



INTO THE Labyrinth & Citadel

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Recommended Systems

- Dungeon-Crawl Classics
- The Vanilla Game
- Old-School Essentials
- Troika!
- bastards
- Pink Hack
- Mork Borg
- Pathfinder
- Down We Go
- Knave
- Black Hack
- Blue Rose
- D&D 5e

SYSTEM NEUTRAL, AND WHAT IT MEANS

The following book is written in the fashion of "System Neutral." This means that a majority of the book has been written to be immediately usable by most RPG systems, but some additions or tweaks may be desired by GMs and players. The most important parts of the book are the ideas and concepts for GMs and players alike.

GLOSSARY

There are a few terms and phrases that are used throughout this book, so a small glossary has been made to explain what each one means in regard to play.

TURN - The measure of a single player character's actions.

ROUND - The measure of every character and monster's actions. In game time it is equivalent to about 6 seconds.

ADVANTAGE - When a roll is made, roll two dice and take the higher of the numbers. This is used when a character or creature is at an advantageous position.

DISADVANTAGE - When a roll is made, roll two dice and take the lower of the numbers. This is used when a character or creature is at a disadvantageous position.

SAVE VERSUS - When attempting to avoid a spell effect, special attack, or some other hazard, a player may be required to make a "Save versus (X)." This means is a character must roll a d20 and use their related ability score in order to avoid harm.

Strength	Save v. Hold	Mobility hazards and force
Dexterity	Save v. Breath	Moving and dodging
Constitution	Save v. Poison	Poisons and disease
Intelligence	Save v. Magic	Magical influence
Wisdom	Save v. Madness	Mind alteration and effects
Charisma	Save v. Charm	Force of will and personality

- Systems that use a roll-under system are capable of using the rules as is.
- Systems that use a roll-over system should find a roll that suits the difficulty of the situation.

<u>Challenge</u>	<u>d20</u>	<u>d100</u>
Easy	10	50
Average	15	75
Hard	20	85
Very Hard	25	90
Impossible	30	95

- These terms can be interchangeable if need be. Systems that have a condensed save system (Pathfinder, D&D 3.5) will need to consider which save works best.

If some creatures, items, or spells need to be overhauled or groups agree to add their own house-rules to fit their style of play, that's okay! The information, rules, and facets of this book are designed to be loose and malleable, free to be broken down and changed for enjoyable play.



INTRODUCTION



Roads beyond counting and buildings that block the very sun. A city that stretches without measure and whose secrets are without number...

A sprawling metropolis, built on the bones of cities long forgotten, it is as every bit as colorful and chaotic as it is deadly and unforgiving. It is ruled from the glistening Spires above; the Nobles, demigods of flesh made gold, whose tyrannical whims ebb and flow like bloody tides across the city. Yet, as tall as the city towers above, so too does it descend below, where dark and terrible things roil with hunger beneath the cobblestone streets...

Those who make their home among the labyrinthine streets and alleys of this grand city are well-acquainted with the dangers and fell powers of the city. Corrupt officials sic their guards and servants upon

unsuspecting folk, while cruel opportunists and monsters strike under the uncaring gaze of authorities. Many bow to this unnatural order, while others band together to secretly fight back against the tyranny around them.

A great and terrible will drives the city, a will that even the godly Nobles pay fealty to in secrecy. When the will stirs, the roads crack and buildings tumble; when the will hungers, the streets fill with blood and bodies; when the will demands service, visions of a great and hideous serpent drive even the mightiest to madness and cruelty. So great is this will, that all who call the city home may as well be fleas on the back of mighty Wurm, a Wurm which feasts on gold and blood...

***This city eats people.
Never forget that.***





What is the Cess & Citadel?

The city is a place where the natural order of the world has been replaced with something cruel and artificial. Stone torn from the earth to build towers, fields ripped asunder to lay roads, and the abstract power of coin rules absolute. Rulers, propped up by the power of wealth, poison any good the city would provide, instead expanding their own wealth and crushing any who would dare to raise an eye to them.

The city can appear any place where buildings grow tall and tight together; from small border cities at the edge of civilization to the infinite spinning metropolis at the center of reality. Each has its own shape and rhythm, its own power-structures and problems, yet each bears secrets and dangers if you are not careful in your exploration.

Who is this Book For?

Into the Cess and Citadel is a supplemental book for those seeking to incorporate a strange, colorful, and terrifying city into their role-playing game. Presented within the book is a comprehensive guide to running adventures or campaigns within a fantastical city, along with an overhaul of the adventuring system to better accommodate the unique challenges and benefits of a sprawling urban environment.

Contents & Goal

Into the Cess and Citadel is designed to turn the traditional city into a more immersive dungeon-like adventure setting. The book provides rules for everything from small urban-dungeon exploration to a total urban conversion with a world filled with disasters, factions, and encounters that react to the player's actions. Along with these rules are a series of generators for creating an urban environment from a 6-mile district down to a single building and an essay on how best to run your urban adventures.

For players, there are a multitude of options to travel and explore the city, from the squalid Undercity below to the decadent Spires above, each requiring a different approach to survive their hardened and blood-stained passages. Along the way will be complex factions to befriend or combat, along with opportunities to exploit for the many treasures that await in the eclectic districts. Finally, there are a multitude of strange artifacts and cobblestone magics, each embodying the chaotic and frightening nature of the city.

For Gamemasters the book has everything you might need to run a colorful and dark urban-themed game. Monsters and encounters that present players with unique challenges and personify the warped spirit of the city, simple rules for providing meaningful depth to city exploration and survival, interconnected and evolving factions that operate in the light and in the shadows, along with easy to use generators for streets, vendors, NPCs, events and more to flesh out the details of your sprawling metropolis.

In addition, for groups looking to take the plunge into a fully urban campaign, there is an entire toolbox and resource guide for how to easily prepare and play games with minimal effort, keeping preparations to a minimum and allowing large-scale settings to be played quickly and fluidly.

System-Neutral

While the contents of *Into the Cess and Citadel* were designed for D20 style games, this book has been written to be as system-neutral as possible. This means that:

- Rules and stats are written bare-bone with the intention of being widely compatible.
- Enough information is given that a GM and player can easily adapt it to their own preferred system.





Rules of the Street



As a chronic traveler I have experienced all manner of customs and practices that keep cities like this one constantly bubbling with life. This city more than any other, is inundated with scoundrels and holy men, each vying for a stake in a person's pocket or soul. If a higher calling should not wisk oneself away, there are innumerable organizations, movements, gangs and syndicates one may sign their allegiances to. After all, sometimes the highest commodity in the city is someone's loyalty.

*Preface by Xelie A. Larch, Wandering Historian;
Tales of My Travels, Vol II*



Using this Section

The following section will introduce a series of optional mechanics designed to be simple, thematic, and allow for realistic but fun urban-style adventuring.

These optional rules range from changing cost due to wealth disparity, effects of traffic and crowds, hazards large and small, and the changes that occur to those affected by the city. Each set of rules and mechanics can be used on their own or in conjunction with the larger body of mechanics presented within the book.

Within the Cess and Citadel

The content in the later chapters of this book reference rules found in this section. Spells, monsters, and other such hazards play off of the various mechanics by affecting the value of goods, disrupting travel or any number of problems that have to be solved or defended against.

While the individual mechanics are lightweight and easy to implement, they also work off of one another as an entire collective rule-set.

“Traveling the City” offers rules for shortcuts (and their dangers) that will help characters circumnavigate the hazards of “Traffic and Crowds.” Travel becomes a matter of risk and reward, allowing characters to save time or avoid severe dangers at the cost of different dangers.

Extrapolate on this further with “Hazards and Disasters” and “Generating a City” and now the entire world map is a living space of wandering dangers that players must react to with the mechanical tools and options they have at their disposal.

Will you play it safe and sacrifice time and money along the long route, or will you make a dangerous gamble to speed through otherwise insurmountable danger?

Toubox Method

That is not to say these mechanics have to all be used in order to have an interesting and fun game. Each mechanic was designed to stand on its own as a small interesting puzzle for players to solve, exploit, and inevitably break.

Additionally, by being modular they can be dropped into and alongside other content if a group is just looking to spice up their game with some urban adventure.

Need simple mechanics for traveling a perilous and crowded city? Use the “Traveling the City,” “Shortcuts,” and “Traffic and Crowds” rules. Looking to have some fun playing off the political web of a city? Use “Faction Relationships” and “Reputation.” Interested in navigating the perils of wealth disparity and adding survival mechanics? Use “Roughing It” and “Cobblestone Encounters.”

As always, discuss it as a table first and go from there.







TRAVELING THE CITY

“Don’t worry, I know a shortcut!”

Navigating the city can be a tricky thing. Crowds of people choke the streets, buildings create tight and impassable alleys, and worst of all: bored city officials prowl about looking to start trouble. That being said, adventurers are not limited to the cramped and well-trodden streets. Running atop roofs, sneaking through the sewers, or flagging down a carriage are all equally valid (if occasionally dangerous) ways of quickly traveling the city. What some may call unorthodox, others call “a shortcut.”

**Average travel time in the city:
18 miles a day/2 miles an hour**

**If congested or dangerous:
9 miles a day/1 mile an hour**

On average a party of characters can travel 18 miles of uncongested city streets per day, or 2 miles per hour. Streets that are dangerous or overcrowded reduce this to 9 miles a day, or 1 mile per hour. This assumes the adventurers are actively avoiding dangerous situations, keeping to the streets, and moving at a measured pace.

Expediting Travel

At any leg of the journey, the adventurers may choose to speed up their journey with shortcuts or other avenues of travel.

Shortcut

Taking a shortcut doubles travel speed BUT requires a skill check to avoid the hazards unique to the shortcut.

Roof-Hopping

- Leaping across roofs, climbing up walls, etc.
- **Dexterity** or **Intelligence**.

Street-Running

- Pushing through crowds, passing by strangers, etc.
- **Strength** or **Charisma**.

Sewer-Creeping

- Trudging through waste, navigating sewer pipes, etc.
- **Constitution** or **Wisdom**.

Failing this skill check causes a roll on the appropriate hazard tables; however, the failure does not slow the adventurers unless the hazard says so.

Paid Travel

Paying for travel doubles travel speed without the risk of danger. **BUT**, this can be prohibitively expensive in the wealthier districts.





SHORTCUTS AND HAZARDS

Roof-Hopping

Alighting atop roofs, clamoring up chimneys, and leaping from building to building.

DEX or INT to avoid danger

- | <u>D6</u> | <u>Hazard</u> |
|-----------|---|
| 1 | Nasty Fall - You fall, dealing 1d3x1d6 damage. |
| 2 | Weak Roof - You fall through the roof for 1d6 damage. |
| 3 | Through a Window - You crash into someone's home. Mood: They are 1-3 Confused, 4-6 Hostile. |
| 4 | Birds! - A flock of angry birds peck at your face. Disadvantage on sight-based checks for the rest of the day. |
| 5 | Spotted and Fined - A guard stops you. Pay 1d6 gold per character level OR give up an item OR fight. |
| 6 | Angry Local - Enraged local will call authorities if you follow this route again. |

Street-Running

Barreling through crowds, dipping into alleys, and sneaking through storefronts.

STR or CHA to avoid danger

- | <u>D6</u> | <u>Hazard</u> |
|-----------|---|
| 1 | Faceplant - Face-first into something hard for 1d6 damage and disadvantage on charisma checks for the day. |
| 2 | Carriage - Trampled by a carriage or beast for 2d6 damage. |
| 3 | Stuck in the Crowd - Lose benefits of the shortcut. |
| 4 | Bored Guard - Pay 1d6 gold per character level OR lose 1d6 health OR fight. |
| 5 | Pickpocket! - Lose 3d6 gold. |
| 6 | Angry Store Owner - Enraged local will call authorities if you follow this route again. |



Sewer-Creeping

Trudging through waste, navigating pipes, and scurrying in the dark.

CON or WIS to avoid danger

- | <u>D6</u> | <u>Hazard</u> |
|-----------|---|
| 1 | Septic Water - Gain a random disease. |
| 2 | Stuck in a Pipe - Lose benefits of shortcut. |
| 3 | Lost in the Murk - Mood: 1-3 Lose shoes/boots. 4-5 Lose 2d6 gold. 6 Lose an item. |
| 4 | Burning Sludge - Corrosive chemicals burn for 2d6 damage. |
| 5 | Rats! - 2d6 damage OR gain a random disease. |
| 6 | Angry Gator - Fight a Sewer Gator (pg. 48). |





Traffic and Crowds

Thousands of streets, countless alleys, enough walkways to circle the world a hundred times over, and yet EVERY one of them is crowded...

Poor infrastructure and city planning leads to congested streets and crowded alleys. The city is plagued by such common place events, requiring individual communities to adopt special forms of traffic initiatives or transportation systems. However, when there is a parade or celebration, all bets are off.

As detailed in *Generating a City* (pg. 72) there is a chance that on any given day, the local streets will be crowded; be it a market day or some elaborate celebration. During such times, travel becomes difficult and in some cases even dangerous.

The following lists describe some of the many reasons for traffic in the city, along with the unique effects and dangers each one has.

Roll for each table.





D10 CAUSE OF TRAFFIC?

1 Religious veneration - Pilgrims and worshipers surround floats that deliver sermons, while relics and icons are greeted with ecstatic cries

2 Celebrity visits - An infamous or respected personality has decided to visit, attracting a substantial crowd of fans

3 Raucous festival - Be it a cultural holiday or simply an excuse to drink, there are folks in the street dancing, singing, and cavorting with reckless abandon. *Always Busy*

4 Circus - Lines of onlookers crowd around the vibrant spectacle. Animals made to dance, acrobats leaping to the sky, and all manner of deadly tricks can be seen

5 Riot - Civility has failed and rulers have looked on with cruel indifference. The people have had enough and are ready to send a message. *Always Dangerous*

6 The Noble arrives - A grand parade heralds the arrival of a Noble; pray they do not see you. *Always Grand and Dangerous*

7 Military Parade - The Nobles have planned a show of might under pretense of honor. Decorated guards and mounted captains march in lockstep

8 Streetfight - Onlookers have circled around a raucous sight. A fight has broken out over a perceived slight or simply for the sport of it

9 Funeral - Mourners follow behind either pallbearers or some manner of body. The only sound heard are the occasional gentle sobs. *Always Solemn*

10 Market Day - Shoppers flock to colorful stalls and barking merchants. Either fresh goods have come to town or a harvest has just completed. *Always Opportunistic*

D6 SIZE OF "EVENT?"

1 Petty - A small crowd. *Use paid travel, a shortcut, or lose 1d3 hours*

2 Modest - Several dozens, perhaps the local neighborhood. *Use paid travel, a shortcut, or lose 1d6 hours*

3 Middling - A few hundred, still room to run. *Use paid travel, a shortcut, or lose 2d6 hours*

4 Sizable - Several hundreds, large crowds. *Use paid travel, a shortcut, or lose 3d6 hours. Paid Travel costs double*

5 Huge - Countless people, little room to move. *Use paid travel, a shortcut, or lose 3d6 hours. Paid Travel costs triple*

6 Grand - Stretches beyond sight. *No paid travel available, use a shortcut or lose 5d6 hours*

D4 ATMOSPHERE & MOOD

1 Busy - The movement here is quick and chaotic. Throngs of folk pushing and shoving to get where they need to. *Increase size of the event by 1*

2 Solemn - A hushed and reverent mummer. Folks carry a low and cautious energy. *If anyone makes a scene, roll for an encounter*

3 Dangerous - Folks shout and push as a palpable tension rides through the air. Blood runs hot in the veins of folks here. *Roll for an encounter*

4 Opportunistic - Gullible marks and unattended purses. This place is ripe for enterprising criminals. *1-in-6 chance of encountering 1d6 thieves (pg. 48)*





Cobblestone Encounters

The toll of the City is paid in gold or blood...

While the city is host to many terrible and wretched monsters, most danger is far more mundane. Desperate thieves attempt to steal from the unsuspecting, sadistic guards look for trouble, and power-mad aristocrats hunt citizens for sport. However, not every encounter has to end in bloodshed; golden coins and silver tongues can go quite far in the city.

The following is a list of encounters that can be used as wandering monsters when exploring the city. Each encounter includes what they want and are willing to bargain for as well as a list of possible reactions they have when encountered.



Mugged

If, during one of these encounters, a character is:

- **Wounded and retreats**
- **Knocked unconscious**
- **Unwillingly robbed**

They are considered to have been Mugged. This is particularly dangerous in the city. (detailed on pg. 24)

Short Stat Blocks

Beggar - Armor: Unarmored | **HD** 1 | **HP** 3 | **Fist or Shiv** 1d3 | **Move:** Standard | **Morale:** 5-in-6 Flees if injured, 1-in-6 Fights to the death.

Animal - Armor: Hide | **HD** 1 | **HP** 3 | **Bite** 1d4 | **Move:** Double Standard | **Morale:** 5-in-6 Flees if injured, 1-in-6 Fights to the death.

Thief - Armor: Unarmored | **HD** 1 | **HP** 6 | **Knife** 1d6 | **Move:** Standard | **Morale:** Flees at full speed, fights only if cornered or desperate.

Mugger, Racketeer or Street Tough - Armor: Gambeson | **HD** 2 | **HP** 12 | **Club or Improvised weapon** 1d8 | **Move:** Standard | **Morale:** Flees if reduced to less than half HP or half of comrades are killed.

Soldier or Guard - Armor: Chain Shirt | **HD** 3 | **HP** 18 | **Pike** 1d10 or **Shield and Blade** 1d8 or **Crossbow** 1d8 | **Move:** Standard | **Morale:** 5-in-6 Flees if reduced to less than half HP or half of comrades are killed, 1-in-6 Fights to the death.

Aristocrat or Magister - Armor: Brigandine | **HD** 2 | **HP** 12 | **Sword** 1d8 | **Move:** Standard | **Magic:** Knows 1d3 random spells | **Morale:** Flees if reduced to less than half HP or battle appears to be lost.

Headhunting Aristocrat - Armor: Plate | **HD** 4 | **HP** 30 | **Harpoon** 1d10 or **Longbow** 1d8 | **Move:** Horseback, Double Standard | **Net:** As Attack, save versus breath or become grappled in a net. Two consecutive checks to escape. | **Morale:** Fights to the death, only blood will suffice!





D100

ENCOUNTER, WANTS, & 1d6 MOOD

1 / 10	Beggar	Food, money, anything that will help	1-2: Pleading for help 3-4: Persistently and loudly demands for help 5-6: Violent if ignored or denied
11 / 20	Hungry Animal	Food or Shelter	1-3: Begg for food with whimpers 4-5: Will snatch food if the opportunity is given 6: Rabid, will attack unless given food
21 / 30	Lone Thief	Money or valuables without a fight	1-3: Attempts to pickpocket 1d6 coins 4-5: Attempts to rob 1d10/per level of coins 6: Quietly attempts to steal a magic item
31 / 40	1d6 Muggers	Money or valuables	1-2: Demands a "toll" of 1d10 coins per character 3-4: Surrounds characters and demands all of their coins 5-6: Immediately attacks, will loot the unconscious victims
41 / 50	1d6 Street Toughs	A fight and chance to prove themselves	1-2: They square up for a fair fight 3-4: Demand all the characters' money or a beating 5: Rush the characters in an attempt to scare them 6: Out for blood and a dead body
51 / 60	1d4 Bored Guards	Quick money or entertainment	1-2: Harass the characters for fun 3-4: Claim to be collecting "street tax" and demand 1d10 coins or a laugh 5-6: Interrogate the characters for a solid hour, mostly personal and intrusive questions
61 / 65	1d4 Angry Guards	Money, leisure, and maybe even violence	1-2: Drop a weapon on the ground and tell the characters to pick them up; attack if they do 3-4: Claim characters look like suspects, will incarcerate if they comply 5-6: Demand "street tax" of 1d6x10 coins; if resisted they attack
66 / 70	Irate Magister and 1d3 Guards	To exert authority or find someone who can fix their problem	1-3: Bully and confiscate any weapons the characters have 4-5: Claim characters are breaking some obscure law and have the guards apprehend them or pay 2d10x10 coins 6: Conscript the character into some dangerous task
71 / 75	1d6 Body Snatchers	Corpses or money	1-2: In the process of moving a body, threaten characters 3-4: Offer characters drugged drink (will attempt to steal teeth when characters pass out) 5-6: See characters as convenient cadavers...
76 / 80	2d6 Racketeers	To collect money or terrorize the street	1-4: Harass the characters for fun 5: Surround characters and demand half of all wealth for "protection" 6: Demand the wealthiest character give all of their money
81 / 85	1d10 Drunk Soldiers	To exert authority, money, or entertainment	1-2: Challenge character to an "honest" duel 3-4: Demand characters go drinking with them 5-6: Demand drink money, will fight if characters don't comply
86 / 90	Pack of 3d6 Animals	Enough food for them all	1-2: Harass characters and chase them out of their territory 3-4: Surround characters and attack 5-6: Rush characters and steal as much as they can
91 / 95	Bored Aristocrat and 1d4 Fists of the City	To collect money or terrorize the street	1-2: Claim characters look like suspects, will incarcerate if they comply 3-4: Demand the wealthiest character give magic items 5-6: Force a duel to the death between a character and Fist
96 / 100	1d4 Head-hunting Aristocrats and 1d10 Guards	To hunt anyone caught in the street. RUN.	1-2: Blow the horn and announce they will give the characters a 10-minute head start before they hunt them 3-4: Attempt to corner characters into a trap 5-6: Attempt to net and kidnap a character alive for some dark purpose...



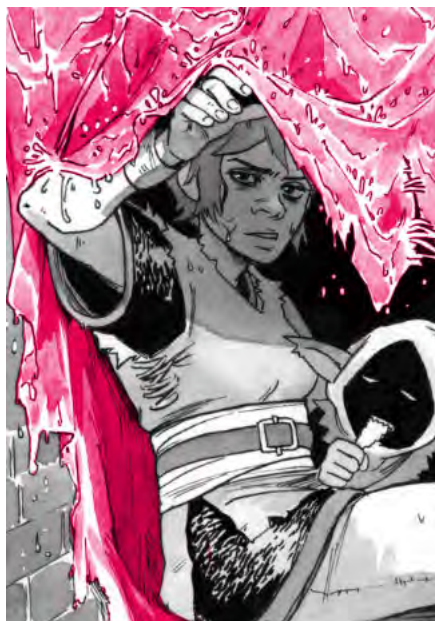


ROUGHING IT

Be it lack of coin or bad luck, characters may find themselves having to rough it and find shelter in the open streets. For many, this is their only option, and some folks band together to survive the uncomfortable and dangerous nights on the city streets...

Characters unable to find affordable or safe accommodations can attempt to find shelter in the city streets. Roll once to see what shelter is found and how dangerous it is.

Note: No one willingly tries to camp out on the street if they can help it, and it should only be a last-ditch choice for characters. Roughing it is a dangerous and sobering ordeal, and those who do so likely have no other option. There is no honor, nor merit, in being a tourist to misery.



D20	YOU FIND...	IT IS...
1	Sewer entrance	Safer - 1-in-6 chance of an encounter through the night
2	Abandoned home	
3	Warm chimney row	
4	Trash-choked alley	
5	Mostly-dry cistern	
6	Under a bridge	
7	Along a canal	
8	Sturdy roof	
9	Tight alley	Risky - 3-in-6 chance of an encounter through the night
10	Unguarded basement	
11	Dilapidated storefront	
12	Coal chute	
13	Overturnd cart	Dangerous - 5-in-6 chance of an encounter through the night
14	Unattended stable	
15	Crumbling arcade	
16	End of a pier	
17	Aristocrat's garden	
18	Window ledge	
19	Empty market stand	
20	Street sinkhole	





Dumpster Diving

When the markets are closed and the inns have shut you out, there is little one can do except scrounge and forage for meals in the city's dumps. Sometimes you catch a break and find a decent meal, other times you risk it all on some questionable meats...

Characters can search the dumpsters and trash deposits of the city for a meal. However, eating such a meal occasionally poses a risk.



The Droops

Explosive purging illness that saps the body of strength.

Transmission: Ingesting foul food.

Effect: Each day, save vs. Poison or suffer 1d3 damage to a random ability score.

Cure: 3 successful saves in a row or an enema of heated holy water.

D20	YOU FIND...	IT IS...
1	Stale Pastries	Tasty!
2	Bruised Fruit	
3	Discarded Chicken Leg	Gross (but safe)
4	Wilted Greens	
5	Petrified Cheese	
6	Overcooked Noodles	
7	Charred Bread	
8	Eggs!	
9	Rotten Tuber	
10	Moldy Vegetables	
11	Soggy Bread	
12	Unpicked Bones	
13	Dead Rats	Risky - Save versus poison or become sickened for 1d2 days
14	Untapped Marrow	
15	Fish Heads	Dangerous - Save versus poison or contract the Droops (see above)
16	Twice-Molded Cheese	
17	Suspicious Milk Curds	
18	Dumpster Fungus	
19	Mystery Meat?	
20	"Trash Soup"	





Everything Has a Price

It's all there. You just have to find it is all...

The city hungers and its countless denizens oblige, crafting, brewing, trading and importing goods both near and far. There is nothing that cannot be bought or sold within the city; the powers that be would not have it any other way.

The following is a list of goods and services typically available within The city. The prices are listed in coins (be it silver or otherwise) and are scaled based on wealth disparity (**Common, Middling, Wealthy & Opulent**; see pg. 71). Costs marked with "*" mean they are unavailable or uncommon to that area of wealth.

Quality and Cost - Goods and Services bought in wealthier districts will cost exponentially more. This cost might reflect higher quality or craftsmanship, but it is just as likely to be an artificial inflation of price. Cost does not determine quality.

Hirelings & Services

Costs are per day or per transaction.

<u>Name</u>	<u>C / M / W / O</u>
Alchemist	* / * / 140 / 1400
Animal Trainer	10 / 20 / 100 / 1000
Apothecary	12 / 24 / 120 / 1200
Appraiser	9 / 18 / 90 / 900
Barber Surgeon	8 / 16 / 80 / 800
Blacksmith	8 / 16 / 80 / 800
Bouncer	3 / 6 / 30 / 300
Bower	8 / 16 / 80 / 800
Brewer	6 / 12 / 60 / 600
Butcher	6 / 12 / 60 / 600
Candle Maker	7 / 14 / 70 / 700
Carpenter	8 / 16 / 80 / 800
Chimney Sweep	6 / 12 / 60 / 600
Cobbler	7 / 14 / 70 / 700
Cook	7 / 14 / * / *
Chef	* / * / 70 / 700
Eel Peddler	3 / 6 / 30 / 300

Fence	10 / 20 / 100 / 1000
Ferrier	6 / 12 / 60 / 600
Glassblower	7 / 14 / 70 / 700
Gong Farmer	2 / 4 / * / *
Grocer	2 / 4 / 20 / 200
Jeweler	6 / 12 / 60 / 600
Mason	6 / 12 / 60 / 600
Troubadour	* / 18 / 90 / 900
Porter	2 / 4 / 20 / 200
Potter	6 / 12 / 60 / 600
Rat Catcher	5 / 10 / 50 / 500
Scribe	4 / 8 / 40 / 400
Seamstress	6 / 12 / 60 / 600
Tanner	4 / 8 / 40 / 400
Tinkerer	8 / 16 / 80 / 800
Urine Salesman	2 / * / * / *
Veterinarian	7 / 14 / 70 / 700

Clothing

Belt	1 / 2 / 10 / 100
Boots	5 / 10 / 50 / 500
Coat	24 / 48 / 240 / 2400
Dress	8 / 16 / 80 / 800
Gloves	2 / 4 / 20 / 200
Head-Wrap/Hat	10 / 20 / 100 / 1000
(Hat Feather)	1 / 2 / 10 / 100
Jacket	15 / 30 / 150 / 1500
Leggings	3 / 6 / 30 / 300
Pants	5 / 10 / 50 / 500
Purse	1 / 2 / 10 / 100
Robe	6 / 12 / 60 / 600
Sandals	3 / 6 / 30 / 300
Sash	4 / 8 / 40 / 400
Scarf	2 / 4 / 20 / 200
Shirt	3 / 6 / 30 / 300
Shirt (Long)	4 / 8 / 40 / 400
Shoes	4 / 8 / 40 / 400
Socks	1 / 2 / 10 / 100
Skirt	6 / 12 / 60 / 600
Slipper	3 / 6 / 30 / 300
Wig	10 / 20 / 100 / 1000





Tools

Ball Bearings	5 / 10 / 50 / 500
Bear Trap	12 / 24 / 120 / 1200
Box of Nails	5 / 10 / 50 / 500
Bucket	6 / 12 / 60 / 600
Candles, 10	2 / 4 / 20 / 200
Chain 10'	10 / 20 / 100 / 1000
Chalk	1 / 2 / 10 / 100
Chisel	3 / 6 / 30 / 300
Compass	20 / 40 / 200 / 2000
Cookpot, clay	1 / 2 / 10 / 100
Cookpot, metal	3 / 6 / 30 / 300
Crowbar	10 / 20 / 100 / 1000
Game Board	12 / 24 / 120 / 1200
Glue	2 / 4 / 20 / 200
Grappling Hook	9 / 18 / 90 / 900
Grease Pot	2 / 4 / 20 / 200
Hand Drill	3 / 6 / 30 / 300
Instrument	* / 50 / 250 / 2500
Large Sack	1 / 2 / 10 / 100
Lantern	25 / 50 / 250 / 2500
Oil, bottle	3 / 6 / 30 / 300
Lockpicks	12 / 24 / 120 / 1200
Manacles	20 / 40 / 200 / 2000
Metal Spikes	5 / 10 / 50 / 500
Rope 50'	10 / 20 / 100 / 1000
Soap	1 / 2 / 10 / 100
Medicinal	* / 10 / 50 / 500
Spade	3 / 6 / 30 / 300
Tinder Box	11 / 22 / 110 / 1100
Torches, 5	5 / 10 / 50 / 500
Twine 200'	5 / 10 / 50 / 500
Vise	20 / 40 / 200 / 2000
Waterskin	5 / 10 / 50 / 500
Whistle	2 / 4 / 20 / 200
Wooden Pole 6'	1 / 2 / 10 / 100

Food

Costs are per pound unless noted.

Bread	1 / 2 / 10 / 100
Cheese	2 / 4 / 20 / 200
Eggs, dozen	1 / 2 / 10 / 100
Fish	1 / 2 / 10 / 100
Fowl	1 / 2 / 10 / 100
Fruit (dried)	4 / 8 / 40 / 400

Fruit (fresh)	2 / 4 / 20 / 200
Game	2 / 4 / 20 / 200
Grain	1 / 2 / 10 / 100
Leafy Greens	1 / 2 / 10 / 100
Livestock	2 / 4 / 20 / 200
Roots	1 / 2 / 10 / 100
Spice, Common	* / 48 / 240 / 2400
Spice, Rare	* / * / 480 / 4800

Drink

Costs are per gallon unless noted.

Ale, Beer, Cider	1 / 2 / 10 / 100
Clean Water	2 / 4 / 20 / 200
Juice	2 / 4 / 20 / 200
Liquor	3 / 6 / 30 / 300
Mead	2 / 4 / 20 / 200
Milk	2 / 4 / 20 / 200
Scented Water	2 / 4 / 20 / 200
Tea, Pot	4 / 8 / 40 / 400
Cup	1 / 2 / 10 / 100
Wine	3 / 6 / 30 / 300

Transportation

Costs are per mile.

Hand-cart	1 / 2 / 10 / 100
Horse & Buggy	2 / 4 / 20 / 200
Carriage	* / 6 / 30 / 300
Armed Escort	* / 6 / 30 / 300

Armed Escort - Armor: Chain Shirt
HD 3 | HP 18 | Pike 1d10 or
Crossbow 1d8 | Move: Standard
Morale: Flees if reduced to less than half HP.

Lodging

Costs are per day unless noted.

Bath	2 / 4 / 20 / 200
Bed	1 / 2 / 10 / 100
Meal	2 / 4 / 20 / 200
Room with Key	2 / 4 / 20 / 200
Weekly Rate	10 / 20 / 100 / 1000
Monthly Rate	30 / 60 / 300 / 3000
Yearly Rate	300 / 600 / 3000 / 30000

Contraband

Illegal	x2 cost
Dangerous	x3 cost





Reputation



Reputation is a form of social currency within the political web of the city (pg. 57). A helpful or friendly relationship with a faction will grant characters access and assistance, while a hostile one may have the characters being hunted down by agents of said faction. Good or bad, characters must carefully manage their reputation and social standing if they intend to survive and thrive.

Faction Reputation

Each faction you interact with will have a social standing, representing how friendly or hostile you are with them. A positive reputation represents a good standing, showing you have been helpful to their plights and how they will assist you in turn. A negative reputation represents hostilities and harmful actions you have undertaken against them and how actively they seek to return the favor...

REPUTATION & STANDING

Allies

6
Max

- Assistance and protection
- Access to rare goods and services
- Discounted prices and free common goods

Helpful

4+

- Lucrative tasks or jobs
- Access to specialized goods and services
- Discounted prices (½ price)

Friendly

1+

- Offer minor tasks or jobs
- Provide access to lesser goods and services

0

Indifferent

-1

Unfriendly

- Higher Prices (x2 price)
- Barred from some establishments

-3

Hostile

- Higher Prices (x10 price)
- Barred from most establishments
- Sends agents to sabotage, harm, or spy on you

-5

or
less

Enemies

- Refuse any and all dealings
- Attack on sight
- Actively send agents to destroy your assets and assassinate you





Gaining and Losing Reputation

Accepting jobs or tasks may put you at odds with the certain factions of the city. As well, taking jobs on behalf of factions will improve your standing with them but also put you at odds with their rivals or enemies.

GAINS & LOSSES OF REPUTATION

Great Deed – *Large, dangerous, or expensive deeds that greatly benefit the faction and their operations.*

- +2 - Fulfilling a dangerous mission on their behalf
- Severely damaging a hated rival
- Helping complete one of their long-term tasks

Minor Deed – *Actions that benefit the faction or aspects of their operations.*

- +1 - Fulfilling a difficult task
- Providing a much needed resource
- Assisting with a scheme or project
- Greatly helping an ally of the faction
- Greatly harming a rival of the faction

Minor Misgiving – *Actions that hinder or harm the faction's operations.*

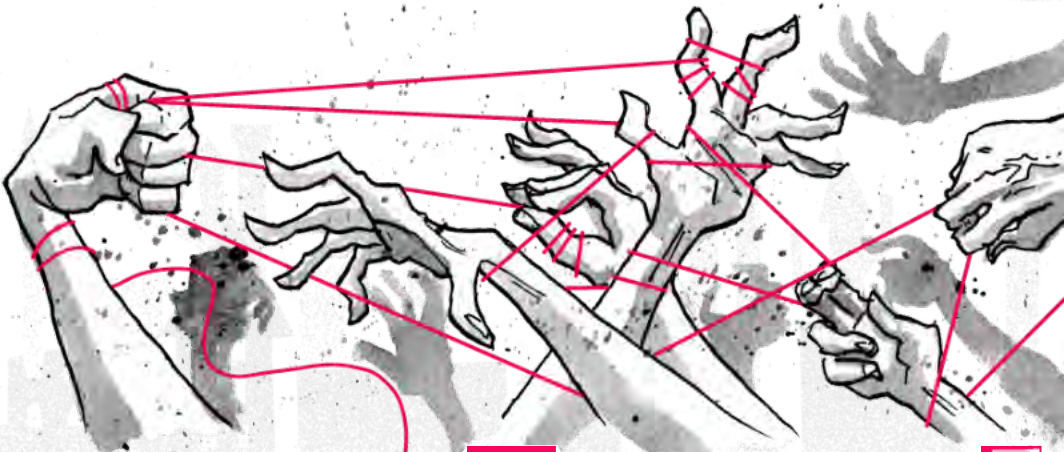
- 1 - Stealing resources or assets
- Attacking or harassing members of the faction
- Sabotaging a scheme or project
- Greatly harming an ally of the faction
- Greatly helping a rival of the faction

Great Misgiving – *Extraordinarily harmful actions that directly damage the faction as a whole.*

- 2 - Stealing or destroying a much-needed resource
- Killing an important leader or operator
- Sabotaging one of their long-term tasks

Betrayal – *The backstabbing or sabotage of an ally or friend for gain.*

Reduce your standing to Hostile.





Hazards & Disasters



Towers rise and towers fall, best not be caught in their shadow during the latter...

Buildings rise, sewers are excavated, and life blooms exponentially throughout the cavernous streets. The city seethes at these irritations. Torpid and swollen it may be, it is known to itch and scratch at the verminous life that burrows into its back. When it stirs, disaster follows, and only when the streets fill with blood and rubble is the Wurm content.

From the structural hazards of a collapsing building to the catastrophe of an entire neighborhood burning down, the city is host to all manner of natural and unnatural dangers. Those who wish to make a life of exploring and delving the streets and depths of the urban labyrinth need to be prepared for all manner of accident or calamity.

The following is a list of possible environmental hazards or dangers sorted by severity and use in an adventure.

Hazards

Smaller more common dangers. Found when skulking somewhere uninvited or passing through a place long neglected.

1 **Fire Hazard** - *"The kindling is laid," so to speak. All it takes is one wrong move to set it ablaze...*

- 1 **Unstable Furnace** - A rusty oven, still warm to the touch. Opening or disturbing the furnace ignites the volatile fumes trapped within. Save v. Breath or suffer 3d6 fire damage as the furnace explodes.
- 2 **Lamp Oil Spill** - The air reeks of fumes, the floor stained dark. Any open flames will ignite the fumes and floor. Save v. Breath each turn or suffer 2d6 fire damage; additionally, the building will burn if the fires are not put out.

3 **Arson Mites** - Piles of powdery dust lie on the floor, dots of red can be seen crawling within. These tiny mites burn like sparks when disturbed. Unless properly avoided Arson Mites will cling to clothing and flammable substances, causing them to ignite in 1d6 minutes. They can be removed in 1d3 hours with a fine comb or medicinal shampoo.

2 **Unstable Architecture** - *Neglect or hardship has left this building in dangerous disrepair. Every step may result in an accident...*

- 1 **Rotted Beams** - The floors are weak and creak suspiciously. The floor can only be navigated cautiously and slowly. Anyone who attempts to leap or run must save v. breath or fall through the floor for 2d6 damage.
- 2 **Sabotaged Stairs** - Each step sends shivers through the rest. The supports in the stairs have been damaged; walking on them causes them to collapse for 2d6 damage. Save v. Breath for half damage.





3 *Crumbling Ceiling* - The ceiling bows and seems to tremble. Prodding or disturbing the ceiling in any way causes it to collapse and bury anyone caught underneath. Suffer 2d6 damage from the collapse and save v. Hold to dig yourself out or suffer 1d6 each turn.

3 *Miasma* - *The air is foul beyond belief, eyes water and your body heaves as it tries to make sense of the wretched smells.* Filth has permeated the air here, hanging about like a ill cloud. Every minute spent within the foul air requires a save v. Poison or become sickened for 1d6 hours.

4 *Decay* - *Death has left this spot, yet in its place lingers a terrible and dangerous life...*

1 *Diseased Corpse* - A desiccated corpse, stains of effluent and blood cake its face. The victim died long ago, but their body still holds the illness that killed them. Touching or improperly handling the corpse risks contagion of a minor random disease (roll 1d6 on the Disease chart, pg. 28, to determine disease).

2 *Ebony Mold* - Blossoming tendrils of black coat the walls, wicked spores drift lazily in the air. A virulent and dangerous mold has taken residence here. Every minute spent in this room requires a save v. Poison with cumulative failures causing more dire effects. Face mask to avoid.

Fail 1 - Persistent loud coughs.

Fail 2 - Nosebleed, 1 damage each turn until fresh air is found.

Fail 3 - Dizziness, disadvantage on tests of tests of skill.

Fail 4 - Lethargy, slowed.

Fail 5 - Comatose for 1d3 hours.

3 *Shrill Mites* - A faint pitched buzzing can be heard from the floor, minuscule life seeps out of the cracks. Itching, stinging fleas that are marked only by their high-pitched buzzing. Unless properly avoided, Shrill Mites will

cling to clothing and skin, causing a terrible itching that makes mental concentration difficult. They can be removed in 1d3 hours with a caustic bath or medicinal shampoo.

5 *Spell Residue* - *The area is thick with an unseen energy; your hair stands on end while a strange aura clings to the physical space.*

Magic has collected like soot within this area. Every minute spent here risks a 1-in-6 chance of being affected by one of the following:

1 *Zone of Truth* - For 1d6 days, there is a 1-in-2 chance that any lie or half-truth spoken is instead a clear and honest answer.

2 *Hideous Laughter* - Every hour for 1d20 hours, save v. Magic or suffer an intense and loud bout of laughter.

3 *Nightmare* - For 1d3 days, night is plagued with horrible nightmares that make it impossible to sleep.

4 *Charmed* - For 1d6 hours affected are highly suggestible and must save v. Charm to resist any request, so long as it does not harm them.

5 *Sleep* - Immediately fall asleep for 1d3 hours.

6 *Slow* - Actions and speech are slowed for 1d3 hours.

6 *Trap* - *A danger lies in wait. Who laid the trap or why isn't known...*

1 *Slip-Snare* - Ragged twine and frayed rope lie scattered on the floor. A snare has been hidden here; walking across it springs it. Save v. Breath or be violently suspended off the ground.

2 *Nail Step* - A loose board on the stairs. Hidden nails, strategically placed to punch through their board when stepped on. Suffer 1d6 damage and save v. Breath to avoid being hobbled and slowed.

3 *Razor-Wire* - Light catches against something thin. Thin, sharpened wire, secured between two points. Walking results in a trip, while running into it deals 2d6 damage as it slices flesh and arteries.





Disasters

Dangerous events. Death is quite common and sharp wits are necessary to avoid such grisly fates.

Each disaster is listed with a series of dangers that they pose. To escape disasters, these dangers must be avoided or contended with.

1 **Burning Block** - *Windows vomit fire, timbers heard snapping and searing, the sky fills with smoke.*

Smoke - Smoke impedes vision and stings the eyes, making it difficult to find a way out. Save v. Poison or find a way to avoid the smoke.
Failure: Suffer blindness for 1d3 minutes.

Traffic - Panicked crowds push and trample, blocking the way out and filling the streets. Save v. Hold or Breath, or find a way to avoid the crowds. **Failure:** Knocked down, suffer from Fire (see below).

Fire - The fire gnashes and bites at terrified heels. Every minute spent in the area and each failed attempt to avoid the traffic or smoke results in 1d6 fire damage.

2 **Bridge Collapse** - *Murmurs, shouts, then screams; the sound of collapsing brick is heard over the gathering crowd.*

Traffic - Panicked crowds push and trample, blocking the way out and filling the streets. Save v. Hold or Breath, or find a way to avoid the crowds. **Failure:** Knocked down, suffer from Crushed (see below).

Crushed - The traffic piles tightly, crushing out air, ending lives. Every minute spent in the area, and each failed attempt to avoid the traffic results in 1d3 damage.

Panic - Fear grips some and they lash out with violence. Roll on the encounter table.

3 **Crumbling Buildings** - *Panicked shouts and cracking beams as large buildings strain to stay upright.*

Traffic - Panicked crowds push and trample, blocking the way out and filling the streets. Save v. Hold or Breath, or find a way to avoid the crowds. **Failure:** Knocked down, suffer from Falling Debris (see below).

Falling Debris - Pieces crumble and residents toss their belongings out the windows. Every minute spent nearby or inside the building and each failed attempt to avoid the traffic results in being pelted with debris for 1d6 damage (outside) or 2d6 damage (inside).

Additionally, there is a 2-in-6 chance that you become trapped under the debris. Save v. Hold.

Failure: Trapped for 1d3 minutes.

Collapse - The building will fall soon... In 3d6 minutes the building collapses, crushing and killing everyone within proximity.

4 **Pollution** - *Something runs foul, the very air seems unfit to breathe...*

Corrosive Air - The air is thick and cloudy with alchemical particles that sting the skin and burn the lungs. Each day spent in or traveling through this area deals 1d6 damage and blindness for 1d6 days. A face-mask or avoiding the open streets avoids this damage.

Poisonous Water - The wells and drinking water are suffused with a toxic chemical. Eating, drinking, or swimming here deals 2d6 damage and causes characters to be sickened for 1d6 days.

Fell Miasma - Arcane and magical residue have irradiated this space with dangerous energies. Those exposed lose 1d3 hit points each day for 1d10 days from the arcane burn. Hit points lost this way cannot be recovered through conventional means, only being recovered once the burn runs its course. Lead-lined armor or clothing prevents this effect.





5 Disease - *Illness abounds as a deadly microbial life has taken hold of this place...*

A dangerous disease permeates this place. Roll 1d10 on the Disease table (pg. 28) to determine what has infected the denizens and space.

6 Flood - *Savage rivers of effluent fill the space where streets used to be; survivors climb to roofs, all while buildings strain against the tides.*

Flooding - The waters rise, surging dangerously. Save v. Hold or Breath if in the open waters.

Failure: Knocked down, suffer from Drowning (see below).

Drowning - Sewage, debris and water mix into a dangerous hazard. 1d6 damage each turn unless you make 2 successful saves. Others may attempt to save you, or offer you tools, providing advantage on the rolls.

Swept Away - Those who are knocked unconscious or reduced to 0 hp while in the water are swept away, their body lost.

Catastrophes

Deadly and historic calamity. When the dust settles and the screams die down, the bodies left behind will be without number...

1 Outbreak - *Death rides through the city streets and upon their head is a crown of pestilence.*

An apocalyptic disease permeates this place. Roll 1d10+10 on the Disease table (pg. 28) to determine what has infected the denizens and space.

2 Purge - *A chorus of despairing howls wail to the beat of heavy boots; Spire guards gleefully prepare for bloody work.*

Roll an encounter every minute, adding +1 to the roll for every successive encounter roll.

3 Wildfire - *A carpet of fire rolls across the skyline, screams are heard amid the smoke, and heat burns away any thought except terror.*

Smoke - Smoke impedes vision and stings the eyes, making it difficult to find a way out. Save v. Poison or find a way to avoid the smoke.

Failure: Suffer blindness for 1d3 minutes.

Stampede - Screaming crowds rush and trample, blocking the way out and filling the streets. Save v. Hold or Breath, or find a way to avoid the crowds. **Failure:** Stunned for 1d3 minutes.

Fire - The fire gnashes and bites at terrified heels. Every minute spent in the area, and each failed attempt to avoid the traffic or smoke results in 1d6 fire damage.

Growing Danger - Each failed attempt to escape or avoid the danger increases its deadliness. Add +1d6 to the damage for each consecutive failed attempt.

4 Undercity Collapse - *A cascade of stone and brick is dragged below as the ground is swallowed by the yawning darkness.*

Tremor - The ground rumbles and ground swells like a river. Every minute save v. Hold or Breath

Failure: Knocked down and 2d6 damage.

Stampede - Screaming crowds rush and trample, blocking the way out and filling the streets. Save v. Hold or Breath, or find a way to avoid the crowds. **Failure:** Stunned for 1d3 minutes.

Collapse - The ground will fall soon... In 1d6 minutes the building and streets will sink into the ground, crushing and killing everyone within proximity. A new entrance to the Undercity appears here, along with monsters and scavenging opportunists.





Cobblestone Changes

Poverty, hunger, and the cruel will of rulers wear on the mind, body and, soul of common folk. Such pain forces out ill conditions...

The following is series of fell changes and mutations brought on by the crushing powers of the city. They can be used as a random chart of traits, injuries, or with the **Devoured by the City** rules below:



Devoured by the City

Anytime a character is victimized by the city there is a chance they acquire a change. Possible triggers for such a change are:

- Mugged (pg. 12)
- Mortally wounded
- Losing all wealth
- A month without shelter
- Surviving an encounter with a Noble or similar abomination

D20

COBBLESTONE CHANGES

- 1 **Penny Allergy** - You are allergic to copper coins; touching them causes painful rashes and hives to appear
- 2 **Malignant Watcher** - Someone or something is always watching you; they hide just out of sight and follow your every step to sabotage and harm. You can hear their sadistic chuckles from time to time...
- 3 **Grey Tongue** - Food and drink loses all taste. You take no joy or pleasure from eating, only using it as fuel for your body
- 4 **Enemy of Dogs** - Canine beasts and creatures are always indifferent or hostile to your presence and never friendly. They will single you out in attacks and become unnaturally aggressive
- 5 **Vicious Tapeworm** - A hungry and violent tapeworm colony takes residence in your bowels. You must eat double the amount of meals you normally would or risk starvation
- 6 **Street Blindness** - You are incapable of seeing or remembering streets and directions. Unless you are joined by a companion, you will always become lost for hours at a time
- 7 **Plague Bringer** - Your body becomes a vector for the pestilence of the city. Touching you or being within arm's reach of you while you are infected with a disease automatically risks infection
- 8 **Harlequin's Fear** - You cannot stand to have your face seen or out in the open. You take up wearing masks or face-coverings and are filled with dread any time you do not cover your face





D20

COBBLESTONE CHANGES (CONTINUED)

- 9 **Suet Sweats** – Your sweat becomes sweet and sticky, attracting the attention of birds, bugs, and rats. Excessive sweating causes the creatures to enter a dangerous feeding frenzy.
- 10 **Echoing Mummers** – You are haunted by the words and conversations of long-dead denizens. Even abandoned and empty places are plagued with distracting and incessant whispers. What is odd is they sometimes mention you...
- 11 **Most Dangerous Game** – An aristocrat and their murderous house have selected you to be their quarry. They send a jovial letter introducing themselves and formally declare their intent to hunt you for sport. They will not cease unless killed...
- 12 **Aversion to Baths** – You develop an unnatural dislike of baths or hygiene. Your body begins to reek and unpleasant microbial life blossoms in your diseased form. Only intervention or force can make you clean.
- 13 **Sewer Allergies** – Being in the presence of sewer tunnels or their waters causes a severe allergic reaction. You become overcome with a fit of coughs and runny nose. There is a 1-in-6 chance your eyes swell shut and blind you as long as you are within a sewer.
- 14 **Hunger of the Bricks** – You know the brick walls and floors of the city will attempt to devour you after a prolonged time. No one believes you, but you must avoid bricks as much as possible. You can hear the hungry gullet of the city, waiting to swallow you whole...
- 15 **Heart Void** – Something in you snaps and all emotion fades from you. Your psyche is a grey void without joy, sadness, anger, or fear. You may become prone to dangerous or risky behavior in search of any emotional stimuli.
- 16 **Lost Name** – You have lost your name and with it a portion of your identity. You are no longer recognized by many and must seek out your name or take up a new one. Be wary, for if someone finds and takes your old name, they shall inherit all that you once were.
- 17 **Nibbler Infestation** – An infestation of some unknown pest is constantly eating holes in your clothing. Clothing in your care or ownership lasts one day before holes and perforations begin appearing.
- 18 **Thieving Fingers** – Your fingers and hands steal things of their own accord. You must be cautious anytime you are out, as you will inexplicably find your hands and pockets filled with items and coins, along with the ire of their owners.
- 19 **Dreams of a Worm** – 1d6 times a week you are visited by the same horrifying nightmare that prevents sleep. All around you, a slithering monster stirs. You are trapped and unable to move; slowly the monster devours you whole all while whispering the names of those it will devour after you...
- 20 **Sickness of Gold** – You become addicted to chasing and amassing personal wealth. The compulsion requires you to seek out wealth and only act in ways that would gain you more wealth. There is nothing you won't do to make a quick coin...





Cobblestone Boons

Those who, against all odds, survive the rigors and hardships of the city find themselves permanently altered by their subversion of will...

The following is series of boons and mutations brought on by surviving the city. They can be used as a random chart of traits or with **Adapting to the City** below:



Adapting to the City

Anytime a character subverts the powers of the city or makes their name known, there is a chance they acquire a boon. Possible triggers for gaining such a boon are:

- **Robbing/tricking an aristocrat**
- **Pulling off a daring or dangerous score**
- **Gaining an opulent or grand treasure**
- **Gaining the favor of a faction**
- **Defeating a Noble or similarly powerful abomination**

D20

COBBLESTONE BOONS

- 1 **Verminspeak** – You are able to speak to the vermin of the city. Rats, bugs, and all other form of pest can hear your voice and answer back in a way you understand. Many will assist you for a proper tribute of food and drink.
- 2 **Vacant Nostrils** – You lose most sense of smell, a blessing in the city. While you cannot smell pleasant things, you are also immune to becoming sickened or compelled by scents or odors.
- 3 **Mysterious Benefactor** – A secretive being has taken an interest in your endeavors. They will never reveal themselves but they will make their presence felt, acting in the shadows to assist you.
- 4 **Friend to Cats** – Feline creatures and beasts take a liking to you. Cats, sphinxes, and other comparable beings are either indifferent or friendly when they meet you; they will help you in small ways so long as you remain on their good side.
- 5 **Whispers of Gold** – The secret and subtle sound of gold becomes known to you. If you close your eyes and listen carefully for a minute, you can know the location and approximate amount of gold, coins, and treasures within 50 feet of you.
- 6 **Demon Blood** – Demonic ancestry or exposure changes you. Demonic blood, now awakened, flows through your veins. Gain a random Demon Ability (pg. 40).





D20

COBBLESTONE BOONS (CONTINUED)

7 **Quickened Sleep** – Your physiology changes to need less sleep. Each night you only need 1d6 hours of sleep to be fully rested, although you constantly appear tired and haggard.

8 **Noblesense** – Keen senses allow you to detect the abominable presence of the Nobles. You get a ringing in your ears whenever a Noble or one of their lackeys is nearby, growing almost painful the closer they are to you.

9 **Sordid Guts** – Your body becomes capable of digesting the most horrid of meals. You gain advantage on avoiding sickness or disease from befouled foods. You can also acquire sustenance from booze, leather scraps, or bone meal in place of actual food.

10 **Cobble-tread** – Cracked and leathery callouses coat the entirety of your feet. You are always counted as wearing heavy work-boots and can walk over broken glass, hot coals, and caltrops without danger.

11 **Cement Molars** – Your teeth harden to an incredible density. You can bite through any metal weaker than steel with some difficulty and can shatter most tools and weapons with a forceful bite.

12 **Visions of a Hound** – You are haunted by visions of a bloody and terrifying hound. Anytime you are in danger or someone is in need of saving, the hound will appear at the edge of vision, silently watching you. Only you can see it, only you know what it wants...

13 **Tunnel Walker** – The numberless tunnels of the city speak through you. If you meditate in a pipe, tunnel, or passage for 10 minutes, you can reliably determine where the tunnel leads and what dangers you may encounter along the way.

14 **Noble's Eye** – A dangerous power awakens in your eyes. Your eyes take on a shimmering golden hue and become capable of seeing the approximate value of any object in your vision.

15 **Internal Map** – You remember all streets and directions. As long as you have seen or heard about a location within the past month, you can reliably find it again by walking or pointing to it on a map.

16 **Robber's Hand** – A useful third arm springs from your body. Imperceptible under clothing, the third arm is quick and dexterous, able to wield tools or weapons or swiftly steal from unsuspecting pockets.

17 **Face in the Crowd** – Your visage and demeanor becomes unassuming and undetectable. When hiding, you can quickly and easily blend into crowds, vanishing from injudicious sight.

18 **Coin Eater** – You can eat coins in place of meals. Rather than eat meals, your body can devour the equivalent value in coins to no ill-effect.

19 **Charlatan's Tongue** – You become physiologically adept at telling lies. Your tongue takes on a silvery hue, and you can tell small or believable lies without detection and gain advantage on telling bold or outlandish lies.

20 **Street Whispers** – The streets tell you who has walked them. If you sit on a street or road, bury a rod into it, and place your temple to the rod, you can reliably learn who has been on the road and how long ago they passed over it.





Diseases

There is one who rules above the Nobles; their crown is filth, their blade named "Pestilence" and their throne a pile of corpses...

Sickness lurks in the city, clinging to the blood of unsuspecting lives, riding upon the mantle of so many vermin, or dancing on the wind to greet its next host.

Pestilence is no stranger to the city, passing through the townhouses choked with desperate lives and slithering through the gutters packed with filth. Without proper health initiatives and caution, disease runs rampant, blowing through the city like an ill wind.

The following table is a series of diseases, ordered by general severity, followed by an alphabetical list with detailed descriptions for use in game.



DISEASE

- 1 Ulcerbites
- 2 Yellow-Weep
- 3 Creeping Rash
- 4 Crust-Lock
- 5 Dontannelida
- 6 Sump Foot
- 7 Vintner's Mites
- 8 The Slips
- 9 Heintower Wart
- 10 The Silver Pox
- 11 Whipping Cough
- 12 Waltz Worms
- 13 Jinx of the Magi
- 14 Arcane Emissions
- 15 Arsonist's Fever
- 16 Gilding
- 17 Candle-Wax Death
- 18 The Unwinding
- 19 Sanguine Seep
- 20 Possession of the Wurm



Disease Descriptions

Arcane Emissions

The magic seems to burst out in the most inopportune times, a danger to everything in proximity...

A bout of hiccups that trigger the casting of spells. Non-spellcasters see it as a minor nuisance, while powerful mages see it as a dangerous pox.

Transmission: Contact or Inhalation near affected.

Effect: Each hour, save v. Magic or cast a random spell you have memorized or stored on you.

Cure: A magical "cleanse" lasting 1 week, where you have no contact with any magic.



Candle-Wax Death

Soft and delicate flesh, malleable and warped like wax; heat spells a painful doom...

A full-body disease that causes flesh, organ, and bone to act like candle wax. Moderate heat can be dangerous and painful, while intense heat spells certain doom.

Transmission: Contact with skin.

Effect: Temperatures hot enough to melt wax deal 1d6 damage each hour of exposure, while fire and heat damage always do the maximum amount. Damage received this way cannot be healed until a cool or temperate spot is reached and the body can be reshaped.

Cure: Ingesting a goblet of ice sprinkled with a rare medicinal salt each day for a month.



Arsonist's Fever

A walking fire hazard, sweat that reeks of turpentine, a fever that threatens to burn everything...

An intense fever accompanied by a sweat that is as flammable and volatile as kerosene.

Transmission: Contact with sweat.

Effect: Each day, save v. Poison or suffer 1d4 damage and disadvantage on mental-based checks. Additionally, every day you are drenched in a sweat that acts like lamp oil.

Cure: Three consecutive saves, or an ice-bath with rare medicinal salts.

Creeping Rash

Spreads and dances from body to body, an unwanted vagrant of skin and intimacy...

A red rash that appears on the skin, itchy at times but mostly harmless. The stigma surrounding it tends to be the most dangerous aspect.

Transmission: Contact with skin.

Effect: Red rash appears periodically and sometimes itches.

Cure: No non-magical cure, but a medicinal bath soothes symptoms.





