the chance to apply their skills. Over time, the Farmer's League would grow to regulate and handle much of the day-to-day work of production.

The Fey and Forest-dwellers were never part of the initial plan of the druids, but with the growth of the city, it was inevitable the Forest-dwellers would eventually visit. When Vin Diget arrived with an entire company of forest gnomes wishing to do business with the city, they set up their own settlement in the Gardens as no other part of the main city would grant land to them out of sheer fear. When the Satyr King, a demigod of the fey, also moved himself and his court to the Gardens, it officially cemented the area as not simply a place of druidic magic or food production, but as a full residential district of the city.

CULTURE AND CUSTOMS

While the Farmer's League enforces civility among their property ringing the city on the north, east, and south ends, the west end of the gardens where the druids, fey, and gnomes live is as lawless a place as can be found in the city. Here, not only rule of law but also much of the concept of civilization itself (the Lawful alignment) is absent. While only the gnomes take this far enough to truly embrace the Chaotic alignment, few people from the other districts find their way to the Gardens if they can avoid it, and even the Hounds will think twice before attempting to enforce their will on the citizens of this district.

There are three district courts that rule the western section of the Gardens, which constitute the three major sections of this district: The Oldwood (ruled by the Druid Council), the Feyhome (ruled by the Satyr King) and the Gnomewood (ruled by Vin Diget and his tribe).

While each of these three courts possess their own rules and command their own areas, the only true ruling law in the western Gardens is the rule of might; if someone is the victim of a wrong, it is up to the wronged creature, their family, or their friends, to set things right by whatever means are available to them. Ironically, the rule of might has actually kept the peace remarkably well in the Gardens; with arch druids, demigods, and cannibalistic gnomes all sharing space together, few creatures are willing to risk the repercussions for dishonorable behavior towards their neighbors.

THE FARMER'S LEAGUE

"Food is the true currency of life. Control the food, control the world."

-Sharptooth, president of the Farmer's League

(Note: this quote has been publically denied.)

Food is possibly the most lucrative business in Andrus next to delving itself, and with a hundred cultures each cooking their own unique foods, the demand for Old World food is never-ending. While competition currently keeps the price of food low, the sheer number of inhabitants in the city means whoever controls the city's supply has cornered a very powerful market.

Thanks to careful lobbying by the Farmer's League, anyone bringing food into the city from an outside source (unless they



have contacts able to ship the food in via the merfolk) must pay a tariff equal to 30% of the item's market value, which drives up the prices of non-Garden foodstuffs considerably, and thanks to the ludicrous amount of money the Farmer's League spends in bribes every year, this tariff is very strictly enforced. As such, food smuggling is a dangerous business, constantly engaged in an arms race with officials. Successful smugglers must keep one step ahead of the law through the use of secret compartments, extradimensional spaces, and more, while port officials counter with divination magic, highly trained dogs, and more.

HISTORY

The Farmer's League is an organization that grew up naturally as the newly-created farms did their best to meet the needs of the city. At least publicly, it is a group dedicated to helping the various farms within the gardens and ensuring that the channel of foodstuffs to the rest of the city remains uninterrupted. In practice, however, it is an enormous company that either publicly or secretly owns most of the farms in the Gardens, using cheap labor to drive up profit margins and bully tactics to expand their holdings.

DESCRIPTION

The Farmer's League headquarters is actually a small building kept inside Goblin town, as the head of the league and most of its bureaucracy belong to the same goblin clan, the Grubgrubs. However, most of the league's business is done on site in the Gardens, overseeing farms or buying up new land.

Currently, it is possible to buy land in the gardens at the rate of 5000 gp per acre, but that is quickly ending through the league's expanding monopoly. A creature must have at least one creature per 4 acres helping them tend the field; untrained laborers do not add to their Profession (farmer) check, but trained laborers may use the Aid Another action to assist the main farmer's check.

The owner or overseer of an independent farm makes a Profession (farmer) check to earn money for a week of work and multiplies their check by 2 (as opposed to earning half their check as usual, which is what farmers make who work for the league), and multiplies their result again by the number of acres they own. If they accept Druidic help in increasing the output of their fields, the druid council increases the yield 10 fold, but keep half of the proceeds.

This means that, on average, a character working their own farm multiplies their weekly earnings check result by 10 per acre they own. However, they rarely get to keep all of this money, as successful independent farmers must often hire powerful farm guards and make many bribes to keep the Farmer's League from muscling them out economically or 'accidentally' burning their crops down to drive them out of business.

While warfare between farms rarely reaches the height of outright pitch battles, farming in Andrus is a lethal profession and not for the feint of heart; the fields of Andrus often run red, fertilized with the blood of the unworthy. If an outsider

wishes to partake in the lucrative world of Andrus farming, that individual would do well to stay away until they have the wealth and power to stake their claim and defend it to the death.

KEY FIGURES

Sharptooth (level 10 male middle-aged goblin rogue) The current leader of the Farmer's League, Sharptooth commands an elaborate organization of spies, saboteurs, and thieves for the sheer purpose of expanding his power within the Gardens.

THE OUTER WALL

The Outer Wall stands several miles outside of the inner wall and is several thousand feet tall. It has one gate on its north-east side right across the Garden from Giant Hold, and several smaller openings where waterways wind in under the Wall. Mostly for convenience, but also because few want to trouble a gate guard of their size, the Gate is kept by a few of the more well behaved giants employed by the city. While their job is usually boring, they have strict orders to maintain the gates at all costs, and they are more than willing to stomp on anyone who would misbehave at their post.

On top of the wall, small huts and towers have been erected over the years providing over watch of the Forest outside the Wall as well as some overwatch for the interior of the city itself. If one were to stand directly on top of the wall and look over at The Forest, one would see it now pressed firmly against the wall far below in a constant siege. If one were to fall off The Wall, one would land on the tops of trees probably to never be seen again. Looking above the canopy one would also see ledges, ropes, and anchors lining the outside of the wall. These are used by the brave souls to fight off the ivy and vines the Forest sends up to scale the wall.

HISTORY

When the druids built the inner-wall, the Forest did not respond; it could not grow within the crater, and so the wall did nothing but mark the boundary where the soil ended.

When the druids used their magic to 'cleans' the area immediately outside the inner wall, they could feel the Forest pushing back, and indefinitely sustaining the magic that kept it at bay was not a possibility. Unable to push back the Forest much longer, they grew the Outer Wall to serve as a physical barrier against the Forest to aid their cleansing magic in keeping the newly-created Gardens unspoiled. When they were finished, they felt they had successfully pushed the Forest back and thought themselves safe. This feeling lasted for less than a day.

When the first vines and ivy found their way over the top of the wall, it was all the citizenry could do to keep the Forest out. Branches and roots attempted to pierce the wall and climb over its top, and it was only through a quick mobilization of the giants that the assault was turned back. Stone cracked and ripped and it looked as if the Forest would win until a small group of fire giants used flames to burn the Forest back so that the wall could be magically repaired.

Immediately, the Defenders were organized out of any volunteers that could be found. Giants and men and women of all races, the defenders took to the Wall to physically cut down the Forest's efforts to invade. It was terrible work and the city's fire-capable casters were run to exhaustion before proper weap-

ons could be supplied, but eventually the threat turned from a dire one to a manable one, albeit a constant one.

Any race can be a Defender under the understanding that they cannot fight with or eat any of the other members of the Defenders or the citizens of the city. It was determined that the Forest Defenders should function under the direction of the City Council, but most of their hiring, training, and disciplining are handled by the Hounds; the Forest Defenders might be second to the Hounds in terms of skill, but there are significantly more of them; enough to be the closest thing Andrus has to a standing army. The law that states no King shall rule in Andrus makes even the City Council weary of the Defenders; army's may not produce kings but they do produce generals, and the council fears how much damage a wrong-hearted charismatic general could do with the defenders at his command.

DESCRIPTION

At seven points around the outer wall sit large buildings that contain the gondola used to carry those with business from the city to the top of the wall. The purpose of these gondola is to bring the Forest Defense up to the top of the wall in order for them to do their work; typically, no uncleared civilian is allowed on top of the wall without clearance.

The gondolas are not the only means to climb the wall, but they are the most convenient. Switch-back paths also scale the walls for those that feel like hiking up to the top, but again, once there the only thing to do is climb back down if you are not one of the defenders or given special clearance, but there's always someone willing to try to get a glimpse of what The Forest looks like from the top of the wall.

The boundaries of the defense teams are drawn half way between each gondola, with the gondola house itself serving as each of the seven teams' headquarters. Each team is broken into three platoons each led by a Lieutenant who answer to the team's captain. The captains then answer to their commander who falls directly under the commander of the Hounds.

In the towers dotted around the outer wall are large, long range cannons, catapults, and ballista. Each one is operated by a three man team as a special duty performed alongside their usual duties as Defenders; while the Forest is their true enemy, the Forest does not only attack with plants, and more than a few Kaiju have assaulted the city in the past.

Each of the seven Defense teams has a special unit of forest fighters devoted to

fighting off the plants that continuously attempt to scale the wall. Every day, the Forest sends new vines and Ivy up the side of the wall, and if these were to be left alone the Gardens and their life-giving foodstuffs would quickly be overrun. Whether they have some affinity to fire, climb or flight abilities, or are just really good at swinging on ropes, each member of these special teams is adept at battling whatever the Forest throws at them.

KEY FIGURES

Brislow Bronzetooth (level 20 TN male middle-aged dwarf commander): Brislow is the highest-ranking member of the Defenders as well as its strongest member. Brislow believes in the Defenders and their mission. As he is fond of telling his subordinates, the city would fall if it weren't for them, and all of the praise and respect they can give would still be insufficient.

In many ways he is the Charismatic leader that the city council fears; any of his men would die for him, and he greatly resents the oversight the Hounds, 'outsiders' as he calls them, have over his organization. So far he has not shown any designs to change the situation, but some fear it is only a matter of time.

OLDWOOD

The Oldwood is an enormous druidic grove, where sacred trees and other plants important for their magic have been carefully cultivated. While some old-world forests have survived atop floating islands, While some people blamed druids for the cataclysm, it quickly became apparent that druidic magic was just as affected as the rest of the world by the upheaval, and while some druids do live in the Forest, others have also taken to the skies or to Andrus to escape its terrible effects. In the Gardens, there exists a stretch of forest called the Oldwood, where cuttings of the great trees have been carefully cultivated. For the druids, it is the last holdout of the world they once knew, and is often used for rites that can't be done in the Forest. It is a sacred place for the druids and serves as a beacon of hope for all those druids who stand in opposition to the great Forest, and hope for a return to the old ways of the pre-cataclysm natural world. Many druids the world over make pilgrimages to the Oldwood as part of their training.

HISTORY

Trees are central to druidic rituals and it was discovered long ago that the trees in the Etkinean Valley held a particular power that boosted the effects of their rituals. Because of the highly contested nature of the Etkinean Valley, thousands of years ago the druids took a cutting of the most powerful tree from the Etkinean Valley, the 'Malengaur'. This cutting has been carefully preserved and kept by the Arch-Druids so that it could be used in rituals when they could not access the Etkinean Valley. When the cataclysm struck, this cutting, along with a handful of other smaller, less significant plants, were brought to Andrus. When the Gardens were created, the cuttings were planted and carefully tended here until they grew into a grove of full sized trees, free of the forest's contamination.

DESCRIPTION

Despite its comparative youth, these hundred-year-old trees have been carefully tended and magically enhanced by the druids so that the Oldwood does indeed appear to be truly ancient. This carefully cultivated grove of trees is the only remaining old world forest on the entire planet.

The Oldwood is the home to high level druidic rituals and the initiation of new druids. The land is considered sacred by the druids, even more so than sacred lands in the past due to the scarcity of uncorrupted land. As such, the druids guard this land vigilantly. Only druid council members and new initiates are allowed to enter the Oldwood, and any trespassers are killed on sight—the druids cannot risk a single particle of corruption to enter their wood.

KEY FIGURES

Arch-Druid Tevia de Funique (level 13 NG half-elf druid): The arch-druid of the Oldwood and leader of the druid council, Arch-Druid Tevia de Funique became the leader of the druids of the Oldwood Aater the death of Arch-Druid Trac'roc. While he supports the plan to one day re-take the Heart of the Forest and Etkinean Valley from the druids of the 7th sphere, Tevia would rather play the long game, building alliances, power, and resources before engaging in open hostilities. Tevia's patience in this realm has led some to question his true allegiance, claiming he prefers a coward's peace over victory.

High Druid Evet (level 15 NE human druid): One of the most influential members of the druid council, High Druid Evet has many followers and devotees both on and off the council. He opposes Tevia's plans for peace, fearing it will only lead to complacency and never ousting the 7th Sphere. Chief among Arch-Druid Tevia's critics, Evet has openly declared that Tevia's long game is really just a disguise for the complacency that will lead to the long-term success of the 7th Sphere. Evet advocates for immediate and relentless guerilla tactics, despite the lack of tangible progress using those tactics to date, insisting that continual aggressive action is key to both druidic honor and the eventual defeat of the 7th Sphere.

FEYHOME

Mortals were not the only creatures displaced by the coming of the Forest. Many creatures of Faerie, who had always moved freely between the mortal and immortal worlds, suddenly found themselves trapped in a world of nature far more hostile than before. Some of these creatures fled and eventually found their home in sheltered corner of the Gardens, including unicorns, sphinxes, nixies, pixies, brownies, nymphs, satyrs, fawns, gremlins, and more.

HISTORY

At the collapse of the Walkways, many of the Fey who were on the mortal plane were trapped because the maelstrom destroyed most of the previous avenues to Faerie. Stranded and desperate, some of these fey creatures followed Andrus to the crater and attempted to begin life anew.

While some fey tried desperately to assimilate into their new urban home, many were highly resentful of their new situation and found the close quarters, chaos, and particularly the smell of city life to be beyond their capacity. Living in agony, the Fey flocked to the Garden District as soon as the druids began to reestablish nature. While the druids had not put forward this monumental revitalization effort for the benefit of the Fey, the Fey swarmed the area so quickly and met any efforts to discuss the situation with such viciousness that a section of the Gardens was quickly surrendered as the Feyhome. Once back in their native environment the Fey soon returned to their normal power and temperament.



DESCRIPTION

While the druids considered the portion of the land they ceded to the Fey substantial (given the circumstances) it was nowhere near enough to accommodate the Fey already within the city, much less the influx that began to appear once word of an old wood got out. The denizens organized together to create a series of pocket demiplanes within the Feyhome in order to enlarge the area, protect from outsiders, and provide a more varied ecology. The Feyhome now includes several lakes, ponds, and rivers, in addition to a large old world forest, meadows, and other natural features considered essential by the Fey. The pocket demiplanes not only expanded the land available but allowed the denizens to easily craft the Feyhome into an intricate maze, protecting the innermost regions from stray curiosity.

While non-Fey creatures occasionally attempt to enter the Feyhome, only those of sufficient "interest" to the Fey are allowed to pass. Nymphs, unicorns, and satyrs are generally welcoming to women with a Charisma 14 or higher. While these women may enter the Feyhome seeking the nymphs and unicorns, they rarely make it past the enchantments and seductions of the satyrs. As such, most attractive women generally avoid the Feyhome, however some groups of young women will send each other to the Feyhome as a form of hazing or initiation. Some take this a step further, specifically seeking out the Feyhome as the perfect place to spend an evening, a weekend, or a lifetime.

A very select group of highly attractive men may attempt entry into the Feyhome (Charisma 17 or higher), while generally the nymphs will gladly welcome such luscious specimens into their home, these men must first pass the satyrs, who will usually attempt to drive them out as they dislike any competition for the nymphs' affections.

The dangers of the Feyhome to non-Fey makes it a less frequented part of the city—only the beautiful and reckless voluntarily come here.

KEY FIGURES

Deveilas, the Satyr King (CN, male): Within the Feyhome the most well known, even infamous, individual is the Satyr Deveilas is a demigod; the child of a feylord and the previous ruler of the satyrs. He is by far the most decadent creature in the Feyhome, and as he himself will proudly declare, possibly the entire world.. While all satyrs are known for their lust and crude humour, the Satyr King's lust and practical jokes are particularly infamous, often appearing as the subject of popular plays and stories when the events they set in motion are sufficiently grand.