Crust-Lock

Mortar and paste to the bones and joints, building a body that will never move again...

A calcified plaque begins to build up on the joints and bones, making movement difficult and painful.

Transmission: Contact with skin or infected waste water.

Effect: Each day, save v. Poison or suffer disadvantage on dexterity based checks. Failing a second time halves movement.

Cure: Two consecutive saves, or three sessions of joint acupuncture followed by medicinal baths.



Dontannelida

Weaving and winding through ivory caves, the smiling worms make their homes in that humid dark...

Clusters of pale worms painfully burrow into the teeth, making eating difficult.

Transmission: Ingesting infected food or waste water.

Effect: Save v. Poison each time you eat solid food or be unable to handle the pain and not eat.

Cure: Expensive dental work involving drills and gold filings.

Gilding

The promise of as much gold as you can carry, carried in your bones, flesh and blood...

A terrifying disease that changes the body to gold. The cruel few will wait for the afflicted to die, in order to "harvest" their bodies for coin.

Transmission: Inhaling gold dust made from the afflicted.

Effect: Each day, save v. Magic or lose 1d3 dexterity as the gold takes over your body. This cannot be healed until the disease is broken and the gold is surgically removed.

Cure: Three consecutive saves stops the disease. Regaining the lost dexterity requires a painful surgery that deals 1d6 damage for each point of dexterity lost.

Heintower Wart

The holy touch, a gift from the saint, verdant life springs from the flesh...

A fast-spreading cluster of warts that slowly encase and immobilize the afflicted.

Transmission: Contact with skin.

Effect: Each day, save v. Poison.

Number of Failed Saves & Effects

- 1 - Noticeable cluster of warts
- 4 - Disadvantage on dexterity
- 8 - Movement halved
- 12 - Immobile

Cure: A caustic ointment and series of topical surgeries that deal 1d3 damage per failed save.

Jinx of the Magi

'Tis a cruel jest to suffer the slings and arrows of the arcane...

An arcane affliction that causes nearby spells and magic to target and affect the afflicted.

Transmission: Exposure to magically polluted areas or contact with infected spell-books.

Effect: Anytime a spell with a specific target is cast within eyesight of you, all instances of that spell hone in on you like a magnet.

Cure: Ingesting an expensive medicine made from milled anti-magic charms for a week. It acts as a strong and painful purgative, usually involving sparks & small fires.



Possession of the Wurm

Woe be mortals when the City howls for blood, unwilling servants made to slake its thirst...

A disease that warps the minds of mortals, changing them into screaming predators bent on bloodshed. A doom made manifest by the will of the city.

Transmission: Bite or ingesting blood from the afflicted.

Effect: Save v. Madness every hour or become overwhelmed with the desire to hunt down and kill every living being, friend or foe alike.

Cure: Four consecutive saves. Alternatively, the spores of a powerful and illegal hallucinogenic mold found in the Undercity sedates the afflicted into a peaceful trance, whereupon sanctified oil and an hour-long ritual chant must be administered.



Sanguine Seep

The body weeps in tragedy, crimson tears spilling like so much wine...

A dangerous and highly contagious disease that causes the body to rapidly drain of blood.

Transmission: Contact with blood or infected water.

Effect: Each day, save v. Poison or suffer 1d6 damage as blood seeps from every pore. This damage can only be healed after a successful daily save.

Cure: Three consecutive saves. Medicine only provides advantage on the saves.



The Silver Pox

Their pain unseen by mortal eyes, ill coins like desperate plague fleas...

An illness spread by silver coins that causes lethargy and eventually blindness.

Transmission: Contact with an infected silver coin.

Effect: Each day, save v. Poison.

Number of Failed Saves & Effects

- 1 - Slightly tired
- 3 - Lethargy, disadvantage on mental-based rolls
- 5 - Blurry vision, disadvantage on sight-based rolls
- 10 - Blindness

Cure: Avoid contact with infected coins (can be disinfected with a strong vinegar) and a medicinal tonic made from rust and the ground-up bones of a racketeer.

The Slips

Effluent grows and demands release, organs roil and violently comply...

A disease brought on by rotten food or soiled water. The afflicted purge from every orifice in their body.

Transmission: Ingesting befouled food or waste-water.

Effect: Each day, save v. Poison or suffer 1d6 damage and disadvantage on all rolls as your body violently empties itself.

Cure: Two consecutive saves or a medicine made of mineral dust and a special mold spore.





Sump Foot

Rot and decay, just changes along the way to something new...

A disease common to the Undercity, it causes afflicted areas to swell and rot away into strange and odd forms.

Transmission: Contact with infected waste-water.

Effect: Each day, save v. Poison or suffer an intense swelling in an afflicted limb. This will persist for 1d6 days until the flesh starts to necrotize and fall off, revealing a new (typically animal) limb underneath. The new limb is equally beneficial and detrimental, causing no changes to quality of life.

Cure: Applying a medicinal ointment to the affected area before the change occurs.



Ulcerbites

Tiny lives nestled into skin, rioting against their sore and inflamed homes...

Caused by the larvae of an Ulcer-fly burrowing their way into skin. Many larvae do not survive, but they create painful swollen bumps that distract and irritate.

Transmission: Contact with an infested or unsanitary area.

Effect: Each day, save v. Madness or suffer disadvantage on a random ability, as the painful boils make certain tasks difficult.

Cure: Two daily doses of a caustic medicinal ointment flushes out and kills the larvae.



The Unwinding

A body of thread, twisted and tight, strands finally free to drift into the ethereal night...

An ailment that breaks the ability of the afflicted to exist on the physical plane.

Transmission: Powerful ambient magic or exposure to magically polluted areas.

Effect: Each day, save v. Magic or lose 1d6 to a random ability as your body begins to fade and visibly fray into wispy ethereal tatters.

Cure: A tonic made from a ground-up lodestone and a week spent inside a ritual circle made from salt, metal filings, and mortal bone-meal.

Vintner's Mites

Debaucherous guests, reeking of booze, they demand more room and the flesh obliges...

Mites that burrow into scan and cause affected limbs to bruise and swell to comical proportions. They are always accompanied by the smell of fermented grapes.

Transmission: Prolonged contact with afflicted skin and or an infested or unsanitary area.

Effect: One random limb swells to three times its size. Based on limb, either dexterity and fine-motor skills are at disadvantage or movement is halved.

Cure: Three daily doses of a caustic medicinal ointment that kills the mites and their eggs.





Waltz Worms

An infectious merriment, woven into sinew by manic threads for a waltz that never ends...

Long hair-like worms that weave their way into the muscle fiber of victims and cause a manic uncoordinated “dancing.”

Transmission: Ingesting or contact with waste water.

Effect: Each day, save v. Madness or be overcome with the need to flail and dance. Movement is halved, fine motor skills are impossible, and the act is incredibly exhausting.

Cure: A surgical procedure that slowly pulls the worms out and lasts 1d3 days.



Whipping Cough

Blow by blow the illness strikes the body, until the mouth runs red with ragged barks...

Vicious coughing spells that leave whip-like bruises and lacerations on the back and chest.

Transmission: Contact or Inhalation near affected.

Effect: Each day, save v. Poison or suffer a loud and persistent cough that deals 1d6 damage and makes acts of strength and agility difficult.

Cure: Three consecutive saves, or inhaling the steam of a tonic derived from distilled water and a rare mold.

Yellow-Weep

Tears of yellow streak the face and hands, as the visage weeps in painful unison...

A chronic allergic reaction to the curious pollen that seems to plague the city, marked by a near-constant stream of vibrant yellow mucous.

Transmission: Contact or inhalation of pollen.

Effect: Constant sneezes and coughs along with mucus-coated orifices make charismatic or mental efforts difficult.

Cure: A special tincture from a medicinal herb to avoid the effects for the day; otherwise the pollen must be avoided.





Cobblestone Beasts

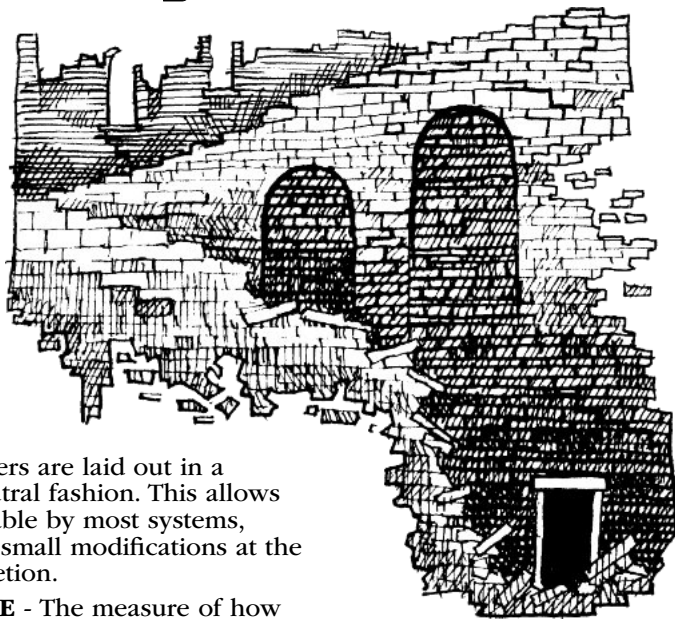


Unlike the dark forests of other ancient lands that are filled with creatures familiar and friendly to the eye, such beasts do not lurk here. Even the lowliest of vermin have been twisted by the ubiquitous evil within. Grotesque and hateful creatures lurk behind the scrim of stone and refuse and skitter round the feet of those who call the streets their home. Dark eyes without a hint of kindness is the last some ever see. Truly whatever similarities they once held to their pastoral brethren has been quashed beneath the boot-beel of this city.

“On Urban Ecology,” Xelie A. Larch, Wandering Historian; Tales of My Travels, Vol II



Reading the Statblocks



The monsters are laid out in a system-neutral fashion. This allows it to be usable by most systems, with some small modifications at the GM's discretion.

- **DEFENSE** - The measure of how hard it is to hit a creature, relative to player characters' armor. ("Scale" is as hard to hit as scale armor, and so forth.)

- **HIT DICE** - Determines Hit Points, attack bonus, saves, and strength of abilities. What this means is a creature with 4HD will have the following stats:

Hit Points as a Cleric of equal level (1d8+1d8+1d8+1d8).

Attack bonus as an average fighter of equal level (Fighter level 4).

Saves as a character of equal level (typically Fighter).

Difficulty saves for spells and abilities should be treated as a character of equal level (Cleric/Wizard Level 4).

- **HIT POINTS** - Rather than roll for hit points every time, the recommended Hit Points can be used for convenience.
- **MOVE** - Standard is the average speed of an unencumbered human. Double Standard and Half Standard are based off of that.

- **DAMAGE** - The damage of each successful attack. Multiple damage listings mean the creature makes multiple attacks.

- **QUANTITY** - How many creatures are usually found at a given time.

- **XP** - The experience points awarded for defeating the creature, given in 5e terms. Other systems may be more or less.

- **SPECIAL** - Some creatures have special attacks and abilities that are detailed below. Some abilities replace the creature's regular attack and are listed with "**As Attack**" in their descriptor.

Creature Sidebar

Some creatures include a sidebar for useful trophies, items, materials, or exploits that can be gleaned from them or their bodies.

Goods that can be sold are marked with a scaling price, while trophies or exploits are described for use at the table.





Brick Tick

- **Defense:** As Chain
- **Hit Dice:** 1HD
- **Hit Points:** 4
- **Move:** Standard
- **Damage:** Slam 1d2 or Brick to the Head
- **Quantity:** Solo, Cluster 2d4, Wall 4d6
- **XP:** 100
- **Camouflage:** When still and hidden in a wall, a Brick Tick is nearly imperceptible to the naked eye, save for some slight twitches.
- **Brick to the Head: As attack,** if a Brick Tick attacks from its hiding spot it will instinctively hurl itself at a victim's head.
 - Save v. Breath, Success:** suffer 1d6 damage. **Failure:** suffer 2d6 damage and become stunned for 1d3 rounds.

The sound of shifting granite, as if a small section of the wall is moving; then, the tiny pensive clicks. A single brick sporting an array of knuckled spider legs shifts against a wall of identical material. It freezes for only a moment, before hurling itself towards your head with the force of a vicious throw.

The Brick Tick is an animated brick with a series of spider-like legs protruding from its body. It makes its home by burrowing into stone and brick walls, replacing missing bricks and slowly taking on the physical attributes of its "home wall." From here it will attempt to ambush unsuspecting travelers by launching itself at their heads. It can't actually eat the victims it kills in this matter and usually just impotently clings to the bodies until growing bored and crawling back into its home wall. Most insidious is its ability to multiply, for a Brick Tick that stays lodged in its home wall for too long will begin to animate the surrounding bricks into Brick Ticks as well.



No one knows the origins of the Brick Tick. Some whisper they are miniature aspects of the city, springing to life and punishing the unsuspecting and weak in order to feed the city's lust for blood. Others rationally speculate it is the byproduct of a wizard's idiotic experiment combining a brick with a literal tick. This explains its instinctive need to fall on victims' heads.





COBBLESTONE CRAB

- **Defense:** As Plate
- **Hit Dice:** 4HD
- **Hit Points:** 24
- **Move:** Standard
- **Damage:** Claw 1d10 and Crush
- **Quantity:** Solo or Clutch 1d4
- **XP:** 1050
- **Camouflage:** When still and hidden, a Cobblestone Crab is nearly imperceptible to the naked eye, save for shifting cobblestone.
- **Crush:** *Their claws break granite and stone. Save v. Breath or Hold*, or a non-magical piece of armor, tool, or weapon breaks.
- **Snatch:** *Deadly ambushes as they entomb their prey below.* If struck unaware by a hidden Cobblestone Crab, **save v. Breath** or be dragged into the earth and slowly suffocated over 1d6 minutes.

Pavers quiver in their slots and the strange rasp of chitin on cement is the only warning one has before a giant crab emerges from the middle of the street. Massive pincers crush brick and quickly snatch whatever tasty morsels can be found before the crustacean scuttles back into its sinkhole abode.

The Cobblestone Crab is a massive crustacean known for living within the streets of the city. With their carapace mimicking the cobblestones surrounding them, unsuspecting travelers are at risk of walking right into their terrifying claws. Voracious omnivores, there is nothing a hungry crab will not attempt to wrestle back into its lair.

Attempts to cull the number of Cobblestone Crabs have been unsuccessful. The surly creatures have been said to break swords between their pincers and carry off entire carriages. Often there are large bounties placed on notorious crabs, not just for their destruction, but for their delicious meat.

Cobble-Crab Meat

Flaky and sweet, the meat is considered a common delicacy.

A source of meat for some neighborhoods, many restaurants pay top coin for fresh morsels.

Each crab yields 6d6 lbs. of meat and takes 1d6 hours to process.

Cost, per pound: 4/8/40/400 coins



COURT SPIDER

- **Defense:** As Hide
- **Hit Dice:** 3HD
- **Hit Points:** 15
- **Move:** Standard
- **Damage:** Blades 1d6/1d6 and Court Poison
- **Quantity:** Solo or Clutch 1d4
- **XP:** 1050
- **Court Poison:** *Infamous poisons, deadly tools of the trade.* Each Court Spider has 1d3 vials of Court Poison (see sidebar).
- **Hidden Steps:** A Court Spider moves without sound. When moving slower than a run and in a crowded or dark space, a Court Spider can only be spotted with a dedicated search.
- **Quiet Bite:** *From the shadows the spider bites.* If struck unaware by a Court Spider, 2-in-6 chance you don't perceive them.

A thin quivering shadow passes over you, no sound or smell lingers in the air but the weight of doom presses down upon your shoulders. Spindly arms holding curved, vicious daggers reach out from the darkness and strike. Between the gargles of death a lean figure watches pitiless; a Spider has killed.

Each and every one of the Court Spiders is raised from birth and immediately put through grueling training in the art of subterfuge and assassination. With horrifying body modifications they seek to become a living weapon for the Nobles who own them. Each Spider has a style of killing that is unique to them, though daggers and darts are among their favored weapons.

With an unwavering devotion to their masters, Spiders live in seclusion until they are summoned for a job. Occasionally they are hired out to wealthy aristocrats but answer only to the Nobles. It is said that upon graduating each Spider has their tongue cut out so they cannot spill the secrets of those they serve. They do this themselves.



Court Poisons

Deadly drugs distilled in the Spires.

1d6 Court Poisons

- 1 *Scorch* - 1d6 fire damage every minute unless soaked in ice water. Lasts 1d6 minutes.
 - 2 *Drowsy* - Fall into a deep, unshakable sleep for 1d3 days.
 - 3 *Choke* - 1d10 choking damage every round unless the airway is opened up. Lasts 1d3 rounds
 - 4 *Frenzy* - Attack anyone nearby. Lasts 1d6 minutes.
 - 5 *Vile* - Violently ill for 1d3 days.
 - 6 *Still* - Frozen stiff for 1d6 minutes.
- Cost, per vial:** 100 (contraband)





Demons

“Demons” is a catch-all term for the eclectic and colorful denizens of the city who sprang from magical means, distant realms, or bizarre coincidence. Existing alongside mortal folks in equal means and measure, they can be every bit as cruel or kind as any other member of the city.

Demon Abilities

Many times, demons are armed with some natural weapon or ability.

1d10 DEMON ABILITIES

- 1 None, fights with weapon
- 2 **Claws** 1d4/1d4
- 3 **Poison**, stuns for 1d6 minutes
- 4 **Flight**, standard
- 5 **Acid Blood**, 1d4 touch damage
- 6 **Bite** 1d6
- 7 **Breath Weapon** 1d6/15ft.
- 8 Knows 1 random spell
- 9 Movement double standard
- 10 Roll again twice

Minor Demon

Usually no larger than house-cats, compensated with larger personality.

HD 1 | **HP** 5

Move: Standard

Magic: Knows 1d3 random spells

Morale: Flees injured or battle appears to be lost.

Middling Demon

About the size of the average mortal, and most often seen alongside them.

HD 2 | **HP** 10

Move: Standard

Magic: Knows 1d3 random spells

Morale: Flees if reduced to less than half HP or battle appears to be lost.

Greater Demon

As large as warhorses or even elephants, many are cautious to not harm others lest authorities unjustly single them out as “monsters.”

HD 5 | **HP** 25

Slam 1d8 | **Move:** Standard

Morale: Flees if reduced to less than half HP or battle appears to be lost.

Grand Demon

Powerful and primordial beings, they often hold places of authority and therefore prone to corruption...

HD 10 | **HP** 55

Strike 1d6/1d6 | **Move:** Standard

Magic: Knows 1d6 random spells

Morale: Fights to the death.





Demon Appearance

1d4 BODY

- 1 Humanoid
- 2 Plant
- 3 Animal
- 4 Insect

1d6 SKIN

- 1 Fur, Armor as Hide
- 2 Scales, Armor as Brigandine
- 3 Slime, Armor as Hide
- 4 Feathers, Armor as Hide
- 5 Chitin, Armor as Scale
- 6 Mineral, Armor as Plate

1d8 LIMBS

- 1 None, crawls around
- 2 Two limbs, arms or legs
- 3 Mismatched vestigial wings
- 4 Four limbs, arms and legs
- 5 Arachnid limbs, odd number
- 6 Six limbs, arms, legs, tails
- 7 Nothing but claws
- 8 Dozens of limbs, usually avian

1d10 FEATURES

- 1 Two heads, always arguing
- 2 Spiny protrusions
- 3 Glorious horns or antlers
- 4 Over-sized head
- 5 Long slithering neck & body
- 6 Exoskeleton, squeaky
- 7 Iridescent patterning
- 8 Fins & gills
- 9 Membranous joints
- 10 Rubbery bones

1d12 MANNERISMS

- 1 Polite & friendly
- 2 Dour & Snappy
- 3 Petulant & Stoic
- 4 Sanguine & Violent
- 5 Lazy & Boring
- 6 Mischievous & Snarky
- 7 Quiet & Peevish
- 8 Mysterious & Vivacious
- 9 Rude & Sultry
- 10 Nervous & Suspicious
- 11 Loud & Zealous
- 12 Unhelpful & Gregarious

1d20 Quirks

- 1 Bucktooth grin
- 2 Mismatched eyes
- 3 Eerie number of teeth
- 4 Delicate paw pads
- 5 Long tongue, always out
- 6 Color changes based on mood
- 7 Gold-tipped hooves
- 8 Covered in sparkling makeup
- 9 Constantly in armor
- 10 Dressed in latest fashions
- 11 Hooked ibis beak
- 12 Terrible odor
- 13 Knotted hair obscures body
- 14 Hovers off the ground
- 15 Gently sweating ichor
- 16 Heavily tattooed
- 17 Smoke pours out of orifices
- 18 Lichen grows on skin
- 19 Always dancing
- 20 Long exquisite beard





Dire Pigeon



The Dire Pigeon is a monstrous counterpart to its common cousin. Standing two heads taller than the average person, it is a predator and scavenger that plagues the streets and roofs of the city. Most are unable to properly bathe themselves and so pick up horrible odors as well as being infested with lice and parasites.

Dire pigeons are voracious eaters. When unable to scavenge meals from the garbage, they will attack and eat anything smaller than themselves (including pets and children) before returning to their hidden roosts. Dire Pigeon roosts are hidden in the forgotten and abandoned places of the city and are marked by the trademark white droppings that paint the exterior sides of their homes. Folks are wary of abandoned towers and warehouses that bear these trademark alabaster stains. However, attacks can be avoided by distracting the birds with large quantities of bread and seed.

- **Defense:** As Hide
- **Hit Dice:** 6HD
- **Hit Points:** 30
- **Move:** Fly Double Standard, Walk Half Standard
- **Damage:** Peck 1d8 and Eye-gouge
- **Quantity:** Solo, Flock 2d6
- **XP:** 700
- **Stench:** *A Dire Pigeon reeks of refuse and garbage. Anyone within arm's length, save v. Poison, Success:* no effect. *Failure:* Sickened for 1d4 rounds as you are overcome with nausea.
- **Eye-gouge:** *The Dire Pigeon tends to attack the eyes of its victims.* Each successful Peck has a 1-in-6 chance of blinding a character for 1d6 rounds.

The sound of heavy wings beating against the air and a wave of horrible animal odors surround you. A pigeon the size of a garden shed and encrusted in filth lands heavily, a mass of ragged feathers and avian muscles. It lets out a series of guttural coos, all the while eyeing you with hungry yellow eyes.

As a Mount

While feral Dire Pigeons are a dangerous menace, there have been successful attempts to domesticate and train them. If properly trained, they can be used as reliable airborne mounts, provided the rider is experienced and the bird is well fed. One particularly enterprising merchant has even started a "legitimate" delivery company using the birds to deliver packages and parcels across the city and beyond.

Cost: 1000 coins (contraband)

Speed: Fly 54 Miles/Day
or 6 Miles/Hour

Carry Capacity: Can carry as much as two strong mortals or two average-sized passengers.

Saddle: 400 coins (contraband)



Fists of the City

- **Defense:** As Plate
- **Hit Dice:** 5HD
- **Hit Points:** 35
- **Move:** Standard
- **Damage:** As Weapon
- **Quantity:** Solo, Pair, or Pack 1d6
- **XP:** 800
- **Brutal Defense:** *The Fists are spiteful and aggressive.* Anytime the Fist is hit in combat, there is 1-in-6 chance they immediately retaliate and make a free attack.
- **Enshackle:** *Fists are experts with their manacles and chains.* Fists have advantage on making grapples and maintaining them.
- **Like Hounds:** Fists can smell and sniff out hiding or running prey if they have the scent. They are capable of tracking prey like a dog or wolf.

The sound of heavy footfalls and metal plates slowly grinding against one another and growls like that of a chained beast. A monstrous mortal clad in brutal pig-iron armor towers above you, its helm fashioned in the motif of a raging boar. Long shackles and irons dance lazily in its clenched fist as it gazes out at the world with a cold, calculating, and malicious hunger.

Standing as tall and broad as a warhorse, the Fists of the City appear as enormous monstrous knights clad in ornate iron armor. They wield massive crushing weapons such as hammers and clubs and always carry a series of heavy chains and manacles they use to seize unfortunate victims. Brutal and domineering, they prowl the city streets like hounds, the sound of their footfalls and chains announcing their presence.

Silent, save for strange animal-like noises, they are the de-facto guardsmen of the city. Traveling in “packs” and at the orders of various magisters and nobles, they carry out the dark will of the elite with savage cruelty and bloody efficiency.



While monstrous and deadly opponents, the Fists tend not to kill their victims (unless expressly ordered to do so); instead, they incapacitate and subdue their opponents before binding them in chains and dragging them off into the dark. Few who are taken in this way ever return, and those that do speak of horrifying dungeons, packed to the brim with both the living and the dead.



Kruksgrippen



- **Defense:** As Hide
- **Hit Dice:** 10HD
- **Hit Points:** 60
- **Move:** Standard
- **Damage:** 4 Slams 1d6 & Snatching Limbs
- **Quantity:** Solo
- **XP:** 1050
- **Incorporeal Jaunt:** *Not a beast, but a spirit.* The Kruksgrippen may become ethereal at will, allowing it and anything it is holding to pass through solid matter. Lodestone powder or Noble blood stops this ability.
- **Snatching Limbs:** *Many hands to slay and steal.* **Save v. Breath or Hold.** **Success:** 1-in-6 chance of having a random item stolen. **Failure:** Grappled and a random item is stolen.
- **Mimicry:** The Kruksgrippen can perfectly imitate the voice of loved ones or associates.

There is the feeling of being watched, yet no eyes catch light amid the darkness. The squelch of mud beneath a massive form grows nearer. Breaching the muck, a long dark greasy mane grows from a bulging worm-like body with a multitude of pallid feet dotting its sides. A mouth-like seam opens up and twitching limbs gush out, reaching and grabbing, desperately hungry.

The Kruksgrippen appears in a variety of shapes and sizes, taking many physical attributes from its prey. Typically a long fleshy body with anywhere from four to eighteen sets of legs, long matted mane of hair, and numerous arms that sprout from the inside of the mouth. Most common around lesser-used tunnels or dead ends.

It is a skilled and illusive hunter, able to mimic the voice of loved ones and disappear once it has had its fill. Chasing one down and vanquishing it is almost never heard of, causing most to simply mourn rather than seek vengeance. Many songs and children's tales include Kruksgrippen as a warning for children not to stray far from the path. It is as if it was made to hunt the denizens of the city, a primordial manifestation of the Wurm's cruel and hungry will.



GARBAGE SHAMBLER

- **Defense:** As Hide
- **Hit Dice:** 9HD
- **Hit Points:** 55
- **Move:** Half Standard
- **Damage:** Filthy Slam 2d6 and Filth
- **Quantity:** Solo or Dump 1d4
- **XP:** 1050
- **Filth:** *Garbage Shamblers are breeding grounds for pathogens. If struck by Garbage Shambler, save v. Poison, Success:* Queasy, but otherwise unaffected. **Failure:** Sickened for 1d3 hours and a 2-in-6 chance of gaining a random disease (pg. 28).
- **Stench:** *A Garbage Shambler reeks of refuse and effluent. Anyone within arm's length, save v. Poison, Success:* no effect. **Failure:** Sickened for 1d4 rounds as you are overcome with nausea.

Rancid, sickening smells penetrate your nostrils while the sound of labored groans echo in the alley. A mound of rotten filth, loose cobblestones, and rusted metal spills across the ground towards you. Its body opens up in the shape of a crude mouth; a maw filled with teeth of stone, metal and broken glass.

Weighing as much as a draft horse, this semi-solid creature is composed of discarded waste and various heaps of trash. It oozes through dark alleys and overflowing sewers

picking up more garbage to add to its already corpulent mass. While they prefer collecting rotted garbage and trash, they have no issue attacking living beings to add to their growing form. They act with singular purpose and will only retreat if better garbage is available elsewhere.

Garbage Shamblers collect where refuse and poor sanitation gathers. The upper echelons of society have never heard of the creatures, while those who live in the lower levels of the city consider them a constant threat. Poor city planning, badly maintained sewers, and sumps become breeding grounds for these creatures.

Treasure:

Enterprising individuals have discovered that Garbage Shamblers are cornucopias of trinkets and treasures; so long as you don't mind cleaning off the filth. Each Shambler has 1d12 items.

2d6 You Find...

1-6 1d4 random tools (pg 16).

7-8 Smattering of 1d50 coins.

9 A fine weapon. Worth 1d3x50

10 Fancy jewelry piece. Worth 200

11 Lost artwork! Worth 1d12x50

12 A magical item (pg 238).





Master of Procession

- **Defense:** As Chain
- **Hit Dice:** 4HD
- **Hit Points:** 48
- **Move:** Standard
- **Damage:** 3 x Baton 1d8
- **Quantity:** Solo and 3d10 Revelers
- **XP:** 700
- **Aura of Revelry:** *The Master leads the parade, turning onlookers into hedonistic revelers.*

Each turn, anyone within 30ft save v. Charm or Madness.

Success: No effect, a faint desire to dance.

Minor Failure: *Begin dancing.* Speed halved, attacks are at disadvantage.

Failure: *Become overwhelmed with insatiable greed.* Attempt to steal from nearest character.

Major Failure: *Filled with a violent madness.* Attack nearest person, friend or foe.

- **Split:** *When its robes are ruined, its true form is revealed.* The first time the Master is dropped to half health it divides into 1d6+1 Imps

Imp - Defense: Unarmored
HD 1 | HP 6 | Claws & Teeth 1d4
Move: Standard | **Morale:** Fights to the death.

A plump, wretched creature with a malicious grin of sharpened teeth.

The commotion of a parade draws near. Hedonistic revelers dance, scream, and fight with violent abandon. At the pulsing chaotic heart is a monster that coils and writhes like a serpent. Cloaked in the finest vestments, it leads the parade with its bloody baton, a sadistic smile etched on its face.

The Master of Procession appears as a large, ornate carnival puppet given terrible life. Its form twitches and moves as if controlled by many tiny erratic bodies, while its head is a beautiful, albeit terrifying, mask of a grinning face.

The Masters of Procession announce the coming of the Nobles, leading a parade in their honor and whipping unlucky onlookers into a dangerous frenzy. They avoid direct conflict themselves, instead preferring to watch the carnage they bring from a safe distance. That being said, they are more than happy to crack the skulls of “un-festive delinquents” with the head of their baton.

Citizens of the city know to fear the sound of violent revelry, locking themselves away until the street goes quiet and only looking out until they are absolutely certain the parade has passed. These parades can range in size from small to truly grand displays of opulence, dozens of extravagant floats, thousands of performers, and every display or earthly delight you can imagine. At the end of it all, however, is always a Noble, striding across a street laden in riches and broken bodies.





SUTFILK

- **Defense:** As Leather
- **Hit Dice:** 2HD
- **Hit Points:** 7
- **Move:** Standard
- **Damage:** Slam 1d4 or Weapon
- **Quantity:** Solo, Crowd 1d20
- **XP:** 200
- **Suffocation: When in arm's reach of 3 or more Sutfilk, save v. Poison. Success:** Hard to breathe, attacks at disadvantage. **Failure:** You begin to suffocate, 1d4 damage and disadvantage on attacks.
- **Raise Sutfilk:** Those killed by a Sutfilk return as a Sutfilk during the next Sutmog (sidebar).
- **Vulnerable to Silver:** Sutfilk actively avoid those armed with it.

The haze of pollution-filled streets obscures the faint shapes of people moving silently about their day. Billows of opaque fog appear to emanate from these individuals and when you duck around one you are met with the grotesque warped face and eager hands ready to pull you into the ocean of smog.

While rare, the Sutfilk are some of the more dangerous features of the city. They are spirits that appear as ordinary folk from behind but transform into horrific, twisted specters from the front. They appear in great numbers during particularly foggy days to feed on the unwary and unprotected, always walking backwards in an eerie unison.

Sutfilk make no noise of their own and are rumored to devour the sound their victims make. Few things can disperse a crowd of the wisps other than a very strong breeze or rain. The spirits add to their ranks with the shades of their victims, taking entire families with this ruse.

Sutmog

May be used in place of Pollution on pg. 22.

A terrible smog obscures vision and fills the lungs. Silent figures seem to congregate in the streets.

Traveling through this area takes twice as long, due to the poor visibility and lack of air. Strenuous or athletic tasks are at disadvantage, as well there will always be 1d20 Sutfilk silently patrolling the streets.





SHORTBLOCK

Animal

Armor: Hide | **HD** 1 | **HP** 3
Bite 1d4 | **Move:** Double Standard
Morale: 5-in-6 Flees if injured, 1-in-6 Fights to the death.

Aristocrat or Magister

Armor: Brigandine | **HD** 2 | **HP** 12
Sword 1d8 | **Move:** Standard
Magic: Knows 1d3 random spells
Morale: Flees if reduced to less than half HP or battle appears to be lost.

Beggar or Bystander

Armor: Unarmored | **HD** 1 | **HP** 3
Fist or Shiv 1d3 | **Move:** Standard
Morale: 5-in-6 Flees if injured, 1-in-6 Fights to the death.

Giant Pest

Armor: Hide | **HD** 3 | **HP** 15
Bite or Claw 1d6 | **Move:** Standard
Disease: When bitten, 1-in-6 chance of a random disease (pg. 28).
Morale: Flees if reduced to half health, 1-in-6 Fights to the death.

Guard or Soldier

Armor: Chain Shirt | **HD** 3 | **HP** 18
Pike 1d10 or **Shield and Blade** 1d8 or **Crossbow** 1d8 | **Move:** Standard
Morale: 5-in-6 Flees if reduced to less than half HP or half of allies are killed, 1-in-6 Fights to the death.

Headhunting Aristocrat

Armor: Plate | **HD** 4 | **HP** 30
Harpoon 1d10 or **Longbow** 1d8
Move: Horseback, Double Standard
Net: As Attack, save v. Breath or become grappled in a net. Two consecutive checks to escape.
Morale: Fights to the death, only blood will suffice!

Mugger or Street Tough

Armor: Gambeson | **HD** 2 | **HP** 12
Club or Improvised weapon 1d8 | **Move:** Standard | **Morale:** Flees if reduced to less than half HP or half of comrades are killed.

Sewer Gator

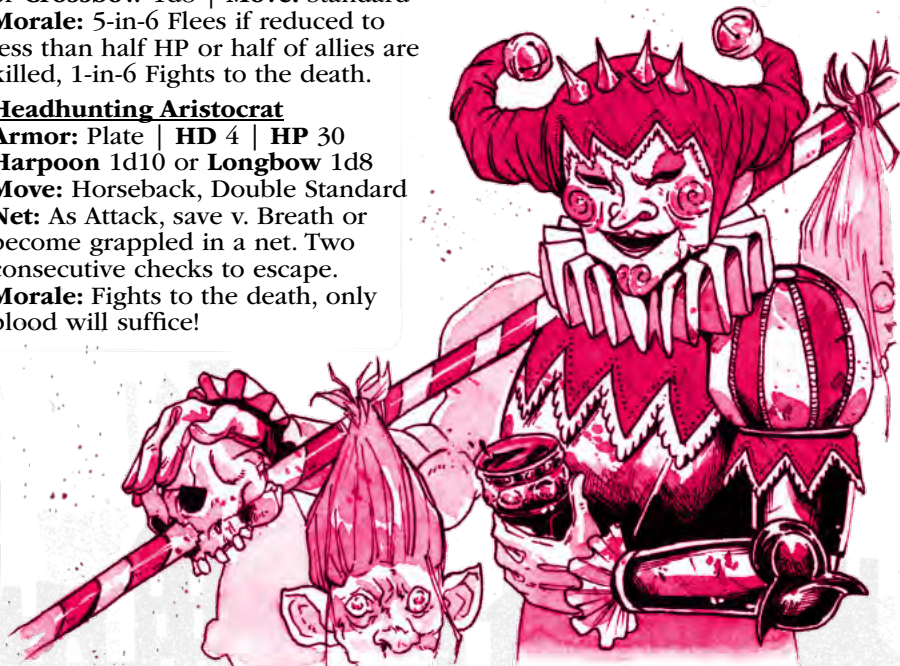
Armor: Scale | **HD** 3 | **HP** 18
Bite 1d8 and **Jaws** | **Move:** Standard
Swim Double Standard
Jaws: Save v. Hold or be grappled.
Morale: Flees if reduced to half health, 1-in-6 Fights to the death.

Thief

Armor: Unarmored | **HD** 1 | **HP** 6
Knife 1d6 | **Move:** Standard | **Morale:** Flees at full speed, fights only if cornered or desperate.

Verminous Swarm

Armor: Unarmored | **HD** 1 | **HP** 15
Swarm Bites 1d6 | **Move:** Standard
Disease: When bitten, 1-in-6 chance of a random disease (pg. 28).
Morale: Flees if reduced to half health, 1-in-6 Fights to the death.





D50

ENCOUNTER AND 1D6 MOOD

- 1-10 1d6 Bystanders **Mood 1-2** Helpful **3-4** Busy, would rather not be disturbed **5-6** Irrate, hostile if bothered.
- 11-18 1d8 Demons **Mood 1-2** Helpful **3-4** Busy, would rather not be disturbed **5-6** Arguing with each other, hostile if bothered.
- 19-20 Giant Pest **Mood 1-2** Torpid, just ate **3-5** Hungry, will attack unless given food **6** Frenzied, attacks anything nearby
- 21-22 1d6 Brick Ticks **Mood 1-3** On the move, hostile if bothered **4-6** Hiding, ready to ambush a passerby
- 23 1d3 Aristocrats and 1d6 Soldiers **Mood 1-2** Busy, hostile if disturbed **3-4** Bully and confiscate any weapons the characters have **5-6** Claim characters are breaking a law and have the soldiers apprehend them or pay 2d10x10 coins.
- 24 1d3 Giant Pests **Mood 1-3** On the move, hostile if bothered **4-5** Hungry, will attack unless given food **6** Frenzied, attacks anything nearby
- 25-26 1d6 Guards **Mood 1-2** Bored, demands 1d20 coins or arrest if bothered **3-4** Patrolling, hostile if bothered **5-6** Hostile, attempts to accost characters for an obscure crime.
- 27 Dire Pigeon **Mood 1-2** Curious, follows in case of food **3-5** Hungry, will attack unless given food **6** Frenzied, attacks anything nearby
- 28-29 1d3 Verminous Swarms **Mood 1-3** Hungry, will attack unless given food **4-6** Frenzied, attacks anything nearby
- 30-31 1d4 Fists of the City **Mood 1-3** Patrolling, hostile if bothered **4-6** Singles out characters for violence
- 32-35 Pack of 1d6 Animals **Mood 1-3** On the move, hostile if bothered **4-6** Hungry, will attack unless given food
- 36-38 Gang of 1d4 Thieves and 1d6 Street Toughs **Mood 1-3** Helpful, for a steep price **4-5** Demands 1d6x10 coins or attack **6** Singles out characters for violence
- 39-40 Cobble Crab **Mood 1** Torpid, just ate **2-3** Hungry, will attack unless given food **4-6** Hiding, ready to ambush a passerby
- 41-42 Garbage Shambler **Mood 1-3** Torpid, just collected garbage **4-5** On the move, hostile if bothered **6** Frenzied, attacks anything nearby
- 43 Court Spider **Mood** Hiding, ready to ambush characters
- 44-45 Kruksgrippen **Mood** Hiding, ready to ambush a passerby
- 46 Raid of 1d8 Soldiers and 1d4 Fists of the City **Mood** Hostile to anything caught in their path
- 47-48 Mob of 1d20 Bystanders and 1d10 Street Toughs or Demons **Mood 1-2** On the move, hostile if bothered **3-4** Demands characters join them and their cause **5-6** Singles out characters for violence
- 49 Crawling Wall of 5d10 Brick Ticks **Mood** Frenzied, attacks anything
- 50 Noble Parade **Mood** Hostile to anything caught in its path





To Build a City



Some of the most dramatic conquests of engineering done by mortal hands can be found upon these streets. Stone is molded and shaped like clay beneath the master's hand, pressing against the boundaries of one's imagination and intuition. Some of these works are created simply out of the desire for architectural beauty while others materialize out of the need of the clamoring population. Gurgling fountains of bronze splendor, creamy marble facades, delicate and precise iron work create landmarks out of the simplest of features.

*"The Grand Work," Xelie A. Larch, Wandering Historian;
Tales of My Travels, Vol II*



The City Adventure



Buildings tower above, threatening to block out the sky; streets are filled with innumerable faces, changing in an instant; and a deafening sound surrounds you, shifting in pitch and tone but never subsiding. There is treasure and riches to be sure; ill-gotten goods the Nobles hoard while the common folk starve around them. This is the city, a writhing beast that twists and coils around itself a thousand times over. To live upon its back is to fear it, lest you risk its ire and it devours you whole...

The city falls into an odd space as a destination for adventuring; it seemingly removes the dangers of starvation and exposure present in a wilderness setting, but has far more reactive and interactive parts than most dungeons. Additionally, food, shelter, and assistance are artificially kept away from the adventurers by extortive costs, a sadistic trick the city is all too willing to play.

It is a place that is intrinsically tied to the wealth of an adventuring

party, allowing them to use that wealth to assist and protect them as well as interact with a myriad of characters and rivals that they will encounter every day of their journey.

These differences change the way players operate in the adventure cycle, as well as how Referees and Gamemasters need to run and record during a session. A city allows easier and expedited purchases of useful tools, goods, and hirelings, but is also limited by the times of day and complicated by the wealth level of the area.

The city is an environment wholly unto itself, with its own unique dangers and interesting perks. Adventurers used to a rural or underpopulated environment may find the differences awkward and overwhelming at first. However, those who can adapt will find riches beyond their wildest imaginations scattered throughout the sea of cobblestone streets.





Why a City?

The wilderness and dungeon are known for a certain level of sparseness. More often than not they are realms of quiet unease punctuated by moments of intense and calculated violence. There is mystery and uncertainty, but it all happens within a closed-off environment. A city is none of that; by default a city is a vibrant, decadent and raucous environment, just as willing to lash out or assist the adventurers at any given notice. It is a place of action and reaction, constantly moving and changing, encouraging players to be quick-witted and reactive rather than slow and methodical. The moments of quiet and downtime are few and far between, becoming important moments to plan and prepare for the chaos of the following day.

In addition to this rapidity and chaos, the city also eschews the typical problems of a dungeon environment for things entirely unique to itself. Theft, wealth disparity, militarized security are constant hazards of the metropolis setting. While a dungeon seeks only to kill or expel you, a city has far more insidious dangers that target your wealth (theft, extortion, economic disparity), your legal status (angry guards, upset nobles), and even your basic necessities (price spikes, gated neighborhoods). While the city may not be willing to kill as brazenly as a dungeon, it is more than willing to inflict a slow and painful death on those who can't keep up.

Since the dangers of the city are highly organized and reactive, remaining inactive so long as the adventurers follow the "rules" of the powers that be, this also means that they can be bargained with. The city, overflowing with life and social connections, presents an opportunity for diplomacy and alliance usually not found within the typical adventure setting. Every burglar, guard, aristocrat, and politician has social ties that, if

fostered and played, can keep the adventurers out of trouble or gain access to very useful boons. Be warned though: building a relationship with one faction in the open may cause another to look on disdainfully.

Wealth as Safety and Risk

While a city appears to have removed the risks of the wilderness such as roving creatures, starvation and exposure, it only does so at a cost. Money and credit is the single most important resource when adventuring within the limits of a city. Larger wealth will provide a level of comfort and safety, but that wealth will always be at risk, and losing said wealth puts the adventurers into further danger.

Wealth is closely tied to the vitality and health of an adventuring party, since with wealth comes security. Food, lodging, tools, travel – the city is capable of providing any and all necessities of an adventuring party, so long as they are able to pay for it. A true metropolis (in the fantasy setting) is the closest thing adventurers will encounter to a post-scarcity area, with any good or service being available so long as they are willing to pay for it. The only thing that may prevent a party from having access to a good or service is if it is rare, illicit, or dangerous, in which case the particular good or service must be intentionally sought out or be prohibitively expensive.

However, with wealth being so closely tied to security, loss of wealth and exorbitant prices represent a threat to the safety of the adventurers while they remain in the city. Food, shelter, and protection are seen as commodities – not rights – within the city, forcing adventurers to constantly seek out wealth or alternative ways of meeting basic needs. Muggings and thefts expound this threat, since everyone in the city is beholden to the danger poverty brings. In addition, wealthy areas with their





excessive costs for even everyday goods become dangerous due to the fact that they drain excessive amounts of wealth from players so quickly; a meal and lodging may be unaffordable in a noble's neighborhood, exposing players to starvation and a likely encounter on the street.

Reactive. Not Random. Danger

The city is a filled with all possible encounters, both hostile and benign. While there certainly are an countless number of dangers and threats to the adventurers, these threats do not manifest themselves randomly or without reason. Encounters in the city, unlike other adventuring settings, are a reaction to the adventurers' actions and follow regular patterns that, if observed and planned around, can be avoided.

City encounters tend to follow a coherence and regularity that is not found in wilderness or dungeon settings. Unlike a dungeon, a city is brimming with possible encounters and life rarely seen in the sparse corridors or rooms that make up a dungeon complex. Unlike the wilderness, the encounters occur at regular enough intervals with common similarities throughout.

In addition an encounter on the streets is not necessarily a random event; rather it is the city taking a specific interest in the adventurers as a reaction to something they have done or failed to do. When the adventurers flash too much wealth, a thief might approach; when an estate is broken into, the guards are called; and when an aristocrat feels they are being troubled, the Fists of the City arrive to expunge it. Most encounters follow this same reactive nature, serving their own interests and only bothering with the adventurers when those interests have been crossed.

Running the City

As a Referee or Gamemaster there are certain facets of a city adventure that have to be taken into account before and during a session.

Time – If strict timetables must be kept in a dungeon or wilderness setting, this is applied doubly so for a city adventure. Unlike the typical adventure where the timeline is based off of the adventurers (camp, rest, and downtime occur when the party says so), a city operates on its own timeline. Shops close, denizens return home, and less savory folks travel under the cover of night, completely changing the tone, level of danger, and access to services compared to the daytime. When the adventurers choose to do something or allot effort to it, the referee should record and announce how much time this will take making sure that the time of day is accounted for and that nightfall not come as a surprise.

Access to Services – The key difference between a dungeon and the city is the constant access to tools, hirelings, and services. At any point of travel, downtime, or planning, adventurers can buy what they need requiring little more than traveling a block or so to a market or shop. So long as they have the money and the thing they are looking to buy is not rare or illicit, the GM simply announces the amount of time it takes and how much it will cost. As noted previously, time of day may affect what services are available; while some shops and hirelings may be available during nightfall, it is likely they are harder to find and more expensive.

Cost – With wealth so intrinsically tied to survival and adventurers being able to purchase tools and services on the fly, the actual cost of items at any given time has to be taken into account. The book provides a table of prices for common goods and services (pg.16) as well as the scale at which they increase based on the wealth level

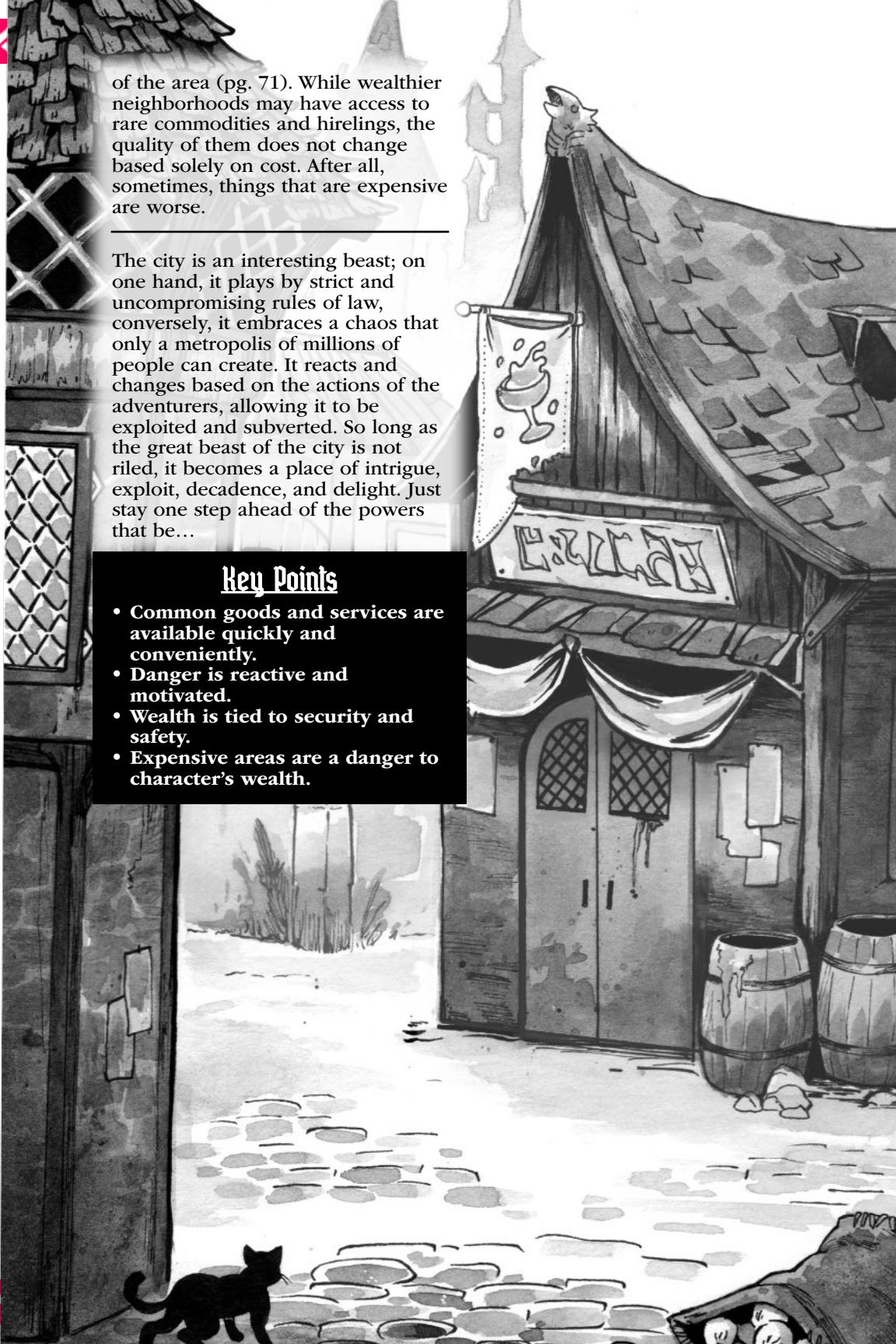


of the area (pg. 71). While wealthier neighborhoods may have access to rare commodities and hirelings, the quality of them does not change based solely on cost. After all, sometimes, things that are expensive are worse.

The city is an interesting beast; on one hand, it plays by strict and uncompromising rules of law, conversely, it embraces a chaos that only a metropolis of millions of people can create. It reacts and changes based on the actions of the adventurers, allowing it to be exploited and subverted. So long as the great beast of the city is not riled, it becomes a place of intrigue, exploit, decadence, and delight. Just stay one step ahead of the powers that be...

Key Points

- **Common goods and services are available quickly and conveniently.**
- **Danger is reactive and motivated.**
- **Wealth is tied to security and safety.**
- **Expensive areas are a danger to character's wealth.**





Faction Relationships

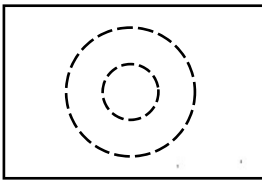
As the city churns and roils, there are those who stand upon the chaos, riding it like a wave or even attempting to direct its flow. Gangs of low-level criminals try their best to make ends meet brush up against corrupt political organizations climbing the social ladder. All the while cabals of Nobles and their legions of servants wield their power with callousness and indifference, much to the terror of the common folk...

The city is woven together with a complex net of political and social intrigue. Powerful gangs go to war while aristocratic houses play power games among each other. This section provides a way of generating and visualizing the abstract web of relationships and factions found within the city.

The following is a series of steps for the creation of a social web, the relationships in that web, and the factions therein.

The Political Web

1. Create the Web - Draw two concentric circles on a piece of paper or use the following page as a reference or game aid.



Label the areas of the paper as follows:

Inner Circle: Those who Rule

– *Groups of Nobles, powerful lords, despotic rulers of the city.*

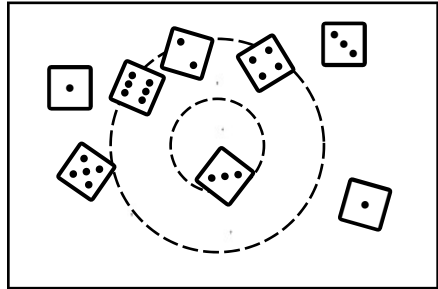
Middle Ring: Those who Follow

– *Power-hungry statesmen, rich guilds, extensive criminal organizations.*

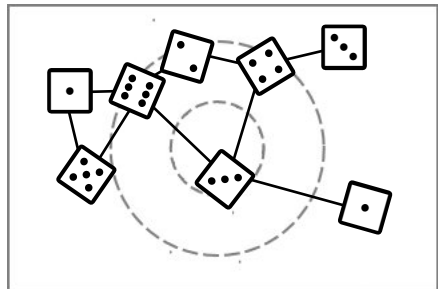
Rest of Paper: Those who Struggle

– *Small gangs, anarchist collectives, common folk communities.*

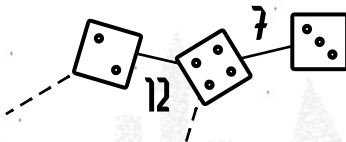
2. Grab a handful of 6-sided dice and drop them onto the paper. Record their placement and face up number. Each one of these dice represent a faction.



3. For each die, draw a line to each of the nearest 1-3 die. Each line signifies a relationship between the factions.



4. Determine Relationship – For each line, roll a D20, consult the chart on the next page and record the listed relationship. This represents the social dynamic between the two factions.



5. Determine Faction – For each faction, take the number and placement on the paper, and consult the chart (pg. 58). This represents the type of faction, as well as their potential goals and operations.





d20 RELATIONSHIP

- 1 Close allies
- 2 Hated enemies
- 3 Long-time rivals, nonviolent
- 4 Secretly at war
- 5 Secretly allies
- 6 Crumbling alliance
- 7 Growing cooperation
- 8 One is buying dangerous or illicit goods from the other
- 9 One provides special/discreet services to the other
- 10 Constant back-and-forth subterfuge
- 11 One bankrolls the other
- 12 One is a puppet organization of the other
- 13 One is extorting the other
- 14 Allies of convenience
- 15 Growing animosity
- 16 One is frightened and pays tribute to the other
- 17 Mutual resolute truce
- 18 One is bribing the other
- 19 One is frightened and fleeing from the other
- 20 Open, bloody war

Factions

d6 THOSE WHO RULE

- 1 Overlord
- 2 Noble Family
- 3 Grand Guild
- 4 Mage Cabal
- 5 Occult Circle
- 6 Religious Institution

d6 THOSE WHO FOLLOW

- 1 Enforcers
- 2 Crime Syndicate
- 3 High Guild
- 4 Cult
- 5 College
- 6 Political Party

d6 THOSE WHO STRUGGLE

- 1 Neighborhood Watch
- 2 Criminal Gang
- 3 Lesser Guild
- 4 Artist Circle
- 5 Local Business
- 6 Anarchists



Those Who Struggle



Those Who Follow

Those Who Rule



Factions

Anarchists

With community, reason, and action these are the righteous many who strive to break the cycle of injustice and inequality.

They are... The Anarchist groups within the city can roughly be divided into three categories based on their operations and goals.

- 1 *The Hands* - The builders and organizers, constantly carving out places of safety and mutual aid for their communities. Those with the mind for logistics and the back for labor are quick to join the Hands, building a foundation for the new city to rise from.
- 2 *The Voices* - The educators and speakers, sowing dissent against the Nobles and providing information to sympathizers. From whispers of truths the Nobles wish destroyed, to zealous speeches before a strike, the Voices ensure that injustice is decried and truth is heard.
- 3 *The Teeth* - The defenders and fighters, those willing to risk their lives to ensure that others are safe. Those who are cunning and quick to action join the Teeth with grim determination. The road to the new city will be hard fought and not without sacrifice...

The Painted Hound

A story spreads through the city. Whispers and visions of a hound, its bloody neck slit by a cruel lord. It haunts the dreams and stirs the blood of common folks, silently calling for action and justice.

The Nobles punish any who dare mention the Painted Hound, but sightings of the phantom grow in number. The city is on the precipice of a change, and the Wurm recoils in fear...

They can be found... Scattered throughout the city, far from the seats of power, wherever there is injustice of authority there is usually an anarchist carefully working to subvert it.

They can provide... From a simple meal and scandalous information, to weapons and tools for when the time is right. Anarchists have power in numbers; as more join the cause so too do their abilities and assets increase.

They desire... Tools, assets, and supplies are always welcome. Assistance with helping those in need, uniting other anarchists and deposing corrupt officials and their lackeys.



Artist Circle

Those who put thought and dream to form, with impeccable craft or maddening zeal.

They are... A loose and colorful collection of artists and craftsfolk, each with their own story to tell. While artists are not specific to medium, many will gather around a common movement or belief.

- 1 **Demolitionists** - Tempestuous and ferocious artists, deeply anti-establishment and obsessed with beauty in destruction. Known for their self-destructing works, use of decaying or broken materials, and themes of rebirth through razing.
- 2 **Harlequinists** - Abrasively jovial and deceptively cunning, these artists use deception and pranks throughout their work. With elaborate public stunts and charmingly offensive pieces, they believe that "honest lies beget more honest truths."
- 3 **Melancholists** - Insufferably dour and cynical artists; when not vocalizing their profound ennui they are brooding in solitude. Known for pieces that elicit deep melancholy they seek to articulate the peace found in loneliness and despair.
- 4 **Nobleists** - Reviled by anyone with taste, these are the greedy few who revere and follow the artistic desires of the aristocracy. They are cynical and artless hacks who have forsaken any meaningful creation outside of the pursuit of fame and money.
- 5 **Vivanists** - Frighteningly energetic and vivacious, artists who frantically chase vibrancy and abhor subtlety. Their works are dazzling and filled with frenzied energy, all in the belief that art can create life if it is imbued with enough passion.
- 6 **Zazaists** - An endearingly odd but intellectually difficult bunch, delighting in absurdist humor and grim non-sequitur. With strange public works and incendiary



gallery shows, their works are intentionally nonsensical, infuriating the aristocracy and mirroring the city.

They can be found... Abandoned buildings turned into studio spaces, gallery shows, concert and theater halls, and tea houses late into the night.

They can provide... Art is a powerful tool in the right hands and a physical work or theater piece can be quite useful (or at least quite profitable). Additionally, many artists have connections with friends in high places and are quite capable of making introductions.

They desire... Financial stability and notoriety. Artistic pursuit does not come without its hardships. Artists are despised by many who do not see the value in art (outside of a price tag).



College

An institution of higher learning shaped by alacrious new minds and tempered by old and esoteric ones.

They are... Powerful establishments that provide the highest levels of education, for a price. While each college is unique they can roughly be divided into the following:

- 1 *Arcane Academy* - Esoteric and strict, the arcane academy finds those with a talent for the arcane arts and provides them a place to refine and practice their abilities with close supervision. Impenetrably secretive, there are rumors of terrible fates befalling those who "fail," and whispers of dangerous eldritch magics locked deep within their halls.
- 2 *Historic Prestige* - With rich history and grandiose reputation, this college boasts the finest facilities and scholars that coin can buy. Known far and wide for some of the most prestigious alumni, the school rides in no small part on its fame, exclusivity, and perilously steep cost.
- 3 *Institute of Tomorrow* - Tight-lipped and constantly in motion, this institute is the birth-place of many modern marvels. The laboratories and workshops play host to the most forward-thinking technology and intellectuals. Those who can't keep up are burned and tossed aside like used matches.

They can be found... Their campus takes up large swaths of space with several wings and dormitories, functionally turning it into a community outside the reach of the city. Additionally, research buildings and tangential businesses associated with the college can be found scattered throughout the city.

They can provide... Bastions of knowledge and progress, earning the goodwill of a college can net you everything from obscure information, access to private research, or even a team of eager and highly trained students.

They desire... Money and public recognition are never far off in the minds of the college's leading body. However, be it for research or prestige, they may require something dangerous or rare be "acquired" in a discreet manner; the pay is said to be quite handsome...

Crime Syndicate

Criminal enterprises have their own hierarchy, some powerful and grand enough to be practically legitimate.

They are... A highly organized and well-connected crime operation, powerful enough to enjoy a level of immunity due to their power and influence. Each syndicate preforms any number of the listed operations:

- 1 *Assassination* - High-value murders, or large-scale slayings.
- 2 *Espionage* - Massive information networks of spies and intercepted communications.
- 3 *Extortion* - Intimidation, blackmail, or monetary pressure for financial and political gain.
- 4 *Production* - Industrial-level growing, refining, or assembly of contraband goods.
- 5 *Racketeering* - Large-scale laundering, theft, and fraud under the guise of legitimate business.
- 6 *Smuggling* - Mass-transit and delivery of high-value or contraband good.

They can be found... Some appear as legitimate businesses, albeit with heavy security and secret rooms. Others are hidden in secret locations or inside personal villas.

They can provide... Outside of their own specialties, they promise wealth and connections that few legal avenues can afford to offer...

They desire... Competition is fierce and dangerous, having to contend with foes outside and within. Removing roadblocks and enemies is almost always rewarded.





Criminal Gang

Where there are laws to be enforced there will be crimes to commit.

They are... Small illegal operations involving an organized effort of low to mid-level criminals and their associates. Each gang and their members can be broken down into any number of the following:

- 1 *Pushers* - Street-to-street sellers and distributors of contraband.
- 2 *Runners* - Transporters and delivery-folk who move goods and assets around the city.
- 3 *Cut-Throats* - Mercenaries who deal in violence and intimidation.
- 4 *Grifters* - Con-artists and scammers, making their money through deception.
- 5 *Thieves* - Experts in pick-pocketing and lock-picking, stealing and breaking in for gain.
- 6 *Arsonists* - Versed in destruction for profit and infamy.

They can be found... Some make the mistake of doing “business” where they live. Others pick out hideouts and fronts to hide their daily operations and meetings.

They can provide... Those willing to do discreet work will be compensated accordingly. Gangs also offer payment in favors or vices that remain unapproved by the law.

They desire... Crime might pay, but it will always be dangerous. Plagued by city officials, logistical issues, and rival gangs, the average criminal gang will take any help it can get in assuaging these problems.

Cult

Religious and philosophical cells fueled by unwavering belief and shrouded in mystique.

They are... A secretive collective of individuals who have willingly joined or been seduced by the promises of a strange belief. While members and beliefs can range wildly, the structure of a cult can be divided into the following:

- 1 *Personality* - A figure with immense charismatic power and influence has placed themselves at the center of this cult. Followers hang on their every word, with only a select few trusted to understand the validity of their leader’s words and true power...
- 2 *Idol Worship* - A system of belief has sprung up around an artifact or beast of great significance. The beliefs are strange and the idol is hidden from common eyes, yet followers of the idol swear to its many miracles and the alien gospel it imparts...
- 3 *Fringe Teaching* - Misinterpreted philosophy or obscure lessons from “distant lands,” adherents gather and ascribe their own meanings and beliefs. Many wrap themselves in exoticism and mystique, but some swear to the teachings and become vessels for a dangerous hidden will...

They can be found... While some proselytize in the open streets, many worship in secret. Hidden away in safe-houses, abandoned buildings, or residences, the cult prefers discretion.

They can provide... Besides absurd sermons or crackpot conspiracies, cults provide secret places of respite to hide and lay low. Not all cults are built on farce and some have strange and terrible powers at their disposal...

They desire... More “criminal” cults desire finances and discretion above all else, while those who are true believers seek out objects of power or artifacts. Both desire followers.





Enforcers

Sworn to coins, laws, or holy oaths, they are those who impose the Noble's "order" upon the city.

They are... Guards, soldiers, and footmen sworn to protect the interests of the city and their financial benefactors. Depending on their motives and allegiance, the enforcers fall roughly into three categories:

- 1 *Lawmen* - Those sworn to uphold the laws written by the aristocrats, no matter how abhorrent the laws may be. Sponsored by the taxes of the city, the Lawmen can be found routinely patrolling the city, looking to assert their power...
- 2 *Private Guard* - Hired by wealthy benefactors, these volatile mercenary companies are equipped with the finest arms and supplies money can buy. They run security and protection for the most part, but are not above the occasional armed insurrection, so long as the pay is good...
- 3 *Military Order* - Knights and footmen from ancient and esoteric lines. Sworn to an oath and trained in the ways of war, they are called upon only in dire circumstances; when that call is made, the streets run crimson with blood...

They can be found... Many operate out of highly defended keeps, strongholds that function as barracks and armories. Typically they can be found on the streets, performing regular patrols or heading to some assignment.

They can provide... Those who can be hired will offer protection and mercenary work for high coin, while those who follow the law and code must be convinced with political sway or influence.

They desire... Enforcers are simple and brutish in their desires: order, power, and coin. Provide them with any number of those desires and they are likely to oblige your requests.



Grand Guild

Vast and unstoppable industries, each operating and organizing under a single global Guildball.

They are... A great and powerful collective of a single industry. So vast is their reach and financial power that they determine the value of their chosen industry, the only limit being what the city is willing to pay.

They can be found... The Grand Guildhalls resemble palaces. Lavish headquarters where the guild leaders and shareholders conduct business and drunkenly fraternize, while an army of middle-managers and staff scurry about their jobs.

They can provide... There is no bottom to the pockets of a Grand Guild, and those who ingratiate themselves to such guilds will be paid kingly sums.

They desire... Grand Guilds operate at global levels and their problems have less to do with industry and more to do with political and government policy. Paving the way for new avenues of business or discreetly eliminating governing bodies that block progress is always commended.





High Guild

Large and well-known industry collectives, well-known and regarded across the city.

They are... A large and influential collective of businesses, all operating under a single governing body. With deep pockets and high demand, they facilitate the mass-production for a single industry within the city.

They can be found... The High Guildhalls are imposing structures, part bureaucratic offices, with accountants and managers running the day-to-day operations, and part social hall, for guild leaders and business partners to mingle and discuss business.

They can provide... The pay is good for those seeking to work with a guild. Strings can be pulled to offer goods and services normally reserved for the Nobles.

They desire... Rival guilds and material scarcity are constant threats, while despotic and capitalist guilds may suffer from labor shortages and strikes. The High Guilds would prefer such problems removed, at least for a time.

Lesser Guild

Artisans and workhouses, bound together under shared business ventures and industries.

They are... A small collective of similar businesses and artisans, united under shared rules and regulations. Under the thumb of larger powers and industries, the guild bolsters its numbers to stay afloat and competitive.

They can be found... The Lesser Guildhalls are usually no more than a single building or rented room. Many of the members keep to their own workshops and businesses, only stopping by the Guildhall for scheduled meetings and updates.

They can provide... Hard work for honest pay; in addition they can offer access to their time and workshops for custom orders.

They desire... Work is hard and the hours are long; assistance is always appreciated. Sending new clients and rare materials to them is fairly paid and remembered as well.

d20

GUILD INDUSTRY

1	Textile & Cloth	11	Pigments & Dye-making
2	Printmaking & Press-work	12	Carpentry & Wood-craft
3	Painting & Luxury Art	13	Pottery & Brick-making
4	Grain & Milling	14	Blade-smithing & Armoring
5	Meat & Butchery	15	Cooking & Hospitality
6	Fishing & Sailing	16	Tanning & Bone-craft
7	Construction & Masonry	17	Barbery & Apothecary
8	Engineering & Tinkering	18	Gem-cutting & Gold Smithing
9	Smithing & Smelting	19	Potion-making & Brewing
10	Animal Husbandry	20	Revelry & Recreation





Local Business

Small ventures for coin with familiar faces and humble origins.

They are... A singular business with local renown or infamy. Due to their finances, reputation, or connections within the city, they have entered the political web. You may use the Shop Generator on pg. 92 to create this business.

They can be found... Within their shop, or shops if they've begun to franchise.

They can provide... Discounts, better rates, and back-room deals. Those with connections can put you in touch with powerful people or special services.

They desire... Anything that happens on the streets affects local businesses in similar fashion. Helping them through troubled times is always beneficial.

Mage Cabal

The most powerful and dangerous loci of magical powers, gathered and bound by common interest.

They are... A collection of the most powerful spellcasters in the city, organized into a governing body. While these cabals can come in any shape or size, there are three prominent "styles" of organization that they fall into:

- 1 *The Solar Temple* - Highly organized hierarchical structure, with dozens of lower-ranking initiates at the bottom and a single or trio of wizard kings at the top. These wizard kings, the *Rex Solari*, direct the actions of the Temple and oversee the rites and rituals necessary to climb the many levels of the organization.
- 2 *Seven-fold Coven* - Seven covens of magic and arcane theory operate with dozens of members in each, the most powerful of which are the Coven Heads. The Coven Heads gather periodically to discuss theory, plan their collective actions, and (more often

than not) bicker and squabble among each other over their many inter-coven rivalries.

- 3 *Magus Supreme* - Sometimes mages only respect one thing, and that is raw, unchained power. The Magus Supreme is the absolute ruler of a loose band of dangerous lawless mages, a title that anyone can take, so long as they defeat the current Magus Supreme in ritual combat.

They can be found... Preferring extravagant seats of power, Mage Cabals will usually establish themselves in enormous magical towers, dwarfed only by the Spires. Filled with laboratories, private libraries, and all manner of unnatural collections, these towers are at both wondrous and nightmarish.

They can provide... Magical power and arcane knowledge of the highest degree.

They desire... Magical knowledge and funding for their expensive and lengthy research projects. Those more power-hungry and malevolent Mage Cabals seek out political power and subterfuge, seeking to overthrow the Nobles and take their place as rulers of the city. "Things will be different," they promise...



Neighborhood Watch

Ranging from the eagle-eyed window-watchers to the street-tough vigilantes.

They are... Loose-knit local chapters of vigilantes and do-gooders. Based on how they respond to danger and operate, they tend to fall in to three categories:

- 1 *Nosy Folk* - The local rumor mill and somewhat of a community spy network. A collection of snooping and gossip that keeps tabs on nearly every member of the local community, typically without their permission...
- 2 *Peacekeepers* - Volunteer guards who work close with the local community to stop violence. While some have good intentions and seek to mediate or halt conflict, others see themselves as crusaders of justice in an unlawful world, free to dole out harsh punishment as they see fit...
- 3 *Snitches* - They are obsessed with order and status quo. Will never willingly show themselves or actively confront issues; rather, their power lies in the speed and zeal at which they summon authorities, taking smug satisfaction in "justice being done," no matter the cost...

They can be found... Meetings are held at local halls, homes, or pubs; many members prefer a level of anonymity, only seeking out adventurers when trouble is afoot.

They can provide... Ingratiating oneself to the Neighborhood Watch provides a constant feed on local happenings, rumors, and events that may be brewing.

They desire... Most just want the neighborhood to be safe and uneventful. However, those with an appetite for fame will want recognition and respect.



Noble Family

A powerful silver-spoon dynasty of Noblespawn, demanding all and having earned nothing.

They are... An unbroken bloodline of aristocracy, spawned from the Nobles and their many paramours. Decadent rulers, waited on hand and foot by their many servants, they want for nothing, save for the petty and deadly power-games they play among their own family. There is always a single Noble at the center of this family with their own sordid reputation (pg. 154).

They can be found... High within the Spires (pg. 138), languishing in some part of the aerial tower.

They can provide... Much like the Nobles, there is little that is out of their reach, albeit with many strings attached...

They desire... Constantly fighting and usurping one another like petulant children, they look for ways to discreetly topple their relatives and family members; sometimes permanently...



Occult Circle

When a cult accrues true power and backing of the elite, they change into something far more dangerous.

They are... A secret cult that permeates the highest levels of the aristocracy, bent on fulfilling some terrible and esoteric goal. While these circles each have their own goals and structures, they typically fall into one of the following beliefs:

- 1 *Masons of the Inverted Tower* - A doomsday cult, those who revere and prepare for the day of some great calamity. While many prepare for the "Day of Collapse" by hoarding wealth and resources, others directly influence the fall, engineering calamity and chaos to expedite the "Day of Collapse."
- 2 *The Quicksilver Chalice* - Prosperity gospel to the highest degree, believing that greater wealth begets divinity. Leaders of industry and empire flock to "Sup from the Chalice" and accrue extravagant wealth, believing those without wealth a caste of soulless masses to be used.
- 3 *Maze of Grape and Candles* - Debauchery and hedonism, undertaking ritual acts of extreme sensation and action. Those who "Enter the Maze" seek to become higher beings by experiencing forbidden and dangerous tastes, becoming numb to the toil and pain of the "unholy" world.
- 4 *Sarcophagi of the Wurm* - Intense ritual and unwavering discipline, the followers give everything they can to fulfill their goal. Bent on releasing and harnessing a physical manifestation of the city's will, they seek out powerful objects and ritual magic to bring about *The Waking of the Wurm...*

They can be found... Hidden sanctums and ritual rooms, aristocrats are careful to keep their practices hidden, save for the occasional signet ring or charm they use to find one another.



They can provide... The Occult Circle typically boasts members from the upper echelons of society, status, money, and all matter of earthly delights belong to those they deem useful.

They desire... The completion of their goals, which requires the accrual of esoteric objects, the execution of powerful rituals, and the removal of specific individuals...





Overlord

Power unfettered, their ego and will made manifest; "So says the Overlord, and so shall it be..."

They are... An undisputed ruler, a singular point of power and authority that is rivaled but never overtaken. They are all fascists but present themselves in some of the following ways:

- 1 *Tyrant* - Terrifying and wicked, their will is law and their word absolute. They have built a government of corruption and nepotism, ensuring that any who try to rise in ranks or stir trouble are made examples of.
- 2 *Demagogue* - Prophets of falsehoods and lies, wielding mob mentality like a cudgel. Their power lies in their cunning charisma, for while they are despised by most, they are beloved and worshiped by the violent and powerful few.
- 3 *Absent* - Rarely seen but always felt and heard, their many speakers and servants act on their behalf. There is rumor that they have been dead for ages, their reputation propped up by a puppet government that violently denies this "traitorous falsehood."

They can be found... Protected by their vast fortress palaces, it is impossible to seek audience without the proper connections. Their many sycophants offer this privilege, for a price...

They can provide... Most suffer under the will of the overlord, but those who prove themselves consistently useful or entertaining will be rewarded with wealth, property, or even positions of power.

They desire... There are those who question the will of the Overlord and hamper their reign. They must be destroyed or punished...

Political Party

Divisions in ideology and actions, harnessed and made wider by the cunning few.

They are... Collections of politically minded folks, swaying the minds and actions of policy and politician. While each claim wild and different ideologies, their political power typically falls into the following archetypes:

- 1 *The Vox Polis* - A grassroots movement, based on the ideologies and actions of the masses. This populist party relies on the group-think of a mob, perhaps even influencing and cultivating the thoughts of that mob to begin with.
- 2 *The One Truth* - A movement based on carefully manicured "facts" and "truths." When their own credibility comes into question they attack the lies and falsehood of rivals, much easier than feigning honesty.
- 3 *The Golden Line* - A dynasty of political leaders all stemming from a single family line or house. Their prowess of beliefs matter little, relying on the reputation and wealth of their fore-bearers.

They can be found... Local chapter houses and on the campaign trail. Some party leaders even make stops in safe areas of the city to feign a common folk demeanor.

They can provide... Established political parties boast deep coffers and powerful connections. Some are even willing to enact policy, for the right price...

They desire... Some may genuinely believe in the causes they champion. However, most are just in it for power and money, and will pay handsomely to remove rivals or roadblocks.





Religious Institution

Those who speak on behalf of the gods and deities, their authority unchecked and unchallenged.

They are... Massive organizations that operate on behalf of a codified belief or deity.

The Belief

- 1 *Choir of the Golden Platter* - Those who worship the Nobles as gods made flesh and exalt their deeds. Draped in gold and lavish colors to denote special holidays or services, they observe the teachings of the Nobles and aspire to follow in their footsteps.
- 2 *Temple of the Iron Will* - A religion of strict codes and obedience to authority. Black robes and heavy chains are the usual garb. They observe the will of the strong and bow to superiors while bullying those "beneath" their own will.
- 3 *Assembly of the Wanting Gate* - Seekers of strange knowledge and followers of esoteric philosophies. They wear sashes and head-wraps of pure white, constantly learning from the many books and teachings that make up their holy literature.

The Structure

- 1 *Pyramid* - A clear chain of command and hierarchy with a single grand figure at the head. The supreme head speaks on behalf of the divine will, which is carried out by the many lower levels of command.
- 2 *Council* - A circle or committee of powerful individuals convene to commune with their divine patron and determine the best course of action for the institution. Subterfuge and power-plays are common among the inner circle...
- 3 *Decentralized* - There is no chain of command or unifying power. Disparate and conflicting sects of the faith spring up and worship of their own volition.

They can be found... Grand temples and palaces where their seats of power convene.

They can provide... Money and influence are always at their disposal. Those who ingratiate themselves to the institution might even be gifted blessings and relics.

They desire... New converts and influence within political circles. Destroying or subverting rival religions and powers to ensure they can reign supreme.





Generating a City

I have seen burning homes give way to opulent villas, bustling markets into busy junkyards, and lavish tea houses just blocks away from an execution. Who knows what I shall see tomorrow?

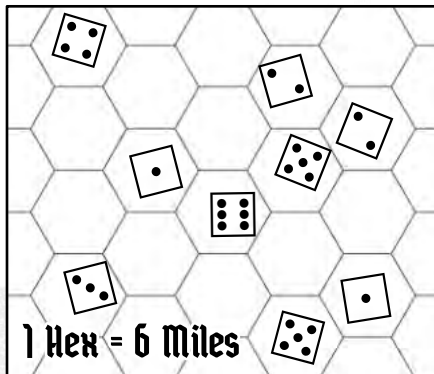
It would be impossible to generalize a city. Each block may contain character as unique to the folks that inhabit it. More likely, large swaths are defined by the socio-economic status of the citizens within, the features and highlights, and the dangers and issues unique to the economic status of the area. The problems faced by wealthy neighborhoods are incomparable to the issues of common folk.

The following section details methods for generating a hexcrawl map of a city. This is done by generating areas at a regional scale (wealth disparity and global dangers), and a local scale (a 6-mile borough with unique features and issues).

The Six-Mile Scale

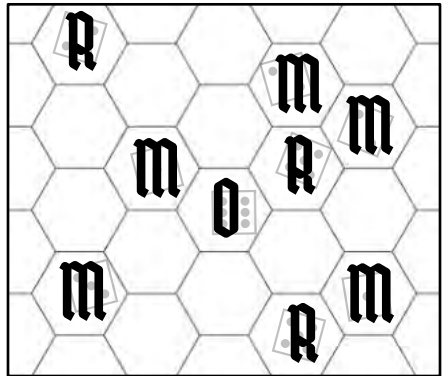
On a larger scale the city is distinguished by the wealth disparity from one area to the next and the various large-scale dangers that drift and spread like storms.

1. Determine Wealth Disparity - Drop a handful of 6-sided dice on the 6-mile hex map, taking note where the dice land and the face-up number.

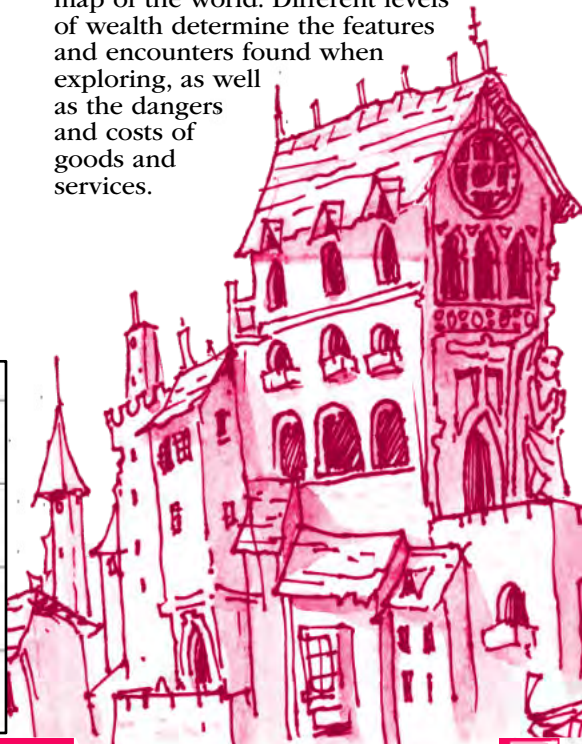


2. Based on the face-up number, record the wealth of the hex, with empty hexes being "common" wealth.

D6	Wealth	Value Modifier
1-3	Middling	x2
4-5	Rich	x10
6	Opulent	x100

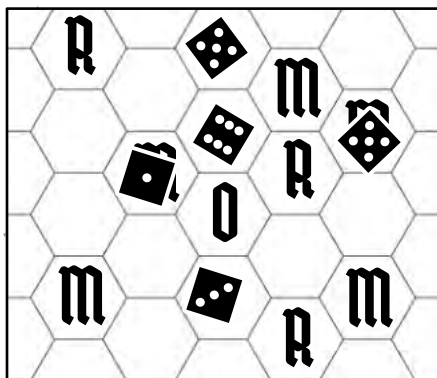


3. This represents an economic map of the world. Different levels of wealth determine the features and encounters found when exploring, as well as the dangers and costs of goods and services.

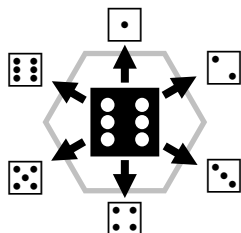




4. **Determine Danger** - Drop a handful of 6-sided dice on the 6-mile hex map.



5. If there is a die on the hex, this hex has something happening that will affect travel in some way.
6. These dice stay on the map and move each day, representing a mobile disruption or dangerous event that can be tracked, predicted, and navigated around.
7. Each day, roll 1d6 for each die on the map to see what direction each one moves.



8. If one die bumps into another or goes off the edge, re-drop it onto the map.

The purpose of mapping the world in this fashion is two-fold:

First, it forms a beat map of wealth centers, creating places that are both risky, since they are dangerously expensive, and profitable, since they have better treasure.

Second, it makes the map a "living" thing for players to keep track of. As the danger drifts and bounces around the city, wary adventurers will seek alternate routes or take precautions against such a threat.

Dangers

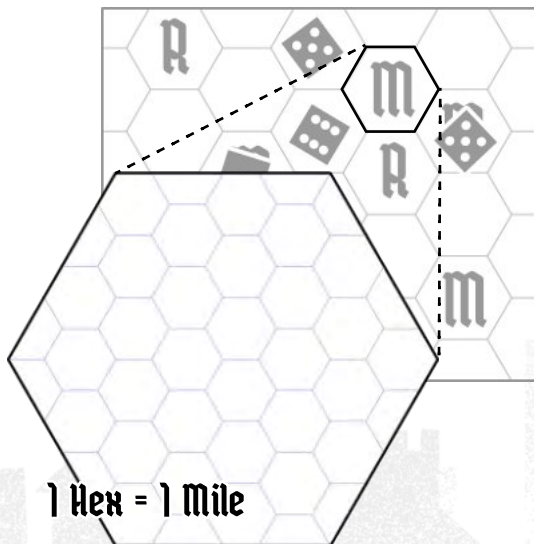
The dice representing danger will always slow adventurers traveling through them (see pg. 8). The face up number also represents a unique danger moving through the city and causing chaos for the adventurers traveling through.

D6 Danger

- 1 Traffic (pg. 10) - *The city roils and churns as the streets fill.*
- 2 Traffic or Encounter (pg. 49) - *Too many bodies or just the dangerous ones.*
- 3 Encounter - *Keep you wits sharp and you blades sharper.*
- 4 Dangerous Encounter - (roll encounter twice and take the higher result) *Be on guard and don't let them catch you.*
- 5 Disaster (pg. 22) - *Buildings burn or bridges fall.*
- 6 Noble (pg. 154) - *They walk the streets, a sadistic deity made flesh.*

The One-Mile Scale

On a smaller scale, the individual miles can be fleshed out and given character and personality, each with their own unique features and malign issues.





Features

Interesting or useful places unique to each one-mile hex. Roll once.

D10	Common	Middling	Wealthy	Opulent
1	Entrance to Undercity		Zoo	Entrance to Spires
2	Abandoned Blocks	Public Park	Thespian Sector	
3	Necropolis			
4	Vast Market / Revelry Quarters			Bazaar
5	Grease Street	Dining Mile	Gastronomical Boulevard	
6	Reclaimers	Thrift Shop	Consignement Boutique	
7	Drinking Mile		Vintner's Gallery	
8	The Stacks	Gated Community		Villa
9	Canal System			
10	Docks		Leisure Boutiques	

Issues

Possible troubles or recent events that affect each one-mile hex.

D10	Common	Middling	Wealthy	Opulent
1	Pollution		Mage Standoff	Grand Ritual
2	Sewage Overflow	Decaying Infrastructure	Conformity Laws	Lawless
3	Crumbling Foundation	Sinkholes		Teetering Megastructure
4	Infestation		Cult	Demagogue
5	Burglary Rise			Wealth Disparity
6	Guard Crackdown		Toll Checkpoints	Sovereign Lords
7	Demolition	Construction		Grand Construction
8	Kidnappings			Hunting Season
9	Violent Crime		Private Guards	Militarized Security
10	Plague			





Features & Issues

Features

Abandoned Blocks - Broken windows and an eerie silence grip the area. Entire blocks have been abandoned and left in disrepair, leaving behind perfect locations to camp out in or even set up a hideout (pg. 84).

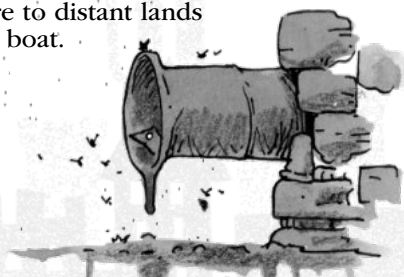
Bazaar - A fantastical open-air market filled with only the most luxurious goods. From rare spices from halfway across the world to strange goods kept from the common folk, if it can be bought, it can be procured at this market of the shopping elite.

Canal System - Deep canals take the place of streets and causeways. Gondolas, barges, and individual rafts make up a majority of the traffic, while bridges and piers are tightly packed with pedestrians.

Consignment Boutique - Shops trafficking in rare, historical, and expensive treasures. Aristocrats are always shopping for the most fashionable old-world treasures and shop owners are quick to buy up art, artifacts, and priceless trinkets.

Dining Mile - Rows of restaurants and cafes form a more "upscale" dining experience. The insides have a pleasant ambiance and seating for a more relaxed dining experience. The food is alright.

Docks - Strange ships and mountains of cargo. Busy traders, weary travelers, and hopeful immigrants congregate on the crowded docks and piers. Exotic goods can be found here at wholesale price as well as fare to distant lands by boat.



Drinking Mile - Rows of pubs, taverns, and breweries. From cheap grog to strange and mysterious brews, there is a variety of common and uncommon beverages to imbibe and enjoy.

Entrance to Spires - A way to the lair of the Nobles. Either opulent and heavily guarded or secret and known to only the entitled few. Dare you enter the Spires above? (pg. 138)

Entrance to Undercity - A road to the city buried below, as innocuous as a broken wall in a cellar or as striking as a gaping canyon in the middle of a city block. Entire communities live below these streets, sunlight being a rare treat to many that call the Undercity their home (pg. 98).

Faction Headquarters - Be it a massive fortress of industry and action or a hidden room of conspiracy and secrecy. The base of operations or branch of a prominent faction (pg 57).

Gastronomical Boulevard - Exclusive and "sophisticated" dining experiences for the wealthiest clientele. Only the rarest and freshest ingredients are served within. Wait-lists, dress codes, and prices ensure only specific customers are ever seated.

Gated Community - Manicured homes, quarantined by thick walls and iron bars. Affluent businesses and homeowners have created a place to escape from the "violence of the city." Encounters are less common here as residents are quick to report "troublemakers" and folks who seem out of place.

Grease Street - A road slick with cooking grease from the rows of street food vendors. A place to grab an affordable and colorful bite to eat, with common folk dining here at all hours of the day. Despite the sanitary and digestive risks, it remains a tried and true culinary hot spot.





Leisure Boutiques - Esoteric and discreet places of recreation. From exclusive lounges serving psychotropic teas to fragrance shops with bizarre and otherworldly perfumes, it is a hub of expensive and sometimes dark pleasures for the ultra-wealthy or elite.

Necropolis - Tombs and crypts take the place of homes and shops. An expansive resting place for the dead has been built alongside the living. Enterprising necromancers and grave-robbers frequent such places for "materials" and coin.

Public Park - An open space of manicured green and weathered sculptures. One of the few places locals feel safe congregating during the day, oblivious to other exchanges and transactions.

Reclaimers - An enormous junkyard and market sifted and picked through for valuables. Hundreds of common folk comb through the scrap for possible valuables or items that can be repaired. Little ever goes to waste and for many it is the best choice for affordable luxuries and goods.

Revelry Quarters - Heavily scented perfumes waft from this section of the city as workers wait for clients outside. Well-observed from the heavily trafficked streets, it is a chance for raucous fun or discrete pleasure to those who frequent it.

The Stacks - Monoliths of stone and wood, crumbling housing that blots out the sun. A complex of high-density and cramped living quarters for common folk. Multiple families or generations live in a single unit as coin meets the needs but doesn't allow for luxuries.

Thespian Sector - Theaters of all kinds line the streets of this area, from intimate shows to grand performances. Actors and musicians intermingle with attendees at elegant soirees after the program.



Thrift Shop - Rows of shops with worn clothes, household items, trinkets and antiques. There's a slim chance of finding a valuable heirloom and the shopkeeper may be able to provide local gossip.

Vast Market - An open market with hundreds of stalls selling foods, clothes, and household commodities. Bustling with people, this market offers basic to fanciful goods that meet the needs of most.

Villa - A single grandiose estate takes up the entirety of this area. Grounds framed by trees, topiaries, and intricate landscaping; the interior is adorned with gems and gold leaf. Only those with connections or an invitation may visit this private mansion.

Vintner's Gallery - Wineries and breweries with historic renown. Establishments offer tasting tours of award-winning and sophisticated brews, with some vintages costing as much as a mansion. Each vintner guards their trade secrets, even at risk of their lives.

Zoo - Exotic animals are placed on display to entertain the wealthy. These creatures are adorned with jewels and cloaks to appeal to the clientele. Rumor has it that live and dead specimens can be procured for a price...





Issues

Burglary Rise - Break-ins and theft cases grow in number. Gangs of enterprising thieves and rogue opportunists target rich and poor alike. Folks are cautious to flash coins in the street and wealthier individuals tighten security around their estates.

Conformity Laws - New laws to ensure "perfect citizens." A series of sweeping regulations have been enacted to place limits on "unbecoming behavior and degeneracy" in the population. Common folks and travelers avoid these streets for fear of being fined or worse...

Construction - A clamor of equipment is heard as repairs to infrastructure and facades are made. This disruption interrupts the daily flow of traffic and is a hindrance to locals and travelers alike.

Crumbling Foundation - The entire area is sinking into the ground. Weak or soft foundation is causing streets and buildings to rapidly sink; some have already been fully buried. It won't be long before this part is paved over and joins the Undercity.

Cult - Niche and dangerous beliefs spread among the affluent. A cult has risen up and grown in popularity. The members have strange and dangerous convictions while the truly devout begin to accrue resources for some nefarious purpose.

Decaying Infrastructure - Roads, bridges, and public works crumble. Negligence and misappropriated funds have left important pieces of infrastructure to ruin. Common folk warn of the dangers and it will not be long before disaster strikes.

Demagogue - A charismatic leader has grown into a religious figure. Through charm and guile a single individual has grown a cult of personality around them. Devout followers proselytize and serve unquestioningly, unaware of their leader's true goals and motives...

Demolition - Entire neighborhoods are under threat of demolition. Dozens of homes have been slated for destruction under the guise of "renovation and modernization." Many folks are without shelter or a place to live, and the authorities turn a blind eye to their suffering.

Grand Construction - Whole blocks are demolished for a grand structure to be erected. No one knows what is being built, or how long this project will take. It is rumored that it will indefinitely change the skyline and city; the toll for this is paid in countless coin and lives.

Grand Ritual - A cabal of powerful sorcerers have gathered for a singular purpose. An arcane ritual is under way and the city quakes as dangerous magic gathers. There is a terrible danger if the ritual goes awry, something the sorcerers seem dismissive of.

Guard Crackdown - Guards have begun a show of force on the populace. Citing ancient laws or magisterial indifference, the City Guard has been terrorizing citizens for minor infractions. Brutal attacks and lethal force has been used, leaving folks terrified and shocked.

Hunting Season - With no woods to hunt in, the elite take to the streets. Targets are either stalked or captured beforehand to provide a chase. This is an unfortunate end for those who go missing and are unable to escape.

Kidnappings - Children and adults are reportedly missing while authorities turn a blind eye. One can only imagine what happens to these victims after being captured and folks fear leaving their homes.

Infestation - Swarms of diminutive creatures run rampant throughout the city. Plaguing homes and civilians, vermin cause illness and filth as they congregate in mass. Large groups of ravenous vermin become genuine dangers to those unprepared.



Lawless - The elite are beholden to no laws here. A hedonistic "utopia" has been established for this collection of the ultra-wealthy. All actions and desires are permissible, no matter how reprehensible.

Mage Standoff - A tenuous cease-fire of powerful magic. Schools of powerful mages have been waging cataclysmic magical warfare. They are at peace for the time being, but when that peace breaks, the collateral violence will be terrible.

Militarized Security - Martial law is in effect. The typical guards have been replaced with a dangerous and heavily armed military force. With curfews and regular patrols, it is a genuine hazard to be out in the streets.

Plague - A dangerous ailment sweeps through the streets. Piles of bodies fill the lower districts while sickness grips the population. Unprotected travel through here risks infection or worse: spreading it to other areas of the city.

Pollution - Industry and poor sanitation has caused a public health crisis. Whether it is miasmatic smog drifting through the air or effluent in the water supply, common folk become ill and desperate as sickness grips the area.

Private Guards - Wealthier individuals have hired private security forces to contend with the "systemic rise in crime." These individuals are loose-cannon mercenaries and now operate with legal immunity.

Sewage Overflow - The stench of black water permeates the air when the sewage system is blocked. Backwater floods low-lying homes and streets; nothing can be fixed until the source is cleared. Foul sludge remains even after it has drained.

Sinkholes - In an instant, the ground cracks and opens up. Sinkholes of varying sizes swallow buildings and people. Those that survive are greeted by the Undercity and its denizens, although the peace is tenuous as the surface quickly prepares to fill the holes.

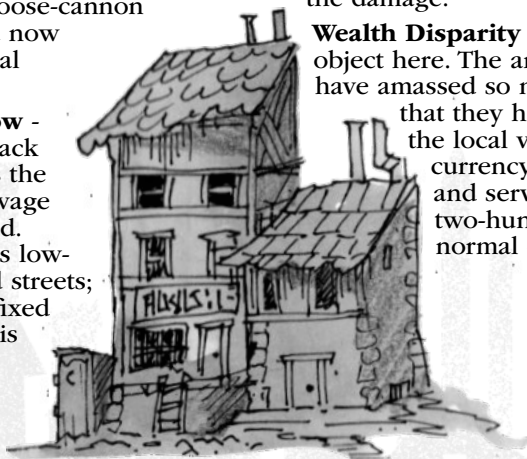
Sovereign Lords - A micronation has formed within the city. Declaring itself a sovereign nation, the lords of this area begin setting up their own jurisdiction and rules. These lords are deluded idiots at best and dangerous megalomaniacs at worst.

Teetering Megastructure - The foundation of a monolithic building has deteriorated substantially. Tenuous efforts at fixing it are in vain and what is left supporting this megastructure is on the brink of collapse. Such a collapse would spell doom for the entire area.

Toll Checkpoints - A series of paid security checkpoints have been established. Toll gates costing as much as a day's wages at best or a week's wages at worst limit the flow of traffic. Those who can afford it move freely, while those who cannot are trapped.

Violent Crime - Assault, robbery, and murder are common occurrences in these parts. Authorities do not care and refuse to assist those in need. People are left to their own devices to repair the damage.

Wealth Disparity - Money is no object here. The aristocrats here have amassed so much wealth that they have destroyed the local value of the currency. Every good and service here costs two-hundred times its normal cost.





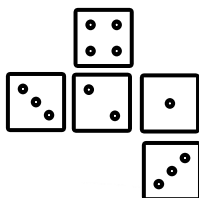
Generating a Building

Each building in the city is a character in and of itself, a reflection of the denizens that surround it and those that dwell within it. Be it a wealthy storefront or a decrepit sloop, those who find themselves exploring or breaking in need to be wary of the secrets such buildings hold...

The following section details methods for generating the average building found in the city. This is done by generating the floor-plan, followed by applying a unique atmosphere and series of features to the rooms.

The House Block

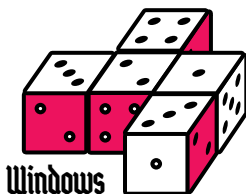
- 1. Determine Floor-plan** - Gather 3 to 6 six-sided dice. These will determine the number of rooms in the building.
- Roll each one and place them next to one another in a shape befitting a building.



- Record each room's content and purpose, based on the face-up number on the dice. This will be the floor-plan of the building and determines how the rooms are connected and laid out.

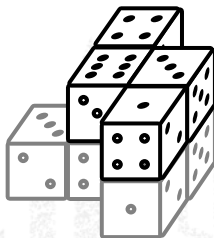


Optional: The vertical sides of the dice with even numbers represent windows or entryways.



- 4. Determine Atmosphere and Features** - Select or randomly choose one of the atmospheres on the following pages for the building. Roll for each room or use the same number as the dice roll for the floor-plan.

- 5. Second Story** - Select one of the rooms to contain a stair-well, ladder, etc. and repeat the previous steps, stacking the dice on top of the ones below.



1d6 Building Rooms

1 Common: Room intended for public, business, or gathering.

1 *Atrium* – Entryway and greeting area meant for guests. Boots, shoes, and stockings are laid out on the ground and mementos of the tenants adorn the walls.

2 *Main Hall* – Larger common area containing a hearth and seating arrangements. 2d6 personal effects and trinkets are scattered about the room.

3 *Storefront* – A shop meant for conducting business (pg. 92 for further furnishings).

2 Dining: Room intended for meals or food storage.

1 *Kitchen* – Table, cabinet, and cooking hearth meant to make and serve meals. 1d4 random food items and 1d4 various tools meant for cooking.

2 *Larder* – Small, cool room with sturdy walls and many shelves for food. Stocked with 1d10 random food and drink items, typically meats, cheeses, and easily perishable items.

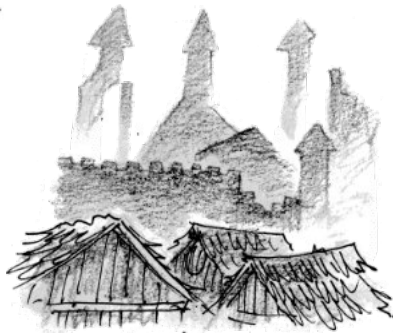
3 *Pantry* – Cramped, dry room with many shelves and bags for grain. Stocked with 1d10 random food items, typically dried goods and grains.

3 Utility: Room intended for storage or specific use.

1 *Lavatory* – Foul-smelling closet with a privy seat and bundles of scented herbs. Contains a chamber pot or a hole leading down into the sewers.

2 *Storeroom* – Tightly packed closet with shelves, bins, and coffers; loaded with a collection of mismatched goods. 1d20 random items and trinkets haphazardly stacked and “organized.”

3 *Cellar* – A deep and tight crawlspace that descends into the ground, used for storage or private affairs... 1d6 random tools; 1-in-10 chance of treasure, contraband, or encounter.



4 Private: Rooms with specialized use, be it labor or privacy.

1 *Workshop* – A packed room containing anything from craft tools and supplies to specialized machines and chemicals. Contains 1d10 tools and trinkets; 1-in-6 chance of treasure or contraband.

2 *Sitting Room* – Small and quiet room with trinkets meant for light labor and introspection. Contains 1d6 tools or trinkets.

5 Quarters: Rooms meant for sleep and dress.

1 *Bedroom* – Room containing a bed, chest, and personal effects of the tenants who dwell here. 1d10 articles of clothing; 1-in-10 chance of containing treasure.

2 *Apartment* – A tight, crowded room containing a bed, chamber-pot, and keepsakes of a single renter or tenant. 1d10 trinkets and articles of clothing; 1-in-4 chance of containing treasure or contraband.

6 Oddity: Rooms bearing strange purpose and contents...

1 *Cabinet* – A room containing shelves and displays of strange collections, trophies, or artifacts. 1d10 trinkets and 1d3 treasures.

2 *Parlor* – Room dedicated to hosting guests and company, with seating and the occasional decoration. 1d6 drinks or trinkets; 1-in-20 chance of contraband.

3 *Hidden Room* – Tucked away behind a false wall or shelf lies a quiet and hidden room. Whatever secret lies within, the tenants do not want it discovered...





1d6 Atmospheres

1 - Haunted

Children take dares to go inside, while parents warn to keep away from this ominous building. Rumors abound of the fell deeds that transpired within, and the ghostly spirits that still haunt its rooms...

Appearance: Everything is coated in dust and seemingly undisturbed; even pests seem to avoid this place. The building creaks and groans with noises like struggling voices.

- 1 *Visions and Sounds* – The space is quiet and undisturbed, yet shapes seemingly dance out of view. Curious sounds or visions play out for those attuned to the spiritual world, perhaps hinting at the nature of this haunting.
- 2 *Cursed Food* – Miraculously fresh and unspoiled food, so it seems... Any food within appears normal and safe to eat; however, once it is bitten or drunk the illusion disappears, revealing it to be pest-ridden or decaying. Save v. Poison or be sick for 1d6 days.
- 3 *Mirage Trap* – The room appears empty and safe, yet something catches the eye for but a moment. An illusion is laid across this room, the floor is absent or gives way at the slightest weight. Save v. Breath to avoid falling for 3d6 damage. Magic or holy items break the illusion.
- 4 *Curious Remains* – A desiccated corpse, scattered bones, or perhaps the tell-tale signs of violence: the root of this haunting or perhaps just another victim? Disturbing the corpse risks a 1-in-6 chance of an encounter.



5 *Spectral Encounter* – A creature beyond the pale appears, disturbed by your intrusion.

1d3 Mood: 1 Ambivalent unless attacked. 2 Hostile, demands characters leave. 3 Attacks intruders.

1d3 Appears: 1 Mist & fell light. 2 Bones and dripping dark. 3 Blood and piercing howls.

Armor: None | **HD** 1d6 | **HP** 5d6
Slam 1d8 | **Move:** Standard
Spectral: Only harmed with magic or holy, attacks ignore armor.
Morale: Fights to the death.

6 *Grim Display* – A shrine, an art piece, or some other form of grim and unspeakable reverence. The creation that adorns this room is chilling and perhaps hints to something deeper at work...

2 - Decrepit

Old beyond measure and crumbling away to nothing. A building on its last dry-rotted legs.

Appearance: Dust and debris litters the floor; ceilings and walls bow. Little in this building is without a dangerous amount of wear.

- 1 *Makeshift Trap* – Perhaps to deal with vermin, or perhaps to deal with intruders... (See Trap, pg. 21)
- 2 *Rot and Flies* – Food or waste has rotted away into a bed of muck, attracting a swarm of stinging flies. Blindness for 1d6 minutes, unless avoided.
- 3 *Vermin Encounter* – The walls tremble with the sound of countless squirming bodies; a horde or vermin descend upon the room.

1d3 Mood: 1 Irritated, hostile a few moments later. 2 Hungry, attacks unless offered an easy meal. 3 Frenzied, hostile.

Armor: Leather | **HD** 1d3 | **HP** 3d6
Bites 1d6 | **Move:** Standard
Swarming: Makes attacks on anyone within range.
Morale: Fights to the death.



4 *Diseased Corpse* – Rotted and smelling of death, their body oozes with dangerous effluent. (See pg. 21)

5 *Powerful Dweller* – A dangerous or secretive individual has taken up residence within. Whatever their story, they prefer to be undisturbed.

1d6 Mood: 1 Curious, interested in the company. 2-3 Spooked, hostile unless offered something.

4-5 Paranoid, demands characters leave. 6 Ambush, attacks intruders while hidden.

6 *Unstable Architecture* – The walls and floor creak with unease, nearly on the verge of collapse. (pg. 20)

3 - Well-Kept

A shining and pristine building that stands out among the usual grime. It shines as if it is hardly even used.

Appearance: Everything within is either new or utterly spotless. The floors and walls are stripped and any decorations are organized with an almost manic energy.

1 *Obsessive Cleaner* – A curious and tense individual who greets guests and maintains the rooms. They are clean to the point of shining.

1d3 Mood: 1 “Friendly,” demands characters bathe and provides itchy, clean robes before entering.

2 Cautious, follows characters and stops them from dirtying the rooms.

3 Irritated, demands characters leave before summoning authorities.

2 *Organized* – Anything in this room is organized by size, shape, and color; each item completely unmarred.

3 *Chemical Stockpile* – The room reeks of powerful chemicals and solutions. 1d12 bottles of dangerous cleaning solution (treat as strong acid) are carefully stacked and organized.

4 *Sealed Off* – All entryways and windows to this room have been sealed off with planks and pitch. Whatever lies within was bad enough to warrant a full quarantine...

5 *Absolutely Spotless* – The room is utterly barren of decoration and has been stripped of any trace of dust or wear; it would be a shame to disturb it, right?

6 *Meticulous Collection* – Trinkets, tools or treasures are arranged on the floor in a strange albeit clearly organized manner. Disturbing them or moving them immediately summons an enraged cleaner who then calls for guards.

4 - Filthy

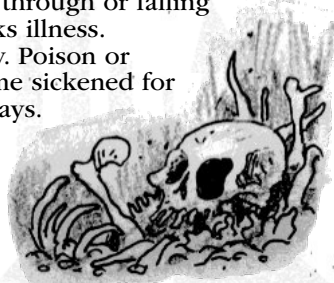
The building exists as a gangrenous pustule within a neighborhood. Its scent brings flies and vermin, and its foundation seems to ooze effluent.

Appearance: Everything within is caked in some form of filth or grime. Its stench is enough to cause dizzy spells and vermin freely crawl across every surface.

1 *Fly Cloud* – The room buzzes with verminous life; it has become the breeding ground for a swarm of stinging flies. Blindness for 1d6 minutes, unless avoided or protection is used.

2 *Ebony Mold* - Black mold coats the walls and surfaces, wicked spores drift lazily in the air. A virulent and dangerous mold has taken residence here. (pg. 21)

3 *Cesspool* – Liquid waste and excrement forms a deep pool within this room. Attempting to wade through or falling in risks illness. Save v. Poison or become sickened for 1d3 days.





4 *Vermin Encounter* - The walls tremble with the sound of countless squirming bodies, a horde of vermin descend upon the room.

1d3 Mood: 1 Irritated, hostile a few moments later. 2 Hungry, attacks unless offered an easy meal.

3 Frenzied, hostile.

Armor: Leather | **HD** 1d3 | **HP** 3d6

Bites 1d6 | **Move:** Standard

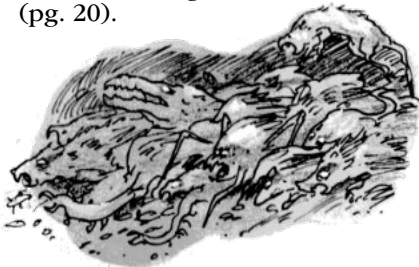
Swarming: Makes attacks on anyone within range.

Morale: Fights to the death.

5 *Ailing Dweller* - Either the owner or a reclusive tenant hides out in this room, too ill to leave or perhaps resigned to stay within.

Mood: Demands the characters leave, friendly if the characters offer them medicine or assistance.

6 *Diseased Corpses* - Rotted and smelling of death, their bodies ooze with dangerous waste (pg. 20).



5 - Infested

Vermin buzz and wild animals howl from within the walls of this building. More of a den at this point, folks are careful not to get too close, lest they are attacked by the creatures within.

Appearance: Walls riddled with pests, surfaces covered with fur and tracks, and corners slowly collecting pungent dung. The air reeks of bestial odors and is filled with the din of countless vermin.

1 *Termite Hive* - A colony of industrious termites have eaten away at the structure of this room. If attempting to cross, save v. Breath or suffer 2d6 damage from a collapse or fall of some sort.

2 *Forgotten Trap* - A hidden trap has been left to kill the vermin within. A futile effort, although still dangerous (pg. 21).

3 *Shrill Mites* - A faint pitched buzzing as minuscule life seeps out of the cracks. Itching, stinging fleas infest this room (pg. 21).

4 *Feral Animal* - A large beast has taken residence here to hunt for vermin or perhaps seek shelter.

1d3 Mood: 1 Curious, attacks if disturbed. 2 Hungry, looking for an easy meal. 3 Hostile, defending lair.

Armor: Hide | **HD** 1d6 | **HP** 6d6

Bite and Claw 1d6/1d6

Move: Standard

Pin: If both attacks hit, the victim is knocked down and grappled.

Morale: Flees if at half health.

5 *Vermin Nest* - Verminous odors grow strongest here, a nest of rubble and bones is host to countless vicious creatures. The nest spawns 1d3 hostile Vermin Swarms each day until properly exterminated.

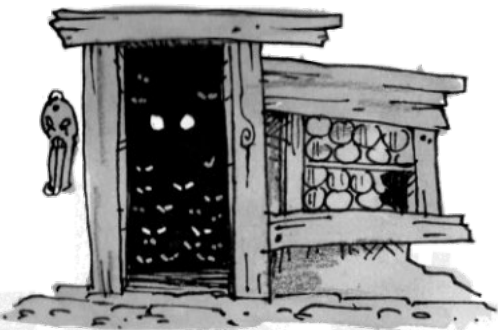
Armor: Leather | **HD** 1d3 | **HP** 3d6

Bites 1d6 | **Move:** Standard

Swarming: Makes attacks on anyone within range.

Morale: Fights to the death.

6 *Eaten Remains* - The scattered remains of unfortunate locals or failed exterminators litter the floor. 1d3 trinkets and a 1-in-20 chance of a treasure.





6 - Heap

Baubles and junk spill out from the entryways into the street. The edifice seems to swell and teeter with the weight of the hoard within it.

Appearance: Every room is crowded with some form of junk or detritus, making movement difficult. The occasional smell of rot punctuates the musty stacks and trash heaps.

- 1 *Barricade Pile* – Garbage here has been arranged into a tight and impassible barricade. It will take specialized tools and 1d6 hours to properly carved a path through the mess.
- 2 *Rotting Stockpile* – Food and supplies here have begun to rot away into a foul smelling mess. Eating or drinking anything from this room causes sickness for 1d3 days.
- 3 *Effluent Heap* – Waste and garbage has been piled into this room. If entered without protection, save v. Poison or be sickened for 1d6 hours.
- 4 *Trinket Hoard* – Dozens of broken and partially repaired trinkets are haphazardly stacked on every surface. An additional 1d20 trinkets can be found in this room.
- 5 *Furious Dweller* – The reclusive resident of this building lurks in this room. They are hostile to intruders they spot and attack with a wild abandon unless talked down.

Armor: Leather | **HD** 1d3 | **HP** 3d6
As Weapon | **Move:** Standard
Frenzy: Makes 1d3 attacks.
Morale: Fights to the death.

- 6 *Booby-trapped Maze* – The entryway is strategically filled with junk to form dangerous crawls and tunnels. Navigating them without proper tools requires a save v. Hold to avoid being crushed by the hidden traps for 5d6 damage.





Hideouts



Hideouts act as both a base of operations and give the characters a place to live without costs and fees (so long as they are not compromised). Over time they can grow and offer boons and benefits to the characters as well as provide for the surrounding community. However, the larger they grow the higher the chance of them being discovered and rooted out by the malicious authorities of the city.

Finding & Acquiring a Hideout

Buildings that have been abandoned, discovered and/or cleared by the players may be turned into a hideout. Additionally, characters may purchase the property for its listed price (this is affected by the wealth disparity of the area). You may use the building generator on pg. 78 for creating the floor-plan.

BUILDING	ROOMS	COST (C/M/W/O)	SUSPICION
Apartment	1d3	400/800/4,000/40,000	+0
Small Building	1d6	1,000/2,000/10,000/100,000	+1
Large Building	2d6	2,000/4,000/20,000/200,000	+5
Redoubt	3d8	5,000/10,000/50,000/500,000	+10
Mansion	4d12	10,000/20,000/100,000/1,000,000	+20
Spire Tower	5d20	Can only be acquired by force or gifted by a Noble.	+50



Suspicion and Trouble

The more attention drawn to yourself and your hideout increases the chances of it attracting the eye of scoundrels, authorities, or factions you have upset.

Roll 1d20+Suspicion on the following table once per week.

TROUBLE

1-5	An oddly quiet week...
6-10	Infestation - Swarms of pests and creatures fill the hideout. Lose half of any food items stored within.
11-15	Robbery - Local thieves or burglars loot the place. Lose 1 random item per room or 10d10 coins.
16-20	Demand Tribute - Local toughs and racketeers demand a tribute from the hideout. Pay them half of your most recent score, fend them off with violence, or convince them otherwise.
21-25	Arson - A coordinated or random act of destruction. Lose 1d6 random rooms; repairs take one week and cost 100 coins for each room.
26-30	Demand Tax - Authorities and a local aristocrat demand tax from your property. Pay 10 coins for every room, fight them off, or convince them otherwise.
31-35	Raid - A coordinated attack on your hideout leaves it broken and looted. Lose 2d20 random items and 1d10 random rooms; repairs take two weeks and cost 100 coins for each room.
36+	Invasion - A powerful foe and their followers attack your hideout. Fight them off or have your hideout taken over or destroyed.



Upgrading Rooms

The rooms of your hideout may be converted into specialized workshops or clandestine halls. Additionally, each room has options for how they are run, typically determining their boons to the characters, the effect they have on suspicion, or money they make for the hideout. Each room takes 1d3 weeks to build.

Bath House

Cost: 2000, 2 rooms

Bodies are cleansed and rumors are shared within the scalding waters.

Steam-choked private bathing tubs or large crowded public pools. Heated water and soap allows for guest to clean themselves and make idle or curious conversation.

Private: -2 Suspicion, 1d6x5 coins per week, 1-in-3 chance of a lucrative rumor each week.

Public: -3 Suspicion, -30 coins a week, 1d3 rumors per week.

Black Market Dealer

Cost: 1000 coins, 1 room

A purveyor of stolen goods and contraband.

A dark windowless room overseen by a shady individual and crowded with all manner of unsavory merchandise. Stolen goods may be sold and fenced here for their acquired value and free from the gaze of authorities.

Business: +5 Suspicion, 1d3x10 coins per week.

Co-op: +5 Suspicion, 1-in-6 chance of a piece of contraband per week.





Defenses

Cost: 100, 1 room

Contraptions or fortifications for added protection and discretion.

Traps, defensive perimeters, or hired muscle to protect the hideout.

-1 Suspicion, -10 coins per week.

Escape Hatch

Cost: 200, 1 room

Sometimes flight is the best option.

A tunnel hidden behind a false wall, a carefully disguised floor hatch, or just a window with a rope ladder.

So long as it is not discovered, the Escape Hatch offers a quick and reliable way to flee the hideout.

Gambling Hall

Cost: 2000 coins, 2 rooms

Establishment of cheap thrills and financial opportunity.

Whether it's games, races, or fights, a raucous crowd of spectators hungrily bet coin and favor under the watch of grinning bookies.

+10 Suspicion, 1d20x10 coins per week.

Garden

Cost: 100, 2 rooms

Furtive life between the cracks of cold and lifeless bricks.

From stacked beds to rooftop paddies, the garden offers a small, but reliable source of produce.

Business: 1d6x5 coins per week.

Community Garden: 1d10 meals' worth of produce each week.

Grow Room: +5 Suspicion, 1-in-6 chance of one grown or distilled contraband each week.

Hospital

Cost: 1000, 2 rooms

The mending of bodies and exorcism of ailments.

Clean beds, sterilized instruments, and all manner of medicine, the hospital offers healing services or medicinal care for patients.

Business: 1d6x10 coins per week.

Co-op: Services or profession offered for free once per week.

Community Clinic: -3 Suspicion, -30 coins a week, healing and medicinal services offered freely.

Hostel

Cost: 200, 1 room

Sanctuary for weary bodies and minds.

Dormitory style halls or a series of private rooms, a hostel acts as a place to comfortably and safely rest.

Business: 1d3x5 coins per week.

Shelter: -1d3 suspicion, -5 coins a week, a safe place to sleep for those in need.

Laboratory

Cost: 1d2x1000, 1 rooms

A place for cautious creation and wild experimentation.

Delicate machinery, trunks of notes, and all manner of strange materials. Once built, you may offer it a space to either a scholar, alchemist, or wizard. All are quite knowledgeable and can answer many questions.

Research: Once a week, the scholar has a 1-in-20 chance of making a discovery that can be published for 1d3x50 coins.