While Deveilas may have created a number of enemies over the years, his power as a fey and status as the demigod child of a feylord has protected him from serious retaliation. For the most part, visitors of the fey are encouraged to have nothing to do with Deveilas, as virtually all mortal interactions with the demigod end badly.

Morning Dawn (CG female half-celestial unicorn): While most unicorns are content to live out their days in peace hidden in the depths of Feyhome, Morning Dawn takes a much more direct approach to life and her place in the city. She is a well-traveled and well-respected merchant, dealing in magic, old-world artifacts, gemstones, artwork, and other expensive and fine goods.

While Morning Dawn can be found in many parts of the city, particularly the Mer Quarter and the high-end shops of the Sprawl, she lives and keeps her main office in the Feyhome. A truly brave person in need of a particular high end artifact may seek her out in the Feyhome as a demonstration of respect that will hopefully garner Morning Dawn's favor.

GNOMEWOOD

When the Forest grew, some escaped it, some were destroyed by it, and some embraced it and its mutating effects. Among the last group was a great many gnomes, who embraced the coming of the Forest and became twisted, malicious, and cannibalistic. While the laws of Andrus allow anyone, even Forest-dwellers, to enter the city freely so long as they obey the laws, no one, not even the other Forest-dwelling peoples, really wants anything to do with the gnomes, forcing them to band together in their own section of the Gardens where few others dare to tread.

HISTORY

Several decades after the founding of the city, the first Forest denizens arrived. Gnomes, saurians, and others who had adapted to the Forest and managed to survive for years within its depths began to seek out the fabled "Last City", hoping to see its wonders for themselves and perhaps establish trade relations. While the occasional skirmishes broke out, most Forest creatures were more curious about the city than offended at its presence, at least during the early years of contact.

A delegation of forest gnomes, led by an enterprising chieftan named Red Jinweed, arrived soon afterward, hoping to set up shop in the city. While these initial mercantile enterprises were viewed as a good sign for potential relations between the city and Forest-dwellers, it was soon discovered that the gnomish endeavor was more focused on finding ways to force people into debts that could be leveraged to coerce them into 'coming home' with the gnomes to the Forest. Since most of the



gnomish business-folk were careful to keep their contracts and arrangements within the letter of Andrus law, the city had little recourse and the gnomish businesses, along with their practice of “returning” citizens to the Forest have persisted into the present day. As gnomish businesses have continued to spread throughout the city, other Forest creatures, more familiar with the gnomes predations, have grown more and more frightened of the gnomes’ spreading influence, leading to occasional violent outbreaks and threats against the gnomes promising to slaughter the lot of them unless they stick to ‘their side’ of the Gardens.

DESCRIPTION

Like most areas of the Gardens, the Gnomewood is a large grove of trees. Rather than relishing the old world nature, the Gnomewood mimics the Forest itself; the trees are exceedingly large and primordial in appearance. The trees themselves serve as homes to the gnomes, who build small huts out of leaves and branches in the treetops and along the massive trunks. Some structures, also built out of branches and leaves, exist on the ground, but these are mostly used for business meetings with non-gnome creatures who would otherwise struggle attempting to climb the small ladders and platforms the gnomes themselves use. Surprisingly few walkways connect the trees, since the gnomes prefer to use the plentiful vines they cultivate within the trees’ branches to swing from tree to tree.

In addition to the natural difficulties presented by the gnomes’ peculiar living arrangements, the area is protected by a series of powerful illusions, which gnomish illusionists maintain and adjust from day to day. To approach the Gnomewood through anything but the proper channels at the main entrance to their grove is stupidly dangerous, as adventurers or spies could easily find themselves lost in the woods for days on end before dying of thirst and ending up in a gnomish stew.

KEY FIGURES

Vin Diget (CE old male gnome illusionist 10): Leader of the gnomewood, Vin is old enough to remember the growth of the Forest itself. He is very intelligent, and one of the most savage of gnomes; while younger gnomes were born into Forest life, he was one of the original gnomes who chose to live in the spreading chaos, and he still retains many habits left over from the Old World. While he is an adherent to the 7th sphere, he prefers to focus on exploiting the city rather than destroying it. He is a master trader who brings meat and raw materials to the city to sell, and buys manufactured goods to take back to the other gnomes. In addition to these finished goods, it is not uncommon for Vin to send indentured creatures who have found themselves too deep in debt out into the Forest, never to be seen again.

Teli Diget (CE female gnome druid 7): Teli is a radical adherent to the 7th Sphere, and believes the city is an abomination and needs to be destroyed. She hates the trading her uncle does, but doesn’t fight him on it because it increases their influence in the city, which will be important to eventually destroying it. However, she fears her uncle’s social regressiveness will be his undoing (he continues to spout backwards city-dweller ideas like ‘the weak don’t deserve to die’, and ‘people shouldn’t have to fight over food’, and she fears if he doesn’t get out of the city soon, he’ll end up on the wrong side of history when progress inevitably moves forward.)

ADVENTURE SEEDS

DEFENDERS OF THE OUTER WALL

The Outer Wall is the primary line of defense for the City, but rarely has to deal with sieges. Lately, assaults on the walls by maddened saurians have become a regular thing, decimating the ranks of the City’s defenders. Word has gone out that the City is recruiting teams of experienced adventurers to help guard the Outer Wall or venture out into the Forest to seek out whatever dark force is driving its denizens into such a frenzy.

FeyHOME INVASION

During a night of festivities within the Feyhome, the PCs awaken from cavorting with satyrs, nymphs, and other fey beings to find they are in a portion of the woods they have never seen before. The Feyhome is connected to many pocket dimensions and they must have wandered into one without realizing it. Now it is up for them to navigate the impossibilities of this magical realm as they try to find their way through the labyrinth that is the deep home of the fey.

HOME SWEET FEYHOME

Of all the Faerie-born creatures who dwell in Feyhome, few are as noble and distinct as the unicorn. Vanishingly rare, these beautiful creatures may not even exist outside of Andrus any longer due to the Forest’s predations. Recently, the unicorn have begun disappearing. Only a few have disappeared so far, but each unicorn in this tiny population is absolutely precious. The only clue to what might be happening is the story of a young cobbler, who claims to have seen a robed figure with blood-red eyes and bony fingers devouring a unicorn near the edge of the Gardens. No trace of blood or evidence of violence was found at the scene, but the young cobbler insists that he’s telling the truth and will tell his story to anyone willing to listen.

NO PLACE LIKE GNOME

The Gnomewood, while beautiful in its own fey way, is one of the more dangerous areas of the City if you don’t happen to be a gnome. Several people with financial dealings with the gnomewood have gone missing, moreso than usual, and rumor has it that Vin Diget has started a trade in slaves, shipping out not only his debtors but anyone he can get his hands on. Vin has vigorously denied having any association with these disappearances, but circumstances leave few other likely candidates and even the most powerful divination magic brought to bear has given little to go on other than that the missing people are no longer within the City’s walls.



PRESTIGE CLASSES

"I don't think you understand what it means to live in this city. See that merchant over there? That one with the dinosaur pelts? He killed those things himself. That man he's talking to is Orgnard, and he's known around these parts as 'The Butcher' for what he does on the city wall every day.

No one is 'just a merchant', or 'just a craftsman' here. This is Andrus. We dine with devils and wave to giants on our way to work. We sell our goods to dragons and ogres. We break bread with gnolls who would rather bite us than the meal.

Never underestimate anyone."

Vincept Vileheart, food smuggler.

Andrus is an enormous city; some adventurers are able to find lucrative careers without ever once stepping outside its wall. Others use the city as a base of operations from which to launch ruin delves and mercantile adventures, scouring the land and skies for their next big hit.

The following prestige classes are available to individuals who live and work inside the great City of Men.

Note: The listed prestige classes all use the Spheres of Power system for magic, whenever magic is included. For most of these magic-using prestige classes, they can be adapted to the core magic system through the following conversion:

Core Casting: Whenever the character gains a prestige class level that would grant them +1 caster level, they instead gain new spells per day as if they had also gained a level in a spellcasting or extract using class they belonged to before adding the prestige class. They do not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if they are a spontaneous caster), and an increased effective level of spellcasting. If the character had more than one spellcasting or extract using class before gaining the prestige class, they must decide to which class they add the new level for the purpose of determining spells per day.