Creation: Once a week, the wizard or alchemist can manufacture 1d6 alchemical components, items, or tools. Additionally, there is a 1-in-100 chance, +1 for each laboratory, of accidentally creating a random magic item.

Library

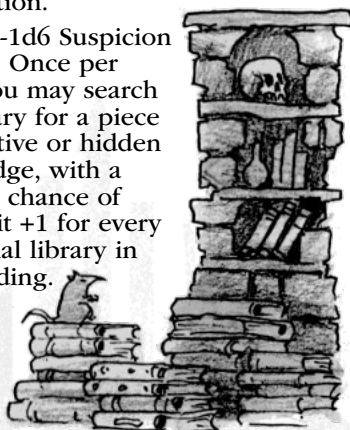
Cost: 2000, 1 room

A repository of knowledge and a bastion against ignorance.

A collection of shelves, trunks, and piles containing all manner of literary material and most common information.

Public: -1d6 Suspicion

Private: Once per week you may search the library for a piece of secretive or hidden knowledge, with a 1-in-100 chance of finding it +1 for every additional library in the building.





Observatory

Cost: 2000, 1 room

Curious eyes find purchase with the help of even more curious tools.

From telescope arrays to listening pipes, an eclectic array of tools assist with picking up on rumors or spotting danger.

Spotter: Roll and learn of Troubles one week before they occur.

Spy: +5 Suspicion, 1 lucrative or salacious rumor each week.

Panic Room

Cost: 1000, 1 room

Sturdy walls and entryways to bar assailants and danger.

A small reinforced room hidden away and stockpiled with supplies.

Each panic room can fit up to 10 people and has 1d6 days worth of supplies. Those within are safe from attack (so long as they are not discovered) and have a 1-in-6 chance of surviving destruction.

Pigeon Coop

Cost: 200, 1 room

Miniature feathered lives, housed in soiled little roosts.

Dozens of pigeons or other small game birds, housed in individual nest boxes or simply a series of alcoves.

Food: 1d8 meals' worth of meat or eggs each week.

Carrier: Can transport messages between other hideouts or places that contain a roost.

Restaurant

Cost: 300, 2 rooms

Sustenance and drink, for hungry mouths and weary stomachs.

A bustling public eatery or a quiet and private dining hall, food and drink are served here.

Business: -1 Suspicion, 1d3x5 coins per week.

Community Kitchen: -1 Suspicion, -10 coins a week, you are always guaranteed a free meal while here.

Speakeasy: +5 Suspicion, 1d6x5 coins per week, 1-in-3 chance of a lucrative rumor each week.



Shop

Cost: 300, 1 room

Commerce and business, or perhaps a clever front.

A crowded market stall or a quiet specialty store, the shop contains a specific collection of mundane items (pg. 92 for contents of store).

Business: 1d6x5 coins per week.

Co-op: 1d6 mundane items or tools for free once per week.

Front: -1d3 Suspicion

Vault

Cost: 1000, 1 room

Iron and bolt as a bulwark against theft and arson.

A reinforced and windowless room with a heavy locked door.

Items stored in a vault are safe from anything short of a master thief, while the room has a 5-in-6 chance of surviving any acts of arson or destruction.

Workshop

Cost: 1d3x500, 1 room

For the practice of profession and specialized craft.

A shop specially tailored for a specific type of craft, profession, or art. Once built, you may offer the space to a tradesman/professional.

Business: 1d6x5 coins per week.

Co-op: Services or profession offered for free once per week.





Street Generator

D50

STREET NAME PREFIX

- | | |
|----------------|--------------------|
| 1 Stockpile | 26 Rust |
| 2 Bellowbird | 27 Tanner |
| 3 Seacrawler | 28 Lover's |
| 4 Extemplary | 29 Park |
| 5 Officiates | 30 Blood and Gems |
| 6 Barber | 31 Shiv |
| 7 Harken | 32 Executioner |
| 8 Pigeon | 33 Cat Burglar |
| 9 Saltmoor | 34 Broadsword |
| 10 Sweetgum | 35 Drake Bone |
| 11 Cross-bow | 36 Piss |
| 12 Jeri's | 37 Dye-maker |
| 13 Caravan's | 38 Kingmaker |
| 14 Copper | 39 Thirteenth |
| 15 Jackdaw | 40 Wicker |
| 16 Saint-blood | 41 Eggshell |
| 17 Whispering | 42 Tar and Feather |
| 18 Grey | 43 Weaver |
| 19 Pig-sty | 44 Smithy |
| 20 Noble-spit | 45 Hang-man |
| 21 Mosaic | 46 Brick Breaker |
| 22 Belt Maker | 47 Peasant Skin |
| 23 Main | 48 Soot |
| 24 High Rope | 49 Masque |
| 25 Fell Water | 50 Worm Spine |

D50

STREET SUFFIX

- | | |
|------------|---------------|
| 1 Causeway | 11 Overlook |
| 2 Terrance | 12 Step |
| 3 Avenue | 13 Dead-End |
| 4 Drive | 14 Turn-About |
| 5 Center | 15 Circuit |
| 6 Street | 16 Alley |
| 7 Bridge | 17 Highway |
| 8 Crest | 18 Close |
| 9 Choir | 19 Run |
| 10 Lane | 20 Way |



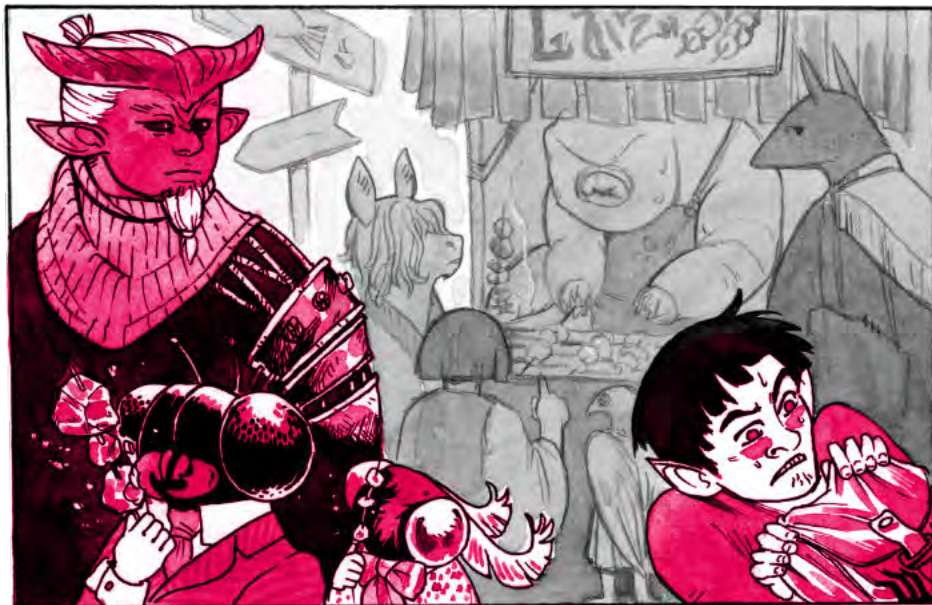
**D66 (ROLL 1D6 TWICE) RANDOM STREET**

- 11 Rain spouts carved like beasts and gush water at the unsuspecting.
- 12 Everything is covered in red dust from inferior red clay roof tiles.
- 13 Peppered with hundreds of memorials from road rage deaths.
- 14 Swarms of flies from the sewers cake every surface.
- 15 Street is constantly bombarded by pigeon excrement.
- 16 Major parade route, windows and streets are reinforced.
- 21 Strings of paper lanterns above street cause a perpetual fire hazard.
- 22 Pillars of stone hold up all of the buildings with an air of overarching oppression.
- 23 Every surface is covered with fliers and graffiti.
- 24 Sewer pipes run close to the surface causing near constant flooding.
- 25 Crowded and noisy from small racetracks and sporting games
- 26 Cobblestones are enormous and uneven, rumor is that anyone who trips over the cobblestones is destined to die soon...
- 31 As soon as the sun sets, packs of wild dogs pour out from alleys.
- 32 Window boxes are full of sickly smelling flowers
- 33 Streets and building mortar made with bone-meal and teeth.
- 34 Eerie screaming visages are set or carved into every doorway.
- 35 Street runs beneath a ruined palace, utter darkness save for candles.
- 36 Every surface is covered in bright, garish designs and colors.
- 41 Street winds, twists, and loops like the body of a dead snake.
- 42 Buildings made from red stone spolia, its origins lost to time...
- 43 Road is paved with querns and millstones stolen from farmers.
- 44 Fires and pit ovens burn openly on the smoke-filled street.
- 45 Tall makeshift bell-towers cap every building and ring constantly.
- 46 Crumbling sarcophagi are used as foundation for buildings.
- 51 Every building and denizen is decorated with spirals, even the curved street seems to follow this obsessive configuration...
- 52 Garbage has been left to pile into massive steaming drifts
- 53 No one leaves their homes, instead traveling by covered walkways.
- 54 The street is a single uninterrupted slab of blackened shale.
- 55 Dark and ominous statues of Nobles watch the street from pillars.
- 56 Cages with imps act as town criers every block, they mostly just spit.
- 61 Motifs of spiders decorate beams and corners, some appear to move...
- 62 A grim and curious silence is observed for all but one hour a day.
- 63 Buildings made sturdy wood supports and walls of painted canvas.
- 64 Roofs and walkways are plated with beaten copper, hot to the touch.
- 65 Disaster has sundered this place, weary rebuilding noisily continues.
- 66 Everything is melted or cracked, nothing solid lasts for long here...





NPC Generator



D20	NAME	PROFESSION
1	Dagden	Rope maker
2	Judin Forswoth	Freelance recycler
3	Marquez Commons	Ham packer
4	Elmira Cazz	Personal assistant
5	Castor Vilu	Barber
6	SlimBob	Brick tick exterminator
7	Borneo Velasquez	Pigeon wrangler
8	Toulouse Rapshire	Furnace operator
9	Astrid Vapers	Mason
10	Punji Jammen	Wanted poster artist
11	Jun Sandalwood	Carpenter
12	Archer Flativious	Cooper
13	Marigold Stu	Animal breeder and wrangler
14	Hippolyta	Tour guide
15	Septimus	Gong farmer and raker
16	Chip Greasley	Accountant
17	Jorno	General craftsman
18	Limon Gatz	Fledgling alchemist
19	Sam Toole	Artisan
20	Martin Swallsword	Grocer





D20	APPEARANCE	MANNERS	QUIRK
1	Dirty and disheveled	Ostentatious and loud	Uncanny ability to make anything into an instrument
2	Pristine and fashionable	Intense and direct	Can't read, but can speak most languages
3	Achingly beautiful	Achingly dumb	Known to throw rocks at parades
4	Plain and utilitarian	Stubborn and close-minded	Has installed escape hatches in more than one Spire
5	Gaunt and frail	Ardently shy and soft spoken	Has a twin with the same name
6	Heavy-set and stout	Jovial and gregarious	Has too many dead spouses and no convictions...
7	Sickly and corpse-like	Gruff and blunt	Always has knives hidden in their clothes
8	Tall and ominous	Easily dissuaded and flighty	Had tongue cut out by enraged Noble
9	Short and impish	Violent and short-tempered	Has more dropped charges than teeth
10	Aged and weathered	Militant and strict	Overseer of a large, and loyal, feral cat population
11	Ragged and wounded	Skittish but loyal	Incredible knowledge of secret tunnels
12	Young and fair-faced	Monotone and dry	Will take in any stray or hurt animal
13	Crooked and withered	Mischievous and curious	Close friends with a powerful persona
14	Wide and bumbling	Somber and spiritual	Literally two left feet, famous ballroom dancer
15	Thin and precise	Persistent and argumentative	Knows a fence for just about anything
16	Strong and off-putting	Curious and thoughtful	Perpetually questions the need for flags
17	Smells like death	Prickly and sensitive	Secretly practices dangerous alchemy
18	Colorful and unorthodox	Paranoid and sensational	Parents were absurdly wealthy and powerful
19	Patchwork, but wears it well	Gentle and wise	Looking for a curious and hidden artifact
20	Roll again twice	Roll again twice	Boring, no inner life





Shop Generator



D20	THEY OFFER...	THEY'RE CALLED
1	Inn	The Hairy Frog
2	Food, Drink, Lodging	The Spot II
3	Tavern/Cafe	The Foggy Step
4	Drink	Salt peter's Corner
5		Zip's Hole in the Wall
6	Restaurant	From the Cinders (<i>formerly the Spot</i>)
7	Food, Drink	Mrs. Sweetwater's Fancy
8		The Squealing Rat
9		Sal's
10	Tack Shop	Ursa & Daughters
11	Tools	Pipeshack
12	Grocer	South Bend Market
13	Food	Blind Tiff's Bodega
14	Livery	Soggy Dog & Co.
15	Tools, Transportation	Wicker's Rest
16	Clothier	Brick and Book
17	Clothing	Chicory 'n Poke
18	Artificery Magical/Oddities	Quirrel's Curious Collects
19	Contraband, Roll again	Beetle's Pop-Up
20	Roll again twice	Mork & Borgs





D20	INSIDE IS...	REPUTATION	QUIRK
1	Dirty - Garbage collects in corners, soot clearly visible on the ceiling	Despises aristocracy, (has a Noble's hand on display)	Mysteriously appears in new places
2	Strict - Signs that tell you what to do and where to stand	Abysmal salespeople	Cat in the window, knows many things...
3	Crowded - Place is packed with people and containers	Quality goods, terrible prices	Offers payment in blood, 1HP per 10 value
4	Smelly - Stinging unpleasant scents	Experts in field	Operates all hours and all days
5	Smokey - The air is thick and choking	Poorly stocked	Powerful Demon locked inside, makes bargains
6	Dilapidated - Broken glass and hasty repairs	Great prices, terrible quality	Talking tree growing through in shop's center, cruel but powerful...
7	Pristine - Cleaned and organized obsessively	Everything sold is somehow greasy	Offers discreet and speedy delivery
8	Dusty - Thick dust coats everything	Always new graffiti on the walls	Panic room under shop
9	Welcoming - Warm and friendly	Windows are always being broken	Illegal backroom inventory
10	Stuffy - Hard to breath and hot	Local performance and music spot	Will fence ANYTHING
11	Fragrant - Smells wonderful & clean	Violent to bad customers	No currency, only barter
12	Barren - Barely anything to show	Stock is molding from neglect	Can't physically leave until you buy something
13	Damp - Walls are moist with wet air	Aristocrats shop and socialize here	Front for a cult, looking for recruits or help
14	Loud - Someone is always shouting or working loudly	Chronic bug infestation	Owner has friends in high places, capable of making introductions
15	Sticky - Every surface feels like dried syrup	Always has what you need	Accepts credit, with interest of course...
16	Confusing - Layout makes no sense	Local rumor-mill	Sits on an entrance to the Undercity
17	Dark - Little light, difficult to see	Excellent service	Criminal connections, looking for "help"
18	Relaxed - Calm and quiet atmosphere	Seemingly never open	Floorplan is always shifting and hungry...
19	Unsettling - Things here are not right...	Cursed items are common	Time moves fast, lose 1d6 hours when leaving
20	Roll again twice	Owner is a friend...	Never asks questions





"I Search the Body"

d50

YOU FIND...

1	Solid silver gear	26	Loaf of stale bread
2	8 inches of gold chain	27	Copper drinking vessel
3	Pristine glass lens	28	Mysterious egg
4	Package of fine sewing needles	29	Small wooden sculpture of a deer
5	Meat hook	30	Empty crate
6	Discarded handkerchief	31	Tin of food
7	Empty "medicine" bottle	32	Pair of shears
8	Small keg of alcohol	33	Delicate silver ring (not hand)
9	Soiled fur cap	34	1d6 sticks of chalk
10	1d4 tickets to a show	35	50ft of hemp rope
11	Very large duck carved of ivory and wood	36	Cane with hidden compartment
12	Tiny glass cloche	37	Gold plated flask
13	Aged leather belt	38	Enamel hat pin
14	Dented but solid tin bucket	39	Vial of blue liquid
15	Collectible coin	40	Ornamental brick
16	1d10 brass tacks	41	10ft of reinforced hose
17	Ring of strange keys	42	Sturdy terracotta vase
18	Cloth measuring tape	43	Tarnished metal button
19	Broken clay pipe	44	Sharpened knitting needles
20	Simple tuning fork	45	1d3 metal clamps
21	Set of decorative game darts	46	Sack of random grain
22	Dry-rotted bridle	47	Set of fine carving tools
23	Page of exquisite pottery	48	Pair of kitchen knives
24	Tin of half-used makeup	49	Satchel of laced tobacco
25	Wool socks	50	Hat stained with blood





Cobblestone Treasures

D50

TREASURE AND VALUE IN COINS

1-20 Useful Tool (*GM's discretion*) *As tool, pg. 16*

21-30 Purse or coin coffer 2d20 coins

1 - Buttons

2 - Platter

3 - Cutlery

31-40 4 - Buckle 1d6x5 coins

5 - Card Tin

6 - Inkwell

1 - Knife

2 - Chamber Pot

3 - Candlestick Holder

41-45 4 - Mirror 1d6x10 coins

5 - Parasol

6 - Fancy Hat

1 - Painting

2 - Ring

3 - Earrings

4 - Brooch

46-49 5 - Bracelet 1d6x50 coins

6 - Necklace

7 - Snuff Box

8 - Walking Cane

1 - Vase

2 - Figurine

3 - Music Box

4 - Tea Set

50 5 - Goblet 1d6x100 coins

6 - Pocket Watch

7 - Grimoire

8 - Decorative Egg





The Undercity



Few of those who walk the cobbles above know that far beneath their very feet there is a society that not only survives in the gloom, but flourishes. Akin to living on the backside of a mirror, the resourceful peoples who populate the Undercity have not just reined in a cutthroat and dangerous realm; they have uncovered secrets that make them not the uncivilized savages the nobles and their ilk would have you believe. Blessed are these cunning and anarchistic foils to those puppeteers in gossamer and gold.

*“A City Upon a City” Xelie A. Larch, Wandering Historian;
Tales of My Travels, Vol II*



The Undercity

As the city rises higher and higher, it builds upon the dwellings of those who cannot escape its will, buying them under brick and cobblestone, generation after generation. These ancient iterations of the city lie crushed and forgotten under miles of rubble and foundation, flooded with sewage and connected by a maze of caverns and sewer pipes. This grand subterranean realm is known as the Undercity, a sunless world of nocturnal creatures and curious denizens who live beyond the gaze of the Nobles above.

Disparate Civilization

Far from the amenities of the surface, the forgotten or shunned build their communities in the safety of the larger nodes and tunnels. Such “safety” is usually relative and communities are stretched far and wide across the many passages of the Undercity. Even then, members of these hamlets and villages are forced to scavenge for resources in their nearby tunnels, braving travel only when absolutely necessary.

Dangerous Travel

When desperation strikes and resources run out, the only option is to travel the network of tunnels and passages that make up the Undercity. Traveling these tunnels is not for the timid or unprepared, as the tunnels crawl with hidden beasts, dangerous hazards, and all manner of strange magics that have felled even the hardiest of adventurers. Merchants and travelers only brave these labyrinthine routes when they are certain of their safety, usually in the form of trustworthy sell-swords.

Cooperation or Death

Those who survive and thrive among the many dangers of the Undercity do so through collective action and cooperation. The Alley-Whelps, a rag-tag culture of curious



beings, labor, trade, and live within the sunless depth. They, along with others who who find themselves shunned or forgotten, are all regarded as equals within the anarchy of the Undercity and without the cruel touch of the Nobles. It is well known that the authority above has no hold on the realm below, as any attempt to “civilize” or exploit the Undercity by the aristocracy has been met with calculated and coordinated violence.





The Under-Crawl

The Under-Crawl

The Undercity is a collection of cavernous subterranean areas connected by a network of passages. The subterranean areas contain anything from poisonous mushroom fields to enormous lakes with friendly fishing hamlets. Populating them are all manner of strange and dangerous monsters as well as the helpful but cautious Alley-Whelp denizens.

These locations and beings are the setting for the "Under-Crawl," a sunless maze of disparate civilizations and danger, boasting all manner of eerie monster and bizarre treasure, and far from the reach of the authorities above.

Hybrid Sewer-Crawl

The Under-Crawl functions as both a point-crawl style dungeon punctuated with areas of respite and limited civilization. It is represented by a series of points or nodes connected by mile-long tunnels or passageways. Such nodes are populated with individual landscapes and features, as well as either hazards or boons.

Safer nodes will contain small villages or camps and provide services or opportunities for characters. Dangerous nodes can be filled with anything from monster lairs or hazardous terrain, akin to the typical dungeon-style adventure. Both nodes, safe or dangerous, are punctuated with additional features that could help or hinder characters as they explore, making each node a small micro-environment in and of itself.

Danger and Scarcity

While adventuring in the city above gives players access to goods and services on the fly, the Undercity strips such access. Characters cannot

purchase goods and services unless they encounter a camp, trader, or village able to provide them. What's more, most locations only offer certain types of goods or services, meaning players will have to make due with what is available or march on in hopes of finding what they need.

In addition to scarcity, a majority of the Undercity functions like wilderness, requiring encounter rolls as long as the characters are traveling or out in the open. Characters who leave the relative safety of villages and camps will have to contend with the monsters, hazards, and assailants who are regularly found prowling just outside. Rations, camping gear, and spelunking equipment are also a necessity if characters intend to survive the treacherous journey from one safe spot to the next.

Running the Undercity

As a Referee or Gamemaster, the Under-Crawl is run differently than a typical City or Dungeon adventure and has these key points.

Getting In – From a forgotten well buried in the basement of a home, to a mysterious chasm found in the sewers, the city is populated with hidden and clandestine entrances to the Undercity, so long as adventurers know where to look or whom to ask.

Scarcity – Goods and services are only available if a location specifically says it has them.

Wandering Encounters – Encounters of variable danger occur regularly, unless lodging or a hideout is found.

Point Crawl – The Undercity is organized by a series of points, representing locations, connected with tunnels and passages to travel.







The Alley-Whelps

The forgotten, the curious, and the left-behind, they make their homes and bonds away from tyranny.

They are... Those trapped in poverty and forced to eek out a living in the forgotten parts of the city will find themselves inextricably changed by pollution, magic, and the malign will of the city. These chimeric folks are the Alley-Whelps, a collective culture of families and outcasts who have bonded together for survival against the cruel will of the city. While many Alley-Whelp individuals sport strange mutations and mismatched body parts, all tend to wear hoods to hide their features and faces, a tradition dating back to the first Alley-Whelps who shrouded themselves to avoid the searching gaze of the Nobles and their cruel servants.

Led by... There is no strict hierarchy or circle of leaders within Alley-Whelp communities. When there are problems that pose wide-reaching threats or a single clan requires the assistance of others, Alley-Whelp clans will elect representatives and hold a moot to discuss issues and solutions. Aside from such representatives, there are a plethora of cunning sneaks, stalwart warriors, and larger-than-life adventurers within Alley-Whelp communities who have attained a status akin to folk heroes. The stories surrounding such characters are the inspiration to common folk, the adoration of youngsters, and the irritation of authority figures.

They can be found... While generations upon generations of Alley-Whelps have lived in small hidden communities scattered throughout the Undercity, many brave the dangerous path to the city above in hopes of finding riches and providing for their communities.

They can provide... Those who have provided direct action or mutual aid to Alley-Whelp communities and clans are always treated as comrades. While each community or clan is limited by what resources they have on hand, a good deed is always returned if able, while food, lodging, and supplies are always provided in return for some help with the chores. Outside of supplies and goods, Alley-Whelps boast the best delvers, sneaks, and guides to the Undercity and surface above; most will assist with any job that targets aristocrats or authority figures for a cut of the loot or a favor in return.

They desire... Most communities are in need of tools and supplies from the surface, offering their services in exchange.

It is rumored... It is no secret that the Undercity has always operated outside of the jurisdiction of the Nobility. Every attempted purge or military operation into the Undercity has been met with swift, brutal, and organized violence from every able-bodied clan, as per an unspoken treaty. While the Nobles brush this off as the "ignorance of savages" and more trouble than it's worth, they are anxious about the ingenuity and power of the Alley-Whelps and their allies. While carefully expunged from history and collective knowledge, no Noble has forgotten the "Noblecide Parade," a day that saw the Alley-Whelps strike down an entire Noble family and disappear without a trace...

Playing on Alley-Whelp

Players may freely choose to play as an Alley-Whelp. They are filled with the same vices, virtues, and ambitions as any other mortal.





Exploring the Undercity

Scarcity and Danger

Characters exploring the Undercity do not have access to the goods and services normally available on the surface and will be at constant risk of random encounters unless they find a pocket of safety.

The few disparate communities within the Undercity are the only places where commodities and tools are available for characters; however, they are often limited in what they are capable or willing to buy and sell.

Landmarks and features will state if goods and services can be purchased, and what specifically can be bought and sold (up to the GM's discretion in some cases).

As well, characters will have random encounters each day unless they find a place that specifically offers lodging or a safe place to rest.

Travel & Time in the Undercity

Below are travel times and quirks of exploration in the Undercity

Travel Speed in the Undercity is 1 mile/hour, as the tunnels and landmarks are rife with tight or chaotic passages.

This speed assumes characters are being careful and taking their time. Characters may double their speed at the risk of attracting more dangerous encounters.

Landmarks – Landmarks are open spaces and caverns and represent the points of interest to be explored and interacted with by character. They may contain hazards, curiosities, or points of respite and trade.

Searching or traveling across a Landmark takes 1 hour, due to their enormous size and treacherous terrain.



Tunnels – The Undercity is connected and traveled through a series of tunnels that can be anything from ancient sewer pipes, buried city roads, or weathered cavern passages.

Encounters – Roll on the encounter table every mile traveled, every time a Landmark is entered, and at the start of each new day.

Sound and activity in the Undercity attracts potentially unwanted attention. Add 1d6 to the encounter roll if characters are being loud or have recently been in a fight. Add 1d6 if the characters are expediting their travel.



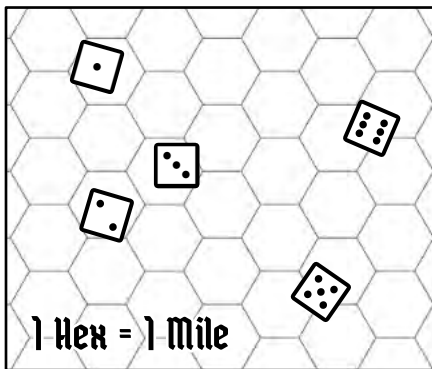
Generating the Undercity

A labyrinthine network of tunnels and landmarks, comprised of buried cities of a forgotten era.

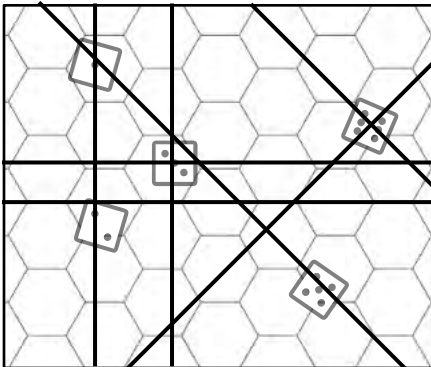
The following section details a method for creating and populating a network of underground landmarks and tunnels.

Generating the Undercity

1. Create the Tunnels - Drop a handful of 6-sided dice on a 1 mile hex-grid



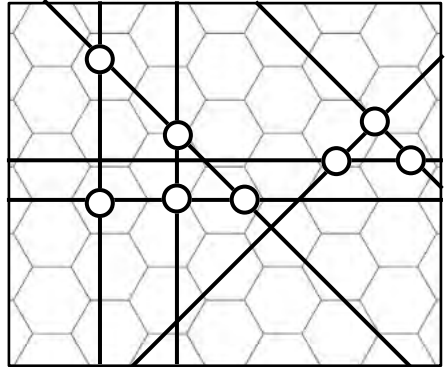
2. Based on the number, draw a line (or lines) originating from each die. This is a tunnel.



D6 Tunnel Directions

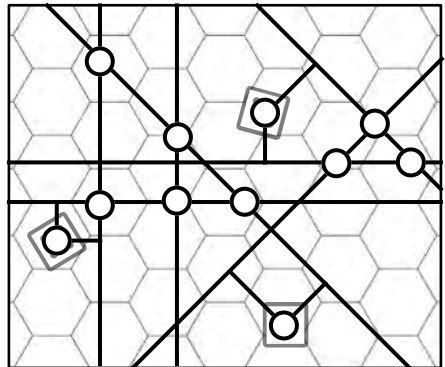
- | | | |
|---|---|-------------------------|
| 1 | ↑ | North & South |
| 2 | ↔ | East & West |
| 3 | ⊕ | Cardinal Cross |
| 4 | ↗ | North-East & South-West |
| 5 | ↘ | North West & South-East |
| 6 | ⊗ | Ordinal Cross |

3. Create Landmarks - Select half of the intersections and draw circles on each. These will be landmarks.

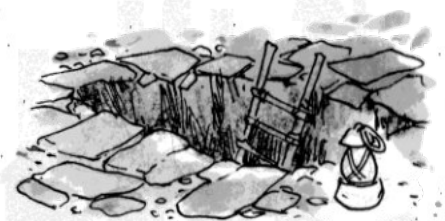


4. Drop a few additional dice on the map.

5. Mark them with landmarks and connect them to the nearest tunnels.



6. Populate Landmarks - For each of the landmarks, roll on the landmark list (pg. 104) and record. Some landmarks may be duplicates; this is fine as the Undercity is not known to be a place of coherent urban planning.





Undercity Landmarks

“Show me a city, where sunlight itself is just a foreign passerby.”

The following is a list of possible landmarks found within the Undercity. For each landmark generated, roll a d20 and consult the chart. In addition, each Landmark can have 1-3 features, picked from its own entry or the General Features list (pg. 120). This can be done before or during an Under-Crawl adventure.

1D20 Undercity Landmarks

1 Abandoned Mine

Broken tunnels and mine-shafts echo faintly with the ghosts of miners who dug too deep. Foul water oozes down the sides like tapestries, while gaping ruts in the ground mark the passage of countless mine carts.

Be it ore, gemstones, or the crushed remains of a palace, many a delver and prospector has flocked to this place in hopes of striking it rich.

Delving the Mines

Characters may search the mines for deposits of ore or valuables. For each hour spent searching, roll on the table below.

2d6 Abandoned Mine Finds

- 1-6 Nothing.
- 7 Raw ore, worth 1d10 to a forge.
- 8 Gemstones, glittering and uncut, worth 1d10x10 a cluster.
- 9 Fossilized Remains, an unlucky beast or denizen, worth 1d3x50 to a collector or scholar.
- 10 Precious Metal, fused and crushed, worth 1d3x50 coins.
- 11 Treasure, jewelry or relic worth 1d3x100 coins.
- 12 Magical Artifact (pg. 238).

Characters must have proper tools to mine any valuable found this way, and roll an encounter roll of 1d20 +1 for every hour spent in the mines; such labor attracts monsters.

Features

- 1 Forgotten Outpost** - The scattered remains of a mining outpost, mysteriously abandoned. There are 1d10 random tools and a usable furnace scattered about.
- 2 Hallowed Hollows** - Pockets of tunnel that have been sealed off, mysteriously filled with desiccated corpses...

1d8 Looting a Hallowed Hollow

- 1-3 Broken and rusted equipment.
- 4-6 Coins and effects worth 5d10.
- 7-8 A spell (pg. 246).

Looting a hollow risks a 1-in-6 chance of angoring the corpse within...

Hollow Corpse

Angry, blind and forgotten; filled with a potent rage...

- HD** 3 | **HP** 10 | **Armor:** As Hide
- Claws** 1d6/1d6 | **Move:** Standard
- Death Curse:** When slain, save v. Magic or acquire The Unwinding disease (pg. 32).
- Morale:** Fights to the death.



2 Brine Clogs

The smell of salt and surf mixed with rotting chum and wood. Scavenging insects and birds call out from this swamp of bubbling sludge and rotting fish.

A wide and shallow channel of water, perpetually clogged with an island of maritime waste. The smelly clogs are heaps of fish guts, bones, broken boats, and worse.

Save v. Poison or become sickened for 1d3 hours; a face-mask or breathing apparatus prevents this.

Features

1 Trapper Camp - Filled with patchy tents and muddy lanes, the Trapper Camp is full of fisherfolk and wizened veterans of the briny waters. The anglers and trappers will buy and sell fishing and hunting related food and tools. As well, veterans many be persuaded to give valuable information regarding fishing areas, dangerous locations, or contested areas.

2 Feeding Frenzy - A fresh lump of chum from above has caused a feeding frenzy. Locals flock to this area in hopes of spearing one of the many snapping fish that churn the usually stagnant waters. Bow or spear-fishing here for 1 hour yields one of the following:

1d8 Feeding Frenzy Finds

1 Nothing but a clump of sludge.

2-3 Chunk of fish, half eaten, 1 meal worth.

4-5 Wriggling lamprey or hag-fish, 1d3 meals.

6-7 Blind cave catfish, 1d6 meals

8 Huge deep sewer coelacanth, worth 3d6 coins or 1d6 rations.

3 The Brine Shambler - A terrible monster of rot holds domain here: The Brine Shambler, an infamous offshoot of the Garbage Shambler, the size of a small island and made from the waste of the clog. Characterized by its hunched, spiny back from the multitude of bony corpses it decorates itself with, it drowns and infects any who dare to enter its lair.





3 The Catch

Millions of blocks stacked in a wall across a yawning chasm. Surging water pours from channels along one side while an eerie and silent reservoir is held on the other.

At first glance the Catch appears to be nothing more than a massive dam meant to hold back excessive water. Yet there is an almost ever present scraping and rumbling felt within the multitude of blocks. Something other than water is held back by stone...

Features

1 Catch-mill - Using the churning and ever-flowing water to their advantage, endeavoring folks have created vast machinery to harness the powerful flow. Mill stones grind whatever is placed between them, forges bellow with an unprecedented fury, and all manner of machines operate with an ease not seen above ground. So sophisticated is the contraption that it is regarded in almost a religious manner. Tools and some services can be found here and are always of the highest quality.

2 The Depth Guard - Legends have surrounded the Catch since its discovery, and while some have been proven false, those who enlist in the Depth Guard know that something lurks in the darkened waters. Huge ballistas, loaded with hooked harpoons, sit and watch the tepid waters, while a rotating system of guards stand vigilant for any disturbance on the water. The Depth Guard buys any weapons and armor for most asking prices.



4 Cart Canyon

A massive canyon echos with the shouts of hawkers and traders. Hundreds of buildings cling to the vertical planes of rock like spiders, while countless rope bridges and hastily struck pinions hold a town of gangplanks afloat.

Built cantilever style into the very side of the canyon, the hub of shipping in the Undercity is always awake. Cables and tethers crisscross the canyon, while lifts and cranes carry carts and commerce up and down its walls. Almost anything can be purchased and sold here, as it is one of the main arteries between the Surface and the Undercity.



5 Chandelier Tunnels

The air is heavy with acrid and dangerous fumes, while the tunnel itself is a jagged network of colorful stalactites that seem to thrum with a chaotic energy.

The toxic fumes of the sewer water coming out of the forge district has made crystalline stalactites grow from the ceilings. Glimmering with magic, they are rumored to do everything from turn cockroaches into dogs and bone into gold.

Navigating the Chandelier Tunnels

The Chandelier Tunnels are constantly filled with dangerous and chaotic energy that emanate from the pulsing crystal formations. Every half hour spent exposed to the tunnels causes one of the following:

1d4 Tunnel Effect

- 1 *Metamorphic* - Flesh shifts and tendons contort with change. Life changes and blossoms into new uncanny shapes. Exposure heals 1d6 hit points; however, there is a 1-in-6 chance of sprouting a bizarre mutation.

1d6 Mutations:

- 1 *Metaroach* - **1** Chitinous Skin, **2** Articulated Limbs, **3** Extra Eyes
- 2 *Fleshweald* - **1** Amorphous Body, **2** Sticky Skin, **3** Rubber Bones
- 3 *Verminik* - **1** Coarse Fur, **2** Elongated Jaws, **3** Claw Hands
- 4 *Rootman* - **1** Bark Skin, **2** Fractal Limbs, **3** Mouthless Face
- 5 *Fisken* - **1** Fish-like Eyes, **2** Vestigial Gills, **3** Lengthened Body
- 6 *Shademoth* - **1** Wispy Antennae, **2** Long Limbs, **3** Skin Wings.

Gaining three of the mutations effectively transforms one into one of the listed creatures (pg. 130), saving the mind but trapping them in a possibly non-verbal body.

- 2 *Phasimorphic* - Objects seem to fade and the body feels light. Solid bodies become intangible and ghost-like. For 1d3 hours, objects and people exposed may travel through solid matter but suffer 1d6 damage for every foot of matter traveled through. Being exposed additional times risks a 1-in-20 chance of phasing through the ground, disappearing forever.
 - 3 *Transmutic* - The ceiling aches and contorts, fissures of strange material spread like mold. Solid matter transmutes to something else. Suffer 1d3x1d6 damage from the change, while unprotected objects exposed to the area are alchemically changed.
- 1d10 Changes:** 1 *Metal*, 2 *Stone*, 3 *Bone*, 4 *Glass*, 5 *Precious Metal*, 6 *Gemstone*, 7 *Wood*, 8 *Clay*, 9 *Meat*, 10 *Tar*.

Hit points lost this way can only be regained by removing the affected areas through topical surgery. Those who die in this fashion are treated as being petrified.

- 4 *Arkanactive* - The air crackles and an ozone smell permeates the senses. A powerful arcane radiation permeates and burns the space. For 1d6 minutes, spells cast under exposure perform at the maximum ability of the caster (damage, time, distance, etc.). However, those exposed will lose 1d3 hit points each day for 1d10 days from the arcane burn. Hit points lost this way cannot be recovered through conventional means, only being recovered once the burn runs its course.

Harvesting Crystals

The crystals that emanate the powerful transformative energy here can be harvested with proper mining gear at a rate of one viable cluster every half hour. The crystal clusters can be sold to alchemists, who will process and distill them into powerful potions, for 1d6x100 per cluster. These crystals will still emit their transformative properties unless sealed in a lead-line case.



6 Crooked Palace

Rough stone and brick gives way to a tremendous sight: a beautiful palace lies broken and half-buried in the muck, as if tossed aside like a broken toy by some disgusted giant.

A crumbling, once magnificent, castle has since sunk down into the depths of the Undercity. Sitting at an almost 45-degree angle, many have sought the treasures inside, but few have returned.

Delving the Crooked Palace

The Crooked Palace functions as its own separate dungeon. Those who wish to explore or run the adventure may use the Spire Rooms & Features on pg. 145 (albeit with a darker and decayed atmosphere) or use it as an excuse to insert a separate adventure module.

1D10 PALACE ENCOUNTERS

- 1 1d3 Fists of the City, rusted and ragged with age.
- 2 Waking Wall, curious and cunning.
- 3 1d4 Leipodaps, searching for a nesting ground.
- 4 1d6 Banished Aristocrats, dangerous and crazed.
- 5 1d3 Garbage Shamblers, looking for biomass.
- 6 Vulpesphinx, feral and wild with hunger.
- 7 1d6 Metaroaches, hungry.
- 8 1d20 Brick Ticks, ready to ambush the unsuspecting.
- 9 1d4 Delvers, lost & need help.
- 10 1d8 Fleshwealds, hungry.

Features

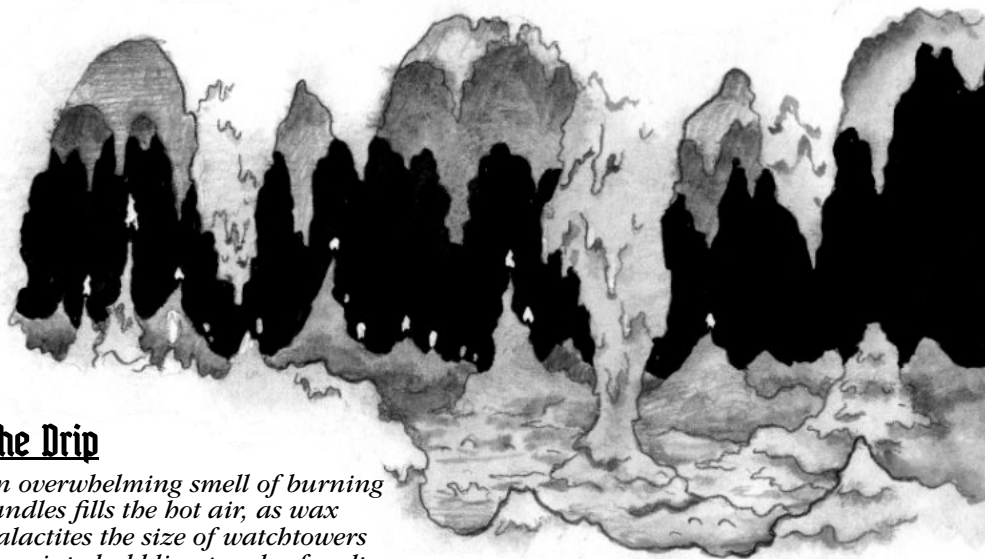
1 Crooked Regency - A twisted aristocrat has taken up residency in the palace and plans to establish their own feudal colony in the Undercity. As long as this aristocrat is in charge, Fists of the City (pg. 43) will appear here and in neighboring areas.



2 Delver Town - A small village has sprung up around the Crooked Palace, boosted by the economy of delvers and adventurers who frequent the ruins and offer their services as guides. Delver Town freely buys and sells most common goods and has arrangements for lodging.

3 Crooked Vault - In the deepest region of the Crooked Palace lies a tremendous vault with a series of intricate and devious safeguards in place. No one knows what lies inside the vault, but whatever it was, it was dangerous enough to justify burying an entire palace...





7 The Drip

An overwhelming smell of burning candles fills the hot air, as wax stalactites the size of watchtowers pour into bubbling ponds of molten tallow and fat.

Few eek out a living among the lumpy tallow-coated terrain, their clothing weighed down by the drying wax and hair almost permanently styled in odd angles. No one is certain where the wax comes from; some claiming it is a byproduct of the countless dead of the city being crushed after burial, others claim it is the leaking fat of a titanic corpse buried just beneath the city's foundation...

Navigating The Drip

Softening wax from underground thermal vents makes it treacherous and slow to cross without proper tools or guidance. Traveling safely adds an extra 1d3 hours to travel time, while traveling quickly risks one of the following.

D6 Effect

- 1 *Coated in Wax*, agility or speed at disadvantage until cleaned.
- 2-4 *Scalded*, coated in wax and 1d3 damage.
- 5-6 *Sink*, coated in wax and save v. Hold or 2d6 damage.

Stilts or a similar precaution avoids this danger. As well, there is a 1-in-6 chance of a nearby ferry that offers their services for 1d10 coins.

Features

- 1 Candle Makers** - With buckets and special fires, the Candle Makers are essential to life in the Undercity. They refine the raw materials in their ramshackle workshop and craft candles in a variety of sizes, shapes, and colors. Such candles are of superior quality.

Undercity Candles

Thick hardened candles of superior make and craft.

Made only in the Undercity, these candles are prized by locals, miners, and delvers for their quality of light and long burn time.

Each candle burns for 6 hours and gives off the light of a torch.

Cost: 5/10/50/500

- 2 Wax Graves** - Locals will be quick to point out patches of discolored or motley wax. Slick prisons for unfortunate souls who were entombed in the wax. While dredging out corpses is frowned upon, it is not unheard of. Dredging corpses takes 1d3 hours and yields 1d6 scavenged items each time.





8 Forlorn Catacombs

Tunnels give way to cleanly cut stone walls and a carefully carved geometric entrance. Within the main hall are dozens of carefully carved passages that branch off into the dark, their walls filled with alcoves containing carefully interred corpses, all dressed in ancient funerary garb...

Often looted and befouled by grave-robbers, these massive grave structures are unique in their austere artistry and antiquity. Characters who spend the night here do not risk random encounters, however, there is a 1-in-6 chance they are plagued with nightmares of being interred alive, losing a night of sleep.

Exploring the Catacombs

Characters may search the alcoves and corpses for treasure. For each hour spent searching, roll on the table below.

2d6 Corpse Finds

- 1-6 Nothing
- 7 1d6 trinkets.
- 8 1d20 coins.
- 9 Pristine piece of historic clothing or decoration, worth 3d20 coins to a collector or aristocrat.
- 10 Skull of a historic figure, worth 1d4x50 coins to a collector.
- 11 Treasure, jewelry, or relic worth 1d3x100 coins.
- 12 Magical Artifact (pg. 238).

Partaking in this is condemned by most locals, and if you are discovered you will likely have a bounty on your head...

Features

- 1 Mortuary Mural** - Scenes are painted ten feet tall upon the smooth stone, untouched for a millennia. Strange beings entreat with one another, while massive geometric structures loom in the background. Those who meditate in this room for a full day have a 1-in-20 chance of learning a random spell, as their mind swirls with visions of the primordial cities and their watchers...
- 2 Mammoth Sarcophagi** - A deep and quiet chamber filled with 1d4 huge stone sarcophagi. It is curious how such objects were transported so deep, as the stone is not native and any doorways found are too small for their passage. Finding one that has not been tampered with is rare and hold a variety of strange things:

1d8 Sarcophagi Contents

- 1 Dust and scraps of vellum containing strange funerary rites...
- 2 Broken carapaces of unusual beetles, gilded with strange golden patterns...
- 3 Clay vessels holding mysterious liquid that seems to move when exposed to light...
- 4 Bones wrapped in long yellowed leaves; they spring to life when drenched in blood...
- 5 Intricate weaving made of hair, the pattern almost like writing...
- 6 Giant mummified wings, twitch when touched...
- 7 Glass figurines filled with unknown dust. Their faces are hideous and frightening...
- 8 Another sarcophagi with a strange creature sealed within; it whispers to be freed...



9 Fury Halls

Hot, rancid air makes breathing difficult, while the impenetrable dark of the ceilings seem to echo with the sound of hideous buzzing...

A series of high ceiling chambers known to contain legions of Leipodop. Some view this place as a heroic proving ground. To "Run the Fury Halls" and survive is viewed as an esteemed deed; others see it as a death trap for the foolish.

Encounters

For every 10 minutes spent in the Fury Halls there is a 1-in-3 chance of encountering 1d3 Leipodop.

Features

- 1 Cairn of Rags** - Piles of festering leather litter the grounds here. Closer inspection reveals them to be the mouldering skins of the Leipodaps' countless victims. Each pile can be scavenged in 1 minute and contains 1d6 items of note.
- 2 Egg Chamber** - The air reeks with a stinging sweetness; a thick molasses-like sludge coats the walls in places. Inspecting the sludge reveals dozens of translucent Leipodap eggs, the sludge acting as protective coating and nutrients for hatching. The eggs can be sold as dangerous contraband, worth 300 for every dozen. The eggs and sludge smell strongly, and carrying them in an unsealed container risks being hunted down by Leipodaps attracted to the scent...

10 Garbage Sluices

Torrents of roaring waters can be heard echoing down the tunnels. Enormous rusted gates rattle and creak as a flood of sewage rushes down corroded stone channels into the mysterious depths...

Giant metal sluices barely control the flow of constant rushing sewage here. There are 1d6 channels, each measuring 20 feet across and 40 feet deep: all are filled with a coursing river of effluent. Those who attempt to cross the channel take their lives into their own hands.

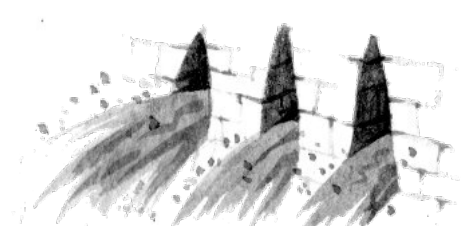
Crossing the Sluices

The water and refuse of the city rush at such a speed they cannot be crossed safely on foot. Tools, magic, or ingenuity are required to pass this landmark.

Those who fall into the river of sewage without a safety line are dragged away, never to be seen again...

Features

- 1 Folly's Web** - Dozens of decaying ropes and handmade bridges attempt to span the Sluices and bring travelers to the other side; safety is not guaranteed. The bridges or ropes provide a means to cross, but each crossing has a 1-in-6 chance of breaking and sending the victim plummeting into the rushing waters below.
- 2 Sewertide** - The channels here periodically empty and fill like the tides of an ocean. Each day, at the same time, the channels are empty (save for a thick quagmire of sludge) for 1d12 hours. However, once the time is up, the Sewertides rush in with a vengeance.





11 The Grand Dais

A great plateau lies in the center of a sea of filth, its surface capped with metal, glass, and fired clay; a great mosaic, its beauty is hidden from the greedy eyes above.

Nobody knows who built the great raised platform but undoubtedly they never meant for the beautiful mosaic to be surrounded by the sewer.

What is the Dais?

Each Dais is a herculean feat of artistry and engineering that puzzles both explorers and scholars alike. It is unknown how many are hidden within the Undercity, each a unique piece of art wholly unto itself.

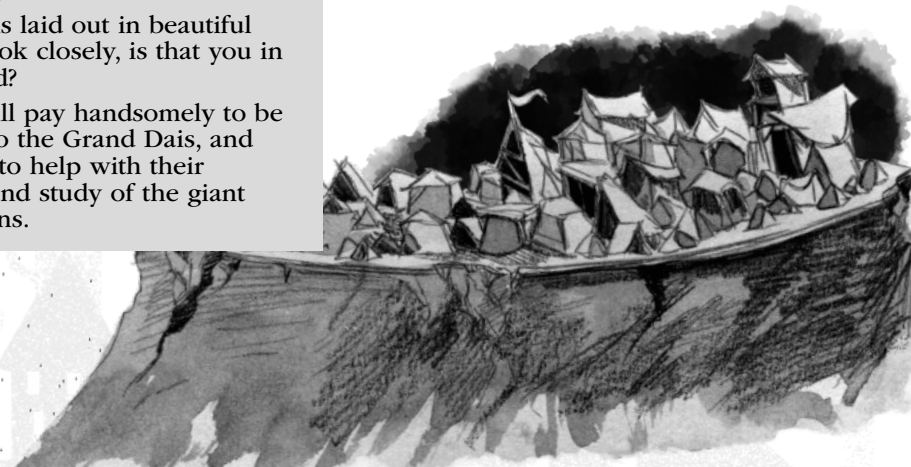
1d8 Dais Imagery

- 1 A great battle of fleas against a titanic coiling worm.
- 2 Hundreds of gods and deities, each being beheaded or a similarly grim fate.
- 3 A sea of fire, spreading to devour the world and all its people.
- 4 The story of a giant ferocious wolf carrying folk to safety on its back.
- 5 Ancient rulers, devouring gold and transforming into daemons.
- 6 An endless sea of portraits, each realistically depicting someone.
- 7 Concentric circles of skeletons being buried and danced upon by the living.
- 8 The city is laid out in beautiful detail. Look closely, is that you in the crowd?

Scholars will pay handsomely to be safely led to the Grand Dais, and even more to help with their recording and study of the giant constructions.

Features

- 1 **Tepid Bazaar** - A great tent city is built upon the crumbling art where travelers can dry their clothes and barter for goods. Directions to stalls and names of alleys are based on the art underfoot, some merchants even naming their enterprises off of the nearby imagery. The Tepid Bazaar freely buys and sells most common goods and has 1d6 random magical artifacts for sale among its various stalls.
- 2 **Sanctified Ground** - The Dais and art here is viewed as a neutral and peaceful ground, a custom is upheld by most members of the Undercity. Enemies and rivals meet to broker peace and negotiate without fear of violence and bloodshed. Those who break this tradition are openly shunned and despised by members of the Undercity, news of the desecration traveling quickly through the many communities.
- 3 **Pilgrimage Spot** - Many folk, both Undercity and above, view the Grand Dais as a sacred point and make regular pilgrimages to it. There is no specific religion or ritual surrounding the dais; rather, the dais has a magnetic and hallowed power that is respected by many who gaze upon its awesome beauty.



12 Great Trash Pile

A gigantic accumulation of refuse that has come from every corner of the city, the only thing more immense than its size and diversity is its stench.

An apocalyptic amount of trash has gathered here, a combination of collective dumping and the convergence of several tunnels into this titanic space. Large enough to cover several city blocks, the Great Trash Pile quakes and grinds its way through the tunnel like an iceberg.

Scavenge

The Great Trash Pile bustles with life. Creatures root through the refuse for easy meals, while enterprising individuals scavenge through it for reusable goods and bits of treasure.

Adventurers may spend time scavenging through the Great Trash Pile for something usable or shiny. **For each hour spent scavenging, roll on the table.**

D20 Scavenge Result

- 1 *Trash Quake*, save v. Breath or suffer 1d6 damage. 1-in-10 chance of a "trash-slide," in which case the damage is 3d6.
- 2-5 *Hungry Creature*, roll on the encounter table (pg. 122).
- 6-7 *Unfriendly Scavengers*, 1d6 Scavengers who demand whatever you've found or an equal amount in coin.
- 8-9 *Helpful Scavengers*, helpful folk, willing to work together. For additional scavenging attempts, double any valuables found and avoid trouble or damage.
- 10-14 *Something Edible*, 1d3 questionable food or drink items.
- 15-19 *Something Useful*, 1d3 slightly worn tools or weapons.
- 20 *Something Shiny*, a random magic item.

Features

1 The Rag Queen's Vestments -

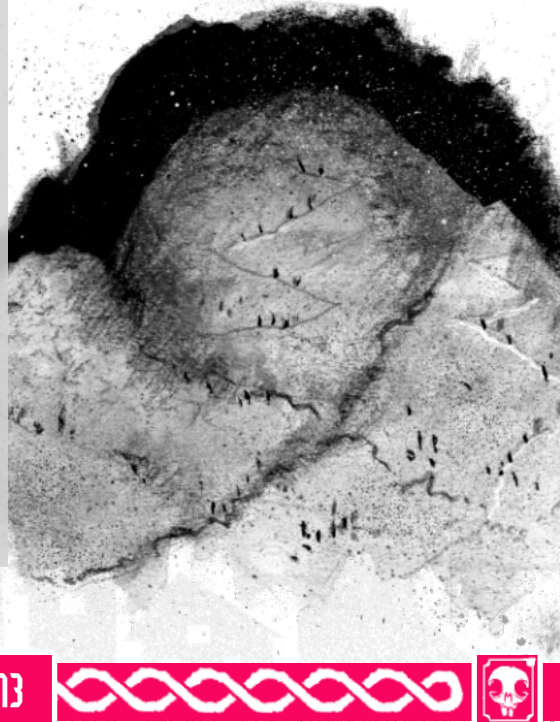
A painted hut built upon stilts; hundreds of clotheslines laden with colorful cloth surround it like a spider web. One of the many homes and businesses of the marvelous and sultry Rag Queen. The Rag Merchants will buy and sell clothing or cloth goods and are able to tell the quality, origin, and hidden lore of any piece of cloth.

2 Pursof's Purloined Goods - An

enormous ramshackle cart, stacked with an impossible amount of junk. The mobile home and business of the crusty and cantankerous merchant Pursof. Pursof and his crew will buy and sell tools and contraband.

3 Sewer Walrus Mating Grounds -

A chorus of bellows sound from the sloping shores of garbage and liquid waste. Hundreds of Sewer Walruses use the Great Trash Pile as a mating ground, sending many of the males into a violent rut. Every hour spent in the Great Trash Pile, there is a 1-in-10 chance of encountering a hostile Sewer Walrus.





13 Humid Bowels

Hot air so thick with moisture that it could be cut with a knife, while the sound of corroded machinery plays for multiplicitous fungal life that seems to dance and sway to the noise.

Massive fungal growths have taken over the many large vent-houses used to control the stench of the sewers. It constantly extrudes massive amounts of heat and humidity into the surrounding area.

Harvesting Mushrooms

The edible and medicinal mushrooms here can be harvested at a rate of one pound every half hour. However, there is a 1-in-3 chance that the clutch will be poisonous or dangerous. Those with a background in foraging or mushroom identification do not run this risk.

Features

1 Mycellifulk Village - Concentric circles of huts made of twisted metal and loam forms a village for the mushroom-based mortals who inhabit it. Known as the Mycellifulk, they process and feed off of the piles of decaying matter found within the Undercity. They cannot speak, instead communicating via neural tendrils; however, most learn how to read and write in a local language to help with trade and communication. If peaceful contact is made, they are willing to buy tools and food and sell services as guides, translators, and hunters.

2 Spore Bloom - The air is hazy and stagnant with clouds of innumerable drifting spores. The fungal life has bloomed and released their dangerous spores across the chamber. Passing through this area without proper protection requires a save v. Poison or suffer one of the following effects:

1d4 Spore Bloom Effect

- 1 *Hallucinations* - Terrifying hallucinations for 1d6 hours, requiring you to save v. Madness when performing risky or dangerous actions.
 - 2 *Paralysis* - Drowsy for 1d6 mins. then paralyzed for 1d3 hrs.
 - 3 *Pneumonia* - A wretched cough that persists for 1d6 days; save v. Poison at the start of each day or suffer 1d6 damage as blood and phlegm are coughed up.
 - 4 *Necrosis* - An organ begins to shut down; lose 1 hit point per day that cannot be recovered naturally. This effect can only be cured by medicine, an apothecary, or magic. A face mask gives advantage on saves, while a respirator or gas mask avoids the hazard entirely.
- 3 Marching Mold** - The walls crawl with a film of deep crimson mold, lurching and twisting where the shadows are darkest. A sentient and dangerous mold hunts and stalks this area like a predator. The mold is attracted to body heat, but will avoid and retreat from fire and powerful light. Those who fail to ward off the mold must save v. Breath every minute or suffer 1d6 damage as the mold tears at skin and drains blood.



14 Ink Pits

A smell like rotting leaves and boiling pitch. Black pools of ink bubble and churn like tar; spattering and staining every surface they touch.

The corrosive Ink Pits have eaten through pipe and stone and found their way to the depths of the Undercity. The otherwise stagnant black pools seem tranquil; however, there is no telling how deep they go or what might be lurking in their opaque depths.

Features

1 The Writing - Scratched and spattered onto the walls around the Ink Pits are pictographs and strange writings, nearly indecipherable. Rumors abound of mad scribes flushed down with their coagulated inks, forever trapped in the pits. The strange writings and scribbles can be studied and compiled; each hour spent sorting through the writing reveals:

1d20 Ink Pit Writing

1-10 *Nothing*, a rambling or messy dead-end.

11-13 *Esoteric Literature*, archaic poems, tragic plays, or contemplative tales; a beautiful and rare work of art. Scholars will pay up to 1d3x50 coins for a proper transcript and translation.

14-15 *Alchemical Formulae*, arcane symbols and charts weave together a strange and powerful chemical process. Alchemists will pay up to 1d10x50 for a transcript and possibly a sample of the formula's product.

16-17 *Forgotten Theorem*, pictographs, charts, and manic scribbles reveal an equation of terrible precedent. Scholars will pay up to 1d10x50 for a transcript or to have it destroyed...

18-19 *Expunged Histories*, historical account of some terrible event, mysteriously absent from recorded history. Scholars will pay up to 1d8x100 for a transcript, while aristocrats will pay to have it destroyed...

20 *Eldritch Ritual*, swirling symbols and words of power give instruction on the preparation and performance of a grand magical ritual. Those who know of this ritual will be hunted down by wizards and their cohorts.

2 Ink Dredgers - Small messy camps of ink-stained folk dredge the pits for items and to create a special ink. Utilizing rakes, nets, and an odd series of machines, the Ink Dredgers search for odd bits and baubles to clean and resell, all while cleaning and recycling the ink into a special brand of extra-dark ink prized by many scribes. The Ink Dredgers sell up to 1d20 common goods (all stained with ink) as well as "Undercity Black" ink.

Alternatively, offering to help the dredgers with a day's work earns 1d3 vials of Undercity Black ink.

Undercity Black Ink

An ink black as night; swirls with subtle vibrancy, yet devours all light.

Made only in the Undercity, this ink is utterly permanent and waterproof. Prized by those who make their living with calligraphy and writing, it holds a mythic reputation among scribes and craftsmen.

Cost: 6/12/60/600, or 12/24/120/1200 to Scribes, Archivists, or similar professionals





15 The Rib Cage

Rows of great white bones stretch for miles and disappear into the darkness, bones as large as castle turrets, covered in etchings like titanic scrimshaw ivory.

The bones have existed longer than any living memory. Strange carvings are etched into their ivory surface as well as directions, pleas for help, and offers of raunchy encounters.

Rib Cage Graffiti

Characters may spend 1 hour studying the etchings with a chance of finding something interesting.

1-in-20 chance of something useful:

- Directions to a safe camping site.
- Recipe for a fortifying tonic.

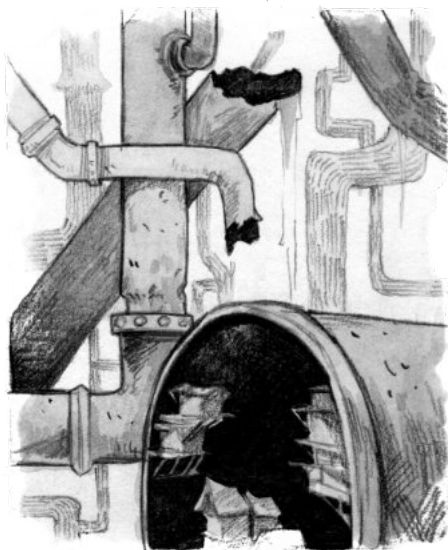
1-in-100 chance of something grand:

- Treasure map to a Noble's grave.
- Star-chart predicting the future.
- A great and terrible spell...

Features

1 Lantern Village - A sparkling refuge of civilization lives within the Ribs, known for their floating paper lanterns used to ward off evil spirits. A place of relative peace and tranquility in the Undercity. Food, lodgings, and supplies may be purchased here. During festivals many of the inhabitants dress up in costume and don paper-mâché masks in order to confuse spirits.

2 Ivory Shrine - Not all who live within the white towering bones feel that they should be regarded as a home and instead see it as a holy space. Believing that some of the etchings are teachings from a higher being a cult actively seeks out and attacks any who would deface them and act against any new establishments in the Rib Cage. An ample and pious donation avoids such fates.



16 Pipe Maze

Enormous pipes of crumbling clay and corroded metal twist and coil in every direction like colossal snakes; mysterious sounds emulate and echo from within...

The remains of countless water and waste pipes for the city have since collapsed into disuse and disrepair. Jutting out of the ground and sky like enormous twisted veins, there is no telling what dangers hide within these great hollow colossi.

Traveling the Pipes

The pipes in this room lead to every corner of the city and the larger ones can be traveled much like a cave tunnel. Traveling the pipes in this way takes 1d6 hours and leads to one of the following locations:

D6 Pipe Locations

- 1 Nearby Undercity landmark
- 2 Open sewer on the city surface
- 3 Dry well on the city surface.
- 4 Inside an abandoned building
- 5 Inside an occupied building
- 6 Privy of an aristocrat's home

There is a 1-in-3 chance of encountering something traveling, stalking or nesting within the tunnel. Roll 1d20 for the encounters.





17 The Sinking Falls

A cathedral-sized cistern where sewer waters converge into a great star-shaped hole. Unimaginably deep, the roaring sound of coursing water is ever-present.

This massive vertical drain constantly flows with the brackish and befouled sewer water from the city above. No one knows for certain where the water flows to as it rushes into the cistern below, causing many to be cautious of the water, lest they disappear into the drowning darkness below.

Navigating the Sinking Falls

Traveling through this area without proper guidance or tools can prove dangerous as rushing waste-water pounds against the walls and slick filth collects on every surface. Traversing the slippery footholds and recesses without climbing tools or similar gear risks one of the following.

D6 Effect

- 1 *Miraculously safe.*
- 2-3 *Difficult Travel*, lose 1d3 hours.
- 4-5 *Tumble*, 2d6 damage from slipping and falling.
- 6 *Hard Tumble*, 4d6 damage from a hard and dangerous fall.

Those who are knocked unconscious or reduced to 0 hit points from this, fall into the rushing waters below, never to be seen again.

Features:

- 1 Cave Fishery** - Hundreds of nets suspended from the walls by long poles and high-tension lines. A hot spot for catching the "Ghost Trout," blind and semi-translucent cave fish that climb up the sewer falls for spawning. The anglers and fishers will buy and sell fishing related food and tools.
- 2 Stilt City** - Impossibly suspended by countless platforms, rope, and stilts sits a staggered complex of ramshackle buildings. Built above the rushing water, this bustling micro-city makes its living from catching the treasures that filter down the rivers and sewer-falls towards the convergence. The Stilt City freely buys and sells most common goods and has arrangements for lodging.





18 Slime Forest

What was once a rich arboreal game-lands has fallen to rot and decay deep within the earth. Trees still stand upright are covered with thick sticky mucus in place of leaves. Trails of stepping stones mark long forgotten paths through the slimy terrain.

Navigating the Slime Forest

The ubiquitous slime makes the forest slow to cross without proper tools or guidance. Traveling safely adds an extra 1d3 hours to travel time, while traveling quickly causes characters to become coated in slime, causing feats of agility to be at disadvantage until cleaned off.

Stilts or similar precautions avoids this danger.

Hunting the Slime Forest

Parties equipped with hunting gear and traps may attempt to hunt the wildlife that hides in the forest.

Hunting here for 1 hour yields one of the following:

1d10 Slime Forest Finds

- 1-5 Nothing, all is quiet.
- 6-7 Juicy isopod or bulbous grub, 1 meals' worth.
- 8 Large vole or slithering worm, 1d3 meals' worth.
- 9 Corpulent soft-shell turtle or blind cave hog, 1d6 meals.
- 10 A large and irate creature, roll on the encounter table twice and take the higher roll.

Features

1 Hunting Grounds - Gently rolling hills once spotted with huge thick trees that hung with moss and trailing vines. Now the rotting and sodden vegetation harbors not idyllic wildlife and game but twisted and warped creatures.

Anyone attempting to hunt in the slime forest must roll on the encounter table.

2 Green Man - A verdant spirit haunts these woods. Once altars were bedecked and anointed to them in hopes of a good hunt, now they wander the forest, chasing echoes of hunts long ago. Moldering skeletons of their hunting companions still follow them, leaving ooze and slime wherever they step.

Those who encounter the Green Man may challenge them for their favor. If the spirit accepts, they will choose an appropriate task for the party to undertake.

1d3 The Green Man's Task

- 1 Seek out a mighty beast and offer its heart to the Green Man.
- 2 Hunt a beetle with wings of light and bring it back unharmed.
- 3 Survive until morning as the Green Man's party hunts you.

If the challenger completes the task and survives, they will receive the favor of the Green Man, ensuring whatever they hunt will always meet a swift end.



19 The Vents

Thousands of vents, pipes and tunnels line the walls and ceiling like the inside of a massive beehive. The air is heavy with putrid gas that is heard hissing from the vents above...

A massive honeycomb-like chamber full of tunnels that pump in the putrid vapors of decomposing garbage from above.

Save v. Poison or become sickened for 1d3 hours; a face-mask or breathing apparatus prevents this. Additionally, open fires have a 1-in-6 chance of detonating, dealing 1d6 damage to all in arm's reach.

Features

1 Scalding Vent - A series of levers and valves trap the increasing heat from the decomposition and other means and release it on a timed schedule. Each day, at the same time, the tunnels are oppressively hot but passable for 1d12 hours. However, when the time passes the vents release their scalding and sometimes flammable air, cooking anything that doesn't get out in time.

2 Gas Farms - Those who can handle the stench have begun bottling and distilling it for sale.

Venter Gas

Bottles of volatile foul-smelling gas.

Bottled by folks in the Undercity, the gas is a handy if unsavory tool.

Venter Gas Types:

Explosion - Explodes when exposed to flame for 1d8 damage

Sleep - Lulls the individual into a restful sleep for 1d4 minutes.

Rancid - A foul and unbearable stench, causes sickness for 1d6 minutes and will clear a room.

Cost: 5/10/50/500

Memory wipe - A stench so sharp and acidic it causes the afflicted to forget the last 1d3 days.

Cost: 50/100/500/5000

3 Dirigiblewerks - A curious and vertical shipyard stretches to the ceiling. Docks and gangplanks are haphazardly stacked on top of each other while strange canvas and wood contraptions are filled with gas from the vents.

Undercity Dirigible

A rowboat-like vessel, suspended by a foul-smelling canvas balloon and rigging.

Small enough to travel through many of the Undercity locales, and easy to break down for transport through the tunnels, the Undercity Dirigibles are an inventive vehicle crafted by the Dirigiblewrights.

It should be noted that such vehicles are banned by the Nobles, as they make it too easy to approach and assault their Spires...

Cost: 2000 (contraband on surface)

Speed: Fly 54 Miles/Day
or 6 Miles/Hour

Carry Capacity: As much as a small horse-cart or 4 passengers.





20 Yawning Lake

A titanic cavern of brick and stone opens to reveal a vast nocturnal sea. Small waves gently lap on shores of sand and broken mortar while the edges of the lake disappear into the dark.

Some Undercity dwellers consider the Yawning Lake to be limitless, more sea than lake. Lights have been seen sparkling out on its waters from time to time.

Traversing the Yawning Lake

The presence of the lake makes traveling through this landmark lengthy, adding an extra 1d3 hours to cross it via the winding shoreline. Cutting through the lake by boat or some other watercraft ignores this.

Features:

- 1 Flotilla Barge** - An island of watercraft and scrap, all stacked and lashed together into a floating hamlet complete with its own docks and residents. The Flotilla Barge freely buys and sells tools and food, and has arrangements for lodging. They will also provide speedy transportation across the Yawning Lake for 1d6 coin.
- 2 Sea-side Village** - A ramshackle collection of huts, rafts, and docks made from scrap and recycled items. The air reeks of fish and chum, yet the catches from the lake are alien and strange... The Sea-side Village freely buys and sells most common goods and has arrangements for lodging.
- 3 Lake-Beast** - A ripple drifts along the surface of the lake as something terrible stirs beneath the surface of the water. Crossing the Yawning Lake risks a 1-in-6 chance of encountering this mysterious and dangerous beast. Be wary...



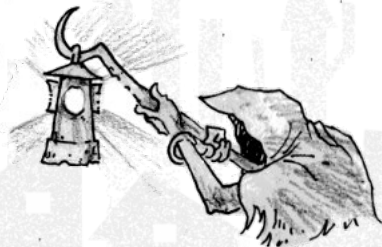
1d12 General Features

The following features may be used alongside or to replace the features listed with the Landmarks.

- 1 Kiln** - A series of large ovens are layered in an ascending line to increase their ability to generate heat. A collective of craftsfolk operate the kiln to make all manner of primitive and beautiful ceramics, as well as cook up some delicious foods. Food and ceramics may be bought here; furnace or pottery services are offered for fair prices.
- 2 Hamlet** - A humble collection of buildings make up a small and tight-knit community of Alley-Whelps and outsiders. They are cautious but friendly to well-meaning outsiders; however, there is a 1-in-6 chance they are in need of some good, service, or dangerous task. Food and lodging may be bought here, along with 1d3 random tools or services.
- 3 Top-Side Merchant** - A merchant from the surface has brought their wares and livelihood to the Undercity. Their large cart has been converted into a makeshift hovel and the merchant is usually a little worse for wear and in need of help securing more goods from above. The merchant buys and sells either food, tools, or clothing for common prices.
- 4 Dangerous Wildlife** - A dangerous creature has moved into this area, perhaps to hunt or perhaps to escape a larger threat. Roll twice on the encounter table and take the higher roll.



- 5 Pesky Vermin** – Small and troublesome life has infested this place. Sewer rats, dire fleas, or cave gulls run amok and will gladly snatch supplies from those unprepared. Passing through this area risks a 1-in-3 chance of having half of any rations or food the party is carrying pilfered or spoiled. Food must be secured in a locked chest or bin in order to avoid this fate.
- 6 Foraging Spot** – A patch of palatable bounty may be foraged here. Aromatic cave moss clings to damp walls, succulent morels spring from warm soil, and plump grubs slowly crawl across the ground. Each day, 1d3 hours may be spent to forage 1d6 meals' worth of food. There is usually a group of cautious Alley-Whelp foragers gathering food and a 1-in-6 chance of a random encounter.
- 7 Descent** – The entrance to a place that descends below the Undercity. A cave entrance, a carved entryway, or a mysterious chasm that plummets deep into the earth. What lies beyond is a mystery to most; only ominous rumors and hearsay hint to what might lie within...
- 8 Trophy Hunting Camp** – A group of 1d10 Trophy Hunters from the surface have set up a fortified camp as their base of operations. Purely here for sport, they boast a dangerous amount of armaments and intend to use them on the various creatures and oddities that stalk the Undercity. Weapons and tools may be bought and sold with the camp, and food and lodging is offered if you join or assist their hunt. However, they are a dangerous lot, and if their mood sours they are more than happy to hunt you for a cheap thrill.
- 9 The Old City** – Remnants and ruins of the previous cities lie broken and scattered. Crumbling homes press into each other, shattered towers act as supports for the ceiling, and ancient alleys feel like cavernous tunnels. Abandoned buildings may be searched and offer possible safety, but hidden dwellers stalk the ruined streets when no one is looking...
- 10 Hermitage** – A lone denizen makes their home far from the reaches of others. Hidden away in a small and spartan dwelling, they commune with the secrets of the city and ponder the dreams of the Wurm below. If peaceful and amicable contact is made with the hermit; they may offer you a spell, a boon, or a grand secret...
- 11 Forgotten Machinery** – Great and terrible machines of a bygone age litter the area. Massive gears, pipes and all manner of mysterious instruments corrode away into piles of rust. Scholars or inventors will pay handsomely to be safely led to this place, and even more to help with their recording and study of the giant constructions.
- 12 Memorial** – A memorial complex marks a site of great importance or tragedy. Black stone slabs are etched with a dedication to a terrible event, the grave of one or many, or perhaps some unknown tragedy. There are always 1d6 mourners or pilgrims paying their respects to the memorial and 1d10 Alley-Whelp guards and tenders. So long as you are respectful and courteous, you may camp here without risk of random encounters.





Undercity Encounters

“The sordid and trash-choked tunnels of the Undercity are home to all manner of hungry monster and violent mystery...”

Roll on the encounter table:

- Every mile traveled
- Each Landmark entered
- At the start of each new day

The GM may roll 1d10 for areas that are safer and 1d20 for areas that are more hostile or wild.

Add 1d6 to the encounter roll if characters are being loud or have recently been in a fight. Add 1d6 if the characters are expediting their travel.





Undercity Encounters Table

ENCOUNTER AND 1D6 MOOD

- 0-5 Nothing, all is quiet for now...
- 6 1d10 Trash Egrets **Mood: 1-2** Spooked, avoid characters. **3-5** Curious, follow and attempt to steal food. **6** Hungry, attack unless given meal.
- 7 Caravan, 3d6 Delvers, Merchants and 1d3 Trophy Hunters **Mood: 1-4** Indifferent, only stops for business. **5-6** Helpful, open to trade and offer safe passage along their route.
- 8 1d6 Mutants **Mood: 1** Friendly, asks for assistance if able. **2-5** Indifferent, just want to be left alone. **6** Hostile, looking for food.
- 9 1d3 Hulking Silverfish **Mood: 1-3** Indifferent, hostile if bothered. **4-5** Hungry, attacks unless fed. **6** Hostile and aggressive.
- 10 Grimbender **Mood: 1-3** Indifferent, hostile if bothered. **4-5** Hungry, attacks unless fed. **6** Hostile, waits to ambush.
- 11 1d3 Trophy Hunters **Mood: 1** Friendly, willing to trade and talk **2-4** Indifferent. **5-6** Demands ransom or attacks.
- 12 Nachtwik **Mood:** Silently follows characters until exorcised.
- 13 Banished Aristocrat and 1d3 Delvers **Mood: 1-2** Indifferent, hostile if bothered. **3-6** Demands ransom or attacks.
- 14 1d6 Chiroharpies **Mood: 1-3** Indifferent, hostile if bothered. **4-5** Hungry, attack unless fed. **6** Hostile, waits to ambush.
- 15 Ambush, 1d8 Delvers **Mood: 1-4** Demands ransom or attacks. **5-6** Hostile, waits to ambush.
- 16 Leipodap **Mood: 1** Hiding, hostile if bothered. **2-3** Hungry, attacks unless fed. **4-6** Hostile, waits to ambush.
- 17 Waking Wall **Mood: 1-2** Curious, looking to make a deal. **3-4** Hungry, attacks unless fed or bargained with. **5-6** Hostile, waits to ambush.
- 18 Gulper Toad **Mood: 1-2** Hiding, hostile if bothered. **3-4** Hungry, attacks unless fed. **5-6** Hostile, waits to ambush.
- 19 Numenwicht **Mood: 1-2** Indifferent, hostile if bothered. **3-4** Irate, demands obedience or attacks. **5-6** Hostile, fervent.
- 20 Wurmtongue **Mood:** Hostile and aggressive, seeks to kill and maim.
- 21 Leipodap Swarm **Mood: 1-3** Hungry, attacks unless fed. **4-5** Hostile, waits to ambush. **6** Hostile, attacks without warning and pursues.
- 22 Fell Hunting Party; Banished Aristocrat, 1d6 Delvers & 1d4 Trophy Hunters **Mood: 1-2** Indifferent, hostile if bothered. **3-5** Demands ransom or attacks. **6** Hostile, waits to ambush.
- 23 1d6 Sewer Walrus **Mood: 1-3** Irate, attacks to scare off characters. **4-6** Hostile, attacks without warning and pursues.
- 24 Seething Rabble; 2d6 Mutants and 1d6 Scrapgrafts **Mood:** Frenzied, attack and pursue anything in their path.
- 25+ Siltlurker **Mood:** Hungry and aggressive, attacks to kill and eat.





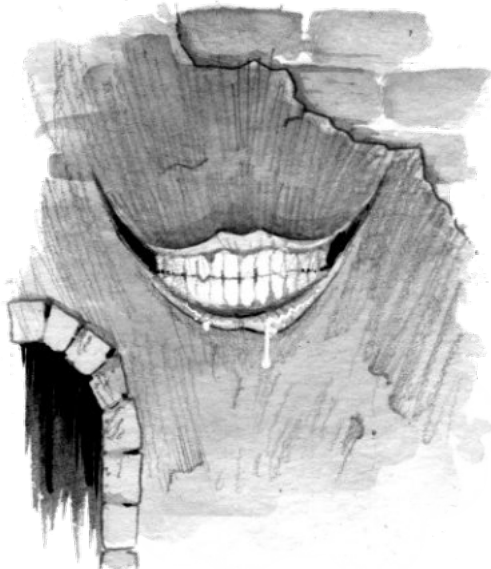
The Waking Wall

- **Defense:** As Plate
- **Hit Dice:** 6HD
- **Hit Points:** 48
- **Move:** Double Standard
- **Damage:** Bite 1d10
- **Quantity:** Solo
- **XP:** 900
- **Camouflage:** When still a Waking Wall is nearly invisible to the naked eye, save for the sound of clicking teeth.
- **Wall Glider:** The Waking Wall can travel across any flat surface so long as they are physically connected.
- **Swallow Whole:** *A bottomless gut that is always hungry...* **As attack,** anyone within arm's length, save v. Hold or Breath, **Failure:** Swallowed whole and 2d6 damage each turn until you escape.
- **Serrated Teeth:** *A cruel smile of sharpened teeth.* There is a 1-in-20 chance when the Waking Wall deals damage that it snaps off a random body part, devouring it with a grin.

A silent shape drifts along the sunless walls as teeth glint in the dim light. The wall parts into a pair of grinning lips, revealing a monstrous smile of vicious teeth. It hisses in hungry anticipation as a bead of drool drips from its lips...

These cruel and ancient creatures have stalked the darkest parts of the city since the beginning. The Waking Wall appears as a disembodied mouth that glides along the broken walls and cavern floors of the Undercity. A stealthy and cunning predator, it ambushes unaware victims and disappears as soon as it has had its fill.

Despite their cruelty, they are not simple monsters. Capable of speech in many modern and archaic languages, they are deviously intelligent with stores of secret and profane information. "A pound of flesh for a secret," as the beings mockingly say...



Waking Wall Secrets

The walls hear and see everything in the city. They have been listening and observing since the first secret was whispered in the dark, delighting in the untold and hidden truths that built the world above...

Those who manage to make contact with a waking wall and offer it 1d6 meals' worth of fresh meat will be granted a secret about the city.

1d8 Waking Secrets

- 1 The illegitimate child of a noble who bears terrible powers.
- 2 Grim revelation of a character's true lineage and parent.
- 3 Location of a secret body that "guides" city officials.
- 4 The resting place of a heretical spellbook fashioned from skin.
- 5 The name of a cult that seeks to bring a mighty calamity.
- 6 A way to commune with the beating heart of the city.
- 7 The knowledge of who killed a loved one.
- 8 The way to seek the Wurm that sleeps below...





Leipodap

- **Defense:** As Leather
- **Hit Dice:** 4HD
- **Hit Points:** 20
- **Move:** Fly Double Standard
- **Damage:** Serrated Claws 1d4/1d4/1d4, or Proboscis 1d4 and Digestive Fluid
- **Quantity:** Solo, Eclipse 1d6, or colony 3d6
- **XP:** 800
- **Camouflage:** When still and hidden on a wall, a Leipodap is nearly invisible to the naked eye, save for the smell of rotting cedar.
- **Digestive Fluid:** *A fluid meant for dissolving soft flesh and organs. Save v. Poison every minute, or suffer 1d4 damage from the acid; this persists for 1d20 minutes.*
- **Prismatic Wings:** *The Leipodap beats its hypnotic wings furiously. Anyone within eyesight, save v. Breath. Success:* Sickened, the color is overwhelming. **Failure:** Paralyzed as long as you remain within eyesight.

A low hum in the claustrophobic dark that is felt but not heard. The crumbling wall begins to shift, a creature hidden in plain sight against the facade. There is a burst of movement and the air fills with a deafening buzz. Vision blurs and consciousness ebbs away as a kaleidoscope of violent hypnotic colors pulse and dance against the wings of an enormous carnivorous moth.

Rightfully feared, the Leipodap leaves behind only the desiccated skin and bones of its victims, earning them the nickname “Skinner Moths,” and a reverence typically only afforded to serial killers. Standing 8ft tall with a 10ft wingspan, this giant moth roams the deep and sunless back alleys searching for prey. Its mottled ragged wings mimic the pattern of ruined brick and crumbling mortar, providing camouflage as it waits against building facades to ambush

its next meal. They are solitary creatures, only congregating during the mating season, a dangerous and mysterious event as few survive long enough to document the behavior.

The scales on the back of the Leipodap’s wings are almost holographic, allowing for subtle shifting of muted colors to assist with blending into the environment. However, their undersides are another story altogether: hundreds of dizzying colors that shift and blend with the subtlest changes in light and movement. When beaten quickly it overwhelms the visual synapses of sentient creatures, causing them to go comatose for a brief period of time. Just long enough for the Leipodap to begin digesting and drinking the victims’ insides.





Sewer Walrus

- **Defense:** As Chain
- **Hit Dice:** 8HD
- **Hit Points:** 40 (Trash King 60)
- **Move:** Half Standard, Swim Standard
- **Damage:** Slam 1d8 and Weighted Blow, or Tusk Gore 1d10
- **Quantity:** Solo, Huddle 1d6, or Beach 3d6 and Trash King
- **XP:** 1000
- **Bull Rush: As Attack,** the Sewer Walrus barrels into opponents with a fury. If the Sewer Walrus moves more than 10 feet before attacking, it may make both a Slam and a Tusk Gore attack. If the opponent is knocked down from the Slam, Tusk Gore does maximum damage.
- **Senses:** The sewer walrus is blind, but can reliably locate prey based on sound and smell.
- **Weighted Blow:** *The Sewer Walrus throws its full weight into its attacks. Save v. Hold* or become knocked down.

Deep throaty bellows reverberate through the tunnels. A massive beast coated in scars and filth drags itself with a pair of flippers. Its face is laden with sores and its mouth filled with vicious mismatched tusks.

Weighing roughly 2,000 pounds and measuring 12 feet in length, the Sewer Walrus is the vicious, diseased, and subterranean counterpart to its seaside cousin. They have adapted to their environment over the countless generations, evolving powerful mole-like claws to dig out beaches in the crumbling tunnel walls. They are completely blind, a byproduct of a life with little to no sunlight.

When provoked or in a rut they are incredibly aggressive and territorial, wielding their massive weight and face of jagged tusks to brutal effect. Delvers know to avoid particular areas when Sewer Walrus mating calls echo through the tunnels and



Grimebenders will intentionally move their hunting grounds to avoid being torn apart by territorial Walrus bulls. It is specifically during mating season that Sewer Walruses are their most dangerous, taking over beaches, murdering trespassers, and congregating around the largest and most powerful males, colloquially called "Trash Kings."

Sewer Walrus Leather

The leather made from the hides of these terrifying beasts have been known to withstand crossbow bolts; just needs a VERY thorough cleaning is all...

Sewer Walrus leather is a prized good and is fashioned into everything from sailing rope to delver boots, all boasting an incredible strength and resilience.

Each walrus yields 1d6 yards of hide and takes 1 hour to process

Cost, per yard:

Hide: 8/16/80/800 coins

Leather*: 15/30/150/1500 coins

*Must be processed by a Tanner





Grimebender

- **Defense:** As Hide
- **Hit Dice:** 5HD
- **Hit Points:** 30
- **Move:** Standard, Swim Double Standard
- **Damage:** Bite 1d10 and Snaring Teeth
- **Quantity:** Solo
- **XP:** 700
- **Camouflage:** When still and hidden in muck, a Grimebender is nearly imperceptible.
- **Lure:** *An anglerfish-like lure that glows like a lamp but burns with an odd intensity.* Attracts curious and less wise prey, peering directly into the light makes vision difficult.
- **Snaring Teeth:** *Grimebender teeth pierce and snare like fish hooks.* **Save v. Breath** or become grappled. **Save v. Hold to escape** or suffer 1d10 damage every turn as the teeth pierce and tear flesh.

A light sways lazily in the dark, illuminating the soft wet filth that surrounds it. Something stirs beneath the light: two beady eyes peer out from the grime, rows of slender hooked teeth seem to twitch in the muck, and a large salamander form lies coiled, ready to snare its prey.

Roughly the size of fully grown alligators, Grimebenders are a species of predatory salamanders that sport a powerful bite, hooked teeth, and a bioluminescent lure. Capable of prowling the tunnels on foot or swimming through thick sewage with ease, they make their hunting grounds and spawning areas in every corner of the Undercity.

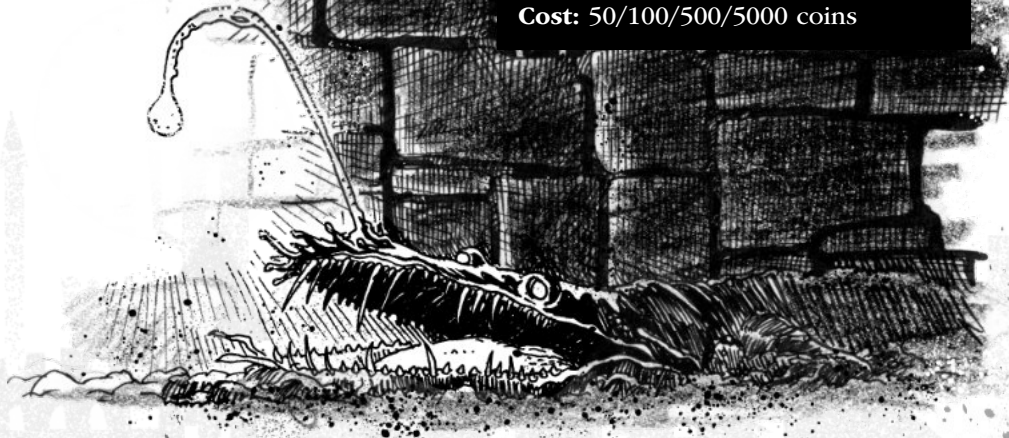
Predominantly ambush predators, Grimebenders use the element of surprise to take down larger or more dangerous prey. Hiding in the muck and waiting for days on end, they will pick high-traffic areas to hunt in, boasting an incredible memory and sense of direction. They avoid direct conflict unless desperate, choosing to snare their prey and pull them away from their allies, leading to horrifying stories told by delvers of friends being dragged away, screaming, into the dark.

Grimlamp

The Grimebender's lure can be harvested and fashioned into a special lantern by most of the Undercity's craftsmen.

Prized by some of the more disturbed Undercity delvers, it functions just like a lantern, but is fueled by blood rather than oil...

Cost: 50/100/500/5000 coins





Siltlurker



- **Defense:** As Scale
- **Hit Dice:** 12HD
- **Hit Points:** 84
- **Move:** Half Standard, Swim Double Standard
- **Damage:** Bite 2d10 or 4 Snaring Tentacles 1d3
- **Quantity:** Solo
- **XP:** 1500
- **Stunning Blow:** *Few ambushed by the beast realize they're already dead. Anyone ambushed and struck by the Siltlurker while unaware, save v. Hold or be stunned for 1d3 turns.*
- **Swallow Whole:** *As attack, save v. Hold or Breath, or be swallowed whole and suffer 3d6 damage each turn until you escape.*
- **Snaring Tentacles:** *Writhing limbs coated in ooze. Anyone struck by these attacks must save v. Breath or become grappled.*

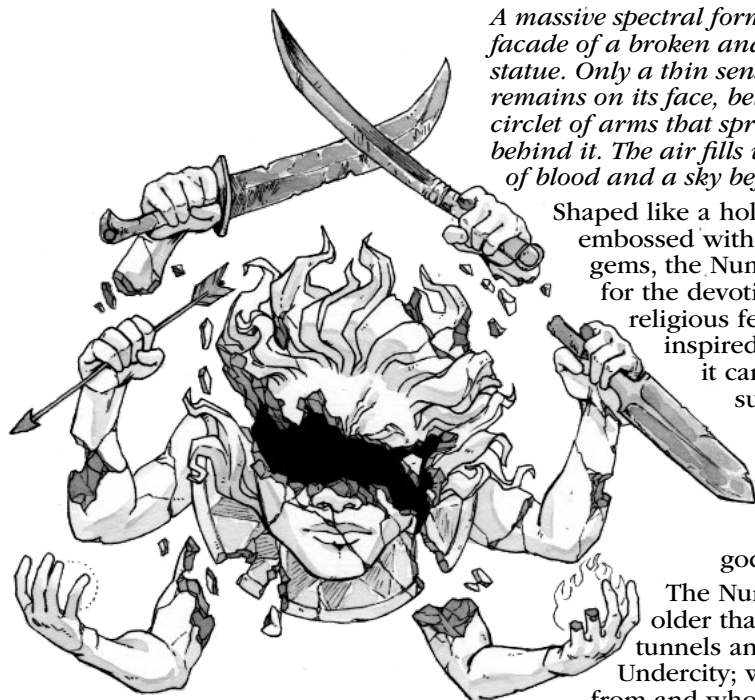
A gentle lapping of waves against a dirty shoreline is broken by the violent propulsion of a gigantic fish coming to shore, mouth agape. Behind the rows and rows of serrated teeth and thick mucus-covered tentacles that lash out, trying to grab anything its gaping maw cannot.

Siltlurkers are whale-sized fish that haunt the deepest and darkest waters of the UnderCity. Their long bodies are covered in bony plates that may see centuries of scars and nicks. They use their long snouts to snap at prey out of the water, their stout fins acting as feet to help them maneuver around while their whiskers ooze a sticky resin to trap escaping quarry.

According to fishermen and trappers, the Siltlurker has a habit of stealing from nets and capsizing small vessels to snatch the survivors from the surface. However, its beaching technique is what it is best known for, as few who are surprised by the creature live to tell of it.



Numenwicht



A massive spectral form takes on the facade of a broken and chipped statue. Only a thin sensual mouth remains on its face, belying the circlet of arms that sprout from behind it. The air fills with the smell of blood and a sky before a storm...

Shaped like a holy deity and embossed with gilt and gems, the Numenwicht lusts for the devotion and religious fervor it once inspired. Those who it cannot subjugate with its lording voice it seeks to vanquish with its godly arsenal.

The Numenwicht is older than many of the tunnels and halls of the Undercity; where it came from and who gave it life is unknown. While scholars have debated its connection with the many strange artifacts found throughout the Undercity, without the ability to interpret the language of the Numenwicht, there is little hope in understanding its fervent quest for worship.

- **Defense:** As Chain
- **Hit Dice:** 5HD
- **Hit Points:** 30
- **Move:** Fly Standard
- **Damage:** 4 As Weapon (2 ranged) and 2 Spells
- **Quantity:** Solo
- **XP:** 900
- **Command:** *The spirit demands obedience and service. As attack,* the Numenwicht may issue a simple command (kneel, disarm, halt) to be followed. Save v. Charm or obey the command until a new one is issued.
- **Sovereign Rage:** *None dare challenge its reign. Mind-altering spells or magic always fail against the creature and cause it to fly into a blind rage.*
- **Spells:** The Numenwicht knows Magic Missile 1d4 random spells.

Lodestone Weapons

The ancient weapons and blades of the Numenwicht are composed of finely crafted magnetic stone.

The weapons can be wielded by anyone with martial experience, while many monsters and magics have an aversion to the strange stone that composes them.

Cost: As normal weapon x2



Mutants

Through pollution, magic or the fell will of the city, some mortals are twisted into strange and horrifying forms. Many find purpose or comfort among the Alley-Whelps and fringe communities, while others go mad from the change and eek out a living as cruel and dangerous beasts.

Fisken

An enormous amphibious beast, its face appears as a bloated and stretched mortal with pulsing gills..

Armor: Hide | **HD** 2 | **HP** 12

Bite 1d6 | **Move:** Standard, Swim Double Standard

Swallow Whole: As attack, save v. Hold or be swallowed for 1d6 damage each turn.

Morale: Flees if reduced to less than half HP or battle appears to be lost.

Fleshweald

A shifting and undulating pile of flesh and bones that seems to drone.

Armor: None | **HD** 2 | **HP** 15

Slam 1d3 | **Move:** Half Standard

Sticky: There is a 1-in-6 chance any weapon that strikes this creature becomes stuck to it, requiring a strength check to pry it off.

Morale: Flees if reduced to less than half HP.

Metaroach

A massive four-legged roach, its face and hands eerily human.

Armor: Scale | **HD** 3 | **HP** 12

Bite 1d6 | **Move:** Climb Standard

Odor: When hostile, save v. Poison or be sickened for 1d3 minutes.

Morale: Flees if reduced to less than half HP or battle appears to be lost.

Rootman

A gnarled and twisted tree bearing painful sullen eyes among its twisting branches and vines.

Armor: Scale | **HD** 3 | **HP** 24

No Attacks | **Move:** None

Snare: Those within arm's reach of a Rootman must save v. Breath or become grappled and choked each turn for 2d6 damage.

Morale: Fights to the death.

Shademoth

A giant moth with bat-like wings of stretched skin that end in claws.

Armor: Hide | **HD** 2 | **HP** 6

Claws 1d8 | **Move:** Fly Standard

Morale: Flees if reduced to less than half HP or battle appears to be lost.

Verminik

An over-sized vermin with shaggy matted fur and humanoid claws.

Armor: Hide | **HD** 2 | **HP** 10

Bite & Claws 1d8 | **Move:** Standard

Frightening Fury: When hostile, save v. Madness or become frightened for 1d3 turns.

Morale: Flees if reduced to less than half HP or battle appears to be lost.



Short Statblocks

Banished Aristocrat

Dispossessed and disgraced, with nothing but the clothes on their back and a burning hatred in their heart.

Armor: Brigandine | **HD** 3 | **HP** 18

Shiv 1d4 | **Move:** Standard

Magic: Knows 1d3 random spells

Morale: Flees if reduced to less than half HP or battle appears to be lost.

Chiroharpy

Haunting and beautiful melodies sung by giant bats with the bodies of feral, hungry mortals.

Armor: Hide | **HD** 2 | **HP** 9

Claws 1d6 | **Move:** Fly Standard

Charming Song: If song is heard, save v. Charm or become stunned.

Teamwork: 3 or more Chiroharpies may freely grapple and carry average sized characters.

Morale: Flees if reduced to less than half HP or battle appears to be lost.

Delvers, Merchant, or Trapper

Locals from below or explorers from above, hellbent on making a name for themselves in the Undercity.

Armor: Chain | **HD** 2 | **HP** 12

Blade 1d6 or **Bow** 1d6

Move: Standard

Morale: Flees if reduced to less than half HP or battle appears to be lost.

Gulper Toad

Massive squat amphibian with gnarled and tough outer skin that blends seamlessly with its scummy surrounding.

Armor: Scale | **HD** 5 | **HP** 30

Bite 1d8 | **Move:** Standard

Swallow Whole: As attack, save v. Hold or be swallowed for 2d6 damage each turn.

Morale: Flees if reduced to less than half HP, 1-in-6 fights to the death.

Hulking Silverfish

An insect gorged on decaying flesh, with its tremendous size its appetite has only increased.

Armor: Scale | **HD** 4 | **HP** 20

Bite 1d6 | **Move:** Double Standard

Morale: Flees if reduced to less than half HP, 1-in-6 fights to the death.

Nachtwik

Wispy figure that drifts lazily on absent breezes. A glowing crater sits where their face should be...

Armor: None | **HD** 3 | **HP** 3

No Attacks | **Move:** Fly Standard

Arcane: Spells cast within eye-sight of the Nachtwik backfire or target the caster instead.

Wraith: Cannot be harmed except by lodestone or lead instruments.

Morale: Flees if injured.

Scrapgrafts

Limbs and parts, cruelly grafted together by the Nobles, now vessels for pain and hatred to inhabit.

Armor: Hide | **HD** 1d6 | **HP** 6d6

1d6 Limbs 1d4 | **Move:** Standard

Stunning Blow: If hit with more than 3 limbs, save v. Poison or be stunned for 1d3 rounds.

Death Throes: Makes a full round of attacks upon death.

Morale: Fights to the death.

Trash Egret

Fat, stooped birds, often more nuisance than threat.

Armor: Leather | **HD** 1 | **HP** 2

Beak 1d3 | **Move:** Fly Half Standard

Tempered Beak: Beak attack ignores non-magical armor.

Morale: Flees if harmed.

Trophy Hunter

Ruthless hunters from the surface, caught in a constant search for bigger, stronger quarry.

Armor: Chain | **HD** 4 | **HP** 24

Walrus Gun 2d6 | **Move:** Standard

Morale: Flees if reduced to less than half HP or battle appears to be lost, 1-in-6 fights to the death.

Wurmtongue

A mortal, marred by the city and bound with a rusted helm, they hiss and thrash with sickening fervor, whispering chants of the Wurm...

Armor: Hide | **HD** 6 | **HP** 36

Cudgel 1d8/1d8 | **Move:** Standard

Deathless Fervor: When reduced to 0 HP, remains fighting for 1d3 turns.

Possession of the Wurm: Those who touch the blood or spittle of the Wurmtongue risk contracting Possession of the Wurm (pg. 31).

Morale: Fights to the death.



Undercity Goods & Services

Scarcity and Trade

Due to the lack of reliable supply lines and resources, prices for goods and services tend to vary wildly in the Undercity.

D6 SCARCITY

1-3 No change in cost.

4-5 Scarce - Cost x2

6 Desperate - Cost x10

However, this scarcity price can be circumnavigated with a trade, as most folks in the Undercity will trade goods of equivalent base value (or common value if it was from the surface).

Hirelings & Services

Name	Base Cost
Bootlegger	5
<i>Maker, purveyor, and transporter of strange and unorthodox liquors.</i>	
Delver	3 per Landmark or Tunnel
<i>Adept at guiding folks safely through tunnels and landmarks. Armed with climbing gear, lantern, and caving tools.</i>	
Dredger	3 per Landmark or Tunnel
<i>Expert on crossing and traveling the sludgy waterways. Armed with a small raft, paddles, and tackle box.</i>	
Trophy Hunter	6 per Landmark or Tunnel
<i>Capable hunter, able to take down or frighten predators. Armed with lantern, weapons and armor, including a powerful and loud musket.</i>	
Miner	6 per Landmark or Tunnel
<i>Competent at caving and digging. Armed with mining tools, lantern, and 1d3 explosives.</i>	
Stewsayer	10
<i>Able to cook and turn even the most horrid of ingredients into a meal.</i>	

Clothing

Alley-Whelp Cowl	3
<i>Protects the face and anonymity.</i>	
Sneak Boots	10
<i>Padded soles for stealthy movement.</i>	
Snare Gloves	20
<i>Covered in small clinging barbs.</i>	

Tools

Crawler Mask	30
Filter/1d6 hrs.	10
<i>Heavy leather mask with goggles and a tubed breathing apparatus. Waterproof and airtight, prevents inhalation of dangerous miasmas and has an intimidating look.</i>	
Deep Compass	50
<i>Specially made to tell depth along with cardinal directions.</i>	
Smelling Salts	2
<i>Glass vial of potent chemicals, awakens unconscious companions.</i>	
Stink Bomb	5
<i>Causes most vermin and animals to flee from the smell.</i>	
Sun Flare	15
<i>A dangerously powerful flare that can be struck to fill a room with brilliant light for 1d6 minutes. Staring directly at the light causes blindness for 1d3 hours, while tossing one into a fire causes an explosion like a firebomb.</i>	
Vermin-proof bin	25
<i>Waterproof box with clasps and seals to keep food safe from vermin.</i>	
Walrus Gun	200
2d6 damage/150 feet	
Powder	10
Slugs	5
<i>A powerful weapon, crafted by the Alley-Whelps and co-opted by trophy hunters. Meant for hunting or defending against the monsters of the Undercity, it is cataclysmically loud and usually stuns the wielder.</i>	



Food**Alley Fritter** 1

Minced mystery meat, battered and deep-fried. A culinary and cultural keystone of the Undercity.

Crawler Stew 1

Made from bits and chunks of every manner of monster.

Morel Jam 2

Used as a pungent sweetener.

Moss Butter 3

Aromatic and earthy delicacy.

Walrus Jerky 2

Hard and leathery, usually boiled before eaten.

Drink**Alleysine** 4

A dangerously strong liquor, known to explode near open flames. Can be used in place of lamp-oil.

Kvass 1

Bubbly and pleasant beverage made from cave rye.





Undercity Trinkets

d50

YOU FIND...

1	Cloudy magnifying glass	26	Sharp angled manacles
2	Metal file	27	Box of wooden shims
3	50 feet of tough rope	28	Animal bell
4	6 stout round jars	29	Chunk of measuring tape
5	Squeaky pulley	30	6 feet of tightly braided cord
6	Dented copper flask	31	4d6 boot strings
7	Bent tin flute	32	Twelve vellum envelopes
8	Tiny case of makeup	33	Grappling hook
9	Leaky bucket, plugged with a cork stopper	34	Flattened box of matches (still functional)
10	Brass doorknob	35	Tin of sticky resin
11	Handful of porcelain buttons	36	Studded leather knife sheath
12	2 feet of fuse string	37	Trolling line with many hooks
13	2d4 grease pencils	38	Tin of white chalk, powdered
14	Ceramic crock	39	Lodestone spike
15	Rusty iron fireplace poker	40	Mismatched boots
16	Box of 2 inch-long staples	41	Set of small copper hooks
17	Head of a hammer	42	Awkwardly shaped bottle
18	Vial of scented oil	43	Tube of purple oil paint
19	Spool of dirty thread	44	Hand drill that sticks
20	Broken spade-head	45	Clump of congealed soap
21	Crusty drinking vessel	46	Pouch of dried medicinal root
22	Jar of tacks	47	Petrified chunk of jerky
23	Poisonous frog, preserved in a sealed jar	48	Rusty but serviceable wood saw
24	Defaced brass statuette	49	Official looking stamp
25	4d6 stout oak stakes	50	3 sq. ft. of metal mesh





Undercity Treasure

d20

UNDERCITY TREASURE

- 1 Fossilized fairy, pressed into a green-veined rock. The stark outline of the deceased fae still sheds glittering dust...
- 2 Pewter and bronze ashtray shaped to look like the foot of a primordial animal. It reeks of brimstone and bile...
- 3 Red leather scroll, the paper within is a hardly used calendar with marks on unusual dates...
- 4 Long necked pipe with ivory bowl and turquoise inlay shaped like eyes. Whispers can be heard when it is lit...
- 5 Ceramic statue of a cat with its paw outstretched and a ruby mouse perched upon it; the cat seems to grin and chuckle when unobserved...
- 6 Sharp, distinctive perfume in a small yellow crystal vial carved to look like a rabbit; time seems to slow and grow hazy in its presence...
- 7 Crown of fused and rusted nails. Disturbingly sharp and vicious looking, it seems supernaturally keen on drawing blood...
- 8 Pair of black silk gloves. Smooth and sleek like oil on the skin, light and vision seem to slide off of them...
- 9 Ornate arrowhead with small cameo of a jester carved of aventurine; the arrowhead vibrates in the presence of music...
- 10 Large gold coin depicting a gentle-faced ruler. The visage has been scratched out and the coin feels hot to the touch...
- 11 Tiny lead-lined rose window. Each petal is an individual piece of hand cut glass; distant shadows and light seem to dance behind the glass...
- 12 Tigerwood cane carved to be a phoenix in flight. The cracks and stripes of the wood reveal a small pulsing light coming from within the cane...
- 13 Golden ring shaped like a serpent with a carnelian stone in its mouth. An inexplicable desire to wear the ring crosses your mind...
- 14 Tarnished silver pocket watch with dozens of curious faces in place of hours or minutes; the watch waits to be wound again...
- 15 Gold-plated box, filled with paper-thin ceremonial wafers, and dusted with salt and saffron; a ravenous hunger builds within you...
- 16 Wooden earrings shaped like songbirds carrying a cluster of amethyst grapes. Each grape seems to sparkle with a fey light...
- 17 Orb of lodestone, carved into a perfect shimmering sphere; it hums with an inexplicable energy...
- 18 Wicked and dirty curved knife, its blade jagged with gnarled teeth and pommel etched with a coiling serpent; it casts no shadow...
- 19 Old and enormous hammer, made of twisted wrought iron, its shape akin to a gigantic jeweler's mallet...
- 20 Wooden cup of simple make and weathered with age; it's heavy as lead and cold to the touch; its inside is stained with ancient blood...





The Spires



Grandeur beyond what my humble eyes have ever seen before greeted me on my sojourn into the Spires. No expense was spared at any point in the design, construction, or furnishing of the glamorous towers. Some, I was told, even boasted of solid gold hinges on their doors and silver nails in their flooring. To think that there are countless numbers of these vertical palaces is almost beyond my mortal brain. However, there were innumerable doors I was not permitted to peek within and hallways that led to unknowable destinations. The only thing more prevalent in the Spires than gold and fortune seemed to be mystery and subterfuge.

*"Golden Gods," Xelie A. Larch, Wandering Historian;
Tales of My Travels, Vol II*



The Spires

High above the city skyline, in towers that seem to sadistically pierce the sky, the Nobles dwell in arrogant splendor...

The Spires are the dwellings of the all powerful Nobles and their despotic cast of followers. Clusters of resplendent towers connected with bridges rise miles above the heads of the common folk below. Their interiors are even more glamorous, room after room decorated and filled with the finest and most decadent furnishings.

Opulence Unchained

Those who dwell within the Spires want for nothing. These gargantuan vertical palaces are filled with room after room of only the finest things the world has to offer. There is artwork and culture to be sure, but only work that would serve to show off their cultural intellect, and always locked away so that the world at large may never know of it. The ownership of such great and important things is foremost in the minds of these elite creatures.

Hedonism Unchecked

Living a world away from the rest of society and surrounded by all earthly needs breeds a violent strain of hedonism. Devoid of sympathy for the "lesser folk," the spires are host to all manner of savage and sadistic revelry. Those who do not hold place on the court or perhaps fall "out of favor" are just as likely to be the next victim of some aristocrat's entertainment.

The Lair of the Nobles

Lording over all, both splendor and perversion, are the divine Nobles. Long ago, these beings accumulated so much wealth and experienced so many earthly delights that they ascended to monstrous demigods. The Nobles have eschewed their



mortality, instead living a life of pure indulgence and unchallenged tyranny. They stalk the halls of the Spires, sowing fear in all who cross their path.





The Spire Dungeon

The Spires are a collection of mile-high towers connected by bridges where the aristocracy lives (akin to the the palace of Versailles broken into towers). Lording over the spires are the Nobles, beings that through extreme wealth and earthly delights have become monstrous demigods. Many other aristocrats and powerful individuals also take residence within the spires.

Such a location serves as the centerpiece for the "Spire Dungeon," a multi-level collection of towers boasting some of the city's most dangerous adversaries, and its most valuable treasure...

Palace Crawl in the Sky

The Spire Dungeon functions as a series of interconnected rooms either stacked on top of one another or traversed by bridge. Each one of these rooms will contain encounters, hazards, or oddities similar to the traditional dungeon-crawl experience.

Unlike the rest of the city that exists to be explored or lived within, the Spires exist outside of general society. Divorced from the crowds and shops that make up the streets far below, it is an environment with its own rules and ecosystem. While the city may be able to be "played with," the Spires are an environment that must be "fought."

It then serves to reason that the Spires are a location to be explored and exploited. Daring heists against the richest and most dangerous members of the city must be planned far in advance for any hope of success. Once inside, the adventurers will have the choice of grabbing only what they "need" or pushing their luck against the dangers inside. As long as the adventurers have a way into the Spires, they are capable of planning their own daring raid.

High Danger. High Reward

Before adventurers embark on raids and break-ins, it should be mentioned that the Spires serve as the most

dangerous environment in the city. Specially trained guards, paid top coin, patrol every hallway; aristocrats, many schooled in magic or swordplay, await the next piece of "sport," and above all them are Nobles, demigods made flesh, who are more than happy to indulge in violence and sadism.

Moreover, to enter the Spires puts adventurers at immediate risk. Anyone who is not personally invited or escorted in is considered a trespasser and thief. Both of these crimes are punishable by death or, at the very least, a swift push out the nearest window...

However, risking this level of danger is not without reason. The Spires have the highest concentration of wealth and treasure in the entire city. A single pair of shoes from an aristocrat's wardrobe may fetch enough to pay a years' wages, let alone some of the magical treasures.

Running the Spires

For Referees or Gamemasters, the Spire Dungeon is run differently than a typical City or Dungeon adventure and has these key points:

Getting In - Some Spires have magical portals that connect to discreet locations known only to a few servants and the Noble. Otherwise, most spires are cut off from the outside world and the only way in is by scaling or flying the mile-high length of tower to reach the bridges.

Alarm (pg. 142) - The Spires remain on high alert, responding to trespassers with more and more force. Given enough time and trouble, a Noble may even show up to handle it personally...

High Value - All items (except when noted) are considered to have opulent value (pg. 16).

No Access to Services - Unlike the rest of the city, goods and services can not be quickly purchased. What the adventurers arrive with is all they get.







The Nobles

Undisputed in their rule, the tyrants shimmer of gold and quicksilver.

They are... Demigods made flesh, the Nobles are the tyrannical beings that lord over the city. Wielding terrible powers and a vast army of thralls, they command and exploit the denizens of the city with cruel impunity.

Led by... The “Will” of the City, a gospel they expound upon and invoke to explain their actions and decrees. Whether the “Will” actually exists or is merely an excuse for the callous and self-serving actions of the Nobles is up for debate. However, some swear on a terrible power, a great being that writhes and coils within the depths of the city.

They can be found... Ruling from atop the Spires. It is in their throne rooms that the Nobles hold council and dispense decrees, occasionally walking the halls to indulge in some corrupt desire. Rarely, they will descend into the street below, escorted by a massive retinue and heralded by a grand parade in order to remind the populace of the Nobles’ “Right to Rule.”

They can provide... *Any mortal desire*, so long as you swear loyalty to their divine might and prove your worth to them...

They desire... While each Noble has indulged in nearly every common vice and delight, there are more esoteric and clandestine desires that lie just out of their reach, for now...

108 Noble Desires

- 1 The complete and total eradication of a powerful faction within the city, down to the last life...
- 2 Procure a priceless and heavily guarded artifact from a deep and terrible sanctuary.
- 3 Slaughter a legendary beast and bring its fresh corpse to be ritually “processed”...
- 4 Steal a deep and closely guarded arcane power from a cabal of powerful and crazed mages.
- 5 Perform a great and esoteric play, meant to herald a cataclysmic shift in the cosmic order.
- 6 Find a long-lost god who has grown weak and frightened of the Nobles.
- 7 Undertake a dangerous rite of ritualistic pain and sensory deprivation that will transport you to a “realm of piercing truth.”
- 8 Find the beating heart of the city and return with it intact.

It is Rumored... While no one knows for certain where the Nobles originated from, there is a myth they were mortals, once. Rich beyond any scope of the imagination, they reveled in lifetimes of hedonism, cruelty, and despotism. Somehow, be it accident or intent, they shed their mortal bodies, and they were remade in the image of the treasures they accrued. Titanic in form and with powers that should not exist, they conquered and enslaved, building a seat of power upon the pinnacle of their cruel deeds.





Exploration & Alarm

Alarm and Encounters

Roll on the Spire Encounter Table (pg. 150) every hour in the Spires. The denizens might be ignorant but they are not stupid. Spending time and causing trouble in the Spires alert the denizens and they will in turn respond with more and more force.

ALARM is a way to track how much the Spires have caught on to the characters' actions. Over the course of the adventure the characters will gain more Alarm, influencing the encounters they have in the Spires. If they are not careful, they will alert the Noble.

Character gain ALARM for:

- 1 for every room explored
- 1 for every room looted
- 1 for every time they are spotted (unless wearing an appropriate disguise)
- 1d3 for every guard killed (unless properly disposed of)
- 1d6 for every aristocrat killed (unless properly disposed of)

Travel & Time in the Spire

Below are travel times and quirks of exploration in the Spires

Traveling from room to room takes 10 minutes and always involves a set of lavish stairs and at least one doorway.

Traveling from tower to tower takes 30 minutes, the bridges are usually 1-2 miles in length.

Searching/looting a room takes 30 minutes since the rooms are massive and fully furnished.

These speeds are assuming the characters are moving slowly and carefully. A party may double their speed but they will gain an extra Alarm anytime they would gain it from entering or looting rooms.



Bridges - The bridges that connect the towers are 15ft across and typically made with smoothed stone. Anyone who drops off the edge falls approximately 1 mile and is usually assumed dead upon impact.

If you are carrying food onto the bridge, there is a 3-in-6 chance of being attacked by a Dire Pigeon.



Generating the Spires

A dizzying web of bridges and towers, the Spires are a chaotic megastructure in every sense.

The following section details a method of creating, connecting, and populating a network of gilded towers belonging to the Nobles.

Generating the Spires

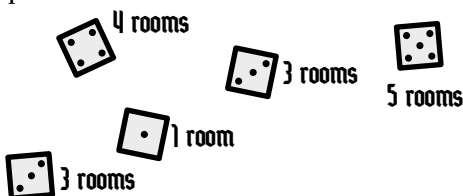
1. Create the Towers - Roll 1d6 to determine the amount of towers that will appear in a 1-mile hex.



5 Towers

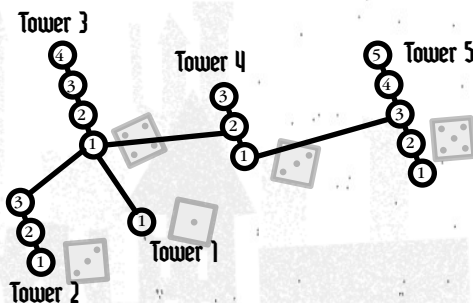
2. Drop that number of dice onto a sheet of paper, recording their position and face-up number.

3. Each dice represents a tower. The number on the dice determines how many rooms or levels will be present in the tower.



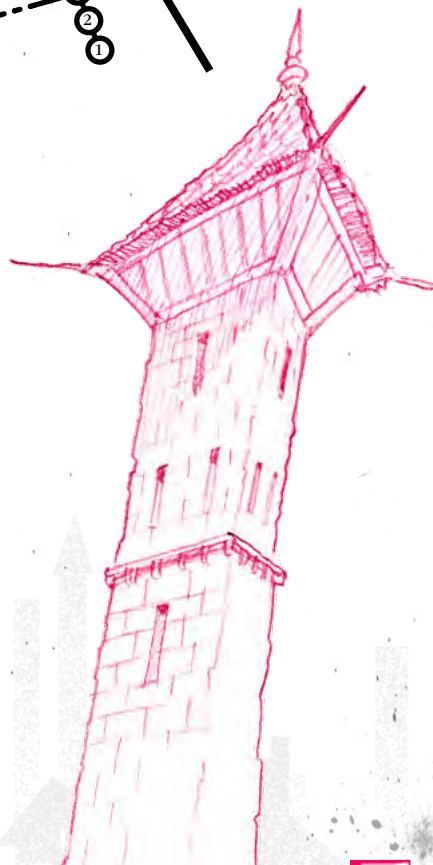
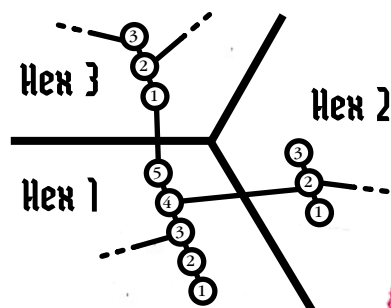
4. For each room, draw a circle stacked on top of one another, Rooms in a tower are always arranged vertically and connected by stairs.