This replaces casting and spell points.

COURIER

The couriers of the courier guild are a breed apart from normal messengers, entrusted with transporting anything and everything from personal letters to the most sensitive of cargo. With a combination of fast running and teleportation magic, they endeavor to stay one step ahead of anything and everything that might attempt to relieve them of their charges.

CLASS DETAILS

Alignment: Any

Hit Dice: d8

REQUIREMENTS

To qualify to become a courier, a character must fulfill all the following criteria.

Caster level: 4 (w/ warp sphere)

Magic Talents: Warp sphere (teleport ability)

Skills: Acrobatics 4 ranks

Feats: either Run or the Athletics sphere (run) package (if using Spheres of Might).

Special: Must be employed by the courier guild.

CLASS SKILLS

The courier's class skills are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Fly (Dex), Perception (Wis), Profession (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: A courier gains no proficiency with any weapon or armor.

Casting: An courier may combine spheres and talents to create magical effects. An courier is considered a Mid-Caster and uses Intelligence as his casting stat modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

Spell Pool: An courier gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his Intelligence modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A courier gains 1 magic talent every time he gains a caster level, according to **Table: courier**. This does not stack with caster levels gained from other sources.

Acrobatic Training: A courier gains a circumstance bonus to all Acrobatics checks equal to his class level. When making

jump checks, the courier is always considered to have a running start.

Fast: A courier increases their base speed by 5 ft. per courier level.

Professional Courier: A courier adds twice her courier level to her Strength modifier when determining how much she can carry.

Warp Specialist: A courier treats her class level as her caster level for the Warp sphere. This stacks with caster levels gained from other sources. Additionally, the courier gains Quick Teleport as a bonus talent. If she already possesses Quick Teleport, she may gain another Warp talent instead.

Over Road and Roof: Couriers must learn to stay light on their feet, and to not allow any obstacle to stand in their way. Beginning at 2nd level, so long as the courier is wearing light armor or no armor and is not carrying a heavy load, she is not considered flat-footed when moving over uneven or narrow surfaces. The courier can move along narrow surfaces at full speed using the Acrobatics skill without penalty.

Through Snow and Rain: At 2nd level, the courier and her equipment are considered to be always under the effects of an endure elements spell, using 4x her courier level as her caster level.

Past Those Who Would Impede: Beginning at 3rd level, the courier can use Acrobatics to move at full speed through a threatened square without increasing the DC by 10.

Reflexive Teleport: Beginning at 4th level, the courier may spend 2 spell points to teleport as an immediate action. This can be done in response to falling to avoid taking falling damage.

Perfect Teleport: Beginning at 5th level, the courier has mastered moving through space with her magic. By spending 3 spell points, the courier can teleport as a free action.

FARM GUARD

In Andrus, food and arable land are at a premium, with druids and farmers holding as much wealth and power as the canniest guild leader or politician. The wealth and power associated with farming lands and territory also means that the field is highly competitive, and both theft and sabotage are constant threats. Due to this, any farmer worth his salt hires nothing but the best farm guards, individuals capable of spotting and disarming threats before they manage to inflict harm on valuable food or property.

Table: Courier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Caster Level	Magic Talents
1	+0	+0	+1	+1	Acrobatic training, casting, fast, professional courier, spell pool, warp specialist	0	0
2	+1	+1	+1	+1	Over road and roof, through snow and rain	+1	1
3	+2	+1	+2	+2	Past those who would impede	+2	2
4	+3	+1	+2	+2	Reflexive teleport	+3	3
5	+3	+2	+3	+3	Perfect teleport	+3	3

Table: Farm Guard

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1	+1	+1	+1	+1	Guard animal, keen senses
2	+2	+1	+1	+1	Blight sense, eyes in the sky
3	+3	+2	+2	+2	Rapid deployment, swarm smasher
4	+4	+2	+2	+2	Heat forged, iron fortitude
5	+5	+3	+3	+3	Farm guard

CLASS DETAILS

Alignment: Any.

Hit Die: d10.

REQUIREMENTS

To qualify to become a farm guard, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Perception 5 ranks, Survival 5 ranks.

Special: Must own a farm or be employed by a farm owner.

CLASS SKILLS

The farm guard's class skills are Acrobatics (Dex), Climb (Str), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex) and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The farm guard gains no additional proficiency with any armor or weapon.

Guard Animal (Ex): Farm guards learn to augment their ability to patrol and protect large territories by training companion beasts whose natural abilities can augment the farm guard's own mobility or sensory abilities. At 1st level, a farm guard forms a bond with an animal companion to accompany him on his adventures. This ability functions like the druid animal companion ability (which is part of the nature bond class feature), and the farm guard can select any animal available to a druid. The farm guard's effective druid level is equal to his farm guard level +5. If a character receives an animal companion from more than one source, his effective druid levels stack for the purpose of determining the companion's statistics and abilities, though his companion's total effective level cannot exceed the farm guard's total Hit Dice. A farm guard may teach his companion hunter's tricks from the skirmisher ranger archetype in addition to standard tricks. The animal companion can use skirmisher tricks when commanded, a number of times per day equal to 1/2 its hit dice + its Wisdom modifier.

Keen Senses (Ex): Starting at 1st level, the farm guard and his guard animal gain a competence bonus on Perception and Sense Motive checks equal to his class level. If the farm guard's guard animal has the scent special ability, it doubles all ranges at which it can detect creatures and scents.

Blight Sense (Ex): Poisoning or introducing controlled pestilence into a rival's crops is a common ploy by unscrupulous farmers and merchants seeking to gain an edge, and the farm guard and his guard animal quickly grow wise to such treacherous tactics. From 2nd level on, the farm guard and his guard animal automatically detect the presence of poisons, diseases,

or disease bearing creatures and plants within Close range (25 ft. + 5 ft. per class level). If the farm guard's guard animal has the scent special ability, it instead detects such threats within Medium range (100 ft. + 10 ft. per class level).

Eyes in the Sky: As talented farm guards reputations grow, they are entrusted with larger territories to protect, which facilitates a need for new tactics and approaches. At 2nd level, the farm guard is granted a coaster (Player's Guide to Skybourne, Airships) that he can use to patrol a wider territory. In addition, his guard animal learns the following special trick as a bonus trick:

Piloting: Guard animals are trained in basic maneuvers for maintaining an airship's course. The guard animal is treated as having a number of ranks in Profession (sailor) equal to its master's total Hit Dice and once commanded to pilot a vehicle, will make such checks until commanded otherwise. Despite having exceptional training, guard animals still have an animal mind set and cannot make major piloting decisions such as heading to a specific location, and are instead limited to simple commands such as "maintain course", "circle this area", or "land".

Rapid Deployment (Ex): From 3rd level on, whenever the farm guard becomes aware of a threat (such as a diseased plant, arsonist, etc.) coming within 100 ft. of territory he has set about to protect (including caravans of goods, farm lands, warehouses, etc.), the movement speed of him, his guard animal, and any vehicle either of them pilots is doubled for a number of rounds equal to his class level, or until he makes an attack or casts a spell which would affect the source of the detected threat, whichever comes first. The farm guard's maximum protected area for this effect is equal to 1 mile per class level, designated during an hour's preparation. The farm guard can reassign his territory with an hour's time at any point during the day.

Swarm Smasher (Ex): Locusts, frogs, and various other creatures can be incredibly harmful to valuable crops and farmlands in sufficient numbers, and any farm guard worth his salt quickly learns techniques for dealing with such foes. The farm guard and his guard animal always deal full damage with manufactured weapons and natural attacks when fighting swarms, even if the swarm would normally be immune or take reduced damage from such attacks. Damage reduction and other abilities the swarm may possess still work as normal.

Heat Forged (Ex): The farm guard and his guard animal spend long hours in the sun and heat, often interspersed with fierce battles against fires of various stripes, both those caused by prospective arsonists and those caused by natural occurrences. Starting at 4th level, the farm guard and his guard animal gain fire resistance equal to 5 x his class level. In addition, the

farm guard and his guard animal are never at risk of choking or coughing from smoke inhalation.