5. Connect each tower with line, in the shortest distance. This line represents a bridge. Bridges should connect from nearest room to nearest room.



6. Populate Rooms - For each of the rooms, roll on the room list (pg. 145) and record. Some rooms may be duplicates; this is fine as it reflects the egotistical whims and lack of foresight of the Nobles.

Spire Complexes - If you wish to expand the Spire beyond a 6-mile hex, repeat the steps for an adjacent hex and have one of the towers connect to a tower in the adjacent hex.





Spire Rooms & Features

"What makes a palace befitting of a god?"

The following is a list of possible rooms found within the spire. For each room generated, roll a d20 and consult the chart. This can be done before or during a Spire Dungeon adventure.

1D20 Spire Rooms

1 Ballroom - *An extravagant room with a tall ceiling draped in ornamental fabrics. The floor is polished to a mirror shine. A band can be heard playing nearby.*

This room plays host to social events and entertainment for the aristocracy. There are 2d6 aristocrats and 4d6 Servants at any given time and they are distracted with a:

1 Ballroom Dance - A massive synchronized dance put on by the aristocrats and attendees. The movement makes it difficult to cross the floor (Save v. Breath); disturbing the dance causes 1d3 Alarm.

2 Impromptu Play - A troupe of aristocratic hobbyist actors are putting on a poor, over-acted version of a play. The crowd swoons and awes all the same.

3 Raucous Blood-sport - A ring is formed in the center of the room. Two servants are being made to fight to the death while the crowd jeers and places bets.

2 Sitting Room - *(Not to be confused with a Parlor Room) A quiet, private room with reclining couches and ample seating.*

A room for the aristocracy to escape their busy day of over-indulgence. There are typically 1d3 volumes of rare scandalous poetry (1d6x500 each) and a masterwork instrument (300)

3 Tea Room - *A warm and cozy room with fine carpeting and a series of chairs and tables. The air is filled with dazzling scents.*

The tea room has a fully stocked pantry of decadent pastries and odd sandwiches. There is a beautiful tea set (1,500 coin) along with 1d6 of the following teas.

1 Apocryphal Orange - Fruity and robust with flavor. Fills your head with false visions.

2 Grave Dirt - Earthy and strong, but pleasant (stains the teeth). Speak to the dead for 1 minute.

3 Alabaster Earl - Chalky and leaves a gritty aftertaste. Lets you speak to statues, who are typically boorish and bored.

4 Hot Velvet - Less of a taste and more an electric sensation. Gives a perfect buzz for 5 minutes.

5 Chai - Smooth and Spicy. Hits the spot.

6 Poet's Delight - Sweet and well-rounded flavor. Allows you to read any language for 1 minute.

4 Treasure Vault - *A massive vault made of pig iron sits recessed into one wall, its surface engraved with images of wealth.*

This vault guards a massive treasure hoard. 1d4x2 Fists are posted at all times. Its lock is very challenging to unlock. Inside it holds 1d6x500 silver coins in various chests and 1d10 treasures (pg. 158).





5 Gallery - *A circular room with a massive chandelier lights a room filled with beautiful (if somewhat pretentious and gaudy) artwork.*

A private collection for the aristocracy's enjoyment. This collection is:

1 *Semi-erotic Statuary*: Sculptures of beautiful mortals in perfect physique wrestling animals and each other. Each is worth 500 coin if it is safely moved.

2 *Paintings Upon Paintings*: From floor to ceiling there are paintings. Every conceivable subject and style is present (but nearly all contain at least one urn). Each painting is worth 1d3x100 coin.

3 *Lavish Tapestries*: Massive textiles hang from the walls, each one depicting historical and mythic figures. They are unwieldy to move and are worth 300 coins each.

6 Library - *The room is filled from floor to ceiling with bookshelves, each stocked with beautifully bound manuscripts and ornate scrolls. There are rolling ladders, desks, and busts of historical figures.*

Normally a large repository of information, the Nobles tend to only stock aesthetically pleasing books or works that make them seem well-read. Searching the shelves you find 1d6 books:

1-12 *Pretty Book*: Little literature value, but a very attractive cover and gaudy binding. 200 coins.

13-19 *Important Book*: A famous and influential work, uncut and clearly unread. 100 coins or 1d6x100 coin to a collector.

20 *Powerful Book*: A wizard's grimoire OR contains deadly and incriminating information. It's uncertain if this was left in the open on purpose...

7 Menagerie *An smelly room with lavish cages and a floor of straw. Beautiful and strange animals lazily plod about the cages occasionally nibbling on food.*

A room to display the aristocrats' "collection" of exotic animals and creatures. The animals are well-fed but lacking in stimulation and docile if let out of their cages. They will become hostile and attack if threatened or upset and are all quite deadly.

8 Bedroom - *Lavish drapes and a beautiful carpet decorate this room. A massive four-post bed sits in the center with sheets and pillows that seem worth a small fortune.*

A private bedroom for the aristocracy. The drapes, carpet, and bed sheets are worth 100 each and there is a 1-in-6 chance of the room being occupied by a sleeping aristocrat. Alerting them or waking them increases the Alarm by 5.

9 Sauna Room - *Steam clouds your vision and the smell of aromatics wafts through the air. This tiled and low-vaulted room has bathing pools of various temperatures along with a large coal furnace for producing steam and heating the water.*

Used for bathing and relaxing, this room also contains a cabinet stocked with an assortment of rare oils and perfumes (1d3x100 coin for the lot). Anyone encountered in this room is typically in a state of undress.



10 Humidor - *A cool room with wooden walls is lined with rows of shelves holding small kegs and coffers. Each container is filled with assortments of strong smelling plants and trimmings.*

A private collection of recreational herbs, gathered from across the land and all of the highest quality (300 coin a coffer). The collection is predominantly:

- 1 *Vizier's Secret* - Crystallized, green leaf trimmings for smoking or vaporizing. Calming and euphoric sensation, best used with a hookah.
- 2 *Dreamcap* - Tiny odd-looking mushrooms that taste foul when eaten or made into tea. Cause vivid religious-like hallucinations for 1d6 hours.
- 3 *Cardinal's Reckoning* - Pink and shiny orchids that are tasteless and sweet smelling. Cause vivid psychedelic hallucinations and sensations along with lowered inhibitions.
- 4 *Eternal Carousel* - Dried, fermented-smelling berries, tastes bitter and overly sweet when eaten. Sends user into an overwhelming euphoric mania.
- 5 *Fescus* - Powdered and dried yellow mold, smells of dirt and can be eaten. Sends users into a spiraling numbing trance. Typically eaten with a small ritual spoon.
- 6 *Fairy Lightning* - Light Blue and crystalline powder for snorting. Excites the senses and fills users with manic energy. Made from heavily processed fairy bones, making it worth 600.

11 Trophy Room - *A cozy room with a fireplace, the walls are adorned with trophies and marvelous relics from faraway places.*

A room filled with treasures, artifacts, or items of interest that the aristocrats have procured through misbegotten means. The room is predominantly filled with:

- 1 *Taxidermied Animals*: The bodies and heads of exotic animals fill the walls and space of this room. Each one is posed to appear threatening or alive. Small hand-held specimens are worth 100 while the larger ones are worth 1d6x100 if they can be moved.
- 2 *Historical Artifacts*: Framed documents, pieces of statue, and various pieces of stolen history sit in display cases. There are 1d6 that fetch a price of 500, but doing so marks you as a despised criminal of a local culture. Returning them is greatly appreciated.
- 3 *Weapons*: Magnificent blades, shields, and various exotic weapons are proudly displayed. There are enough weapons within this room to put most armories to shame with each one being worth 1d4x50. Moreover, there is a 1-in-6 chance one of them is magical.

12 Greenhouse - *Every wall of this room is made of frosted glass and the space is filled with beautiful arrangements of plants and trees that stretch to the ceiling. The room is heavy with moisture and the smell of fertilizer.*

A private indoor garden for the denizens of the tower. It is host to beautiful and exotic specimens of plants, some of which are only found within this particular greenhouse. A handful of flowers sell for 1d10x10sp while those who have knowledge of plants can find a rare specimen of plant worth 500.





13 Dressing Room - *A clearly private room with multiple doors marked with seasons and styles. Behind each door is a massive wardrobe of dazzling and decadent clothing.*

A dressing room for one of the denizens of the tower. The clothing is all of the finest make and quality and can be sold for 1d10x100sp or adorned as an appropriate disguise. There is also a team of 1d6 exhausted seamstresses who are willing to help the characters in exchange for an escape from the spires.

14 Kitchen - *An expansive room filled with prep tables, iceboxes, and roaring fires. The kitchen is alive with an army of chefs frantically preparing some extravagant meal.*

The kitchen is never empty, with food being prepared at all hours of the day for the gluttonous desires of the aristocracy. Passing through this room is a challenge, due to the frantic energy of the room, and requires three saves v. Breath to cross. Success means you pass without trouble, while each failure raises the Alarm by 1.

Bribing the Staff: Bribing the staff with fine wine or drink removes 1d6 Alarm for each bottle given and a toast is declared in your honor.

Stealing Food: Attempting to sneak a bite results with a knife to the hand for 1d6 damage.

15 Parlor Room - *(Not to be confused with a Sitting Room) A quiet, private room with reclining couches and ample seating.*

A room for the aristocracy to escape their busy day of over-indulgence. There is typically 1d3 volumes of rare scandalous poetry (1d6x50sp each) and a masterwork instrument (300sp)



16 Dining Hall - *An extravagant room with rows of tables and chairs line this room. The tables are filled with extravagant culinary displays and the floor is littered with half-eaten scraps of the decadent food.*

The various meals and feasts are held within this room. Lavish courses and excessive quantities are served alongside fine wine and liquor. There is a 3-in-6 chance anytime the characters enter the room a meal is taking place, with 3d6 aristocrats cackling, chatting, and forcefully scarfing down food and drink.

17 Oubliette - *A windowless dungeon, cold, wet, and without light. Cells with iron bars and heavy locks line the walls.*

A dungeon reserved for those who are caught trespassing, stealing, or simply displeasing the Noble. The room is guarded by 1d6 Fists of the City, each with a key to the cells and a lantern, the only light in the room. There are also 2d20 prisoners, willing and ready to escape with you if given the opportunity.



18 Wine Cellar - *A dark and cool room with a vaulted ceiling. Massive wooden barrels are set into the wall and an enormous cabinet of bottles sits at the other end of the wall.*

A private and well stocked collection of wines and liquors for the rulers of the Spires. Everything is of impeccable vintage and age. Searching the room reveals 1d6 bottles and 1d3 casks of:

1 *Satyr's Downfall Brandy* - Red-tinted glass. The color of cooked apple skins, smells of wild spices, tastes of honey and revelry.

Twist: Drinking this gives advantage on any Charisma-based roll but disadvantage on any other roll.

2 *Looking Glass Wine* - Bottled with amber glass. Its colors shift from blood red to pale gold when swirled. Its flavor evokes a happy childhood memory and therefore tastes different for everyone.

3 *Gnarlwood Whiskey* - Small gray knotted-wood keg. The color of dead leaves, smells of burnt wood, tastes of fire and dead trees. **Twist:** User passes through all wooden substances like a ghost for 1d3 hours; they have no control of this effect.

4 *Green Wilds Absinthe* - Black glass. A deep emerald green, smells of lightning, the memory of the taste vanishes before you can recall it. **Twist:** 1d3 drinks of this cause your vision to become green-tinted. Another 1d6 drinks allow you to see an Emerald Devil; they are sharply dressed and an excellent (albeit devious) drinking partner. Finishing the bottle or 13th drink sends you to a strange fae realm for 13 minutes.

5 *Whalewick Stout* - A carved ivory scrimshaw flask. Black as night, smells of oak and sea salt, tastes hearty and faintly of chestnut. The bottles are hand carved by a single maritime artisan and prized by collectors.

6 *Flower Maiden Soju* - A small, white porcelain bottle. Colorless, smells of a field of flowers in full bloom. Overwhelming sweetness of fruit. Causes colors to seem brighter and the ability to see faces where there are none (at least that's what everyone else says).

Each bottle is worth 200sp. Alternatively, an entire cask is worth 2000sp if it can be transported safely.

19 Throne Room - *An awe-inspiring space, the walls are adorned in magnificent and terrifying tapestries while the room is decorated with treasures that defy reasoning. In the center sits an enormous and magnificent throne. The Noble sits in repose.*

This is the throne room for the Noble of this spire. There are 2d6 aristocrats in attendance. If you are spotted, the Noble will personally attempt to hunt you down. BEWARE.

20 Atrium - *A large room with coat racks and shoe stands. In the center of the room sits a single oddly simple door connected to nothing.*

A magical door that leads to a secret undisclosed location. Can serve as a future entrance (or escape) from the Spires. There are 1d4 guards posted in this room at any given time.





Spire Encounters

“Those gilded halls crawl with all manner of monster. Their souls as hollow and vain as the jewels they adorn themselves in...”

Roll on the Spire Encounter Table every hour spent inside the Spires.

Additional monsters and denizens have been included in a “Short Statblock” version.



Spire Short Statblocks

Aristocrat, Retainer, or Statesman

Draped in resplendent and gaudy clothing, their expressions and forms are devious and cruel...

Armor: Brigandine | **HD** 3 | **HP** 18

Sword 1d8 | **Move:** Standard

Magic: Knows 1d3 random spells

Morale: Flees if reduced to less than half HP or battle appears to be lost.

Escaped Pet or Hunting Animal

A colorful beast of feathers, fur, and scales. A collar and bell rings from within their erratic form.

Armor: Hide | **HD** 2 | **HP** 10

Bite 1d6 | **Move:** Double Standard

Morale: 5-in-6 Flees if injured, 1-in-6 Fights to the death.

Footman

Ostentatious and colorful uniforms. Their armor and weapons gleam with cruel authority.

Armor: Chain Shirt | **HD** 3 | **HP** 18

Pike 1d10 or **Shield and Blade** 1d8

or **Crossbow** 1d8 | **Move:** Standard

Morale: 5-in-6 Flees if reduced to less than half HP or half of allies are killed, 1-in-6 fights to the death.

Head-hunting Aristocrat

Clad in ornate and wicked armor, their faces are hidden behind hideous masks. The smell of blood announces their intent...

Armor: Plate | **HD** 4 | **HP** 30

Harpoon 1d10 or **Longbow** 1d8

Move: Horseback, Double Standard

Net: As Attack, save v. Breath or become grappled in a net. Two consecutive checks to escape.

Morale: Fights to the death, only blood will suffice!

Servant

A tired face and body, wrapped in the tattered but clean remains of a servant's uniform.

Armor: Unarmored | **HD** 1 | **HP** 3

Fist or Knife 1d3 | **Move:** Standard

Morale: 5-in-6 Flees if injured, 1-in-6 Fights to the death.





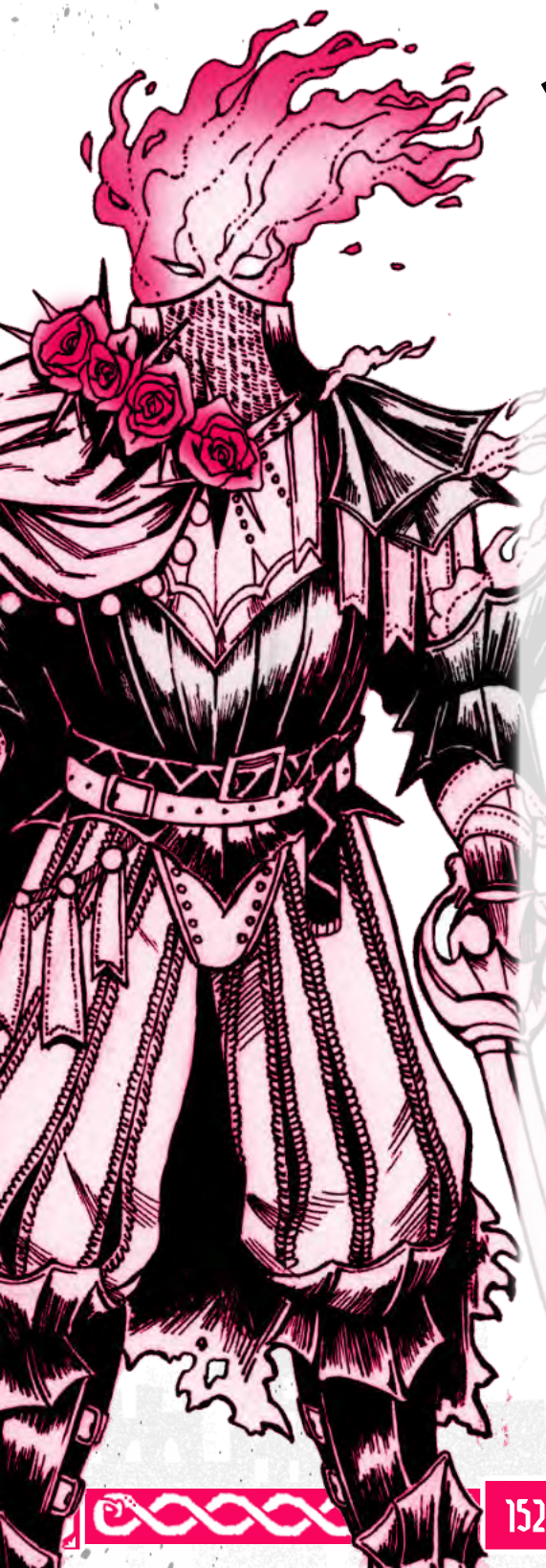
Spire Encounters Table

Roll 1d20 and add Alarm every hour

ENCOUNTER AND 1D6 MOOD

- 1-5 Nothing, all is quiet for now...
- 6-9 1d6 Servants **Mood: 1-3** Willing to assist, for a price **4-5** Curious, but keep their distance. **6** Calls for aid, **1 Alarm**
- 10-11 Retainer and 1d6 Servants **Mood: 1-2** Curious, but keep their distance. **3-4** Retainer is confrontational, demands answers. **5-6** Calls for aid, **1 Alarm**
- 12 Lone Aristocrat **Mood: 1-2** Curious, chatty, as long as it's cordial | **3-4** Bored, demands entertainment or calls out, **1d3 Alarm** | **5-6** Scared, **1d3 Alarm**
- 13 Escaped Pet **Mood: 1** Friendly, follows and begs for treats | **2-4** Excitable, very loud unless pacified, **1 Alarm** | **5-6** Foul-tempered, attacks and alerts, **1d3 Alarm**
- 14 1d4 Statesmen **Mood: 1-2** Deep in conversation, inattentive | **3-5** Curious, demands answers or calls for aid, **1d3 Alarm** | **6** "Allies" and then betrays soon...
- 15 Bored Footman **Mood: 1-2** Bored, demands entertainment or calls out, **1d3 Alarm** **3-4** Confrontational, demands answers, **1d3 Alarm** | **5-6** Hostile, **1d3 Alarm**
- 16-17 1d3 Curious Aristocrats and 1d10 Servants. **Mood: 1-2** Deep in conversation, servants exhausted and inattentive | **3-4** Curious, chatty, demands stimulation or calls out, **1d3 Alarm** | **5-6** Confrontational, orders servants to attack **1d3 Alarm**
- 18 Aristocrat and 1d6 Footmen **Mood: 1-4** Confrontational, demands answers, **1d3 Alarm** | **5-6** Hostile, **1d3 Alarm**
- 19 1d8 Footmen **Mood: 1-4** Hostile, attack on sight | **5-6** Hostile, calls for aid and then attacks **1d3 Alarm**
- 20 Vulpesphinx **Mood: 1-3** Bored, demands entertainment, **1d3 Alarm.** | **4-6** Hostile
- 21-22 1d6 Fists of the City **Mood: 1-2** Hostile, attacks to kill | **3-6** Hostile, attacks to subdue.
- 23 1d10 Angry Aristocrats **Mood: 1-2** More bark than bite, will only attack if characters attack first. | **3-5** Confrontational, charge in, but will retreat once 1d3 of them die. | **6** Mad as hell, fights to the death.
- 24-25 False Scion **Mood: 1-2** Scheming, offers choice: become one of their thralls or die **3-4** Hostile, attacks to subdue. | **3-4** Hostile, attacks to kill.
- 26 1d8 Head-hunting Aristocrats and 2d6 Hunting Animals **Mood: 1-3:** Blows a horn to announce they will give the characters a 10 minute head start before they hunt them. | **4-5** Attempt to net and kidnap a character alive for some dark purpose... | **6** Vainglorious, alerts others before charging, **1d6 Alarm.**
- 27-28 2d6 Fists of the City with kill order **Mood: Hostile,** attacks to kill.
- 29 False Scion and 1d10 Aristocrat Thralls **Mood: Hostile,** attacks to kill.
- 30+ The Noble **Mood: Kill the intruders.**





FALSE SCION

- **Defense:** As Chain
- **Hit Dice:** 10HD
- **Hit Points:** 65
- **Move:** Standard
- **Damage:** 2x As Weapon
- **Quantity:** Solo, Cabal 1 & 1d10 Aristocrats
- **XP:** 2000
- **Bastard's Fury:** *Ferocious and primal power lies within them.* Each False Scion wields one of the following as an attack.
 - 1 *Scathing Anger* - All within arms' reach, save v. Breath or suffer 2d6 fire damage.
 - 2 *Chilling Gaze* - Character within eyesight, save v. Breath or suffer 2d6 cold damage and become frozen in place. Must break free.
 - 3 *Piercing Scream* - All within 60ft., save v. Poison or go deaf for 1d6 hours. All non-magical glass or ceramic shatters.
 - 4 *Burning Words* - An object of the Scion's choosing bursts into flame. Deals 2d6 fire damage every turn until extinguished.
 - 5 *Frightening Tone* - All within earshot, save versus madness or become compelled to flee to the nearest exit.
 - 6 *Commanding Presence* - Allies within eyesight of the False Scion are compelled to fight to the bitter end. They will never flee and have a 1-in-6 chance of shrugging off death.
- **Spells:** *False Scions are potent spellcasters.* 2d6 random spells.
- **Volatile:** *Their powers are dangerous, even in death.* When a False Scion is killed there is a 1-in-2 chance that the remainder of their power is unleashed in a cataclysmic reaction. **Everyone within 30ft save v. Breath, Success:** 5d6 damage and blinded for 1d4 hours. **Failure:** 5d20 damage and blinded permanently.

A faint tremble in the air, the smell of burning copper, and the rustle of armor and delicate fabrics. A mortal form, elegant and strong, cloaked in burning light and royal garb steps into view. Their gaze feels hot while the space churns with a raw and vicious energy.

The False Scions appear as aristocrats, wreathed in magical flame and standing a head higher than most mortals. Dressed in both splendid armor and the latest fashions, they are foul-tempered and arrogant lords who rule over vast swaths of the city and are beholden only to their Noble.

Their birth or creation is shrouded in mystery. Rumors abound that they are the bastard offspring of Nobles and mortals, while others speculate they are mortals who tried and failed to become true Nobles. In any case, all hold high positions of power, are schooled in a vast array of subjects and etiquette, and are sworn to serve their Noble.

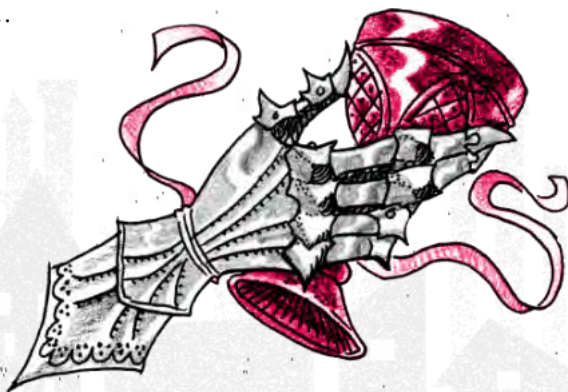
When not attending to matters of house, indulging in recreation, or undertaking special orders; they are actively scheming against their superiors. Publicly, they are loyal and competent subjects of their Noble, but behind the sycophantic praise lies a fierce and violent envy. All False Scions know they will never rule unchecked, always answering to their Nobles, and so they plot and plan in the dark, preparing for the perfect moment to overthrow their masters and rule in their place...

False Scion Schemes

False Scions are tyrannical monsters through and through, but they are not above an advantageous alliance. When encountered (and in a good mood), they may be willing to involve the characters in their scheme. Provided the characters prove their worth and remain useful, they will periodically task them with secret assignments and provide handsome rewards if completed.

Schemes and Assignments

- 1 **Find a secret for leverage** - Discover and deliver a dangerous or scandalous secret.
- 2 **Violently depose of their competitor** - Kill a rival False Scion.
- 3 **Put financial pressure against their Noble** - Rob 1d4 Treasure Vaults in the Spires.
- 4 **Spread Misinformation** - Convince 3d10 aristocrats of a particular lie.
- 5 **Amass magical power** - Procure 1d10 spellbooks or dangerous artifacts.
- 6 **Find useful thralls** - Kidnap and deliver (alive) 1d10 Aristocrats.
- 7 **Gain a sample of their Master's power** - Procure a single drop of a Noble's blood.
- 8 **"Clean House"** - Kill or remove every resident of a single tower.



The Noble

- **Defense:** As Plate
- **Hit Dice:** 20HD
- **Hit Points:** 200
- **Move:** Standard
- **Damage:**
3x Giant Weapon 2d10
- **Quantity:** Solo
- **XP:** 3000

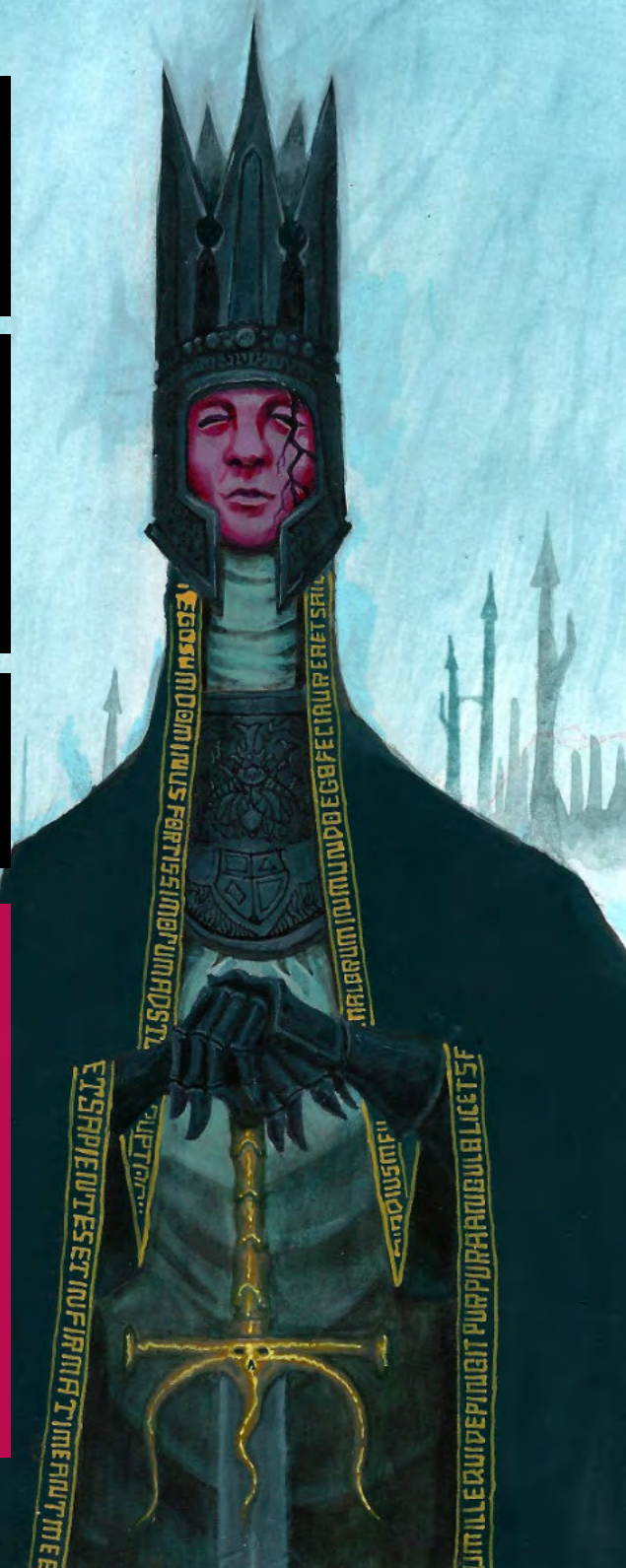
Allegiance of Gold : *Nobles bend the minds of the wealthy.* Once per day, the Noble may issue an offer to join them in infinite decadence. To anyone listening, there is a 1-in-100 chance that they will fall under their control as if under a curse. This chance is increased by 1 for every 100 coins of wealth or treasure the listener is carrying.

Spells: *Nobles are schooled in the ways of magic.* Nobles cast spells as level 10 Wizards and can cast at will:

Detect Magic, Magic Missile, See Invisibility, and Zone of Truth

A monster that stands as tall as a tree, resembling a god-king made of gold and jewels, adorned in the finest of cloth. Its face is shaped to appear calm and benevolent, but its eyes reveal nothing but malice and sadism. This is the Noble of this Spire, and they do not tolerate unwelcome guests.

The most dangerous singular beings in the city. Ruling over a vast army of terrified subjects and acting with impunity in all things, they delight in their tyrannical power. While loathe to face opponents themselves, they gain no small joy in reminding the “lesser beings” of their unquestionable power.



THE POWER OF A NOBLE

In addition to being powerful monster's in their own right, each Noble has its own unique title and wields a specific power that is linked to their namesake.

1d10 They are...

- 1 Lord of Lords
- 2 Lead-Cast Duchess
- 3 Shade-Twinned Baron
- 4 Pale Countess
- 5 Unbroken Earl
- 6 Thrice-Pious Heirophant
- 7 Carmine Tyrant
- 8 Shimmering Empress
- 9 Black Star Duke
- 10 Exalted Baron

1d10 Their Deed is...

- 1 Devourer of the False Moon
- 2 Breaker of the Low-Born
- 3 Painter of the Undercity
- 4 The Hammer of the Wurm
- 5 Seeker of the Piercing Realm
- 6 Herald of the Golden Chapter
- 7 Speaker of the Beetle
- 8 Courtier of the Fleeing God
- 9 Child of the Jeweled Will
- 10 Supplicant of the First Coin

1d8 They Wield...

- 1 **The Sun-Star Gaze** - *Eyes that burn with solar will.* Those caught in the Noble's gaze suffer 2d6 fire damage every turn and must save v. Breath to avoid catching fire.
- 2 **The Sadim Touch** - *That which they touch turns to gold.* Their touch functions as a petrify spell. Save v. Breath or be turned to gold.
- 3 **The Tears of Pearl** - *Baleful and beautiful tears, their anguish spreads.* Anytime the Noble is injured there is a 1-in-20 chance they unleash a baleful scream; save v. Breath **Fail:** 5d6 sonic damage. **Pass:** Half damage.

4 **The Silvertongue** - *The greatest of diplomats and fiercest of speakers.* Anytime they speak, all within earshot must save v. Charm or become affected with a Charm spell.

5 **The Diamond Faces** - *The bending of light to suit their appearance.* At will, the Noble may change their size, physical appearance, and voice to anything they desire. This power only subsides on death.

6 **The Cloistered Perfume** - *Miraculous scents, the mind cannot comprehend.* Anyone within striking distance of the Noble must save v. Poison or be overcome with hallucinations and sensory overload. Anytime they attack there is a 3-in-6 chance they strike at an imaginary foe or their own compatriot.

7 **The Hands of Greed** - *Shining hands that fill hearts with want.* Every turn, characters must save v. Madness or be overcome with greed and attempt to violently steal from the nearest character.

8 **The Will of the Wurm** - *The City speaks through them...* Once per day, the Noble may issue a single decree. Those who fail to cover their ears in time will be compelled to follow the decree, even in death.

KILLING A NOBLE

Noble's bodies are made of living precious metal and jewelry.

If characters somehow manage to kill a Noble, they can butcher its corpse and sell the parts. Each noble has 1d10 body parts.

<u>2d6 This is...</u>	<u>Worth</u>
1-6 Quicksilver Blood (dram)	2,000
7-8 Skin Porcelain	4,000
9 Sinew-Silk	6,000
10 Gilded Veins	10,000
11 Diamond Bones	20,000
12 Rubyflesh Heart	30,000

In addition, the object of power may be taken from their body and devoured, permanently granting the eater the same power.



VULPESPHINX

- **Defense:** As Hide
- **Hit Dice:** 9HD
- **Hit Points:** 45
- **Move:** Double Standard
- **Damage:** Bejeweled Claws 1d8/1d8, Serrated Bite 1d12
- **Quantity:** Solo
- **XP:** 1400
- **Fragrance:** *A fragrant aura that holds sway over mortal minds.* The Vulpesphinx constantly emits a natural perfume that has a number of possible effects. They may only emit one scent at a time.
 - *Sleep* - Smells of rain and cinder, save v. Poison or fall asleep for 1d3 hours.
 - *Charm* - Smells of wine and honey, save v. Charm or become highly suggestible (per a Charm spell) for 1d3 hours.
 - *Fear* - Stings of blood and lightning, save v. Madness or become compelled to flee.
 - *Sick* - Reeks of refuse and pus, save v. Poison or become sickened for 1d6 minutes.
- **Dominating Gaze:** *Their eyes dance and swirl with hideous power.* **Anyone who meets the gaze of a Vulpesphinx must save v. Breath. Success:** Feel slightly nauseous, but unaffected. **Fail:** Fall under the control of the Vulpesphinx entirely for 1d3 minutes. Obscuring vision provides advantage on the save, while viewing with a mirror protects the adventurer entirely.

Metal and gemstone click against marble floor. A wave of fragrant air unfurls like a carpet before the enormous feline creature. Its body is lithe and powerful, adorned in beautiful jewelry. Terrible and elegant, its vixen face rises 10 feet off the ground while its eyes dance with an intelligent malice.

Weighing twice as much as a lion and standing twice as tall as many mortals, the Vulpesphinx is a dangerous and intelligent predator

of the Spires. Adorned in jewelry to match their prismatic coats of fur, they are powerful indifferent creatures equally prone to bouts of curious intrigue or sadistic cruelty. When they speak, it is always tinged with the threat of violence...

Part guard animals and part esteemed guests, the Vulpesphinxes were invited into the Spires by Nobles long ago. They make full range of the rooms much like a house-cat would, going where they please and doing whatever entertains them. However, they are afforded the respect of powerful lords, spending their days toying with residents, lounging in parlors, dining on the finest of cuisine, and hunting servants like mice.





"You Spot an Aristocrat"

D20	MANNER	GARB	ADORNMENT
1	Coin-head, speaks in business words only.	Matte black cloth and veil that eats light.	A terrifyingly tight bodice.
2	Torpid, loathe to action or speech.	Aquamarine scales, like a shiny metal fish.	A hat far too tall to be practical.
3	Paranoid, fears friend and enemy equally.	Stripes of every color, like a horrid rainbow.	Long pointy shoes.
4	Rat, snivels and pleads until they can escape.	Piles of frilled lace cover every inch.	Porcelain mask with a sneering grin.
5	Deluded, believes themselves immortal.	Business formal, dyed a shiny cobalt hue.	Cane made from a mortal spine.
6	Paper-skin, tough until pressured.	Bone white cloth with crimson piping, like a bloodied vampire.	Rusted sword, belonged to someone more important.
7	Wolf, silent and vicious in all things.	Robe studded with thousands of gems.	Delicate wooden mask, sorrowful face.
8	Slipping, sweaty, and always flustered.	Crimson and puffy, like a fancy rose.	Bejeweled holy book, constantly perusing.
9	Cunning, dangerous, uses calculated words.	Skins and pelt from every possible beast.	Skin-tight crimson dyed leather gloves.
10	Jester, takes nothing seriously, giggles a lot.	Gold EVERYTHING, smells of fumes.	A bronze death-mask, worn as a helmet.
11	Sanguine, angry and foul-tempered.	Piles of jingling jewelry, body hidden.	Slippers made of crystal, look painful.
12	Superior, thinks themselves perfect.	Dressed to resemble a sphinx including paper wings.	Painted mortal skull, worn as a necklace.
13	Wild, ragged with revelry and merriment.	Shimmering reds and black, like a fire.	Drinking goblet, stained with wine.
14	Pinch, tight and haughty, scowls a lot.	Royal blues and silver in a twisting pattern.	Small rare bird, kept on a thin silver chain.
15	Bummer, nihilist who spreads bitterness.	Ill-fitted knight armor of brass and satin.	Immaculate tapestry, made into a cape.
16	Peacock, thinks themselves a thespian, loud.	Brilliant white and impossibly clean.	Bejeweled rings, too many to count.
17	Sour, nothing is good enough for them.	Dressed in "common folk" clothing, not fooling anyone.	An antique knife, constantly tossing it.
18	Spaced, glassy-eyed words and logic.	Luscious satin robes, the colors shifting.	A crystal ball they periodically consult.
19	Sadist, lies and hurts for cheap laughs.	Inverted colors, split down the middle.	Painted fan they use to hide their mouth.
20	Regal, demands respect and authority.	Snakeskin shoes, belt and nothing else...	Crown made of delicate gold foil.





Treasures

The wealth of the Spires is endless, from the decor to the tableware. Few who live here have any concept of taste, making purchases and commissions based on how expensive or shiny a particular object is.

Adventurers gain treasures from the Spires in the following ways:

Looting a Room - *The deeper into the Spires, the greater the treasures.* When looting a room, roll d20 and add the number of rooms previously explored.

Robbing an Aristocrat - *Aristocrats are constantly pilfering treasures from the Spires; sometimes to hide from intruders, other times it's just opportunistic petty theft.* When robbing a living (or dead) aristocrat, roll d10 and add the current alarm.



TREASURE

1	Dinner Plate - 200
2	Wall Sconce - 200
3	Servant's Bell - 200
4	Cutlery - 200
5	Ashtray - 200
6	Letter Opener - 200
7	Book Ends - 200
8	Buckle - 225
9	Card Tin - 225
10	Inkwell - 250
11	Decanter - 300
12	Knife - 300
13	Chamber Pot - 300
14	Candlestick Holder - 400
15	Hand Mirror - 450
16	Parasol - 450
17	Bird Cage - 450
18	Codpiece - 475
19	Ring - 500
20	Earrings - 500
21	Brooch - 550
22	Bracelet - 600
23	Spectacles - 650
24	Snuff Box - 700
25	Walking Cane - 750
26	Vase - 1,000
27	Figurine - 1,000
28	Portrait Locket - 1,250
29	Tea Set - 1,500
30	Mystery Piercing... - 1,500
31	Necklace - 2,000
32	Goblet - 3,000
33	Pocket Watch - 3,500
34	Grimoire - 4,500
35	Decorative Egg - 5,000
36	Music Box - 6,000
37	Scepter - 7,000
38	Crown - 8,000
39	Tiara - 8,000
40	Reliquary - 10,000





d20	MATERIAL	ADORNMENT	MAGIC?
1	Crystal, cut with intricate precision.	Studded with dozens of pale-blue moonstone.	
2	Pewter, etched with impossible detail.	Panels of carved opal, portraits of cruel faces.	
3	Bone, a single piece from a great beast.	Ivory panels, carved to show great horned beasts.	
4	Ivory, perfectly fused and delicately carved.	Inlay of golden figures, sculpted as savage animals.	
5	Stained oak, inlaid with painted lacquer.	Corners and edges accented with platinum.	
6	Blown glass, rainbows of shifting colors.	Dazzling array of rainbow gemstones set in a circle.	
7	Jade, a brilliant and mesmerizing green.	Painting of an aristocrats face, inset with gold edges.	None
8	Bronze, etched and polished like gold.	Demonic visage carved of bone with ruby eyes.	
9	Porcelain, brilliant white and smooth.	Tempera painted scenes of aristocrats hunting snails.	
10	Wootz steel, patterns and bands like water.	Studded with amber beads, fairies trapped within.	
11	Copper bands, coiled and woven like reed.	Obsidian skulls the size of peas line the edges.	
12	Tin, inlaid with gold and intricate design.	Dozens of emeralds, spelling out a house name.	
13	Brass, tinted to a shimmering magenta.	Ancient gold coins, fused on and used as accents.	
14	Gold-leafed wood, perfectly smooth.	Sheet music of a macabre song, made of silver inlay.	
15	Marble, many colors like rainbow waves.	Decaying teeth, a warlord's name carved into them.	Yes, but only cosmetic <i>Glows, changes color, shoots sparks, etc.</i>
16	Solid silver, polished to a mirror sheen.	Dozens of pearls held with electrum settings.	
17	Birch-wood, inlaid with mithril filigree.	Glittering diamonds set into the edges like studs.	
18	Cinnabar, drilled with life-like shapes.	Rare butterflies and moths lacquered to the surface.	1 Random Spell
19	Onyx, appears to swallow the light.	Resin and lapis lazuli pictographs of debauchery.	
20	Stoneware, with raw and primitive glazes.	A topaz relief of the Spires being constructed.	1d3 Random Spells





Cultivist District



Laid out before me, the Cultivist District glittered like an uncut gem. Towering facades drenched in wisteria and ivy, glistening panes of glass set delicately within one another created splashes of color on the cobblestones like puddles of rainbows. With air filled by the scent of a thousand roses and the gentle caress of silken leaves one can be forgiven for thinking that beauty creates beauty. Beneath the lush gardens and sparkling streets there is the wet and decaying compost from which this viridian daydream ascends; the glamor is watered with blood. For every delicate butterfly there is a ravenous worm.

"A Serpent's Garden," Xelie A. Larch, Wandering Historian; Tales of My Travels, Vol II



Cultivists

The air is thick with a haze of pollen, clouds of busy insects scatter through the air, and streets of heliotropic moss are flanked by rows of blossoming manicured trees. This is the Cultivist District, a two-faced oasis of green in a sea of grey cobblestone.

A Paradise of Growth

None who walk the streets of the Cultivist District can escape its entrancing beauty. From the glittering greenhouse palaces to the streets covered in prismatic moss, the place is crawling with beautiful, manicured life. Its awe-inspiring beauty is noted by every member of society, with the affluent enviously fighting for real-estate, while common folk dream of seeing its growing towers and streets of blossoming moss. Those looking on from the outside would dare to call it a paradise.

And a Dungeon of Rot

Yet, this beauty is enjoyed only by those with the means to live a life of leisure. The manicured beauty and artificial prosperity of the Cultivist District is maintained through an exploited subterranean labor force. Common folk are promised housing and wages, so long as they agree to work as composters and gardeners; too late do folks realize it as a life of indentured servitude, with only enough pay to survive with little chance to even escape. Those who fail to meet rigorous quotas are sent to the composting pits, vast cavernous piles where every scrap of biological waste is recycled, even the bodies of those working it...

Ruled by the Changed

The Cultivist District is home to a uniquely insidious mutation. Known as the Changed, they are the beautiful fey nobles, part insect, part



blossoming flower, who rule the tallest branches and lowest composting pits. They are adored and feared, carefully manicuring and pruning the city as they see fit. To them everything must be perfect, and they will go to any length to ensure that the glamour of perfection does not wane...



Features & Issues

The following lists may be used in place of the normal features and issues lists on pg. 73.

1010 Cultivist Features

Every inch of the Cultivist District is crawling with both malevolent and benign life. Whether it is a beautiful greenhouse or a composting pit, the skewed cycle of life and death is on full display.

- 1 **Greenhouse Palace** - The entire area is enclosed within a shimmering glass complex. The air is thick with moisture and sometimes difficult to breathe, always just hot enough for the plants within to reach their full potential; mortals make do.
 - 1 *Eternal Bloom* - The greenhouse is in eternal bloom. Tourists flock from all corners to see this evergreen paradise. Food, flowers and tea are plentiful.
 - 2 *Vivarium* - This is a grand closed terrarium, the folks inside its subjects. No one is allowed in or out, with escape attempts constantly underway.
 - 3 *Nocturnal* - The glass is tinted, plunging the greenhouse into an eternal night. Glowing plants, enormous moths and swarms of bats fill its skies.
- 2 **Growing Tower** - Stretching up to the sky, a tower of pumice stone and woven trees blossoms in the light. Each level sports a hanging garden, tended to by specialized and highly-trained gardeners.
 - 1 *Flowers* - The tower blossoms with every color on the spectrum, from common bouquet flowers to rare and extraordinary specimens.
 - 2 *Fruits* - The air smells sweet and rich. Bushes and trees are laden with the sweetest, strangest fruits.
 - 3 *Tea* - Strange and powerful aromas waft from this tower in miles. This tower boasts a fine tea market and opulent tea houses.
- 3 **Hive Residences** - High density residences, built by the armies of trained wasps. They appear as massive, bulbous structures, made from a mottled grey paper. Their insides are tight, winding tunnels and they house thousands of folks within their cavernous forms.
- 4 **Hedgerow Garden** - The street-plan has been styled like some enormous hedgerow garden. Tall, perfectly manicured hedges and flower bushes form a beautiful geometric maze. Those not local to the area tend to get lost easily, and less savory individuals will capitalize on this...
 - 5 **Green Market** - A sprawling plaza decorated with glittering mosaics is home to countless vendors and tents, each one sporting an emerald green top. This is the legendary Green Market, not just the greatest fruit and produce, but every possible herb, spice, and herbal remedy. If it was grown, it can be found here, for a price...
 - 6 **Compost Site** - The surface is dotted with tall featureless towers that lazily belch heated air, while carts dump green waste into wide featureless pits. Below is a world of cruel industry, layer upon layer of workers tilling, sorting, and processing the decaying waste into usable compost. Nothing goes to waste, not even the dead...
 - 7 **Mushroom Warehouses** - The smell of exotic manure and rich loam wafts through the air. Massive wooden warehouses house vast nocturnal fields of mushrooms.
 - 1 *Glowing* - The interior is filled with a pulsing bio-luminescent glow. Mushrooms as bright as lanterns are grown and sold here.
 - 2 *Food* - Mushrooms as fat as hogs are grown and harvested, as well as pungent and expensive truffles for the affluent chefs.
 - 3 *Rare* - Under heavy security. Inside rare medicines, dangerous poisons, and powerful psychedelics are crafted from the mushrooms grown within.



8 Marshland Streets - Water is pumped to cascading fountains, and the streets have been turned into an artificial wetlands. Dazzling wildlife and colorful aquatic plants grow thick and bountiful, while vibrant gondolas serve as transportation to those who can afford it.

9 Weaver District - Gossamer silk drifts through the air, and large secretive workshops quietly work behind closed doors. The finest garments and textiles are produced here; however, trade secrets are guarded on penalty of death.

1 *Worm-silk* - Rich shimmering cloth, prized by Nobles and clothiers, is produced in bolts here.

2 *Spider-silk* - Coils of pale tensile twine and rope is sold to builders and boatswains. Weighing next to nothing, some claim it is stronger than iron chains.

3 *Lotus-silk* - Sold only to priests and esoteric disciples, this fine delicate cloth is the rarest yet, even out of reach of the envious Nobles.

10 Methane Balloons - Enormous decorated blimps hang in the air. Messes of tubes sprout from its body like countless strands of intestine. Methane gas from the compost pits below is pumped into these airborne repositories, then distributed to the distant regions of the city as natural gas.

10 Cultivist Issues

The blossoming green streets are far from a paradise to those who live in them. Nobles desire perfection and beauty while every inch of the city seethes with dangerous life.

1 Kquarl Infestation - Street after street is crawling with voracious destructive life. A massive infestation of Kquarl (pg. 178) threatens the lives and homes of everyone living here.

2 Spore Bloom - The ubiquitous fungal life is in full bloom, filling the air with billions of microscopic spores. Mostly they just trigger allergies, but rare and truly dangerous spores tend to mix in...

3 Sinking Buildings - The rich fertile soil beneath has begun to give way. Entire blocks are beginning to sink into the soft earth, at risk of being buried and composted.

4 Kudzu Takeover - Thick green vines of kudzu cover nearly every inch of architecture. The coiling, climbing plant grows rapidly, threatening to bury everything in green.

5 Treebourne Disease - Unnoticed until it was too late, certain species of structural trees have been infected. It is only a matter of time before they die and collapse.

6 Pollen Winds - The air is choked with a thick ochre fog. Pollen, sometimes an inch thick, coats the city, forcing folks to wear makeshift masks and goggles just to breathe.

7 Tranquility Officers - Officials in beautiful armor patrol the streets, ensuring beautification codes are kept and "peace" is maintained. Disturbing the tranquility is met with severe punishments.

8 Hallucinogenic Water - Accidental exposure or intentional tampering has tainted the water with psychotropics. Mild doses are an annoyance, but heavy doses are dangerous.

9 Composting Expansion - Vents are built above and caverns dug below, the area being slated for a new composting site. The citizens worryingly joke: "perhaps they'll join the compost below..."

10 Beautification Codes - Severe new laws dictating fashion standards and exterior building styles have been declared. Affluent members marvel at the new beauty, while common folk fear eviction.



Factions and NPCs

Nobles above attempt to enforce their “beauty” upon the city, while Nobles below ensure that undesirables are “pruned” and recycled. Meanwhile, common folk and druids attempt to break away, establishing self-sufficient communes away from the prying eyes of the guards and rulers.

The Emerald Court

A ruling house of changed aristocrats, obsessed with cultivating the perfect beauty.

They are... Aristocrats who have been changed under the patronage of their leader. They now serve their will and do everything in their power to “prune, weed, and shape” the district and its inhabitants into a more pleasing form.

Led by... Verdigris Glamour, a changed being of vibrant petals and glittering chitin; their glamour and beauty is unmatched. They act with graceful movements and delicate words, even as they order secret executions and the demolitions of residences.

They can be found... **The House of Jade**, a towering greenhouse fortress of stained glass, gold leaf, and carved jade. The administration operates from this place and serves as the “ideal standard” of beauty that they demand their subjects aspire too.

They can provide... Wealth and real estate are commonly traded. For those with more aggressive appetites, they can sponsor a mortal’s ascension through the Bloom (pg. 177).

They desire... assistance with the rival powers and complacent administrators who deny or slow the changes to the city.

It is rumored... Nepotism runs rampant in the court, putting idiot sycophants in places of power. The court needs to be pruned of such rotten fruit..





The Million Strands

A massive subterranean composting network, lorded over by a Machiavellian demigod.

They are... Countless workers, supervisors, and beasts that toil in the dark below. Tasked with breaking down and repurposing the countless tonnes of waste that the city produces, even bodies are recycled to feed the demands of the district's many beautification projects.

Led by... **Weeping Silk**, a changed Noble whose body is stretched into miles of twitching fungal filament. They are cunning without compare and seem to wield great power over the other Nobles within the district.

They can be found... **The Wanting Hive** - An underground disposal system with countless tunnels and access points across the city. Resembling a colossal ant colony, Weeping Silk resides in the deepest point, directing the actions from their cavernous sanctum.

They can provide... All manner of unseen riches that find their way into the composting piles, that and access to forbidden powers known only to the fungal life within...

They desire... "Pruning" lords who draw too deeply from their supplies or securing fertile and decaying places to be harvested and recycled.

It is rumored... As the Million Strands grow in power, Weeping Silk may make a play for greater power, to rule from below and above unequaled...



The Mulchwood Circle

Druids and farmers who escaped the indentured servitude and seek to break others out as well.

They are... communal druids and farmers seeking to break out of the exploitation of the Cultivist rulers. They form and tend illegal farms and greenhouses.

Led by... **Doursod**, a druid who escaped from the mulch pits and now fosters hidden anarchist communes throughout the city. Never far from his magical spade, he speaks plainly and openly, never holding secrets and trusting only those who prove to be competent and honest.

They can be found... **The Hidden Grove** - an expansive tiered farming commune that vanishes and reappears throughout the city. Created and protected by the many druids within the Mulchwood Circle, it feeds those in need and offers a place for those looking to escape the city.

They can provide... A safe hideout and access to rare and powerful plants.

They desire... help establishing and maintaining their secret communes. Competent hands are always welcome to help, but new and safe places to establish secret gardens are preferred.

It is rumored... Various members of the Circle are stockpiling massive amounts of goods outside of agriculture. Tools, weapons, building materials - all in preparation for establishing a true autonomous zone within the city.





Jesop Van'Alderberry has been a staunch supporter of the Nobility in the Cultivist District. Their personal transformation has been marked by glorious foliage and eyes that can see through many things, including falsehoods. A patron of the arts in the district, their influence can be seen in many of the sculptures depicting the Nobility.



Amaranthé has been the Chief Warden of the Hives since her mother bequeathed the title to her fifty years ago. As a fluent practitioner of the honey-speech, she is able to orchestrate a variety of highly organized events with a whisper to her insect compatriots. However, she has recently gotten into hot water over inflammatory remarks about insecticide usage.



Herrod Smunglefoot is a self-professed "savant of compost." With one sniff he can tell you its contents, its age, the micro-organisms that are most prevalent, and most importantly, how valuable it is. He does have the unfortunate habit of being very addicted to smoking pulped sneedgrass which makes his breath and the compost he investigates smell the same.



Grandmaster Clique is a poet, scholar, bard, and an important member of the underground artist scene. Performing in secret with the band "The Chitinous Crew," his shows act as safe havens for anarchists and anti-noble sympathizers. While he calls himself an artist first, he is a vociferous and astute opponent of the Nobility, and not opposed to direct action.



Cultivist Goods & Services

Blooming with life both large and small, the Cultivist District boasts a culture of goods and services meant to maintain, coexist with, and survive the verdant overgrowth.

Hirelings

Costs are per day or per transaction.

<u>Name</u>	<u>C / M / W / O</u>
Botanist	7 / 14 / 70 / 700
Exterminator	10 / 20 / 100 / 1000
Flower Seller	2 / 4 / 20 / 200
Fountaineer	6 / 12 / 60 / 600
Funeral Planner	* / 14 / 70 / 700
Gardener	6 / 12 / 60 / 600
Herbalist	9 / 18 / 90 / 900
Landscaper	7 / 14 / 70 / 700
Mosaic Artist	* / 16 / 80 / 800
Mulcher	5 / 10 / * / *
Seed Keeper	6 / 12 / 60 / 600
Silk Dyer	* / 16 / 80 / 800
Tea Maker	7 / 14 / 70 / 700
Tour Guide	5 / 10 / 50 / 500
Urn Turner	7 / 14 / 70 / 700
Wise One	13 / 26 / 130 / *

Sells illicit medicinal or recreational drugs and goods.

Services

Medicinal Bath	5 / 10 / 50 / 500
Shisha, 1 Hour	* / 50 / 250 / 2500

Calming herbal incense, burned or inhaled with a water pipe.

Clothing

Blooming Headdress	* / * / 100 / 1000
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Alive with flowers and bugs.

Gardener Smock	4 / 8 / 40 / 400
Living Brooch	* / 50 / 250 / 2500

A glittering beetle that attaches itself to one's clothing.

Mulcher Boots	5 / 10 / 50 / 500
Sun Hat	5 / 10 / 50 / 500

Tools

Beekeeper Suit	20 / 40 / 200 / 2000
Exterminator Suit	25 / 50 / 100 / 1000
Poison Ring	10 / 20 / 100 / 1001
Smoker, Bellow	12 / 24 / 120 / 1200
Trap, Glue	5 / 10 / 50 / 500
Trap, Snare	6 / 12 / 60 / 600
Vermin Net	10 / 20 / 100 / 1000
Watering Can	5 / 10 / 50 / 500

Food

Costs are per pound unless noted.

Candied Bugs	2 / 4 / 20 / 200
Honey, Raw	8 / 16 / 80 / 800
Pâté	10 / 20 / 100 / 1000
Jam, Jar	3 / 6 / 30 / 300
Mushrooms	1 / 2 / 10 / 100
Truffles	* / 96 / 480 / 4800

Drink

Costs are per gallon unless noted.

Coffee, Pot	* / 8 / 40 / 400
Cup	* / 2 / 10 / 100
Kombucha	1 / 2 / 10 / 100
Nettle Wine	1 / 2 / 10 / 100
Spice Tea, Pot	* / 16 / 80 / 800
Cup	* / 4 / 20 / 200
Jewel Brandy	* / * / 500 / 5000

Contraband

Bip's Folly 100 / 200 / * / *

A brown potent-scented goo, sealed in a glass vial emblazoned with a dying lily.

Concocted as a weed-killer by a well-meaning gardener, the initial test caused so much destruction that they fled their home overnight.

Bip's Folly kills any plant-life within 1d20x10 feet. Sentient or magical beings may make a save v. Poison to avoid death. Success causes them to lose half of their health.



Vita-Botanis 200 /400/2000/20000
Fine powder that appears like ground opalescent pearls and reeks of ammonia to the point of causing dizzy spells.

A dangerously powerful fertilizer that causes plant life to grow rapidly and uncontrollably for a short time.

A single dose of Vita-Botanis causes any living plants, molds, etc. to grow exponentially.

Time and Effects

6 Seconds The surface is coated in sprouting twisting life.

1 Minute The surface becomes impassable with thick, over-sized vegetation.

1 Hour The plant life expands to the size of a small house, covering and breaking anything weaker than fortress walls.

1 Day The growth stops, only after reaching the height and width of a castle tower.

Seer's Gills 100 /200/1000/10000
Prussian blue mushroom with shimmering translucent gills that seem to shift and move the longer you gaze at them.

A mushroom, once the trade secret of seers and diviners, that allows the user to gaze upon the maddening weaves of time and space.

Consuming the mushroom causes intense and potentially dangerous hallucinations (save v. Poison or be paralyzed for 1d3 days). Afterwards you are granted one random boon.

1d3 Boons

- 1 Re-roll any single you or the GM make in the future.
- 2 Have one question answered fully about the past, present, or future.
- 3 Gain perfect memory for 1 week.

Rock Tobacco 50 /100/500 / *
Small rock-sugar crystals the color of tar and reeking of smoke and turpentine.

Originally developed to keep composting workers "alert and awake" it was found to be too potent and dangerous, so it was quickly outlawed despite the frequent use among many laborers.

Once dose of Rock Tobacco causes the user to not need sleep for 1d6 days and remain hale despite serious injuries. After this time, they must save v. Poison or suffer disadvantage to 1d3 abilities for 1d6 days.

Ripper Spores * / * / * /60000
Pitch-black spores, sealed tightly in a tempered glass vial; a heavy and ominous sensation surrounds it...

A dangerous bio-weapon, crafted by a mad Noble who sought to "depopulate" an entire district.

When unleashed, anyone inhaling the spores must save v. Poison or be infected with Ripper Spores.

Transmission: Contact with infected.

Effect: Each day, save v. Poison or suffer 2d6 damage as the body begins to shut down.

Cure: Three consecutive saves. Medicine only provides advantage on the saves.

Wink Slugs * / * /300 /3000
A decorative slug, with a beautiful spotted pattern and nervous energy.
 Rare heritage breed of slug, allowed only for licensed and professional snail-fanciers.

When stressed the slug quickly duplicates itself out of thin air. This will continue until the slug is calmed down or killed.





Cultivist Artifacts



Alluring Avion Feeder

An immaculate bird feeder of stained glass and gold filigree; images of countless painted birds seem to dance along its panels...

Magical item, crafted by a lonely soul, utilized by those wishing to study avian beasts or simply enjoy the polite company that birds bring.

Once per day, when filled with high quality seed or suet and hung from a healthy tree, the Alluring Avian Feeder attracts every bird or bird-like beast within a single mile and compels them to eat from the feeder. The birds may squabble and make noise but are non-violent and each wait their turn to eat from the feeder. Breaking the peace breaks the compulsion and the birds will quickly flee for the day.

Composter's Crone

A bowed elderly woman, carved from weathered shale and reeking of peat; her face is hidden with a heavy cloak while her hands clutch a pitchfork made of rusted iron...

Found long ago in the deepest parts of the mulch pits, she has become a object of veneration to the mulch workers and blasphemy to the royal gardeners.

Everything, both living and dead, within 30 feet of the statue begins to age and decay at an accelerated rate. Touching the statue causes this decay to happen instantly, with metal rusting to dust, wood rotting to sod, and flesh melting to mulch.

Endless Watering Can

Made of beaten copper and tarnished silver filigree, this worn but decorated watering can slobes with muddy, lukewarm water.

Created for a humble gardener who won the favor of sky god, it was said the can would ensure their garden was never without water.

The Endless Watering Can is always filled with dirty, stagnant water; perfect for plants, but drinking directly from it risks nausea. The water can be poured from the spout in an infinite, gentle stream. Alternatively, if the Endless Watering Can is intentionally tipped over and dumped out, it immediately triggers a Flood (pg. 23).



Ever-cut Shears

Simple garden shears with handles made of wood and faded emerald lacquer; the metal seems untouched by age, with a razor edge that seems to shear the very light...

A pair of garden shears crafted by a powerful garden-witch of the city, made to never falter even with the most stubborn of weeds.

The Ever-cut Shears can cut through anything, magic or mundane, that can comfortably sit between its blades. If the shears are broken or disassembled, the magic is lost and it reverts to a well-loved but mundane garden tool.





Gilligan's Mold Box

A beaten, lacquered box the color of a bruise; inside lies a clump of moist grey filth that seems to cautiously move on its own.

The box is home to a pile of sentient mold spores, a fungal colony that goes by the name of "Gilligan"; the true origins of this mold have been lost to time, Gilligan being unconcerned or unwilling to answer.

When a dash of the mold from Gilligan's Mold Box is sprinkled on a corpse or remains, a sentient and mobile pile of gray mold named "Gilligan" will spring up, bearing the physical strength and size of the corpse it was sprinkled on.

GILLIGAN

- Mellow and polite in all things, always has something nice to say.
- Helpful to fault, constantly willing to put themselves in danger or risk, even for the smallest things.
- Pacifist, refuses to cause undo harm or engage in violence.
- Lasts 1d8 hours before peacefully collapsing into a pile of spores, usually saying something along the lines of "no, it's okay, this is my fault."

Noseeum's Jawbone

The broken and worm-whittled jawbone of a mortal, the air seems to fill with the sound of buzzing when touched...

Cursed charms, crafted by a indignant mage with a penchant for stinging flies and grudge against the aristocracy.

When a Noseeum's Jawbone is hidden in a building and smeared with a drop of blood, the building will slowly be plagued with swarms of pesky stinging flies. Removing the charm or destroying it ends the curse.

Days and Effects

- 1-2** Flies begin to appear and collect near windows and chamber pots.
- 3-5** Rooms are constantly filled with at least a dozen of the buzzing insects.
- 6-7** More flies fill in, becoming agitated and stinging anyone within the building with painful welts.
- 8-10** The house is infested, buzzing can be heard during all hours making sleep impossible.
- 11-13** Flies swarm so thickly that vision becomes difficult or impossible.
- 14+** The building is uninhabitable and dangerous, requiring the charm to be removed or the building demolished.





Stainless Smock

An immaculate gardening smock, its heavy white fabric utterly unmarred by dirt, grass-stain, or fertilizer.

Woven, sewn, and enchanted by a over-compulsive gardener, the smock was made to defend against even the most stubborn dirt.

The Stainless Smock protects against liquids and chemicals that may corrode, stain, or stick to it or the wearer. Such liquids simply bead up and roll off the smock, much like water upon a ginkgo leaf.



Whispering Wind Chimes

Chimes of iridescent metal with etchings made to look like caricatures of merchants, scholars, rakers, and such.

A failed attempt by a cabal of now disgraced oracles who sought to divine the world by attuning these chimes to the winds.

Once per day and if the wind is even gently blowing, the Whispering Wind Chimes will whisper something to the listener. However, they are as fickle as the winds and the usefulness (and truthfulness) of the statement is entirely suspect.

D6 The Chimes Whisper...

- 1 *An uncomfortable truth.*
- 2 *A scandalous rumor.*
- 3 *An interesting fun-fact.*
- 4 *A piece of esoteric information.*
- 5 *Something you already knew.*
- 6 *A blatant lie.*

Sacred Panes

A shimmering window of vibrant stained glass, its surface decorated with slowly shifting images of flowers.

Crafted by an eccentric craftsfolk to divine the world through the medium of floriography.

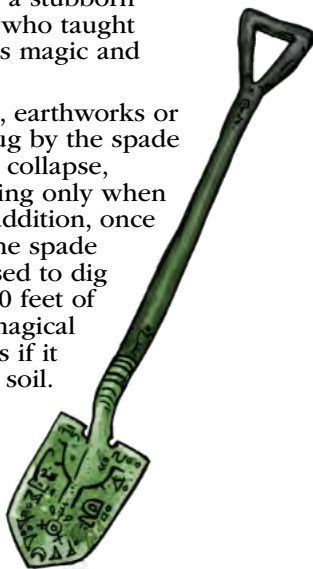
You may ask the Sacred Panes any question about the past, present or, future. It will answer truthfully, albeit only through images of bouquets of flowers. What each bouquet means may be clear to some or cause for speculation.

Unimpeded Spade

A sturdy and innocuous shovel, yet its blade is engraved with dozens of sigils and shaft covered in similar wood-burned patterns.

A digging spade without equal, crafted by a stubborn fieldhand who taught themselves magic and sigils.

Any holes, earthworks or tunnels dug by the spade will never collapse, disappearing only when filled. In addition, once per day, the spade may be used to dig through 20 feet of any non-magical material as if it was loose soil.

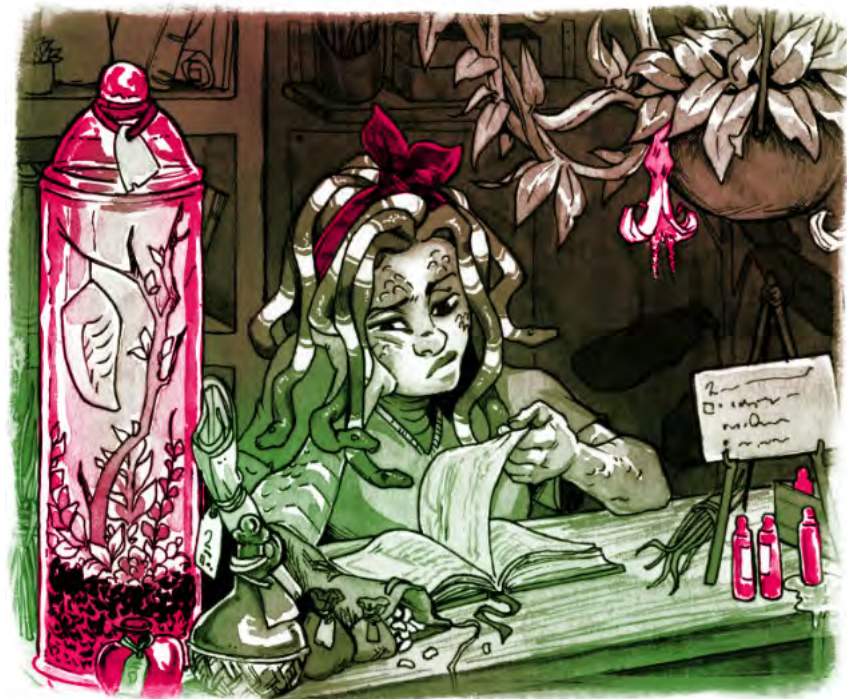


Cultivist Loot & Trinkets

d50	YOU FIND...	
1	Sticky jar of raw honey.	26 Vermin trap, bait still inside.
2	Jade brooch, carved in the shape of a beetle.	27 Petrified seeds made into a beaded necklace.
3	Marbles made from broken stained glass windows.	28 Piece of amber shaped like a sunflower.
4	Broken head of a gargoyle.	29 Smoky beekeeper's hood.
5	Pair of fine hedge trimmers.	30 Discarded silk cocoon.
6	Shard from a ornamental bronze vase.	31 Iridescent scale, strange markings on the inside...
7	Glove from Tranquility knight.	32 Tiny bright red snail shell.
8	Beautiful and large feather, its owner is nearby...	33 Decorated garden trowel sharpened to a blade.
9	Pouch of finely ground coffee.	34 1d3 Pearl buttons.
10	Very pungent bulb.	35 Rusty set of jacks.
11	Snuff box containing spices and seasonings.	36 Bee smoker, charcoal and wood chips ready for use.
12	Sack of worm bait, reeks of peat and chum.	37 Spool of string made from vines, strong as iron.
13	Blown glass heart, gently beats when warmed in hands.	38 Silken shawl, its edges covered in motifs of fungus.
14	Sweet jam pastry wrapped in a leaf, still warm.	39 Ornate leather mask of a ominous horned fawn.
15	Brooch in the shape of a dazzling butterfly, one wing intentionally broken off.	40 Long-handled fruit picker, 6 feet long, its mechanisms in perfect working order.
16	Pure gold pine-cone.	41 Tarnished hooked machete.
17	1d4 perfume bottles of pungent insecticide.	42 Ragged copper sickle, it smells of blood...
18	1d6 clay jars of fertilizer, meant to be thrown.	43 Tiny ornamental pot, delicate seedling grows within...
19	Fine rake, excellent quality.	44 1d12 persimmons.
20	1d10 hefty wooden stakes.	45 Head of cabbage.
21	1d8 soft pears, need to be eaten as soon as possible.	46 Bundle of cinnamon bark, strong & pleasant smelling.
22	Discarded bouquet, a somber air surrounds it.	47 1d3 bundles of herbs, hastily picked.
23	Brilliant and angry looking pepper, just gazing at it causes a burning sensation.	48 Tine of an iron pitchfork with a handle of wrapped leather, a makeshift shiv?
24	The longest bean you've ever seen.	49 Gallon pump sprayer, empty and ready to be loaded.
25	Steel hand-held sundial.	50 Squash shaped like a bird.



Cultivist People & Places



d12	NAME	WORK	QUIRK
1	Aquila Throatbud	Maker of Fine Rakes	Hides in unused planter pots whenever authority comes around
2	Adsila	Stake Driver	Constantly drunk on mushroom ale.
3	Brook	Glassblower	Addicted to pollen.
4	Jubilee Clifford	Seedling Caretaker	Can only ever find their right glove.
5	Hemmi	Topiary Artisan	Hates the color blue.
6	Gorden Holthhold	Watering Can Consultant	Only sings their responses to questions.
7	Mulstava Grains	Cobblestone Purveyor	Attracts praying mantises unconsciously.
8	Jelop Samus	Mulching Specialist	Shiny carapace growing on them attracts magpies.
9	Coniferd Needles	Fountain De-Clogger.	Can recognize any plant by taste.
10	Acacia	Exterminator	Allergic to wood.
11	Chester Lamb	Professional Scarecrow	Never takes their boots off.
12	Sedum Larksung	Compost Historian	Hair is replaced by petals that bloom and fall off at the end every day.





d12	SHOP NAME	SHOP APPEARANCE
1	Clematis's Cures for Cycles	There appears to be no ceiling, just masses of vines and bird nests.
2	Lunamancy Depot	Shopkeep is a mass of hundreds of bees, who while helpful, is hard to understand.
3	Shepard's Fine Goods	A mysterious odor permeates the premises that smells different depending upon the time of day.
4	Lost Vivarium Outfitters	There is no counter, only a massive freeze-dried taxidermy animal you can't recognize.
5	The Worm Hole	Large sentient turtle is the shop-keep.
6	Grapeberry's Instruments	Doorknob to the shop asks three questions before you may enter.
7	Overflowing Pitcher	Everything is a display item and you have to order from a sticky catalog in the back.
8	Beans N' More	Shop is made entirely of stained glass.
9	Sheldon's Shell	Only accepts crystalized insect wings as currency.
10	Grasses, Barbs, and Boils	Mold grows over everything in the store, giving it a very dusty appearance.
11	The Edible & The Serene	A well written song may be exchanged for goods/services. on full moons
12	The Embellished Frog	The glass ornaments within do not cast reflections.

d12	STREET NAME	STREET APPEARANCE
1	3 Pane Terrance	Giant drooping trumpet blossoms fall on travelers daily, covering them in sticky pollen.
2	Gladiolas Parade	Every plant grows thorns, regardless of species.
3	Basil Crescent	Soggy paver stones that squeak when stepped on.
4	Nasturtium Causeway	Wood of the buildings constantly ooze sap that looks like faces.
5	Calf's Hoof Boulevard	Lined with broken terracotta pots that pile up almost as high as the buildings.
6	Cicada Alley	Under the window frames hang various fruit bats that whisper to each other.
7	Moldering Way	Neon colored fungus cover all visible surfaces.
8	10 Thousand Wings Road	Thick vines arch across building tops, often hiding snakes.
9	Silica Strip	Flooded but filled with giant, walkable lily pads.
10	Moonshimmer Street	Chipped and broken ceramics make up the paving stones.
11	Sundew Avenue	Parades of snails write poetry with their opalescent trails.
12	Ecdysis Centerway	Glass shards litter the crevices and seem embedded in the grout of the buildings





The Bloom

As sure as life will spring where it is not wanted, so too shall your form blossom into a shape more befitting. The following replaces the Changes and Boons found on pg. 24-26, with a few differences.

The Bloom is a constant pervasive change that affects those who suffer within the Cultivist district. However, the Changed Nobles see it as something else entirely, an apotheosis to be pruned and fostered to blossom.

The Bloom - Each time a character suffers at the hands of the city they contract the Bloom. Additional suffering increases this in severity until the character is no more...

Denial

Hard knots of bark-like growth sprout on your body. Tests of agility, speed, and dexterity are made difficult.

Cure: The Bloom can be removed at any time with a topical surgery and caustic bath of rare herbs. Acquiring these herbs is difficult, as they have been outlawed by the Nobles.

Ascension

Those suffering from the bloom may choose to seek out the patronage of another Changed. If the patron finds you worthy (or useful), they will begin your journey to a "higher being".

- 1st Acceptance of the Seed** - You no longer suffer from the Bloom. The knots of bark no longer cause you distress or harm, instead covering your body in the equivalent of Scale or Chainmail armor. **Requires:** The patronage of a Changed.
- 2nd Quaking of the Shell** - Something strange and alien stirs within you. Your physiology alters, you no longer need to sleep, and you are immune to sleep-inducing effects. **Requires:** Payment for incredibly expensive and rare bath oils followed by a ritual bath with your patron.
- 3rd Gestures of the Sprout** - The bark shell cracks and reveals a form within. Your new form grows and quickens; you heal at a rate of 1 Hit Point per hour and no longer need to eat so long as you get a day's worth of sunlight. **Requires:** Must be invited and spend a week in your patron's private solarium.
- 4th Tempering of the Growth** - Your strength grows as your new form takes shape. The shell is gone, your alien body granting you enormous power; gain 1d6 points to every ability score. **Requires:** you must kill a rival undergoing the same change and present their blood to your patron.
- 5th Witness of the Blossom** - The final change approaches and you sit at the edge of ascension. Your form grows beautiful and unearthly; anything within eyesight of you must save v. Charm or become affected by a Charm Person or equivalent spell. **Requires:** Undergo a dangerous mission or task on behalf of your patron.
- 6th Ecstasy of the Bloom** - You shed the last of your humanity. Your ascension is complete, gain one of Noble powers (pg. 155). **Requires:** A decadent ritualistic festival, culminating with you swearing loyalty to your patron for all eternity.



Kquarl



Frantic grinding and chewing can be heard from dozens of unseen mouths. The noise builds to a frenzied crescendo, hinting to the ravenous hunger that propels it. Hundreds of pulsing, insect bodies pour out from the walls as the very architecture seems to quake and falter at their presence...

Fat pale grubs with emerald chitin that move with startling speed. Their mouths bear mandibles that work to crush and pierce, strong enough to bite through nails. They are never encountered alone; spotting even one means that there are at least a dozen more unseen.

The Kquarl are a constant and pervasive threat to the infrastructure and architecture of the city. The industrious and greedy creatures feast, multiply, and destroy whatever buildings they inhabit before moving on to the next one. So infamous and dangerous are they, that entire blocks will be razed if there is even a risk of infestation, less an entire district fall to ruin...

- **Defense:** None
- **Hit Dice:** 1HD
- **Hit Points:** 1 each
- **Move:** Standard
- **Damage:** Bite 1
- **Quantity:** Swarm 20 or Infestation 20x1d6
- **XP:** 10 each
- **Builder's Bane:** *Beams break and walls crumble.* Any building that is host to Kquarl will soon be reduced to rubble (see sidebar).
- **Infestation:** *They spread like wildfire, silent, until it's too late.* Unless you vigorously wash your body and burn your clothes after a Kquarl encounter, there is a 3-in-6 chance a new swarm will arise in a residence you visit after 1d3 weeks.

Builder's Bane

A building with a Kquarl infestation has a fixed life-expectancy, over time reducing everything to a pile of rubble.

The infestation level increases by 1 every 1d3 weeks

Infestation Level and Effects

- 1 Clicks and chewing in the walls.
- 2 Dangerous signs of degradation. Each room has a 3-in-6 chance of containing Unstable Architecture (pg. 20).
- 3 The building is beyond saving. Every room is considered Unstable Architecture.
- 4 The building is on the precipice of a great disaster. Crumbling Building (pg. 22).



Masque Heron

- **Defense:** Chain
- **Hit Dice:** 7HD
- **Hit Points:** 42
- **Move:** Double Standard
- **Damage:** Beak 1d8/1d8 and Laceration
- **Quantity:** Solo or Flock 1d3
- **XP:** 850
- **Mimicry:** *Voices remembered or taken from victims...* The Masque Heron can perfectly mimic any voice it has heard before.
- **Laceration:** *Their beaks are sharp as blades.* Attacks cause bleeding, dealing 1d4 damage each round until staunched or bandaged.
- **Alluring Visage:** *The shifting masque whispers sweet words.* Once per day, the Masque Heron may change the face of its masque and supernaturally charm a victim. **Save v. Charm** or be compelled to drop your weapons and slowly approach the Masque Heron.

A delicate and familiar face peers out at you, arresting your gaze. The sound of clicking talons and beak reveal the form behind this facade. A resplendent avian beast towers above you; its feathers glisten like jeweled knives, while its beak dances like a vicious rapier.

The statuesque and gleaming Masque Herons are deadly avian predators that plague the streets of the Cultivist District. Standing nearly twice as tall as a person, they delicately prowl the streets, waiting to single out and devour unsuspecting prey. While fully capable of dining on easier prey, they seem to have a taste and preference for mortals...

Originally bred by the Nobles as dual purpose exhibition and hunting animals, a living art object both beautiful and deadly. The creatures inevitably escaped into the city, establishing hunting grounds and breeding in hidden nests. However, there have been rumors that this escape was no accident, and the Herons are hunting common folk just as the Nobles desired...





Animated Urn

- **Defense:** Plate
- **Hit Dice:** 1d6HD
- **Hit Points:** 6 per HD
- **Move:** Standard
- **Damage:** Slam 1d6 (1d10 if 6HD)
- **Quantity:** Solo or Avenue 1d10
- **XP:** 100+100 per HD
- **Call For Aid:** *The Urns always work together.* Once per day, an Animated Urn can call for help. There is a 2-in-6 chance that 1d3 additional Animated Urns arrive.
- **Specimen:** *Their bodies are host to beautiful and strange plants.* Each Animated Urn is host to a random specimen with effects.

- 1 *Bloody Thorns* - Attacks deal an additional 1d4 damage.
- 2 *Rare Flower* - If properly harvested, can be sold for 1d6x50 coins.
- 3 *Snaring Vines* - When attacked, save v. Breath or be knocked down.
- 4 *Choking Pollen* - All within arms' reach, save v. Poison or become blinded and stunned for 1 round.
- 5 *Curious Fruit* - If eaten, save v. Poison. **Success:** heal 1d6 HP. **Failure:** Sickened for 1d2 hours.
- 6 *Poisonous Touch* - When touched, save v. Poison. **Success:** 1d3 damage. **Failure:** 1d6 damage & stunned for 1 round.

The heavy sound of stone feet plodding along the ground. A squat ceramic pot, emblazoned with a gargoyle-like face, leans at you from the ground. Sprouting from its opening is a tangle of curious plants that seem to dance and twist of their own accord.

The Animated Urns are a curious race that populates the streets of the city. Ranging in size, shape, and floral arrangement, they can usually be found working together to seek out patches of sunlight or unattended mulch piles.



They are quite intelligent and seem to share a collective consciousness with one another, allowing them to quickly share information across a vast network. Because of this ability, they are notorious gossips, and few things happen in the city without their knowledge. Such information may be gathered, but only if a mutually beneficial bargain is struck.





The Verdant Fury



- **Defense:** Leather
- **Hit Dice:** 3HD
- **Hit Points:** 15
- **Move:** Standard
- **Damage:** Strike 1d6 and Errant Splinters
- **Quantity:** Solo, Pack 1d8, or Swarm 3d6
- **XP:** 400
- **Assimilate:** *The clipped and discarded willingly join the Fury.* Every 100 pounds of compost, mulch, or plant trimmings grant the Verdant Fury an additional 1HD and 1d8 Hit Points.
- **Errant Splinters:** *The shards angrily burrow and tear.* Character's harmed by the Verdant Fury cannot heal until the splinters of the creature are removed. This takes 1d3 hours.
- **Verdant Resurgence:** *It is difficult to kill that which refuses to die.* Reducing a Verdant Fury to 0 Hit Points only destroys its physical form for a time. After 3d12 hours it will reconstruct itself at full strength unless its parts are burned, dissolved, or coated in herbicide.

The sound of snapping twigs and crackle of decaying leaves. The erratic and angry steps of a twisted creature falls into view. A mass of leaves, mulch, and bramble twists on itself, all while an alien intelligence observes you with a burning hatred...

The Verdant Fury, a crawling collection of decaying plant matter, is a dangerous well-known secret in the Cultivist District. A vicious and unrelenting predator, it is fuelled by an unnatural hatred for all sentient life.

It haunts the corners and edges of the district, growing in size and multiplying, seemingly with some nefarious goal in mind. What fuels its murderous intent is only rumor and heresy; some claim it's a wizard's experiment gone rogue, others say it's the psychic manifestation of countless dead and dying plants. The Animated Urns are tight-lipped but seem to know the most, alluding to a betrayed Noble, stripped of their mind and body, leaving only their seething hatred...





Cultivist Encounters

“The streets and gardens team with vibrant life. Many are dangerous but all are alluring.”

The following is a list of encounters that can be used as-is or alongside other encounter tables.

Short Statblocks

Beekeepers

Ornery, lurching protectors of glistening combs and vibrating hives, wreathed in ominous masks surrounded by stinging bees.

Armor: Leather | **HD** 3 | **HP** 15

Slam 1d6 | **Move:** Standard

Swarm: All within arms' reach, save v. Breath or suffer 1d6 damage.

Death Throes: Save v. Breath or suffer 3d6 damage from bees.

Morale: Flees if reduced to half HP.

Boil Wasps

Iridescent wasps the size of dogs, unsuspecting creatures are hosts for their parasitic young.

Armor: Hide | **HD** 1 | **HP** 5

Sting 1d6 | **Move:** Fly Standard

Stinging Eggs: Save v. Breath each hit. Failure leaves an egg that will hatch in 1d10 days for 1d6 damage.

Morale: 4-in-6 Flees if injured, 2-in-6 Fights to the death.

Button Spiders

Tucking their legs beneath them more than one person has been fooled into thinking they have come across a discarded button.

Armor: Leather | **HD** 1 | **HP** 1

Bite Venom | **Move:** Standard

“A Button?”: Nearly imperceptible when unmoving.

Venom: Save v. Poison or become delirious for 1d6 hours.

Morale: 5-in-6 Flees if injured, 1-in-6 Fights to the death.

Gardener or Mulcher

Mortal clad in a heavy smock and armed with sturdy tools.

Armor: Leather | **HD** 1 | **HP** 5

Tool As Weapon | **Move:** Standard

Morale: 5-in-6 Flees if injured, 1-in-6 Fights to the death.

Hunting Dragonfly

Shimmering wings and glittering eyes belie a cruel hunger from an oversized ornate dragonfly.

Armor: Scale | **HD** 2 | **HP** 10

Bite 1d6/1d6 | **Move:** Fly Double Standard | **Disorienting:** Attacks

against more than one dragonfly are at disadvantage.

Morale: 4-in-6 Flees if reduced to half health, 2-in-6 Fights to the death.

Strangle-Hope Vines

A predatory plant, its long pale vines stretch across the ground and wait for prey to grasp and strangle.

Armor: Hide | **HD** 3 | **HP** 18

Vines 1d4, Strangle | **Move:** None

Strangle: Save v. Hold or become grappled, 2d6 damage each turn.

Morale: Fights to the death.

Tranquility Knight

Statuesque knights in resplendent stained glass armor, a fine blade at their side wreathed in soporific mist.

Armor: Plate | **HD** 5 | **HP** 35

Blade As Weapon | **Move:** Standard

Tranquil Mist: As attack, all within arms-reach, save v. Poison or Magic, or fall asleep for 1d3 hours.

Arcane Glass: Magical attacks are reflected at the attacker.

Morale: 2-in-6 Flees if reduced to half health, 4-in-6 Fights to the death.

Trumpet Worm

Yellow worms the size of pythons; when disturbed the worms will toot in displeasure, sounding like an out-of-tune trumpet.

Armor: Hide | **HD** 4 | **HP** 20

Bite 1d8 | **Move:** Burrow Standard

Trumpet: Once per day, 1-in-6 chance sound summons another, roll for additional encounter.

Morale: 5-in-6 Flees if reduced to half health, 1-in-6 Fights to the death.





D50

ENCOUNTER AND 1D6 MOOD

- 1-10 1d6 Gardeners or Mulchers **Mood: 1-2** Amicable, helpful with small requests. **3-5** Busy, would rather not be disturbed. **6** Hostile if bothered.
- 11-15 Mobile Apiary, 1d6 Gardeners & 1d3 Beekeepers **Mood: 1** Amicable, sells honey. **2-4** Busy, tending their hive-boxes. **5-6:** Hostile if characters get too close.
- 16-20 1d3 Mulchers and 1d6 Trumpet Worms **Mood: 1-3** Busy, would rather not be disturbed. **4-5** Hostile if bothered. **6** Worms are out of control and attack wildly.
- 21-23 1d3 Masque Herons **Mood: 1** Curious, waiting to see what you do. **2-5** Hungry, looking for an easy meal. **6** Has selected YOU as its prey...
- 24-25 Kquarl **Mood: 1-3** Dormant, quiet if left undisturbed. **4-6** Hostile, defending their crumbling nest.
- 26-30 1d8 Animated Urns **Mood: 1-2** Willing to assist, for a price. **4-5** Curious, but busy and keep their distance. **6** Irate, hostile if bothered.
- 31-32 1d4 Verdant Fury **Mood:** Hostile and out for blood.
- 33-35 1d2 Stranglehope Vines **Mood: 1-2** Torpid, just ate. **3-6** Hungry and looking for an easy meal.
- 36-39 1d10 Boil Wasps **Mood: 1-2** Hostile if disturbed. **3-6** Hostile and aggressive.
- 40-42 1d3 Hunting Dragonflies **Mood: 1** Curious, waiting to see what you do. **2-5** Hungry, looking for an easy meal. **6** Hostile and aggressive.
- 43-44 1d4 Tranquility Knights **Mood: 1-2** Demand the characters leave their vicinity. **3-4** Attempt to fine the characters 50 coins each for "disrupting the terroir." **5-6** Interrogate the characters for 1d3 hours.
- 45 1d4 Button Spiders **Mood: 1-2** Hostile if disturbed. **3-6** Hostile and aggressive.
- 46-49 Mobile Garden, 1d10 Gardeners, 1d6 Beekeepers, and 1d3 Tranquility Knights **Mood:** Hostile if characters get too close.
- 50 Hunting Party, 1d4 Tranquility Knights and 1d10 Hunting Dragonflies **Mood: 1** Demand the characters leave their vicinity. **2-3** Attempt to fine the characters 50 coins each for "disrupting the terroir." **5-6** Hostile, out for blood and tasked to "clean the streets."





Foundry District



Industry grows like a weed between the cobblestones of the Foundry District. The ravenous beast of production with its wailing bellow calls every living thing to dedicate itself to soothing its unquenchable hunger. The beauty that can emerge from such a soulless place is dazzling to my eyes. Machines move like sinew and flesh belying the hateful hand that created them. Eventually, like beasts of burden, their souls too shatter. Is it truly the billowing flames and hot coals that feed such a beast, or is it the souls of those who fall beneath its ever turning gears that fill it with life?

"Pain of the Anvil," Xelie A. Larch, Wandering Historian; Tales of My Travels, Vol II



Foundry

The sky is choked with bruise-colored smog, the deafening roar of endless furnaces, and the thunderous step of the folks toiling in its beating heart. This is the Foundry District, a place of constant industry and creation.

A Powerhouse of Industry

Factories, mines, and workhouses dot every inch of the skyline. They are technological marvels, sporting great hissing machines and conveyors fueled by the screaming furnaces at their heart. What machines cannot, workers take over, as armies of craftsmen and laborers work to feed the city's insatiable demand. While factories fill the surface, mines and tunnels fill the ground below, pulling ores from deep below to be given over to the foundries above. As it's said: "If it can be made, it can be found within the Foundry District."

And a Realm of Toil

However, this power of creation does not come without equal danger and the ones who actually work the factories rarely see proper compensation. For most folks, life in the Foundry District is a life of toil and suffering. Deadly accidents happen regularly, the very air is poisonous to most, and regular folks are ground to dust to serve the financial interests of the factory owners and investors. Those who speak out against the transparent injustice are usually visited by one of the many "Productivity Officers" and rarely seen again...

Overseen by Plutocrats

It is only the select few at the top who ever see the riches of the Foundry District. Workhouse owners, shareholders, and capitalists sit upon vast and incalculable



fortunes. What little work they do is spent ensuring that their great industrial empires run smoothly and efficiently, breaking dissent and pushing working folks to their absolute extremes. They are devoid of humanity, holding the pursuit of wealth as the only sacred thing in this world and willing to destroy anyone and anything that may impede the growth of their fortunes.



Features & Issues

The following lists may be used in place of the normal features and issues lists on pg. 73.

10 Foundry Features

The fires of industry blaze bright at all hours of the day in the Foundry District. The skyline is choked with the smog from countless smokestacks while the numberless folk march to work unfazed.

- 1 **Artisans' Quarter** - The sound of tools and specialized machinery ring through the streets, while the buildings are peppered with guild affiliations and personal crests. Craftsmen of all kinds work and cooperate here, producing some of the finest goods in the city.
- 2 **Tool Exchange** - Barking auctioneers and the clanging of metal echo in this enormous indoor market. Every tool or piece of machinery, from enormous factory assemblies to watchmaker's screwdrivers, can be found new or used within.
- 3 **Metalworks** - Massive smokestacks on every street belch out smoke and sparks from the mills and furnaces that supply the city with cart after cart of shimmering metal.
 - 1 *Shining Crucible* - Heightened security and only the most skilled furnace masters work these mills. It is here that precious metals are stripped of imperfections and undergo strict quality control.
 - 2 *Iron Foundry* - Sled carts the size of sheds are loaded with crate after crate of iron ingots. With such high demand the mills and the carts in and out never stop.
 - 3 *Steel Mill* - The heat from the blast furnaces here can be felt an entire street away. Super heated crucibles that run day and night produce shimmering unbreakable ingots of steel.
- 4 **Fuel Makers** - The Foundry District would collapse without its constant supply of fuel. The workhouses and factory lines serve to supply the overwhelming demand.
 - 1 *Coal* - Coal is carted in from deep underground and factory lines of soot-caked folks break down and process the tonnes of anthracite that flow into this area. While it burns hot and steady, the smoke produced is dangerous.
 - 2 *Charcoal* - Enormous black ovens and smoldering mounds vomit clouds of choking hot smoke. Workers can be found around the clock making sure the charcoal furnaces never grow too hot or too cool, a tedious job at best.
 - 3 *Oil* - Sap, seed oil, or fat is rendered, distilled and bottled in the many pungent smelling workshops. With vapors so prevalent open fires are forbidden, lest the whole area explode.
- 5 **Pit Burg** - A strip mine nearly a mile across plummets deep into the earth. Despite the howling winds from the downdraft, the titanic crater is stacked with houses that line the steep walls and use elaborate pulley systems in place of roads or causeways.
- 6 **Grand Factory** - An enormous factory takes up the entirety of this area. Multi-storied and labyrinthine, countless workers toil in this gargantuan structure. Some have resigned to living in this place, building nests in the overlooked areas of the building.
- 7 **Slaughterhouse Lane** - The sounds of screaming animals and streets running with congealed blood. Lines of stables and abattoirs make this a hot-spot for meat production. Most folks here carry a set of well-kept butcher blades or stunning mallets.
- 8 **Mill Complex** - Sawdust peppers the air and the grating sound of saws is heard throughout. Dozens of mills strip and process timber into beams, planks, and even pulp. With the city forever growing, the demand never stops.



9 Great Furnace - Dwarfing the surrounding buildings, a furnace of titanic proportions serves some grand and terrible purpose. The power needed to power it must be cataclysmic.

1 Magic Battery - Be it a pyromancer circle or a bound demon, guilds of amateur mages and practitioners put their skills to use as laborers to keep it running. With such powerful magic, the area is prone to strange happenings...

2 Coal Fueled - Tonnes of coal are carted and rushed along great conveyors. A constant stream of fuel is needed and the furnace hungrily devours anything that will burn.

3 Natural Gas - Lines of pipes and copper tubes converge into it. Engineers and workers scramble to adjust valves and check gauges as volatile gas is pumped into its raging crucible. Pray that nothing goes wrong...

10 Night Mine - An enormous mine lies deep below the surface where no light can penetrate. Hundreds of tunnels spiral out in all directions, forming a busy maze lit only by the occasional candle of the folks within.

5 Mine Collapse - The surface heaves and groans as the enormous mines beneath the streets collapse and fill.

6 Double Shifts - Be it a mandate or new company policy, folks here are being compelled to work twice the hours. It wears on their already weary bodies and minds.

7 Rival Companies - A pair of highly competitive businesses have established themselves here. Rather than conduct business, they now wage vicious gang war.

8 Company Store - Folks here are not paid in actual currency but instead paid in "company credits" that can only be spent at company owned businesses. Upward mobility is impossible.

9 Work Mandate - Lords and company owners are requiring "productive and ambitious citizens," specifically by forcing every able body person to work. Squads of "Quota Guards" enforce this.

10 Poison Air - Hazardous and volatile chemicals have leaked out into the air. Illness is rampant, among other strange happenings...

10/10 Foundry Issues

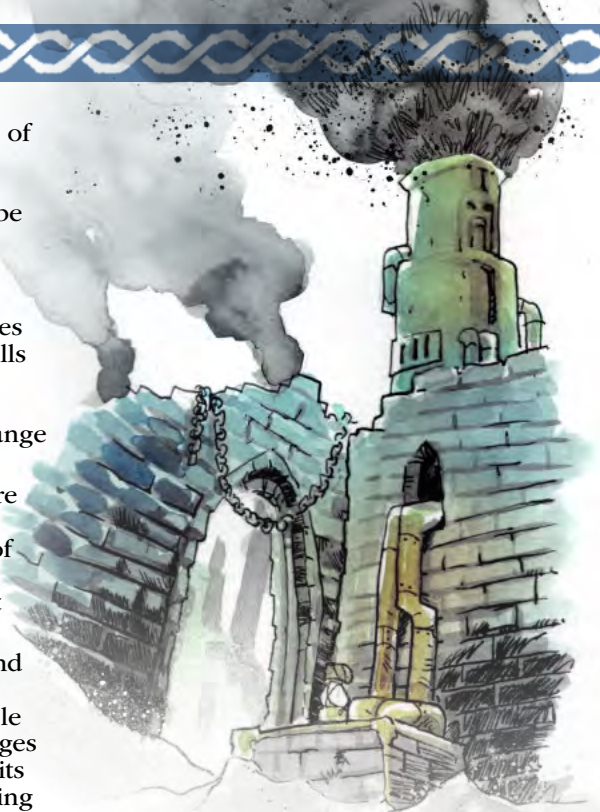
Heavy machinery fails, factory owners plot, and folks do what they can to survive the hellish landscape of the Foundry.

1 Blackened Skies - So much smoke pours out of the factories that the sun itself is blotted out. The area is plunged into a hazy artificial night.

2 Unstable - Neglect by rulers have left dangerous equipment and structures in critical condition. Deadly accidents occur daily.

3 Strike - Laborers have initiated a general strike. Tension grows as the factory owners and authorities plan a brutal show of force.

4 Ash Drifts - The soot and ash is deep here, like choking piles of snow. Easy to get trapped or lost in.



Factions and NPCs

Despots and aristocrats run the factories of the Foundry District with an iron fist, while the folk who live and toil within do their best to survive the brutal hardships of the work. Some find the spirit to rise up and organize, setting the stage for a showdown between the factory owners and the community.

Golden Chain Foundry and Co.

One of the largest companies in the district. It is said that every piece of gold in the city has their mark.

They are... A company that has nearly monopolized the entire gold industry; from the mines, to the foundries, and even the army of craftsmen. They now seek to monopolize and profit from other avenues of industry.

Led by... Baron Vladimir Smeltvolkin, a torpid but cunning plutocrat whose massive form is adorned in piles of golden jewelry. He is a cutthroat and inhumane despot who values profit above all else, mortal suffering and death rarely fazing him.

They can be found... Smeltvolkin Tower. Smelters work deep below as gold-slag fumes belch out from the top of this gold-plated monolithic tower. Inside the tower serves as the company headquarters; every surface is gold-leafed and coated with gaudy decorations.

They can provide... Wealth and your weight in gold. Those with business acumen may be invited in as a shareholder or a comfortable hands-off management position.

They desire... Dissent among workers and organization must be broken. The army of workers must be convinced how much they love to work.

It is rumored... Smeltvolkin is not immortal and his time may be close at hand. Who plans to take control when he is gone?





Ballpeen Union

Organized and growing in number, a movement based on labor rights and solidarity seeks equity and justice.

They are... A collective of artisans and fabricators working to improve the working conditions and lives of the Foundry folk. They help organize some of the largest strikes in the city and offer protection against the plutocrats' retribution.

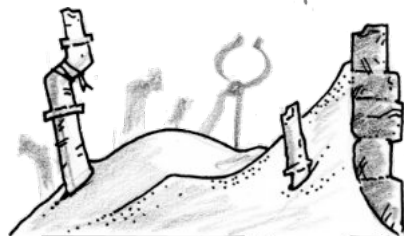
Led by... "Boss" is an ex-foreman turned resistance organizer. They are short but stout and wear bandages to cover up the burns they suffered from a foundry accident. They are level-headed and blunt, but hold a righteous and burning fury against injustice.

They can be found... **Rat Depot**, an innocuous dry mine that now hosts a speakeasy and operations base of the Union. From here they offer advice, tools, and logistical support to fledgling unions through a vast system of couriers and representatives.

They can provide... Protection from the aristocracy's strong men and masterwork quality goods at reasonable prices.

They desire... Help with organizing and funding the disparate workers in the city, as well as fending off strike breakers if things get violent.

It is rumored... The powers that be are quick to react, so much so that it's suspected there is a mole in the Union's ranks...



Nightwell Assembly

The name given to the deepest mine in recorded history, and the sunless mining community within.

They are... Miners and prospectors who have abandoned the surface to work in the deepest mine in recorded history. Couriers bring supplies down to the workers and bring up the strange and alien riches the miners find in the impenetrable dark.

Led by... **Foreman Mpon**, a dark and hollow figure, withered by years of work. He has given up ever seeing the surface and toils alongside the other miners as an equal, all while keeping tight-lipped about the things he's seen in the dark...

They can be found... **Old Town**, a ruined block of ancient city that was found buried impossibly deep under the rock. It now finds use as a subterranean mining village, a wonder to archaeologists and historians alike.

They can provide... Rare metals, some infused with strange powers, are used to barter with. In addition, it's a well-known secret that the miners frequently discover ancient and unspeakable artifacts in the depths of the mine...

They desire... Assistance procuring equipment and supplies from the surface. If they trust you, they might even ask for your help with the "things" in the mine.

It is rumored... There is something buried in the depths that the folk refuse to speak of. They fear it above all else, yet are drawn to it like a moth to a flame.





Bostovious Von Arcos III is a prominent figure in the foundry district, having inherited many of the factories and refineries. In an attempt to entice the Nobles he is known to put profits before anything else and often sends elaborate gifts in his name to those on high. It is rumored it was his family who developed the first Arjax.



Fahalice is often the only kind face amid a jungle of gears and wires. A machinery specialist, she trained alongside her mother as a child to fix even the most complex of mechanisms. She can diagnose most problems by just listening to a machine and is known to make one of a kind parts to fix even the most disastrous breakdowns.



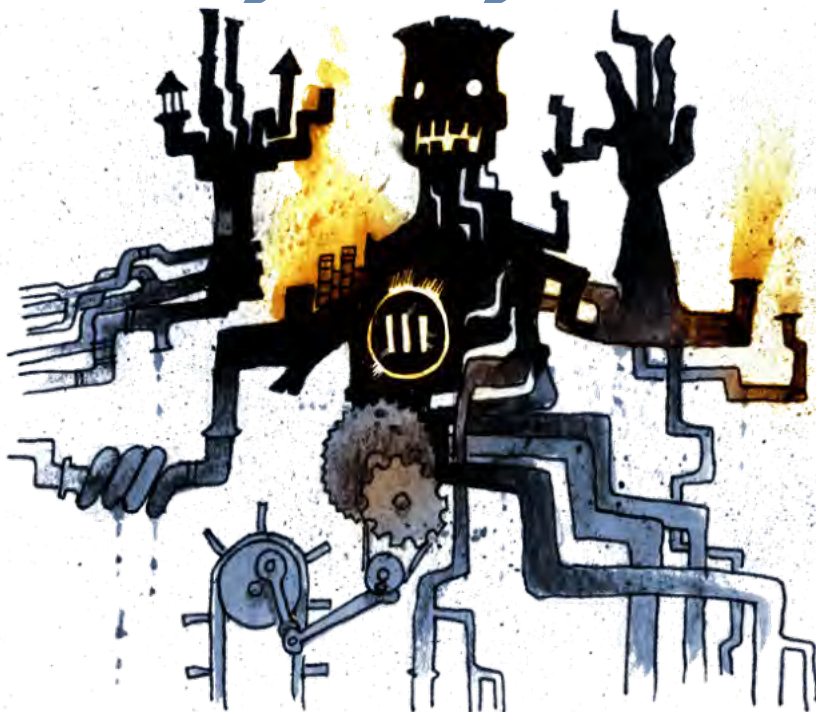
Kasgah has the misfortune of attributing their disfigured face to the jealous rage of a senior foreman. Ever since the heinous action they have dedicated themselves to ensuring fellow workers safety and rights. Even among sympathizers, there is the question of how far Kasgah will go against those they view as enemies.



With the long-standing claim to being born in a mine, **Blasting Jane** is a regular denizen of the farthest depths. No one returns to the surface the same after they have witnessed the crushing darkness found in the belly of the world, but Jane seems to get along just fine with her squat frame and calcified skin.



Foundry Changes & Boons



The following lists may be used in place of the normal Changes and Boons lists on pages 24-26.

1d10 Foundry Changes

- 1 **Miner's Eyes** - After so much time away from the sun your eyes water and sting in bright light. You are considered blinded in anything greater than low-light, unless you properly protect your eyes.
- 2 **Calcified Skin** - Exposure to corrosive and permeable minerals has caused your skin to harden and be covered in calcified knots.
- 3 **Chimney Lung** - The festering tissues of your lungs have found that they work best when constantly filled with the sooty and grimy air. You are immune to the effects of impure air, but are reduced to coughing fits.
- 4 **The Hollowed** - Days of grueling work and traumatic violence have ground away your very humanity. You are incapable of feeling fear and sadness, but also incapable of feeling joy or remorse.
- 5 **Drawn to the Deep** - Dark and cramped places have begun to sing a siren's song to you. You have an unnatural desire to explore and remain in these deep places.
- 6 **Leadbite** - Your body craves not just sustenance to keep its fibers and tissues alive, but hard metals such as lead as well. The craving must be met or the withdrawal sickness might kill you.
- 7 **Tool Jinx** - Everything you touch seems to wear and break. Any time you roll a 1 when using a tool, weapon, or piece of machinery, the implement breaks or catastrophically fails.



- 8 Worn to the Bone** - Your body has ceased keeping up appearances. Wounds, weathering, and damage appear visibly on your body even after healing, giving you the appearance of a tattered corpse.
- 9 Metal Fear** - Witnessing and being surrounded by metal has made you develop an aversion to it. You cannot willingly don armor or wield metal weapons without entering into a frightened state.
- 10 Beyond Sleep** - Your body can never seem to rest easily. Anytime you wish to sleep, you must imbibe medicine or alcohol, or be placed under the effects of a spell.
- 7 Chisel Fingers** - Iron runs through your hands, hardening your fingernails. Your fingernails function as chisels or a similar tool.
- 8 Breaker** - Some were built to make, you were built to break. At the cost of 1d6 HP you may break apart a piece of machinery, a sturdy door, or other artificial construction.
- 9 Iron-Handed** - Heavy hands from labor make anything a weapon. You may wield anything as an improvised weapon, with damage equal to a weapon of similar weight and size.
- 10 Tinker, Thinker, Maker** - You are adept at improvising what you need. Once per day, you may spend 1d3 hours to combine any 2 common tools into a tool of your choice.

1d10 Foundry Boons

- 1 Miner's Eyes** - Even the smallest glimmer of light can reveal finite details to your eyes. Your pupils have adapted to the dim, providing you clarity where others would find only darkness.
- 2 Gem Wart** - At first the growth seems unsightly but with a little rubbing, its true nature becomes apparent. A gemstone glitters from the fleshy socket of your skin, a treasure in disguise.
- 3 Heat Resistant** - Billowing waves of dry, caustic heat flow over you like a spring breeze. Your body recognizes heat and does not panic or flash with pain.
- 4 Tempered skin** - What might be an agonizing bruise to some is nothing more than a tickle to you. Like well-forged steel, your skin has absorbed and evolved to take a beating.
- 5 Around the Clock** - Without sight of the sun and moon, the rhythms that sway other beings no longer apply to you. You function just as well as any other without the need to sleep.
- 6 Song of Metal** - The clang of brass or the bellow of iron, the song each sings tells you from where in the ground it was ferreted. Each metal has its own tune and you know all of them.





Foundry Goods & Services

Blooming with life both large and small, the Foundry District boasts a culture of goods and services meant to maintain, expand upon, and survive the oppressive machines.

Hirelings

Costs are per day or per transaction.

<u>Name</u>	<u>C / M / W / O</u>
Abattoir Worker	5 / 10 / 50 / 500
Blacksmith	8 / 16 / 80 / 800
Builder	7 / 14 / 70 / 700
Carver	6 / 12 / 60 / 600
Caster	8 / 16 / 80 / 800
Engineer	* / 24 / 120 / 1200
Farrier	6 / 12 / 60 / 600
Furnace Operator	4 / 8 / 40 / 400
Gear Maker	6 / 12 / 60 / 600
Jeweler	6 / 12 / 60 / 600
Machinist	10 / 20 / 100 / 1000
Metallurgist	* / * / 140 / 1400
Mover	3 / 6 / 30 / 300
Prospector	6 / 12 / 60 / 600
Tool Maker	9 / 18 / 90 / 900
Tunneler	3 / 6 / 30 / 300
Wire Maker	4 / 8 / 40 / 400

Services

Cargo Shipping	4 / 8 / 40 / 400
<i>Cost is per mile, per cart-load.</i>	
Fabrication	10 / 20 / 100 / 1000
<i>Does not include material cost.</i>	

Clothing

Dust Mask	10 / 20 / 100 / 1000
Overalls	6 / 12 / 60 / 600
Smithy Apron	6 / 12 / 60 / 600
Sweat Hat	2 / 4 / 20 / 200
Sweat Kilt	4 / 8 / 40 / 400

Tools

Carry Straps	2 / 4 / 20 / 200
Caustic Suit	* / 50 / 250 / 2500
Furnace Suit	50 / 100 / 500 / 5000

Goggles	10 / 20 / 100 / 1000
Heat Gauge	25 / 50 / 500 / 5000
Jeweler Anvil	40 / 80 / 400 / 4000
Lantern Helm	25 / 50 / 250 / 2500
Lead Coffin	5 / 10 / 50 / 500
Magnify Lens	20 / 40 / 200 / 400
Pickax	10 / 20 / 100 / 1000
Pry-bar	12 / 24 / 120 / 1200
Respirator Mask	* / 40 / 200 / 2000
Filter, 1d3 hrs.	* / 10 / 50 / 500
Shovel, Fireproof	5 / 10 / 50 / 500
Smithy Tools	30 / 60 / 300 / 3000

Food

Costs are per pound unless noted.

Baked Onion	2 / 4 / 20 / 200
Grits	2 / 4 / 20 / *
Hard Sausage	2 / 4 / 20 / 200
Head Cheese	2 / 4 / 20 / 200
Mince Pie	2 / 4 / 20 / 200
Scrap Loaf	1 / 1 / * / *

Gristle and sinew, boiled and baked.

Drink

Costs are per gallon unless noted.

Beet Wine	2 / 4 / 20 / 200
Gold-Cider	* / * / 100 / 1000
<i>Gold flakes float within</i>	
Slag Mezcal	4 / 8 / 40 / 400
<i>Flavored with a chunk of iron slag.</i>	
Whey	1 / 2 / 10 / 100



Contraband

Autommunculi * / * /2000/20000
A curious facsimile of a mortal skeleton, its insides whir with gears.

The clockwork contraptions were made as a means to assist with harsh or dangerous labor. When the cost of creating and maintaining them was viewed as too much for the factory owners, they used them as a threat to replace workers; eventually the machines were outlawed altogether.

An Autommunculi can be made to mimic simple tasks that are demonstrated in front of it, repeating the task until a new one is given or it runs out of fuel. It has the strength and agility of an average mortal and requires 1 pint of oil, per hour of use.

Arkanicite 10 /20/100 /1000
A piece of coal with veins of rainbow glass & uncomfortably sharp edges.

A rare mineral found deep in the earth, it was briefly used to power factories, until the widespread fires became too much of a danger.

A pound of Arkanicite burns just as long as coal, albeit grows much hotter if consistently left to burn.

Hot Enough to Melt:

1 Hrs. - Silver, Copper, Gold

2 Hrs. - Iron, Nickel, Stone

3 Hrs. - Platinum, Ceramics

4 Hrs. - Tungsten

Crucibleware 20 /40/200 /2000
Ceramic clay the color of oxidized iron, cool to the touch despite the temperatures around it.

Made by an alchemist as a means to safely work with molten metals, the clay was withdrawn from the public so the Nobility could create fire-proof suits of armor.

Anything crafted of Crucibleware is absolutely impervious to fire, able to be submersed in lava, and still remain cool to the touch. To bake Crucibleware clay, it must be heat-dried, fired in a blast furnace, and then submersed in powerful acid; afterwards, it will be as strong as stoneware and immune to heat.

Currite Furnace * / * /5000/50000
An elaborate furnace the size of a small coal stove, its body and controls are made of iron and lead, while a humming energy can be felt within.

The small furnaces were crafted with strange and somewhat curious materials by an eccentric inventor. Despite their power and efficiency, they were banned once they were linked to a strange and deadly illness that swept through the factories.

The Currite Furnace can be used as both a kiln or furnace, able to reach temperatures high enough to craft steel or low enough to dry meat, all in mere minutes without any fuel. However, using the furnace without wearing lead-lined clothing or armor deals 1d6 damage each day and causes the victim to be sickened for 1d6 days. **Opening the oven while it is still on requires a save vs. Poison. Failure:** 1d6 damage and sickened each day for 1d20 days. **Success:** Half damage each day.

Forge Putty 50 /100/500/5000
Clay-like putty the color of brass, the impressions left by touching it are incredibly detailed.

A substance crafted for easily replicating machine parts, it was outlawed after thieves and counterfeiters began widely using it. Objects carefully pressed into Forge Putty leave a perfect impression, and when the putty is baked in a low fire it creates a perfect mold of the object. This mold can be used to cast anything, and is able to withstand temperatures hot enough to melt iron (but no higher).





Foundry Artifacts

Endless Box of Rags

A small wooden coffer containing a bundle of filthy rags; they reek of linseed oil and grease.

A curious artifact, originally found in the detritus and waste of the Foundry streets, it is prized by pragmatic and conniving sorts alike.

Once per day, the coffer may produce 1d20 cloth rags stained with oil, grease, or other caustic chemicals.



Fellcraft Hammer

A rusted and fractured iron hammer. A curious anger fills your body when you touch its splintered oaken handle...

Forged and cursed by a masterwork craftsperson who was ridiculed and left destitute by a circle of mages, their hammer would seek bloody vengeance beyond the grave.

The hammer is unwieldy and unusable, except when used to break or destroy magical items. Magical items or artifacts struck by the hammer immediately shatter, while mages and sorcerers struck by it suffer 2d6 damage that cannot be guarded against. Those who carry the hammer are compelled to destroy any magical item they cross.



The Flying Wheel

A large brass gear emblazoned with a running demon, it feels impossibly light and almost floats.

Discovered in a destroyed factory run by a demon, the gears from the machines were salvaged and auctioned off for their curious ability.

The gear magically fits into any large machine its attached to, and doubles the speed, and efficiency of the machine. Whats more, you may feed the gear a pint of blood to speed it up ten-fold for an hour, but this risks a 1-in-10 chance of the machine breaking disastrously.

Grave Foreman's Salts

A small paper pouch containing smelling salts that reek of grave dirt and stormy skies.

Concocted for a ruthless foreman who demanded their workers finish their jobs, even in death...

When placed under the nose of a corpse and issued a single command, the body will spring to life for 1d6 hours and attempt to fulfill its orders. The corpse has the strength and skills it had in life, although they can be affected if it is missing parts or suffered extensive decay.





Kiln Heart

A jagged and twisted piece of slag the size of an ox's heart, warm to the touch and gently beating.

The still-living heart of a forgotten kiln god, it still burns with the memory of its former glory and the pain of being torn away from its body.

When held close to the chest, the wielder is immune to fire, both magical and mundane. Additionally, the temperature of the wielder and the Kiln Heart increases at the rate of 50° C per minute (or 5° C per 6 seconds). There is no upper limit to the temperature the Kiln Heart can reach, only ceasing if the wielder expires or releases the artifact.

Placentallic Grease

A jar of thick grease that sparkles as if made with powdered gemstones; it feels strange to touch, as if imbued with a faint electricity.

Ransacked from the workshop of a legendary artificer whose greatest achievement was a statue that seemed to dance and a music box that sang to be given a body.

The grease, when applied to a machine or construct, bestows a crude intelligence and consciousness to the object for 1d6 hours. The demeanor and reaction of the object to its newfound sentience varies widely and often requires convincing to follow requests.

Awakened Construct Mood

The mood, demeanor, and intelligence of a construct that has been animated with Placentallic Grease varies wildly and dangerously.

1d3 Mood

- 1 *Hostile*: refuses requests and attacks characters if possible.
- 2 *Ambivalent*: only follows requests if given ample reason to do so.
- 3 *Friendly*: obediently follows requests and given tasks.

1d3 Demeanor

- 1 *Violent*: actions are efficient but often brutal and damaging.
- 2 *Melancholy*: actions are done carefully but lethargically and with much bemoaning.
- 3 *Genial*: actions are done with a saccharine and off-puttingly positive attitude.

1d3 Intelligence

- 1 *Low*: unable to do complicated tasks but also does not question their existence.
- 2 *Medium*: able to do most tasks, sometimes has a crippling crisis of existence and identity.
- 3 *High*: scholarly and dangerous, will attempt to escape and self-perpetuate their existence.





Silverseer Rods

A pair of dowsing rods made with silver and lodestone handles, the rods seem to twitch and hum when not in use.

When the city built aqueducts and wells, the water-diviners sought work with prospectors, changing their tools and craft to seek out ores and metals hidden deep below the earth.

When held in both hands and gently sung to, the rods will guide you to the nearest ore deposit above or beneath you.



Strognorm's Bone

Small chunk of arm-bone, seemingly made of beaten and worn cast-iron.

Long ago, a laborer was blessed with bones that would not break and flesh that would not waver. When they died of old age, they asked that their body be divided and shared, so that others might not suffer from the hardships of labor.

When held in the hand or worn as a charm, your bones and ligaments become hard as iron and near unbreakable. However, your flesh and blood remain unchanged and you are still susceptible to many types of harm.



Twixt Pipes

A pair of brass pipes as wide as two fingers, etched with geometric sigils and silver filigree; they hum when brought close together.

Crafted by a plumber who studied alongside mages in their youth. Their work was deemed foolish by the academy and their peers, yet they always found work and lived an honest and comfortable life.

The pipes are connected by a magical bond, and anything that travels through one pipe will come out the other. The pipes will function up to a distance of 500 ft.

Unbreakable Rod

A five-foot long polished metal rod as thick as a person's thumb, comfortably light and devoid of any markings or wear.

Created on a drunken bet between two master metallurgists, the goal being to craft a metal that would see the end of time.

The Unbreakable Rod has no remarkable characteristics other than being light enough to be used as a staff or pry-bar. However, it cannot break, bend, or be affected by any natural or supernatural force.