Iron Fortitude (Ex): The farm guard's extended time working to protect fields and plants has inured him to many of the most common threats to crops and farms. From 4th level on, farm guards and their guard animals are immune to poison and disease, including magical disease. In addition, the farm guard's guard animal can safely devour up to 10 cubic ft. of diseased or poisoned crops, plants or foodstuffs per hour, to a maximum of 10 cubic ft. x the farm guard's class level. Crops devoured in this manner pose no further risk to nearby crops or plants and any healthy surrounding plants are safe from infection. Whenever the guard animal devours diseased, poisoned, or blighted food or plants, for the next 24 hours its natural attacks cause creatures they damage to become sickened for 1 round unless they succeed on a Fortitude save (DC 10 + the guard animal's total Hit Dice + its Constitution modifier).

Farm Guard (Ex): At 5th level the farm guard and his guard animal have reached the pinnacle of their craft and gain the following benefits: the farm guard gains the scent special ability, and any ability he possesses which would benefit his guard animal's scent ability (such as the blight sense class feature) applies to his use of scent as well. If the farm guard witnesses a creature attempting to harm any portion of a territory he has been entrusted to protect (as defined in the rapid deployment class feature), both he and his guard animal gain a +5 competence bonus to attack and damage rolls against that creature for the next 24 hours. In addition, as long as the farm guard and his guard animal are threatening the same creature, they are treated as flanking it regardless of their actual positioning.

FOOD SMUGGLER

Dashing hero, terrible rogue, destroyer of laws or elitist provider, a food smuggler is many things. With so much money to be made if one can bypass skyport security, food smugglers have captured the popular imagination as the ultimate scoundrels, pitting themselves against the law and the Farmer's League in a never-ending battle of wits and skill. While most would-be smugglers are caught, a few are able to make their fortunes, their adventures and exploits quickly becoming fuel for bard tales and mystery stories.

CLASS DETAILS

Alignment: Any

Hit Dice: d8

REQUIREMENTS

To qualify to become a food smuggler, a character must fulfill all the following criteria.

Skills: Bluff 5 ranks, Sleight of Hand 5 ranks

CLASS SKILLS

The Food Smuggler's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Perception (Wis), Sense Motive (Wis), and Sleight of Hand (Dex), and Stealth (Dex).

Skill Ranks at Each Level: 6 + Int modifier.

CLASS FEATURES

Bonus Feat: Food smugglers come from a variety of backgrounds, and quickly learn to apply their special backgrounds to accomplishing their goals. A food smuggler gains a bonus feat at every level, which may be spent to gain any feat for which he qualifies.

Expert Smuggler (Ex): A food smuggler adds his class level as a morale bonus to all Stealth checks, Bluff checks made to lie or create a distraction, diplomacy checks made to bribe someone, and Sleight of Hand checks made to hide an object. When using hidden compartments or other similar features to hide objects, the Perception DC required to find those objects increases by twice his class level.

Whenever a target is searching the food smuggler, objects under his care, or a room where he is present, he may attempt a Bluff check against the searcher's Perception; if he succeeds, he forces the searcher to roll twice and take the lower result.

Daredevil (Ex): Food smuggling is a risky business, filled with lucky breaks and close calls.

Once per day per food smuggler level, the food smuggler may reroll an Acrobatics, Climb, Swim, Fly, Ride, Escape Artist, or piloting check. They must decide to use this ability after the roll is made but before the results are known. They must take the second result, even if it is worse.

Always Ready (Ex): At 2nd level, a food smuggler's ability to hide contraband and keep tricks up his sleeve has reached an almost supernatural level. The food smuggler may carry unspecified equipment worth up to 100 gp per class level. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). As a full-round action, the food smuggler may dig through his pockets to retrieve an item he specifies at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost

Table: Food Smuggler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	+0	+1	+1	Bonus feat, expert smuggler, daredevil
2	+1	+1	+1	+1	Always ready, bonus feat
3	+2	+1	+2	+2	Bonus feat, glib lie
4	+3	+1	+2	+2	A friend in every port, bonus feat
5	+3	+2	+3	+3	Bonus feat, one step ahead

reaches 0, the food smuggler can retrieve no more items until he resupplies and “acquires” new items by spending a few hours and an amount of gold to bring him total up to 100 gp per class level.

Glib Lie (Ex): A food smuggler of 3rd level or higher can deceive truth-detecting magic. A creature using this sort of magic against the food smuggler must succeed on a caster level check against a DC of 15 + the food smuggler’s class level to succeed (as if he were under the effect of a glibness spell); failure means the magic doesn’t detect the smuggler’s lies or force him to speak only the truth. This ability does not give the food smuggler the glibness spell’s bonus on Bluff checks.

A Friend in Every Port (Ex): At 4th level, a food smuggler’s network of buyers and providers has grown large enough that he can rely on this network to aid him whenever he is in need.

The food smuggler may choose a number of communities up to his food smuggler level. These must be communities where he has visited within the past year and must visit the local at least once per year to maintain these benefits. The food smuggler may choose a new community to add to this list above his food smuggler level, but must choose a previous community to lose these benefits.

Whenever the food smuggler tries to gather information inside this community, he takes half the usual time and gains a bonus equal to his food smuggler level. While inside one of these communities, he may also find a safe house when he needs it; somewhere to stash goods or to lay low himself. This safe house must be an area no larger in volume than a cube that is a number of feet per side equal to 20 feet per food smuggler level. The safe house can be arranged in a multitude of ways and it can be part of a larger building, like a secret room or an

underground cave. Objects and creatures within this safe house can’t be located by any effect that is less powerful than a discern location spell.

One Step Ahead (Su): At level 5, the food smuggler’s ability to come out on top of any situation has become truly legendary. The food smuggler gains a +4 morale bonus to all saving throws.

FOREST FIGHTERS

The forest fighters are an elite group of warriors who work for the Defenders and specialize in keeping the Forest out of the city. Despite the protection of the wall and the crater, the forest still tries its hardest to reclaim the city, and without the protection of the forest fighters, the walls might one day be claimed and the Gardens destroyed. Many of the forest fighters work on contract and divide their time between delving and defending, using their work at one job to hone their skills for the other.

CLASS DETAILS

Alignment: Any

Hit Dice: d8

REQUIREMENTS

To qualify to become a forest fighter, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Knowledge (nature) 5 ranks

Feats: Spring Attack, Flyby Attack, or Combat Patrol (or Mobile Striker from the Athletics sphere or the Guardian sphere (patrol package) if using Spheres of Might).

Special: Acceptance into an Andrus Defenders Forest Fighting Team

CLASS SKILLS

The forest fighter’s class skills are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Fly (Dex), Knowledge (nature) (Int), Perception (Wis), Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The forest fighter gains proficiency with all slashing weapons, even exotic ones.

Acrobatic Assault (Ex): A forest fighter adds their class level to all Acrobatics, Climb, and Fly checks as a morale bonus.

Expose the Sap (Ex): A forest fighter drills endlessly in the techniques that work best against the Forest and its denizens. When the forest fighter deals damage to a creature of the plant or animal creature types or deals damage to objects made of wood, he deals an additional amount of damage equal to twice his forest fighter level. This applies to weapon attacks, energy attacks, and spells and spell-like abilities, but only to the first attack made against a target per round. The forest fighter deals full damage to wooden objects with any energy attack that deals fire damage.



Table: Forest Fighter

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	+1	+1	+1	+0	Acrobatic assault, expose the sap, know your enemy, quick
2	+2	+1	+1	+1	Bonus feat, slow fall
3	+3	+2	+2	+1	Wherever the foe may be, quick
4	+4	+2	+2	+1	Bonus feat, dancing on the stone
5	+5	+3	+3	+2	Block the forest, quick

Know Your Enemy (Ex): A forest fighter adds their class level as a morale bonus to all Knowledge (nature) checks and any other check made to uncover weaknesses in a plant or animal creature.

Quick: Forest fighters must be able to respond to threats at any elevation as quickly as possible. So long as they are not wearing medium or heavy armor or carrying a heavy load, a forest fighter adds 5 ft. to all speeds at 1st level and every 2 levels thereafter. This increase applies when running, climbing, swimming, flying, etc.

Slow Fall: At 2nd level, the forest fighter learns to use a wall, tree, or other surface to slow his descent. When calculating falling damage when such a large object is within arm's reach, the forest fighter treats the fall as being 20 ft. shorter per level than it actually is. At 5th level he can use a nearby wall, tree, or similar object to slow his descent and fall any distance without harm.

Bonus Feat: At 2nd and 4th level, the forest fighter gains a bonus feat. This feat may be spent to gain a combat feat, a metamagic feat, a combat talent (if using Spheres of Might), or a magic talent (if using Spheres of Power).

Wherever the Foe May Be: At 3rd level, the forest fighter has reached new heights at fighting on the move, letting him cover and defend a grand area from attack. Whenever the forest fighter uses the Flyby Attack feat, the Spring Attack feat, or the Mobile Striker talent, he may move up to his speed before making the attack, then again after making the attack, to a maximum distance of twice his speed. If using the Combat Patrol feat or the patrol power from the Guardian sphere, he may move up to twice his speed during the round to bring foes into range, rather than only up to his speed.

Dancing on Stone: At 4th level, the forest fighter develops a perfect knowledge of where his or her feet are at any time. He gains a +4 bonus to saving throws and to his CMD against any effect that would cause the entangled or prone condition.

Block the Forest (Ex): At 5th level, the forest fighter has become the bane to the Forest, an unparalleled expert at keeping it at bay. The forest fighter always deals maximum damage to objects made of wood, and gains the scent ability, but only to detect the presence of wood and plant creatures. Once per day as a free action, the forest fighter may double their speed for 1 round.

HOUND

The ultimate last line of defence, the Hounds are the peacekeepers of Andrus and its most elite fighting unit. Hounds undergo extreme training that blends magic power, martial fortitude, and investigation techniques to make sure that no matter what is required of them, they will always succeed at their missions.

Hounds are the ones called upon when criminals cross district boundaries or when the threat is so great that nothing else could stop it, and they have a reputation for killing first and asking questions later. In the city of Andrus there is nothing more inspiring and more terrifying than Hounds on the scent of a criminal.

CLASS DETAILS

Alignment: Any lawful.

Hit Die: d8.

REQUIREMENTS

To qualify to become a hound, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Knowledge (Local) or Lore (Andrus) 10 ranks.

Feats: Must possess at least 1 teamwork feat.

Special: Must have completed Hound training and be a member in good standing.

CLASS SKILLS

The hound's class skills are Acrobatics (Dex), Intimidate (Cha), Knowledge (Arcana; Int), Knowledge (Local; Int), Knowledge (Geography; Int), Lore (Andrus; Int), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks at Each Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Hounds gain proficiency with all martial weapons, shields (but not tower shields), as well as light and medium armor.

Casting: A hound is considered a Mid-Caster. He may use either Intelligence, Wisdom, or Charisma as his casting ability modifier and must make this choice at 1st level. Once made, this choice cannot be changed. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

Variable Talents: A hound gains 1 magic talent or martial talent (if using Spheres of Might) every time he gains a base attack bonus/caster level, as defined in **Table: Hound**.

Table: Hound

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Caster Level	Variable Talent
1st	+0	+1	+1	+1	Casting, hound mask, hound training, smite peacebreaker 1/day, spell pool	+0	0
2nd	+1	+1	+1	+1	Bonus teamwork feat, make a hole	+1	1
3rd	+2	+2	+2	+2	Mind link, smite peacebreaker 2/day	+2	2
4th	+3	+2	+2	+2	Bonus teamwork feat, rapid dispatch	+3	3
5th	+3	+3	+3	+3	Faceless defender, smite peacebreaker 3/day	+3	3

Spell Points: A Hound gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his Charisma modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Hound Mask (Su): Every hound is given an enchanted mask, which is considered a minor artifact that only a hound in good standing with the organization can wear. So long as the hound is wearing this mask, he gains the use of the startling appearance vigilante class feature, treating his hound levels as vigilante levels for this purpose. This stacks with any vigilante levels he might possess, so long as his vigilante identity is the same as his hound identity.

A hound mask has a caster level of 20, an overwhelming enhancement aura, and can only be destroyed if the Hound issued the mask is expelled from the group, in which case the mask cracks in half and loses its power.

Hound Training (Ex): Rigorous drilling, expert instruction, and magical conditioning teach each hound to work with and adapt to the varied skills of their compatriots, even commanding locals to fall in line when necessary. At 1st level, the hound may choose one teamwork feat he possesses as a swift action. All allies within 10 ft per class level who can see and hear the hound gain the use of the same teamwork feat. This effect has no duration, but the hound must maintain this effect each round as a free action, directing his comrades through voice and gesture. This ends immediately if the hound is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A hound cannot have more than one teamwork feat shared at one time in this fashion, but may change which teamwork feat he is sharing as a swift action, in which case the previous effect ends and the new effect replaces it.

Smite Peacebreaker (Su): At 1st level, once per day, a hound can channel the collective might of the city of Andrus to smite those that break the peace. As a swift action, the hound chooses one target within sight to smite.

A hound cannot use smite against a target that has not acted against the peace or law of Andrus in the past 24 hours. The hound adds his casting ability modifier to his attack rolls and his character level on all damage rolls made against the target of his smite. Additionally, all spells and sphere effects he casts gain a bonus on their save DC equal to half his class level against the target of his smite (minimum: 1). If the target is an outsider, dragon, or spellcaster with more HD than the hound, the bonus damage on the first successful attack increases to 2 points

of damage per character level the hound has. This ability only functions within the outer wall of Andrus.

Regardless of the target, the smite attack automatically bypasses any damage reduction the creature might possess. In addition, each time the hound declares a smite, he gains a number of temporary hit points equal to twice his hound level. The smite effect remains until the target is defeated or the next time the hound rests and regains his uses of this ability. At 3rd and 5th levels, the hound can use smite one additional time per day. This ability does not stack with smite good, smite evil, or similar class features.

Bonus Teamwork Feat: At 2nd and 4th level, the hound gains a bonus teamwork feat. He must meet all prerequisites for these feats as normal. The hound may share these feats with his hound training.

Make a Hole (Ex): The hound's extensive training in the confines of Andrus give them a sixth sense about moving through crowds quickly. At 2nd level, the hound ignores any difficult terrain created by crowds of people and may run and charge through spaces occupied by any non-hostile creature.

Mind Link (Su): At 3rd level, the hound gains telepathy out to 100 ft., but limited to other members of the hound prestige class. If another hound with this class feature is within range of the hound, each may treat hounds within range of the other as within range of their own telepathy. This network can be extended to any number of hounds, provided they possess this class feature and are within range of at least one other hound with this class feature.

Rapid Dispatch (Sp): A quick response is vital to maintaining the peace. At 4th level, once per day the hound may teleport as the *greater teleport* spell with a caster level equal to his Hit Dice, but both starting and ending positions must be within the outer wall of Andrus. The hound may take a number of willing creatures equal to his casting ability modifier within touch range with him when using this ability. The hound must be wearing his hound mask.

Faceless Defender (Su): At 5th level, a Hound has become the embodiment of his profession, drawing strength from all of his brothers and sisters in arms as an avatar of city justice. So long as the Hound is wearing his hound mask and is within the boundaries of the outer wall, he gains the benefit of a permanent *mind blank* spell, using his Hit Dice as his caster level.

EX HOUNDS

Should a hound be expelled from the group, he loses access to Su and Sp abilities granted by the class.

Table: High-Class Meal

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Caster Level	Magic Talents
1	0	+1	+1	+1	Bardic performance, master entertainer, necrotic performance	0	0 (2)
2	+1	+1	+1	+1	Resilient body	+1	1
3	+2	+2	+2	+2	Versatile performance	+2	2
4	+3	+2	+2	+2	Resilient body	+3	3
5	+3	+3	+3	+3	Professional meal, supernaturally resilient	+3	3

HIGH CLASS MEAL

While some meals join the profession to make quick money, others treat it as a calling, dedicating themselves to creating wonderful experiences for rich undead clientele. For those who are true masters of the craft, they demand - and receive - respect and expensive payments from those who would dine on them, commanding as much social clout as the greatest of undead.

CLASS DETAILS

Alignment: Any

Hit Dice: d12

REQUIREMENTS

Skills: Perform (any) 5 ranks

Feats: Toughness

Special: Must have willingly suffered Constitution damage and gained at least 1 temporary negative level, inflicted by an undead creature.

CLASS SKILLS

The high class meal's class skills are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (religion), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha)

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: A high-class meal gains no weapon or armor proficiencies.

Casting: A high-class meal may combine spheres and talents to create magical effects. A high-class meal is considered a Mid-Caster and uses Charisma as her casting stat modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

Spell Pool: A high-class meal gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number

of spell points equal to her class level + her Charisma modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A high-class meal gains 1 magic talent every time she gains a caster level, according to **Table: High Class Meal**. This does not stack with caster levels gained from other sources.

Bardic Performance: Starting at 1st level, a high-class meal gains bardic performance, treating her high-class meal levels as bard levels and gaining all bardic performances available to a 1st level bard. If the high-class meal has bardic performance from any other source, her high-class meal levels stack



with those levels when determining the power of her bardic performances, their total number of rounds of bardic performance, and the action cost to activate them, but does not count towards unlocking new bardic performances.

Master Entertainer: The high-class meal adds her class level to all Perform checks made as part of a performance, or 4x her class level to her Perform or Diplomacy checks made to determine money earned as part of working as a meal.

Necrotic Performance: A high-class meal can affect undead creatures with their bardic performances and mind-altering spells and effects, even if they would otherwise be immune.

Resilient Body: At level 2, the high-class meal gains a +2 inherent bonus to his Constitution. This bonus increases to +4 at 4th level.

Versatile Performance: The high-class meal gains versatile performance, as the bard class feature. If she possesses versatile performance from any other source, these levels stack when determining how many versatile performances she possesses.

Professional Meal: At 5th level, the high-class meal is at the height of her career. The high-class meal gains a +5 morale bonus to all saving throws made to resist charm and mind-control effects, as well as death effects and energy drain. The high-class meal gains a saving throw against such effects, even when none is usually allowed.

Supernaturally Resilient: The high-class meal increases the bonus granted by resilient body to +6, and gains fast healing 1.

PRIEST OF TEILUM

As the patron god of bards, wanderers, and lovable scoundrels, there are more than a few priests of Teilum to be found among the students at the Bardic College. While not officially recognized by the faculty as being more than students nor by Teilum's priesthood as having a special place in their hierarchy, these student-priests are integral to University life as they serve as comrades, councilors, and assistants to those who study the bardic arts.

CLASS DETAILS

Alignment: Within one step of Neutral Good

Hit Dice: d8

REQUIREMENTS

Skills: Perform (any) 5 ranks, Knowledge (religion) 5 ranks

Special: Must be accepted as a student or ally of the Bardic College

Special: Must be a worshipper of Teilum

Table: Priest of Teilum

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Caster Level	Magic Talents
1	+0	+0	+1	+1	Bardic performance, wandering domain	0	0 (2)
2	+1	+1	+1	+1	Keep your feet, Teilum's kindness	+1	1
3	+2	+1	+2	+2	Blessings of Teilum, swap domain	+2	2
4	+3	+1	+2	+2	Art of the lover, performative casting	+3	3
5	+3	+2	+3	+3	Lover of art	+3	3

CLASS SKILLS

The priest of Teilum's class skills are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Knowledge (religion), Perception (Wis), Perform (Cha), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha)

Skill Ranks at Each Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiencies: A priest of Teilum gains no new weapon or armor proficiencies.

Casting: A priest of Teilum may combine spheres and talents to create magical effects. A priest of Teilum is considered a Mid-Caster and uses Charisma as his casting stat modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

Spell Pool: A priest of Teilum gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his Intelligence modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A priest of Teilum gains 1 magic talent every time he gains a caster level, according to Table: Priest of Teilum. This does not stack with caster levels gained from other sources.

Bardic Performance: Starting at 1st level, a priest of Teilum gains bardic performance, treating his priest of Teilum levels as bard levels and gaining all bardic performances available to a 1st level bard. If the priest of Teilum has bardic performance from any other source, his priest of Teilum levels stack with those levels when determining the power of his bardic performances, their total number of rounds of bardic performance, and the action cost to activate them, but does not count towards unlocking new bardic performances.

Wandering Domain: While Teilum has a more traditional priesthood that officiates at his temples, priests of Teilum are more apt to wandering, adapting their worship to whatever situation is before them. At the beginning of each day, a priest of Teilum may choose one of the following domains: Travel (exploration), Charm (love), Luck, Liberation (freedom), or Trickery (deception). For that day, the priest of Teilum gains access to the granted domain powers of that domain (but not its domain spells), using his class level as his cleric level. If he possesses that domain through any other source, these levels stack when determining the powers granted by that domain. After resting for roughly eight hours, the priest of Teilum can choose a new domain.

Teilum's Kindness: Beginning at 2nd level, a priest of Teilum gains lay on hands, as a paladin of equal level. He may ex-

pend two uses of lay on hands to channel positive energy, as a cleric of equal level.

If the priest of Teilum channels positive energy through a class feature gained from another class, he may expend two uses of lay on hands to add his Teilum's kindness healing to the amount healed by that use of channel energy and add his priest of Teilum levels to that class's levels when determining the DC for that use of channel energy. Alternatively, the priest of Teilum can expend a use of lay on hands in this manner when using the lay on hands or fervor class features gained from another source, and only needs to expend one use to do so.

Keep Your Feet: As a councilor of bards, priests of Teilum are even more prone to wandering than most, and are supernaturally gifted at finding their way and avoiding certain hazards. Beginning at 2nd level, a priest of Teilum always knows which direction is north, even underground or in other locations where such a thing would not be possible to detect.

Blessings of Teilum: A priest of Teilum gains the following type of bardic performance:

The priest of Teilum often serves as a mentor for other bards, and quickly becomes adept at aiding them in their endeavors. Beginning at 3rd level, the priest of Teilum can use his bardic performance to aid other bards within 30 ft. Each ally within 30 ft. that is using bardic performance may add the priest of Teilum's class level to their own effective bard levels when determining the power of their bardic performance. This increases variables such as saving throw DCs and number of targets, but does not unlock additional bardic performances nor increase the number of rounds of bardic performance the creature possess.

Swamp Domain: Beginning at 3rd level, the priest of Teilum may spend a swift action that can be taken a number of times per day equal to his class level to change his wandering domain. The new domain replaces the previous one. If the priest of Teilum changes his domain to a domain he has already used that day, his daily uses of his domain powers do not refresh.

Art of the Lover: A priest of Teilum gains the following type of bardic performance:

At 4th level, the priest of Teilum can use his bardic performance to heal those around him. Once per round as a free action, the priest of Teilum can choose a target within 30 ft. That target is healed for 1d6 hit points per priest of Teilum level.

Additionally, any creature within 30 feet of the priest of Teilum (including the priest of Teilum himself) that is affected by a poison or disease may use the priest of Teilum's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the bardic performance is already under the effect of a non-instantaneous poison or disease, it gains another saving throw against the effect each round it hears the bardic performance, but it must use the bard's Perform skill check result for the save.

Performative Casting: A Priest of Teilum blends the boundaries of music, magic, and worship more than most. Beginning at 4th level, whenever the Priest of Teilum needs to

make a concentration check, he may make a Perform check instead.

Lover of Art: At 5th level, a priest of Teilum has achieved an understanding of the divine nature of art, music, and beauty that he can perceive the beauty of the world and its inhabitants and to inspire them to see it in themselves. The priest of Teilum may use Diplomacy to improve a creature's attitude by 3 steps instead of 2. This does not stack with other, similar abilities.

Additionally, as an immediate action, the priest of Teilum may spend a round of bardic performance to inspire an ally in a number of ways:

- He can spend this round of bardic performance to maintain an ally's bardic performance, in essence spending a round in place of the round that ally would normally need to spend.
- He can add +1d4 to an ally's (including his own) Charisma-based skill check. This decision must be made before the die is rolled.
- He can add a +2 luck bonus to an ally's (including his own) saving throw. This decision must be made before the die is rolled.

VENTURER

Andrus owes most of its success to its position as a mercantile hub, acting as the center for almost all trade in the known world. While some merchants are content to stay within the city and buy and sell goods, others prefer more risky ventures, trading goods and conducting business in the skies where storms and sky pirates can bring down the unworthy. These venturers might double as delvers as they scour the skies, but their true motivation is profit, and their first love the markets of Andrus.

CLASS DETAILS

Alignment: Any

Hit Dice: d8

REQUIREMENTS

Skills: Appraise, Diplomacy, Sense Motive, and Profession (merchant), all 5 ranks

CLASS SKILLS

A venturer's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks at each Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: A venturer gains no proficiencies with weapons or armor.

Skilled Negotiator: Starting at 1st level, the venturer adds his class level as a bonus on all Appraise, Diplomacy, Profession (merchant), and Sense Motive checks.

Mercantile Facility: The venturer's economic skill and investments have tangible returns. The merchant gains ownership of a small warehouse, complete with a small crew of workers (experts with a level equal to the venturer's class level) to oversee the daily receiving, shipping, and storing, near to a port or major trade hub of his choice that he has recently visited. As

Table: Venturer

<i>Level</i>	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1	+0	+1	+0	+1	Skilled negotiator, mercantile facility.
2	+1	+1	+1	+1	Secure transport
3	+2	+2	+1	+2	Call in a specialist, mercantile facility
4	+3	+2	+1	+2	Secure transport
5	+3	+3	+2	+3	Merchant prince, mercantile facility

long as the venturer retains possession of this warehouse and visits it at least once per 6 months, he is able to make a weekly personal income equal to 50 gold pieces per class level, delivered either to the venturer personally or stored somewhere he can retrieve it on his next visit.

The warehouse profits also pay for the crew without needing to dip into the venturer's personal funds. This crew is not a collection of followers or adventurers, but are employees; they will not follow the venturer into combat or man the venturer's

ships, but they will defend the warehouse and aid the venturer in his business.

Whenever the merchant is in a location where he owns a warehouse, he can use that warehouse as a safehouse, storing any goods, items, or creatures objects he desires there. Objects stored in a warehouse are protected, and cannot be detected by any effect less powerful than a discern location spell. Additionally, he can use his employees and mercantile connections to help him in gathering information. He gains a +2 bonus to all Knowledge (local) checks, as well as Diplomacy checks made to gather information made within that community.

At 3rd level and again at 5th level, the venturer gains either a new small warehouse and small crew at a new location, or else increases the size of a warehouse and crew he already has. The venturer gains 50 gp per class level per week for each small warehouse he owns, 100 gp per class level per week for a moderate warehouse, or 200 gp per class level per week for a large warehouse. Likewise, a moderate warehouse increases his bonuses to +3, and a large warehouse to +4

Table: Warehouses

<i>Warehouse Size</i>	<i>Crew Size</i>	<i>Profits</i>	<i>Bonus</i>
Small	12	50 gp per level per week	+2
Moderate	25	100 gp per level per week	+3
Large	50	200 gp per level per week	+4

If the merchant goes more than 6 months without visiting a warehouse, this income reduces at a rate of 1 class level per month. A merchant whose effective class level for this ability is reduced to 0 cannot gain any further income until he spends at least 8 hours at the warehouse reviewing its affairs.

Secure Transport (Ex): The merchants of Andrus are always competing to find the most profitable new markets or fastest routes to move goods and beat their competitors to market, but this requires ensuring that all of their goods are properly protected. At 2nd level, the merchant may choose one type of terrain from the ranger's favored terrain list. While in this type of terrain, the merchant and all allies or ally controlled vehicles (if applicable) within 100 feet per class level gain a competence bonus to Perception checks equal to the merchant's class level, cannot be caught flat-footed, and gain a 10-ft. competence bonus to all of their movement speeds. This applies for overland



travel only, and not in other circumstances such as when exploring a ruin. At 4th level, the merchant may choose one additional type of terrain to apply these benefits in and increases the competence bonus to ally and vehicle movement speeds by an additional 10 feet.

Call in a Specialist: From 3rd level on, the venturer gains the Call in a Specialist Logistic Speciality, as the commander class feature (Spheres of Might). The venturer may use his venturer levels as his commander level for this purpose, and may call in specialists whose level is equal to his venturer level. If he possesses this class feature from another source, these levels stack for these purposes. He may choose to call in specialists of up to his venturer level or his total levels -3 that grant this class feature.

In addition to the listed specialists, the venturer may call in the following additional specialist:

Security Specialist: The venturer gains the ability to obtain the services of a blacksmith or wizard (abjurer) whose class level is equal to the venturer's commander level -3 (or venture class level, whichever is higher). This security specialist provides special benefits based on the class chosen: blacksmith security specialists will temporarily upgrade up to 10 non-magical locked chests or manacles, increasing the DC for Disable Device checks made to pick the locks, and the hardness of the chests or manacles, by an amount equal to the venturer's class level, free of charge. These benefits last for 1 week. If the venturer chooses an abjurer, the abjurer will cast alarm and arcane lock on up to 5 chests or other storage devices free of charge. If the venturer has a character level at least 14th level, the abjurer can instead cast a special version of guards and wards centered on up to 1 gargantuan vehicle or 2 huge vehicles. Up to 10 creatures designated by the venturer at the time of this casting are immune to all negative effects of the spell.

Merchant Prince: Upon reaching 5th level the venturer's power and reputation have spread across the entire world and beyond. The venturer can secure any non-magical item worth 100 gp or less in 1d10 minutes in any location where he has a warehouse, and he need only track purchases of meals or taxes or lodging in excess of 500 gp; the bills are handled by factors, agents, or other mediaries whose relationship with the venturer has in some way assured their income. Items and services acquired in this manner are done on good faith; items cannot be stockpiled or sold for a profit, as this would abuse the relationships used to acquire the goods and services in the first place.

The venturer's position in society at large also makes him a key factor in many political and economic struggles, with many fortunes riding on his decisions and well-being. If the venturer is ever slain while within 20 miles of a small town or larger settlement and not returned to life within 24 hours, news of his death quickly spreads and interested parties will immediately send sufficient funds to pay for a true resurrection and enough information to accurately identify the venturer to the closest friendly temple to the location of the venturer's death. The temple will do their best to fulfill this request and never misappropriate these funds. If the venturer dies again within a week of being resurrected in this manner, his benefactors will not pay for an additional resurrection since they will have identified him as an undue risk and taken steps to protect their assets without him.

The Forest





THE CITY OF
ANDRUS



1 Mile

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ANDRUS CITY OF MEN

"Men" is an old human term that referred to themselves, you see; back when the races of the world lived separately, humans referred to themselves as men, or 'the race of man', or 'mankind', if you will. Quaint days, those were.

"Today, what with human being the 'common tongue' and all, the term is used by everyone. Some old humans used to be sticklers for 'proper usage', but they were the sorts of old sods that tried to call people 'demi-humans', which thankfully never stuck. No, if you spoke common and you were a three-tentacled asexual iron mollusk, you still referred to yourself and your kind as 'men', and why wouldn't you? "That's what we mean. Andrus isn't the City of Humans. It's not even the City of Humanoids. Burn it all, it isn't even the City of Mortalkind, what with the vampires living there.

"Andrus is the city of everyone. Everything with half a brain and a smattering of free agency can claim the city as its own. We got our share of problems, sure, but we've also got a hundred years of history saying this arrangement can work. Just don't insult the dragons. They get testy when they haven't eaten."

When the world fell, its cities destroyed and its peoples scattered, one city rose up to be a standard of hope: the City of Andrus. Built inside a deep crater where even the world-devouring Forest couldn't grow, Andrus became a metropolis almost overnight, as creatures from a hundred races and a thousand cultures flocked to its shores, desperately seeking refuge.

In Andrus, gnolls break bread with dragons and vampires sell their magic in exchange for blood. Dozens of races that would have killed each other on sight must keep the peace in a space only a few miles wide, or risk destroying the only city on the planet they can still call home. Andrus is a dangerous place, but for millions of creatures it is also home; a world in miniature, and the last refuge to be found.

DROP DEAD STUDIOS