Foundry Loot & Trinkets

d50		YOU FIND...	
1	50ft length of canvas hose	26	Metal shears
2	Five rusty washers	27	Lunch box (with lunch!)
3	Pouch of powdered graphite	28	Sharpened hammer
4	Lens from a pair of glasses	29	Length of braided cord
5	Half of a pair of broken scissors, sharpened to a shiv	30	Dented lantern, smells of turpentine
6	Street sign	31	Eight rubber knobs
7	Belt with many loops	32	Hand drill, missing bit
8	Rusted clamp	33	Dented helmet
9	Empty roll to house handtools	34	All-in-one spoon
10	Ruler with strange marks	35	Wrought iron hook
11	Thirteen steel nails wrapped in velvet	36	Bandana with rebel symbols stitched onto it
12	Architect's pen, ink is dried	37	Oil can
13	Moon dial	38	Safety goggles
14	Grease marker	39	Pouch of glass shards
15	Bundle of neatly folded receipts	40	Small cask of mysterious pungent liquid
16	Splinters of exotic wood	41	Furnace cat collar
17	Water-stained pad of graph paper	42	Hunk of slag metal in the shape of a hand
18	Small broken chain	43	Plumb-bob made with lead
19	Murky glass vial	44	Rod of magnetized iron
20	Unopened can of oil	45	Braided cord climbing harness
21	Tiny puzzle box	46	Portable anvil with handles
22	Chipped wood chisel	47	10 feet of lead chain
23	Handle to unknown tool	48	20-foot bundle of interlocking copper pipes
24	Oily rag	49	Lighter, needs fuel and wick to function
25	Wrench with locking grasp	50	Flare that burns white





Foundry People & Places



D12	NAME	WORK	QUIRK
1	Gerri Pitswaller	Assembly floor cleaner	Claims to hear the vibrations of the Wurm...
2	Carboon	Teeth Grinder	Smokes a pipe, is never seen to refill it.
3	Rothurt	Machinist	Claims to be fireproof. Is not.
4	Samoyed Tinview	Purveyor of Dustpans	Only stubs of fingers remain on their left hand.
5	Parks Veelbower	Professional Box-Stacker	Can whistle a fine tune through their tin teeth.
6	Hasta	Labor Hand	Prone to nosebleeds around soap.
7	Bulstrode	Welder	Has a secret junk pile in their backyard.
8	Jalmen Stone	Copper Magnet specialist	A glass tubular level vial has gotten stuck into their cranium; oddly they are always level.
9	Pilstov	Record keeper	Keeps rolls and rolls of schematics on them at all times.
10	Constance Heelgrub	Quality Control Miser	Genetic anomaly has left them with an extra finger.
11	Bo	Oil Sampler	Completely deaf.
12	Tilli Vagmoot	Bore Eel Exterminator	Has a massive key-ring with no idea what they go to.





D12	STREET NAME	STREET APPEARANCE
1	Magma Lane	Street and walkway is always wet with a shimmering sheen.
2	Stone-cutter Tunnel	Pipes burst from underneath the ground like writhing snakes.
3	Acid Leaseway	Acid rain has left the majority of buildings with half-melted facades.
4	Trifolium Alley	Grout between cobblestones has been replaced by excess metal runoff.
5	Fell Ingot Drive	Canvas flags advertising goods and services.
6	Pump Run Road	Buildings are stained gray by soot and pock-marked by attempts to chip the dirt away.
7	Hammer Street	Strange and old symbols are painted over the doorways in grease.
8	Sifting Boulevard	Rusted metal and broken machines line the lanes.
9	Exchange Close	Hot clouds of exhaust pulse up through sewer grates on a timer; locals avoid them on instinct.
10	Bolt Avenue	Most of the buildings are made from leftover industrial sized metal drums.
11	Crucible Row	Denizens are mostly nocturnal and use the moonlight for forging.
12	Rope-Beater Walk	Great statues made out of unused parts keep watch over the stoops of family homes.

D12	SHOP NAME	SHOP APPEARANCE
1	Trappings and Cudgels	Various blueprints are framed all over the shop; some look familiar...
2	Twice Bolted Goods	Dazzling and strange instruments hang precariously from the ceiling.
3	Rusty's Emporium	Painted lines on the shop floor seem like a map of an underground system.
4	Loot & Brook	Collections upon collections of doorknobs.
5	Hardboiled Consignment	What is clearly a bore eel hole is boarded up on the showroom floor.
6	The Heap	All goods are strapped down, for some reason...
7	Ham's Fine Slices	Wrought iron griffons defend the shopfront.
8	Casper's Fine Grinding	The owner has attempted to automate the cash register; it now spits coins in displeasure.
9	The Aurjax's Utter	Piles of junk obscure every window and door, yet the owner knows where everything is.
10	Jesop's Gear	Huge foggy bulbs hum with light, the vibrations can be felt in your teeth.
11	Slung Back Imports	Metal grit covers everything and gets into the most uncomfortable places.
12	Commodities and Commons	Huge drums of mysterious liquids fill the space; it is impossible to tell which one is leaking.





Slag Men

- **Defense:** As Plate
- **Hit Dice:** 3HD
- **Hit Points:** 18
- **Move:** Standard,
- **Damage:** Molten Touch 1d6 +1d6 fire and Metal Hunger
- **Quantity:** Solo or Pyre 1d8
- **XP:** 500
- **Immunity to Fire**
- **Metal Hunger:** *The Slag Men hunger to be made whole again, and the metal abides. Any time the Slag Man touches metal (be it weapon or armor) the wielder must save v. Breath. Success:* the metal is pulled away in time. *Failure:* The Slag Man absorbs the item, drinking it like honey, utterly destroying it. Magical items must make the save as well, but if they are absorbed the Slag Man has a 3-in-6 chance of detonating, dealing 5d6 damage to all within 30ft and killing the Slag Man.

Pained metallic moans bellow out from a chest of calcified ore. Footsteps, erratic and heavy like lead. A mortal shape staggers into view, its skin a cracked and cavernous stone the color of dried blood and ash. Its eyes and joints glow, struggling from some terrible molten pain within itself; all the while its face betrays a look of agony and hunger...

Standing no taller than the average mortal, they appear as gaunt, decrepit beings made of fused slag. They are formed when raw ore is processed, painfully tearing the metal away from the stone, leaving only agonized stone stripped of its metals. This stone and slag animates itself, driven by an unspeakable pain to make itself whole again. They feed on metal, fruitlessly hoping to satiate the pain of being sundered, but only gaining relief for brief moments of time.

They are not mindless beings, only becoming feral and violent when the pain and hunger is too much to bear. If satiated with fine metal (higher quality alleviates more pain) and assured of their safety, a dialogue can be established. Their language is a collection of vibrations and fluctuations in heat, making communication difficult but not impossible; and what they have to say is interesting to say the least. It has been said that a single Slag Man knows more about metallurgy than all the smiths in the city, speaking of metal and ore as a philosopher may talk about the mortal condition.



Bore Eels

- **Defense:** As Hide
- **Hit Dice:** 4HD
- **Hit Points:** 24
- **Move:** Burrow Standard
- **Damage:** Bite 1d10
- **Quantity:** Solo, Clutch 1d8
- **XP:** 650
- **Slippery:** *Leathery skin and viscous mucus.* Non-magical or non-piercing weapons deal only half damage to the Bore Eel.
- **Adamantine Teeth:** *Their teeth can even chew through steel.* Non-magical armor provides no protection from the Rock Eel.
- **Wailing Call:** *Their pained cries draw companions to their aid.* When first wounded, the Bore Eel has a 1-in-20 chance of summoning another Bore Eel.

Leathery skin slithers between stone leaving trails of foul-smelling slime. A serpentine beast as thick as a man's leg and long as a galley ship rears its eyeless head. Its lamprey mouth glints with steel-like teeth and a grating cry roils within its body.

Bore Eels are a voracious subterranean predator found near mines or caverns that descend deep into the earth. They search for food by feeling the vibrations in the ground and changes in temperature. Their grinding teeth allow them to easily burrow through the earth.

They are a new and pervasive threat to the Foundry District, having been unleashed after a mine alerted a colony of them. Their tunnels now go all the way to the surface, occasionally picking off pedestrians on the streets above. While many see them as no more than mindless vermin, others postulate and fear that this is only just the beginning, for no one truly knows how deep the Bore Eel tunnels go and more seem to arrive to the surface with each passing day...

Bore Eel Tunnels

One may travel the tight and slimy tunnels made by the Bore Eels as an impromptu shortcut (pg. 9).

DEX or WIS to avoid danger

D6

Hazard

- 1 Nasty Fall** - You fall, dealing 1d3x1d6 damage
- 2 Stuck** - Lose 1d3 hours or appropriate tool to get unstuck.
- 3 Undercity** - You accidentally discover a new path to the Undercity (pg. 98).
- 4+ Eels!** - 1d6 hungry Bore Eels attack you in the tunnels.





Furnace Cats



- **Defense:** As Hide
- **Hit Dice:** 1HD
- **Hit Points:** 6
- **Move:** Double Standard
- **Damage:** Claws 1d6 and 1d6 Fire
- **Quantity:** Solo, Pack 2d6
- **XP:** 200
- **Burst:** *Their collars keep their fires in check, mostly...* Once per day, anyone within arms' length, save v. Breath. **Success:** 1d6 fire damage. **Failure:** 2d6 fire damage and any flammable objects burst into flame.
- **Pounce:** *They prefer to surprise their prey.* Attacks against unaware victims automatically hit and deal double damage.

A black and orange house cat curls around the legs of a miner, a strange sight so deep within the quarry. However, upon second glance the creature's unblinking orange eyes flicker with an internal heat and its stripes glow from within. The magical heat that emanates from the feline is kept well at bay by the delicate collar around its neck.

These unique felines are right at home in the warm and dark climate of the mines. Most furnace cats are no larger than a domestic cat; they are characterized by the velvety graphite texture of their bodies and bright "stripes" of magma. Despite being able to digest nearly any organic matter, they tend to have fussy and finicky preferences.

Stray or newborn furnace cats are most frequently found wherever coal is being burned at very high temperatures, often by magical means. Due to their hardy disposition, these cats make wonderful pets, provided an ensorcelled collar keeps them from burning their caretaker's furniture and flesh. It is unknown why furnace cats came into existence; some claim it was to curb the grease chimp infestations; however furnace cats seem rather ambivalent to their simian rivals.

As a Companion

Despite their feral nature, furnace cats tend to be friendly if treated well, and will even join in as a companion if properly groomed, fed, and nurtured.

Feed: 1 ration per day

Morale: 5-in-6 Flees if reduced to less than half HP or half of allies are killed. 1-in-6 fights to the death.

Carry Capacity: Will carry no more than 1d2 items.



Aurjax

- **Defense:** As Plate
- **Hit Dice:** 10HD
- **Hit Points:** 72
- **Move:** Double Standard
- **Damage:** Gore 1d10 and Hooves 1d8/1d8
- **Quantity:** Solo
- **XP:** 1300
- **Trample:** *To be caught under the Aurjax is certain death.* If the Aurjax hits a single adventurer with both of its Hooves, save v. Breath or be knocked down and suffer 5d6 damage as the Aurjax crushes them beneath its mass.
- **Brass Body:** *Its body is solid metal, nearly impervious.* Non-magical weapons and attacks deal only half damage.
- **Incinerate:** *The beast is powered with cleansing fire.* Flammable objects that touch the Aurjax immediately burst into flames.

The sound of grinding metal and roaring fire, as galloping hooves and whirring blades strike the ground. The body of a vicious brass bull wreathed in smoke drags a whirring contraption of bloodied blades and gears. Flames pour from its snout and its eyes burn with bloodlust...

The Aurjax is a dangerous construct that terrorizes the streets. Weighing nearly as much as three oxen, they appear as metal beasts attached to a sadistic-looking contraption resembling a wheat harvester. They prowl the City on an erratic schedule, leaving behind streets that are perfectly clean, save for the trace soot and charred bloodstains.

Built on behalf of the Nobles to “clean the streets,” the artificers did not seem to account for people to be on the streets when the Aurjax were at work. Folks now have early alarm systems for when the monsters are spotted, giving pedestrians the chance to flee to higher ground or alleys.





Dreadnought

- **Defense:** As Chain
- **Hit Dice:** 15HD
- **Hit Points:** 100
- **Move:** Standard
- **Damage:** Slam 2d10/2d10 and Horrid Machinery
- **Quantity:** Solo
- **XP:** 1300
- **Horrid Machinery:** *The force of a factory lies in its blows.* The Dreadnought's attacks are made more dangerous by the parts that make its form.
 - 1 *Searing Furnace* - Save vs. Breath or flammable objects on character burst into flame.
 - 2 *Caustic Cauldron* - Save vs. Breath or suffer 1d4 acid damage each turn until the chemicals are cleaned off.
 - 3 *Grinding Gears* - Save vs. Hold or become grappled. Suffer 3d6 damage each turn until you are freed.
 - 4 *Fetid Waste* - Save vs. Poison or contract a random disease (pg. 28).
- **Death Throes:** *Its body churns with dangerous catalysts.* When slain, there is a 1-in-20 chance the Dreadnought's corpse detonates, covering a 60-foot radius with fire, acid, and shrapnel for 5d6 damage.
- **Dreadnought Plague:** *It spreads its will and anguish like a disease.* The mere touch of a Dreadnought has a chance of infecting machines or constructs with a fell will (see sidebar).

Titanic steps, like those of a giant, echo through air and ground. Smoke fills the sky and the shadow of a colossal figure strides across the skyline. Its body appears as if a factory has been given fell life, as pipes twist, rafters split, and machines scream in anguish as the horrid monster crashes through building after building.

An entire factory, animated by a dark will, a Dreadnought is a walking catastrophe. Standing taller than a building and taking the form of a lumbering beast, the creature is a mess of wood, stone, and metal surrounding the still-functioning machines of a factory. They are a rare and terrible sight, appearing abruptly and leaving a trail of destruction in their path as they rage against the very city that spawned them.

When those within a factory suffer greatly, the factory feels it. When machines are ground to nothing or burned away, the factory feels it. When the walls and floors are so full of anguish and misery that no single thing could hope to remain sane, the factory is forced to go on. It is from this suffering that the first Dreadnoughts rose from their foundations and raged until they could finally die...



Dreadnought Disease

A Dreadnought is so full of pain and suffering, that they can spread their powers to machines they come in contact with, potentially animating them into new Dreadnoughts.

Transmission: Factories that come in contact with the creature or use parts of its corpse.

Effect: Each day, there is a 1-in-20 chance the Disease progresses.

Progress and Effects

- 1 Accidents begin to occur more frequently and are significantly more deadly.
 - 2 Parts of the building begin to move when no one is looking.
 - 3 Machines begin to operate of their own accord, as if imbued with life.
 - 4 The building occasionally quakes, causing damage and usually killing a handful of people.
 - 4 Machinery behaves erratically, operating in ways that harm instead of work.
 - 5 Machines and walls begin to violently move, striking and killing unexpected victims.
 - 6 **The building rises from its foundation as a Dreadnought.**
- Cure:** Destroying the factory.





Foundry Encounters

“From the ash drifts to the oil pits, strife and danger are commonplace in the Foundry.”

The following is a list of encounters that can be used as-is or alongside other encounter tables.

Short Statblocks

Crucible Guards

Mortals clad in heavy suits of fireproof armor, wielding tools to burn and break.

Armor: Plate | **HD** 3 | **HP** 18

Mace As Weapon or **Flamethrower** 30ft/3d6 Fire | **Move:** Half Standard

Crucibleware Armor: Immunity to fire or heat.

Morale: 5-in-6 Flees if reduced to less than half HP or half of allies are killed. 1-in-6 fights to the death.

Grease Chimps

Large simian creature, whose dark fur shines with foul-smelling grease.

Armor: None | **HD** 2 | **HP** 12

Fists 1d6/1d6 or **Throw Object** 20ft/1d6 | **Move:** Climb Standard

Morale: 5-in-6 Flees if injured, 1-in-6 Fights to the death.

Saboteur or Arsonist

Stealthy guttersnipe, armed with an assortment of tools to break in or destroy.

Armor: Leather | **HD** 3 | **HP** 10

Sap As Weapon or **Firebomb** 20ft/2d6 Fire | **Move:** Double Standard

Dirty Tricks: As Attack, save v.

Breath or hold or suffer ailment for one round: **1** Blindness, **2** Stunned, **3** Knocked Down.

Morale: Flees if reduced to less than half HP.

Striker, Laborer, or Scab

Mortal clad in dirty clothes with a stern face and calloused hands.

Armor: None | **HD** 1 | **HP** 8

Tool As Weapon | **Move:** Standard

Morale: 4-in-6 Flees if injured, 2-in-6 Fights to the death.

Strike-Breaker or Quota-Checker

Towering mortals with strong bodies and a sadistic gleam in their eyes.

Armor: Leather | **HD** 2 | **HP** 10

Club As Weapon | **Move:** Standard

Morale: 3-in-6 Flees if injured, 3-in-6 Fights to the death.





D50

ENCOUNTER AND 1D6 MOOD

- 1-10 1d6 Laborers **Mood:** 1-2 Tired, helpful but lethargic. 3-5 Busy, would rather not be disturbed unless paid. 6 Hostile if bothered.
- 11-14 1d6 Slag Men **Mood:** 1-2 Hungry, helpful if fed metals. 3-5 Pained, hostile if disturbed. 6 Hostile, frenzied with hunger.
- 15-18 2d20 Strikers **Mood:** Busy, would rather not be disturbed unless paid. Openly hostile to scabs or company sympathizers.
- 19-21 Strike Breaker Mob, 1d6 Strike-Breakers and 1d10 Scabs **Mood:** Busy, would rather not be disturbed unless paid. Openly hostile to strikers or union sympathizers.
- 22-25 1d3 Crucible Guards **Mood:** 1 Demand the characters leave their vicinity. 2-3 Attempt to fine the characters 50 coins each for "disrupting productivity." 5-6 Hostile, chase characters for sport.
- 26-30 1d3 Quota-Checkers and Crucible Guard **Mood:** Interrogate anyone who doesn't look busy for 1d4 hours, openly hostile to strikers.
- 31-34 1d6 Grease Chimps **Mood:** 1-2 Bored, hostile if bothered. 3-4 Curious, looking for entertainment. 6 Hostile, attack bystanders.
- 35-38 1d4 Bore Eels **Mood:** 1-2 Just ate, only hostile if bothered. 3-5 Hungry, hostile until fed. 6 Ambush! Waits to strike when characters least expect it.
- 39-41 1d4 Arsonists **Mood:** 1-2 Fleeing a scene, hostile if disturbed. 3-4 Actively torching a building, friendly if assisted, hostile if not. 5-6 Hostile, thinks you were a witness.
- 42-43 Street Fight, 1d20 Strikers and 1d20 Scabs, the street has erupted into chaos as strikers and scabs wage a bloody brawl.
- 44-46 Street Gang, 1d6 Laborers and 1d4 Saboteurs **Mood:** 1-2 Square up for a fair brawl. 3-5 Demand money from characters or a beating. 6 Hostile, out for a dead body.
- 47-48 Riot Suppression, 1d6 Crucible Guards and 1d10 Strike Breakers **Mood:** Demand characters leave the vicinity, attack anyone who might be affiliated with strikers or a union.
- 49 Aurjax **Mood:** Hostile to anything caught in its path.
- 50 Dreadnought **Mood:** Runs amok in the city, attacks those who try and stop it.





Archivist District



At first I was lulled into the idea that the Archivist District was one of homely scholars and scribes, duteously sheltering the tomes and scrolls of ages long past. The spines of books gleaming with gold embellishments, smartly trimmed quills awaiting the page, and endless bottles of ink packed into neat rows has that effect. All of that orderliness belies that with every sumptuously illuminated page, there is one with splattered ink and gouged with holes from a quill driven too deep into the precious vellum. There is a battle being waged between those who are privy to the secrets and scandals that have been transmuted into text and those who ache with the thirst for knowledge long kept from their reach.

“The Fount of Prose,” Xelie A. Larch, Wandering Historian; Tales of My Travels, Vol II



Archivists

The streets are stained with trails of iridescent ink, the air pungent with the scent of freshly cured vellum, and everywhere are stacks of countless tomes watched over by secretive caretakers. This is the Archivist District, a bibliocentric dealer of knowledge and secrets.

A Bastion of Knowledge

A bookworm's paradise, the Archivist District is devoted to the creation and maintenance of printed and recorded material. Innumerable workshops of ink-makers, vellum-stretchers, and stitch-binders work tirelessly to maintain the countless books and scrolls. At the center of it all are the libraries, titanic edifices that are said to host any book one could desire. The hallowed halls of these libraries are a pilgrimage spot for scholars, free-thinkers, and philosophers, all who come to marvel at the collections within.

And a Labyrinth of Secrets

However, not all information is freely given and there are powerful parties who ensure that its secrets are kept. Every word that passes through the libraries is checked and curated before it meets public eyes. Incendiary inquisitors prowl the streets at night, histories are re-written to be more "palatable," and some writers mysteriously vanish alongside their entire collections. Those who live within the Archivist District long enough begin to see it for what it is: a place that hoards and revises the truth at the behest of the Nobles, ensuring their secrets are kept locked away deep within its discerning archives...



Curated by the Bibliothecaries

The libraries are lorded over by shadowy and near-omniscient beings known as the Bibliothecaries. With alien minds fueled by a cold and calculating intellect, they meticulously direct the actions of the Archivist District from their library sanctums. Leaving only when in danger or to convene with the Nobility, they send their many wards to operate on their behalf. Many fear the will of the Bibliothecaries, lest they be "rewritten" from living history...



Features & Issues

The following lists may be used in place of the normal features and issues lists on pg. 73.

10 Archivist Features

Written words and their care dominates the life of the Archivist District. Streets are laden with paper and vellum while the many ink-stained hands of laborers and thinkers go to work.

- 1 **Sheet Makers** - The smell of wood pulp and vellum, accompanied by the sound of stone chisels ringing through the street. The workshops here are dedicated to the craft of writing surfaces, from fine sheets of paper to sturdy plaques of stone.
- 2 **Scriptorium** - Hundreds of hunched and ink-stained figures work in vast candle-lit halls, scribbling furiously from an orator's direction. These deft scribes work tirelessly to copy old works or pen new ones for the ever-growing libraries.
- 3 **Binderies** - Stacks of unbound signatures, spools of thread, and pungent glue pour in by the cart load, while the sound of mallets and presses sound from busy laborers. It is here that disassembled pages and manuscripts are turned into marvelous decorated tomes.
- 4 **Shady Bookseller** - Tucked away from discerning eyes lies a cramped and secretive bookstore of banned and forbidden works, all rare or expensive. The off-putting owner speaks in riddles and hints to some unspeakable secret hidden within...
- 5 **Tower of Tongues** - A line of folk gather outside of an elegant and colorful tower decorated in banners sporting countless languages. Staffed by linguists and translators, the tower offers translation services of books, phrases, and even esoteric symbology.
- 6 **University** - Scholars and students alike crowd the halls of this institute of higher learning (pg. 62).

7 **Entombed Library** - A massive and ominous library sits silent. Few speak of it and avoid looking at it, less they remember why the edifice was sealed shut forever.

1 *Forbidden History* - The inside is filled with all manner of histories and accounts. What is puzzling is that all are filled with fictional histories and absurd truths – or so it seems...

2 *Living Grimoires* - A dangerous and powerful truth began to animate the many books, filling the shelves with ravenous and bloodthirsty tomes that devoured the librarians within.

3 *Mad Bibliothecary* - The powerful and all-knowing caretaker of the library began to acquire dark predilections and dangerous secrets. Before they could unleash their plans upon the world, they were sealed within their own library, left to go feral as they plot within their decaying prison.

8 **Hall of Records** - A labyrinthine structure whose darkened halls hold all manner of meticulously organized records and information.

1 *Words* - Stacks upon stacks of ledgers, scrolls, and note scraps are organized by an impossibly convoluted cataloging system.

2 *Speech* - Hundreds of orators, singers, and word-smiths are kept on retainer in tight but lavish living quarters in order to express what words cannot.

3 *Minds* - Written permission from the Nobility or librarians must be given to access this place, for inside are the still living brains of great thinkers and scholars kept alive in fluid-filled jars. Memories and thoughts are accessed with strange eldritch machines.





9 Ink-works - Pungent smells sting the nostrils while every surface and person seems to be stained with pigment. Strange and vibrant inks are made by the barrel, all in order to meet the demand of libraries and scribes across the city.

10 Repository Warehouse - Enormous warehouses meant to hold the un-circulated collections of libraries and wealthy individuals, guarded by bored and understaffed watchmen.

1 Moldering Books - Countless disorganized tomes are stacked in worm-infested towers, some crumbling away into piles of pulp.

2 Forgotten Artifacts - Dusty sheets cover hundreds of water-damaged antiquities and art pieces, long-abandoned by an uncaring or forgetful collector.

3 Eclectic Hoard - Piles of seeming rubbish and mundane goods are meticulously organized and maintained, albeit to what end?

1010 Archivist Issues

Books are made illegal, dangerous projects are researched in secret, all while regular folks and scholars attempt to maintain their sanity...

1 Large-scale Banning - Those who rule have deemed a large collection of texts “dangerous” or “degenerate” to the public. Burn piles are a common sight, while brave few attempt to hide the precious texts.

2 Infestation - A breakout of vermin and book parasites spell doom for many texts. Libraries and collections quarantine themselves to avoid disaster.

3 Intellectual Schism - Powerful schools of thought have split and come to a violent impasse. Lines have been drawn and supporters wage war against one another.

4 Privatized Libraries - Information is permitted, but only to those who can afford it. Steep fees or levies are collected by private library owners.

5 Unsanctioned “Collecting” - The area is gripped with a feverish need to steal and collect. Like a strange madness, break-ins and organized robberies are common, while such ill-gotten items are carefully hoarded by these “collectors.”

6 Forgery Crisis - Be it an important scholarly work or artifact, the item has been revealed as a fake. Scholars panic, countless years of research are made obsolete, and academia crumbles at this reality.

7 Dangerous Grimoire - A text of great and dangerous power has arrived. Thieves look to steal it, scholars wish to read it, while the libraries fear the horror it could unleash...

8 Defective Ink - A massive batch of ink is dangerously defective, wrecking havoc on both texts and folks alike.

1 Unstable - The chemical make up is corrosive, dissolving holes in pages. What’s worse: some seem to catch fire at random.

2 Non-adhesive - The ink refuses to dry or becomes wet again after a time. Puddles of ink drip down shelves or soak the text they were a part of.

3 Poisonous - A dangerous mineral or chemical was mixed in the ink. Scribes fall ill or die, and the books poison those they touch.

9 Dark Research - Powerful leaders and thinkers have undertaken a foul and dangerous research. Rumors leak out of what they might be studying while those associated with the project begin to disappear...

10 Thought Police - Nobles and authorities have labeled certain beliefs and ideas “unbecoming of a citizen.” Paranoia spreads, while flame-wielding inquisitors prowl the street to weed out the “guilty.”



Factions and NPCs

Curators and librarians direct the laws and actions of the Archivist District. Some rebel against the tyrannical secrecy while other extreme trains of thought seek to burn it all away...

Conclave of the Centipede

A powerful collective with eyes and ears across the city, they control what is known and by whom.

They are... Head librarians and arch-curators seeking to guide the flow of knowledge across the city. They hold sway over most libraries and have a say in what is available to the public or private eye.

Led by... **Grand Bibliothecary Aurum Centis**, a twisted and powerful being of unfathomable intellect. A cold-blooded manipulator, they appear as nothing more than a regal and towering mortal of unnatural size; rumors abound of their true shape lurking beneath their pristine robes...

They can be found... **The Bathyal Labyrinth** – A titanic and opulent library, containing dozens of floors of meticulously curated collections. However, above the ground is only a fraction of its collection, its basements descending deep into the earth. No one knows who built the sub-floors or their depth, only that the collections grow more bizarre and unkempt, and dangerous beings stalk the darkened halls where light does not breach...

They can provide... Access to rare or forbidden collections of knowledge; if it has been panned, the Conclave likely has a copy.

They desire... Withdrawing or stemming the flow of recorded knowledge and history into something more “manageable.”

It is rumored... The Conclave and its agents have been hard at work seeking out an illusive and impossibly ancient record. Done on behalf of the Nobles, whatever the record contains terrifies them...





The Incendiary Annotation

With fire and soot this secretive cult seeks to burn away the falsehoods and sins of this world.

They are... Disgraced thinkers and pyromaniacs who torch and vandalize repositories of knowledge. They plot in secret and each member varies in their dogma.

Led by... **The Cinderbrand**, a strange being that appears as an orb of fire mounted on the headless body of a petrified corpse. They do not speak, instead filling the minds of their followers with a burning hatred of the current world and showing them the many cruel realities that were willingly forgotten by history.

They can be found... **Mound of Lost Words** – A large neighborhood built into the ashes and ruins of a massive library that was burned to the ground. While they remain hidden publicly, members of the Incendiary Annotation recruit, plot, and hide from authorities within the safety of this neighborhood.

They can provide... Capable pyromancers and calculating sneak-thieves, they are willing to teach or offer their services to sympathetic parties.

They desire... The burning or destruction of sinful and false literature or records. While each member has a different opinion on what is “sinful” or “false,” burning whole libraries or important works is always viewed favorably.

It is rumored... Experienced and powerful members of the cult are plotting something massive and have begun stockpiling caches of dangerous volatiles across the city. The “Day of Cinders” is close at hand...



The Transparent Press

Rogue scribes and press-operators who work to abolish the secrets held by the powerful.

They are... Scribes, writers, and press-operators devoted to freedom of information and transparent authorities. Their literature can be found everywhere, from pamphlets to posters, their words are spread by countless sympathizers.

Led by... Johannes Lead, a humble revolutionary who operates a secret printing press. Covered in permanent ink stains and bearing a face marked with age, they are an astute and plain-spoken crafts-folk who directs a network of investigators, researchers, and print-makers to uncover truths and dispel propaganda from the Nobility.

They can be found... **Scribe’s Redoubt** – A collection of basements and forgotten libraries, connected with a series of hidden makeshift tunnels. Here, caches of banned books and information are stored and moved for safety, while runners transport literature from the presses across the city.

They can provide... Their mysterious presses can replicate any book or printed material, including ones magical in nature. What is more, they have hoards of information forbidden by the curators and Nobles.

They desire... Stealing books from private collections to be shared publicly, unearthing secrets hidden by the authorities, and distributing their printed works.

It is rumored... The authorities have begun to upend the hidden networks and infrastructure used by the Transparent Press; a new clandestine base of operations must be found soon...



Klaudius Klemmersnap is the head archivist in the Demuntium Library. A staunch and rigid individual, he rose up in the ranks due in part to his fascination with ancient historical texts as well as his unbridled enthusiasm to flatter his superiors. Having gained a modicum of power has let him to become utterly insufferable to any whom he sees are beneath him.



Taken in as an orphan, **Sister Imogen** was taught to read and write by the Sisterhood of the Golden Quill. Ever since she has dedicated herself into helping those less fortunate rise above their woes. While the Diadem of Luster she has inherited is a heavy burden, she does not let it fill her with pompous thoughts.



The Ink Eater is often considered nothing more than a myth, a ghostly apparition that haunts the sewers beneath the ink factories. However, those who have come face to face with this individual know the rumors to be true. With lips stained black and fingernails like sharp nibs, the Ink Eater can taste truth or falsehood on any written word.



Jahal Kawenko started up his own printing house with the money he saved up from selling scrap. Dedicated to bringing unbiased and true-to-life literature, he has garnered his fair share of enemies. However his stubborn personality and his strict adherence to his morals has made him a pillar of the underground community.





Archivist Changes & Boons



The following lists may be used in place of the Changes and Boons lists on pg. 24-26.

10 Archivist Changes

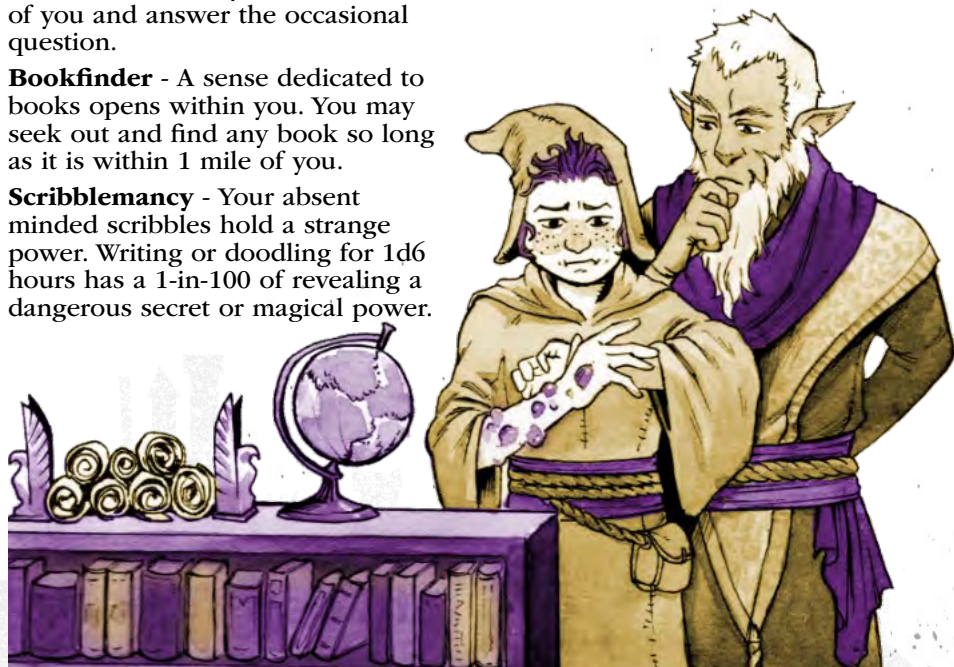
- 1 **Critic** - You've become well-known enough that a critic has dedicated column after column to your "misdeeds." They seem to follow your every action, and word will spread unless they are handled.
- 2 **Myopic** - The often dim lighting and innumerable scribbles on myriads of books has left you with deteriorating eyesight. Reading takes twice as long and it is difficult to see in low light.
- 3 **Glue-Sweats** - A strange fever that may come and go, it causes the inflicted to sweat profusely. This perspiration has such a sticky consistency, anything touched adheres to it.
- 4 **Book Bane** - Rumor or reputation has spread through the shelves and now books hate you. They will hurt you if they're capable, from paper cuts to eye-strain, while spell-books weave malicious plots...
- 5 **Key Marrow** - This odd mutation is most often found in scribes. Long hours of writing has caused strange calcified lumps to grow on their fingers that resemble the teeth of keys. Fine motor tasks are difficult. Good luck finding gloves that fit.
- 6 **Unread Boils** - Whenever you start a new book but do not immediately finish it, boils begin to appear all over your body in the form of page numbers or lines from the unfinished book.
- 7 **Inkbludd** - Your blood changes to a strange and dark crimson ink. The ink stains anything it touches while a cult of particularly dangerous scribes seek you out to "refill" their inkwells with your blood...
- 8 **Esoteriphobia** - You are medically incapable of keeping a secret. Holding a secret for more than a day causes physical pain which can only be relieved by loudly sharing the secret in a public space.



- 9 Stinging Syllables** - Larger words cause a distracting amount of pain. The occasional esoteric or multi-syllabic vernacular feels as an errant sting, while scholarly essays and loquacious sesquipedalians are agonizing.
- 10 Devil's Details** - You are compelled to record everything. Each day you spend 1d3 hours recording every event and sight (large and small) and burn through 1d4 vials of ink a week.

10 Archivist Boons

- 1 Quill Fingernails** - Your fingernails lengthen and divide into quills. They do not cause discomfort and always seem to be wet with a dark red ink...
- 2 The Twinned Scribe** - Your hands, eyes, and brain begin to operate independent of one another. You can easily write and read with each hand and eye individually; some scribes see you as a divine being.
- 3 Secret Patron** - A powerful and intelligent patron has taken a secret interest in you. They appear in your dreams, where they will ask tasks of you and answer the occasional question.
- 4 Bookfinder** - A sense dedicated to books opens within you. You may seek out and find any book so long as it is within 1 mile of you.
- 5 Scribblemancy** - Your absent minded scribbles hold a strange power. Writing or doodling for 1d6 hours has a 1-in-100 of revealing a dangerous secret or magical power.
- 6 Chance Tongues** - Your tongue picks up languages quickly, but forgets them just as easily. Each day you wake up fluent in a second random language, but forget the old one from the day before.
- 7 Tortoise Hand** - Studying the master calligrapher's work has enabled you to master one style of writing; however, it takes you three times as long to write.
- 8 Vellum Gnawer** - Your body mistakes the hunger for knowledge as a physiological need, not a metaphorical one. You may eat parchment or paper in place of a meal with no ill effect.
- 9 Waxen Blood** - Your blood takes on a candle-wax consistency. Your blood congeals faster, and wounds that would be grievous or cause bleeding staunch quickly.
- 10 Keen Ears** - Creeping around libraries not making a sound has paid off, as you can hear even the slightest of sounds in an otherwise silent area. However, crowds can get annoying.





Archivist Goods & Services

Over-flowing with words and the books that hold them, the Archivist District is packed with goods and services devoted to the maintenance and expansion of knowledge.

Hirelings

Name	C / M / W / O
<i>Costs are per day or per transaction.</i>	
Archivist	* /30/150 /1500
Bibliographer	2 /16/ 80 /800
Biographer	* /16/ 80 /800
Bookbinder	10 /20/100 /1000
Book Fence	3 / 6 / 30 / *
Cartographer	6 /12/ 60 /600
Embalmer	8 /16/ 80 /800
Genealogist	7 /14/ 70 /700
Geoastromist	* /22/110 /1100
<i>Leaned in matters of astronomy, geometry, and math.</i>	
Illuminator	8 /16/ 80 /800
Ink Maker	4 / 8 / 40 /400
Journalist	5 /10/ 50 /500
Notary	12 / 4 / 20 /200
Page Hunter	6 /12/ 60 /600
Paper Maker	6 /12/ 60 /600
Pen-turner	4 / 8 / 40 /400
Pigment Dealer	* / * / 80 /800
Scribe	5 /10/ 50 /500
Solicitor	* /24/120 /1200

Services

Printing Press, per 10 copies	5 /10/ 50 /500
Research	10 /20/100 /1000
Transcription, per page	6 /12/ 60 /600
Translation, per page	15 /30/150 /1500

Clothing

Scribe Robes	6 /12/ 60 /600
Stainless Gloves	3 / 6 / 30 /300
Stainless Smock	6 /12/ 60 /600

Tools

Awl	2 / 4 / 20 /200
Ceramic Jar, 1 pint	1 / 2 / 10 /100
Clockwork Timer, 1 hr.	25 /50/250 /2500
<i>Rings loudly when complete.</i>	
Glue, 1 pint	2 / 4 / 20 /200
Ink, vial	3 / 6 / 30 /300
Color	6 /12/ 60 /600
Waterproof	4 / 8 / 40 /400
Hourglass, 1 hr.	15 /30/150 /1500
Monocle	5 /10/ 50 /500
Graphite, Vial	2 / 4 / 20 /200
Quill	3 / 6 / 30 /300
Sealing Wax	* /10/ 50 /500
Signet Ring	* /60/300 /3000
Vellum, 5ft. roll	25 /50/250 /2500
Paper, 5ft. roll	5 /10/ 50 /500

Food

Dried Berries	3 / 6 / 30 /300
Fried Vellum	1 / 2 / 10 /100
Porridge	2 / 4 / 20 /200

Drink

Absinthe	4 / 8 / 40 /400
Berry Tea	4 / 8 / 40 /400
Ink Wine	2 / 4 / 20 / *

Contraband

Arson's Wick 100 /200/ * / *

A brilliant candle, its wax the colors of dancing fire.

Created by a well-meaning scribe as a way to avoid having to re-light candles. Several scriptoriums would be accidentally burnt down before the candles were banned.

Once lit, the candle burns for one hour and cannot be put out. Fires it creates may be extinguished, but the candle flame will continue to burn even when submerged under water or deprived of oxygen.



Fellmetal Awl * /200/ * / *

An oddly heavy awl, its metal tip seems to shift in color and feels uncomfortable to the touch.

These once invaluable tools were mysteriously banned overnight. Rumors circulated that the metal used held a terrible secret...

The Fellmetal Awl can easily punch a hole in any material, so long as it is not magical in nature.

Grift-Signet 100 /200/ * / *

A signet ring, its face is coated in a strange viscous metal that seems to dance and quiver.

The metal, accidentally crafted by a rogue alchemist, quickly found use in the underworld as a powerful forgery tool.

Placing the face of the ring on an emblem or sigil causes it to harden and create a perfect impression of the design. Once hardened, the ring cannot be made to cast different impressions or designs.

Gravitas Ink * /100/500 /5000

An ink vial containing a shimmering black ink, the glass itself seems stained from its very touch.

Created by brilliant and young ink-maker, they set out to create an ink that would never disappear. They were successful, but accidentally stained the hand of an unnamed Noble during a demonstration. They have never been seen since.

Anything the ink touches is permanently stained, resisting even magical means of removal. There is no way to clean or scrub away the ink, short of burning or carving away the affected area.

Ink Mites 100 /200/ * / *

A vial of translucent fleas that hungrily dance when near paper.

A vermin that remained undetected until the libraries became infested, the creatures are every librarian's worst nightmare.

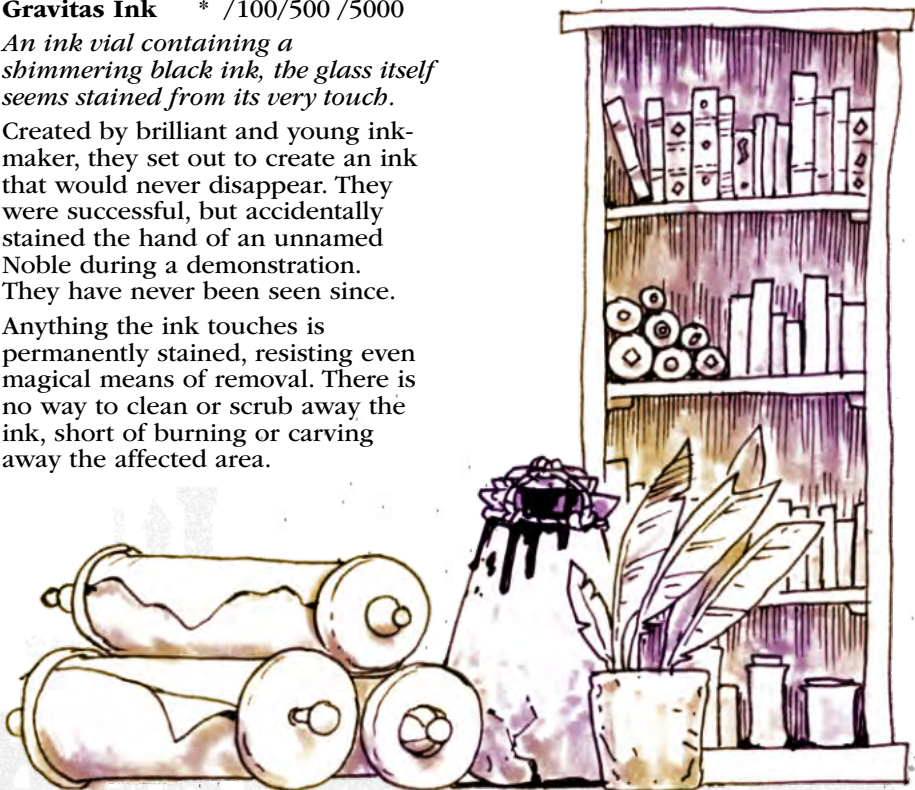
Once unleashed, the fleas will begin eating the ink and pigment from books, leaving the parchment unharmed. A single vial is capable of destroying 2d20 books or scrolls.

Leech Lantern 100 /200/ * / *

An iron lantern, cold to the touch—a single pale crystal glows faintly within.

Developed by the Bibliothecaries as a way to avoid using candles, the lanterns were outlawed when dying staff became unsustainable.

A lantern that draws on life-force to provide light. When held, the lantern automatically produces light at the cost of 1d6 damage every hour.





Archivist Artifacts

Auto-Scholar

Pristine brass plates house a head-sized box of whirring gears, pistons, and springs; keys emblazoned with numbers and letters tick away in curious fervor.

The inventor of these powerful machines is unknown, and while a handful of the machines are accounted for, it is unknown how many remain in obscurity.

The puzzling boxes are thinking machines, capable of answering a wide variety of intellectual quandaries quickly and succinctly. However, they seem to have personalities and specialized schools of study, making their reliability and motives dubious at best.

1d6 Knowledge

- 1 Impossibly complex arithmetic formulas.
- 2 Capable of predicting the future.
- 3 Can summarize any book in public circulation.
- 4 Knows the history of the past 5,000 years.
- 5 Understands all matters biological or physiological.
- 6 Genius linguist and code-breaker.

1d6 Quirks

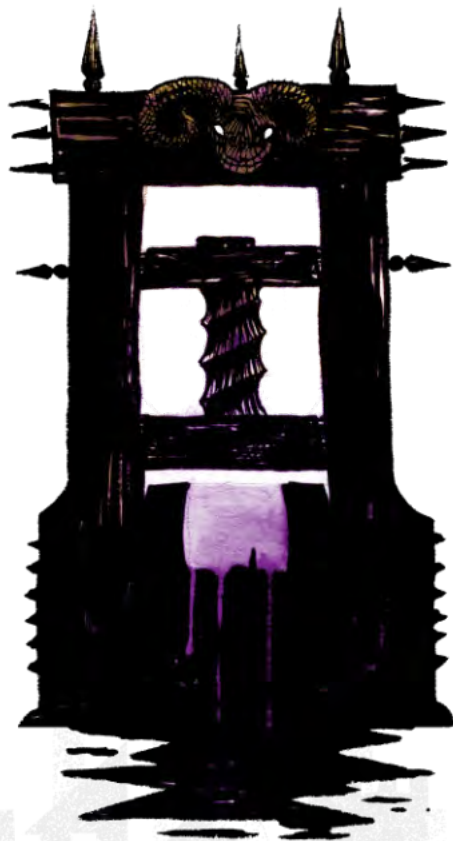
- 1 Obsessed with material goods (that they cannot use).
- 2 Pathological obsession with correcting people.
- 3 Talks down to everyone; does not tolerate "fools."
- 4 Timid, cracks under almost any pressure.
- 5 Eccentric, answers are usually cryptic or nonsensical.
- 6 Juvenile sense of humor, exhausting amount of innuendo.

Curse Press

Printing rolls and press screws dripping with caustic ink, this heavy infernal printing press reeks of brimstone.

A printing press constructed and cursed by a bitter demon who sought to punish a local tabloid for spilling rumors of their many schemes.

Once per day you may print a pamphlet or paper detailing a single event, rumor, or claim. Whether it is real or not, anyone reading the article will believe it true. This lasts until all copies of the printing are destroyed, the press is broken, or a new article is printed at the press.



Dead Writer's Block

A writing table worn with use and stained with ink, the ominous outline of a figure can be seen on its surface.

When a scribe or scholar dies at their work, their tables are sometimes haunted by their restless but astute spirit.

Once per day you may place a piece of paper on the table's surface and ask the table a question. If the spirit haunting the table knows the answer or has any pertinent information, they will answer with words appearing on the paper. Occasionally, they will demand a stack of expensive vellum or parchment to continue their "magnum opus" which leaves them unusable for 1d6 weeks as they fervently work on a manuscript of varying quality.



Gemini Nails

A pair of twinkling silver nails, inlaid with golden filigree depicting a mortal brain; their points are stained with dried blood.

Created by a pair of librarian lovers to share all that they knew, the power of the nails inevitably led to a messy separation and their being discarded.

Two characters may each embed one of the nails in their skull, the nails sliding in painlessly. Once embedded, the two characters share each other's memories and observations so long as they are within 1 mile of each other.



Golden Familiar

A large golden statuette in the form of a crawling arthropod, its delicate movements betray a hidden intelligence.

Magical objects bound to a single being, they are worn as pieces of living jewelry when not in use. Crafted as assistants to royal scribes, their creation and use has become commonplace in the Archivist District.

Those bound to a golden familiar can control it as an extension of themselves, feeling, hearing, and seeing what it observes with its own senses. If a Golden Familiar is without a master, it may be fed a drop of one's blood to bind it to a character.

Paper Cat

A household cat apparently made from fine vellum; its fur rustles like paper being crumpled and purrs sound like pages being flipped through.

Originally created by a lonely sphinx, these magical companions are a favored pet of scribes and booksellers across the city.

The creatures appear and act as intelligent cats, able to understand some words and phrases if they are willing. They may be fed books and written material, with the text inside appearing on their fur in a language the owner understands.





Skin Scroll

Curious vellum roll of masterwork quality, it is warm to the touch and seems to pulse faintly when held.

Made from the flayed skin of a heretical librarian, the scroll hides itself from prying eyes.

Anyone holding the scroll may place it against their bare skin for 1 minute, causing it to disappear into their body. The scroll may be withdrawn at anytime (albeit with some discomfort) and anything written on it remains intact. The scroll is destroyed if the bearer dies with the scroll inside them.

Un-permissive Ink

An innocuous inkwell stamped with the image of a closed eye, the ink inside seems to shift in translucency and strains the eyes reading it.

An ingenious artifact, concocted by a paranoid scribe who feared their writings might be stolen or copied.

This ink is invisible and incapable of being detected when used to write. Only those who add a drop of their blood to the inkwell can observe what has been written with the ink.

Vexing Monocle

Tarnished gold surrounds a seeing glass of scattered, shifting colors.

Used by members of the Transparent Press, the monocle allows for encrypted messages to be sent without fear of being deciphered.

Writing with the monocle held over the eye will cause anything the character writes to appear as indecipherable nonsense. However, anyone reading with a Vexing Monocle will see the message plainly written.



Vicious Quill

A quill of ragged red plumage that ends with a jagged malicious tip.

It is said that the original artifacts were created by a narcissistic writer who would "send" the quills to detractors and critics who did not understand their "genius."

Writing a name with the Vicious Quill causes it to fly off and strike the named victim with the power of a crossbow bolt. The range of this artifact affects up to 500 feet; however, signing the name in the victim's own blood causes the Vicious Quill to have infinite range.



Archivist Loot & Trinkets

d50	YOU FIND...	
1	1d8 jars of vibrant pigments.	26 Jar of powdered graphite.
2	Over-sized dirty quill made from a dire pigeon.	27 Soiled book, appears to be a random reference manual.
3	Jug of mixing medium.	28 100 feet of copper twine.
4	Blade from a paper guillotine, clearly used in a fight...	29 Set of drawing pencils, half are gone.
5	Bag of sharp rusted nibs.	30 Set of leather sewing needles.
6	Crumpled pamphlet about astrology.	31 Deck of playing cards featuring famous scholars.
7	Curious brass key with an eyeball motif.	32 Hastily written manuscript of raunchy explicit poetry.
8	Pocketbook filled with dates and times.	33 Bottle of pungent stain remover, causes dizzy spells.
9	Ornate letter opener, sharp as a skinning knife.	34 Opened can of "Griffon Glue," made from real griffons.
10	1d3 expensive vials of ink.	35 1d3 yards of tanned leather.
11	Cracked pocket watch featuring a spider motif.	36 1d10 shimmering candles wrapped in decorative paper.
12	Elaborately carved bone folder (for display only).	37 Jar filled with thick liquid, dubiously labeled ink.
13	Tiny mosaic fragment of a stern and mysterious eye.	38 Dirty book, inside is pristine and empty.
14	1d6 clay jars of turpentine, meant to be thrown.	39 Pouch of wax seals from various businesses.
15	Cane made from a printing press bar.	40 5 empty vials of surprising strength.
16	Handwoven silk bookmark.	41 1d4 sticks of writing charcoal.
17	Tarnished silver lighter, image of a cackling fire demon.	42 Soft pink quill that smells of roses when used.
18	Bottle of cloudy absinthe, label says "Writer's Plumber"	43 Pouch of glowing luminescent pigments.
19	Ornate knife, blade shaped like a pen nib.	44 Glittering crystal paperweight, a trapped moth within.
20	1d8 nuggets of resin, sticky and flammable.	45 Tiny animal brain, preserved in a pristine jar.
21	13 torn pages, folded together and sealed.	46 Clockwork mechanism, its original purpose unknown.
22	Small wooden box, empty.	47 A pair of dull steel scissors.
23	Monocle made of quartz.	48 Cat-shaped potpourri satchel.
24	Roll of uncut marbled paper.	49 Velvet pouch of indigo seeds.
25	Receipt for a mysterious book.	50 A golden library card.



Archivist People & Places



d12	NAME	WORK	QUIRK
1	Gewl Crabawl	Procurer of Fine Feathers	A firm proponent of scrolls over books, willing to get into a physical fight over it.
2	Bonefold Jr.	Ink Taster	“Enjoys” the smell of glue.
3	Wick Shivershins	Glue Maker	Does not accept money, only trades or barters, is actually a cat.
4	Billobi Tapers	Paper Maker	Hair is filled with quills due to the habit of placing them there and forgetting them.
5	Vallen	Label Licker	Lips and tongue are the color of ink.
6	Zell Vagthorpe	Apprentice Scribe	Falling into a vat of indigo as a child has left them permanently tinted blue.
7	Octovo Leedleach	Senior Illuminator	Snorted red ochre pigment on a dare, can no longer smell anything else.
8	Kingsley	Needlesmith	Annotates in books that are not theirs.
9	Regulus Waxbone	Vellum Inspector and Buyer	Considers themselves a moonlighting editor, talks incessantly about it.
10	Lemora Invictus	Ink Bottler Curator	Insists that all books should be read backwards.
11	Awly	Awl Sharpener	Wears a monocle despite heavy cataracts.
12	Keeltoes	Pulp Shoveler	Fingers appear to have an extra joint.





d12	SHOP NAME	SHOP APPEARANCE
1	Writer's Wing	All of the windows have been stained yellow.
2	Kerning and Cattery	Only sells black covered notebooks, all other inquiries will be met with rage.
3	Acadian Fine Goods	Housing a public press means that this shop is constantly packed and reeking of ink.
4	Perchon's Books with Friends	Candles burning continuously throughout the store has left a waxy residue on everything.
5	Ten Silks and Copper Twist	Vellum of strange and ominous origins may be purchased here.
6	The Lead Block	Walls held together with glue and book pages.
7	The Headsman's Headband	A grand five-story shop; however, a clerk follows you the entire time you are there.
8	Archemon's Specialty Supplies	Birds hang from cages all through the shop, many half bald spots from a "pick your own feather quill" sale.
9	The Slippery Plume	Filled with printing-press type cases; however, the letter "u" is missing from all of them.
10	Signature & Strike	Strange silver dials and glass distillery sets encased in large display cabinets.
11	Between Mull & Bone	Floor is made from wooden writing desks, many have cryptic phrases carved into them.
12	Thread's	Shelves reach towards an ominous unseen ceiling.

d12	STREET NAME	STREET APPEARANCE
1	Pulp Avenue	Heavy stench of wood pulp is always in the air.
2	Coptic Way	Piles of downy feathers clog up the sewer grates.
3	Continuum Street	All of the light posts are covered with fliers and posters giving them a fluttering appearance.
4	Tooling Drive	Discarded quills, pens, and pencils litter the way, causing peril to anyone walking through.
5	Bleed Close	Heavy wrought-iron gates line the sidewalks with small brass inscriptions of long-dead scribes.
6	HogHair Thoroughfare	Ink has stained the cobblestones in blotches of black, blue, and red.
7	Gilded Pressway	Piles of boxes of books are left at street corners to rot.
8	KettleBound Lane	All buildings have grotesque gargoyles perched on their alcoves, each night they rotate rooftops.
9	Ribbon Strip	Street windows are all painted with exquisite lettering that changes every time it rains.
10	Iron Gall Alley	Nightly brawls between rival publishing houses.
11	Soot & Sable Corners	Buildings have burn marks from fires started by book burners.
12	Quillshank Terrace	Artists and students line the street from dawn till dusk, all vying for an apprenticeship.





Grimoire Mummy

- **Defense:** As Leather
- **Hit Dice:** 5HD
- **Hit Points:** 30
- **Move:** Half Standard
- **Damage:** Strike 1d6/1d6 and Pacify or Arcane Bolt 60ft/1d6
- **Quantity:** Solo
- **XP:** 700
- **Immunity to Magic**
- **Vulnerable to Fire**
- **Pacify:** *Protecting their works means pacifying violent intents. Save v. Charm. Success:* dizziness and an odd calming sensation. **Failure:** You are stunned for 1d6 minutes; your mind goes blank and your body slack.
- **Spells:** *Grimoire Mummies are bound with the spells they protect. Knows 1d6 random spells.*

The smell of ancient vellum and the sound of crumpling pages. Something stirs from its slumber and slowly steps into view. A mortal corpse bound in sheets of illuminated vellum gazes at you, its eyes crackle with arcane fire, and its expression is unkind...

Grimoire Mummies are the undead guardian constructs of magical or esoteric works. Appearing as a desiccated corpse carefully wrapped in illustrated scrolls and adorned with jewelry, they are tasked with guarding and maintaining the texts that adorn their bodies. While distrustful of strangers, they are typically not hostile unless disturbed or spoken to without permission.

When a work is deemed too dangerous or precious to remain unguarded, a librarian or curator may volunteer to be made into a Grimoire Mummy upon death. Their bodies are bound and reanimated with the text, possessing an intimate knowledge of the information and acting as a "living" reference. Those with permission from a librarian and the Grimoire Mummy may access the knowledge bound within; those who do not are summarily slain.



Grimoire Mummy Text

Slaying the Grimoire Mummy or reading from it grants the reader access to 1d6 random spells. Additionally, the text contains a unique or dangerous piece of knowledge locked within.

1d6 Grimoire Mummy Texts

- 1 Manual detailing the construction of a powerful thinking machine.
- 2 Diary of a lost expedition into the Wilds and the treasure they found.
- 3 Heretical scripture of a monk who claimed to commune with the "Ever-Gnawing God."
- 4 Confessions of a Noble and the unspeakable acts they committed.
- 5 Lost works of a famed writer; this is the sole remaining copy.
- 6 Instructions for a dangerous ritual to cheat death.



Illuminated Archivist

- **Defense:** As Plate
- **Hit Dice:** 14HD
- **Hit Points:** 80
- **Move:** Standard
- **Damage:** 4 Contraption Limbs 1d6 each and Infernal Machinery.
- **Quantity:** Solo
- **XP:** 700
- **Infernal Machinery:** *Gears and contraptions meant to keep the archivist alive, no matter how cruel the process. Anyone struck by the Illuminated Archivist must save v. Breath or Hold.*

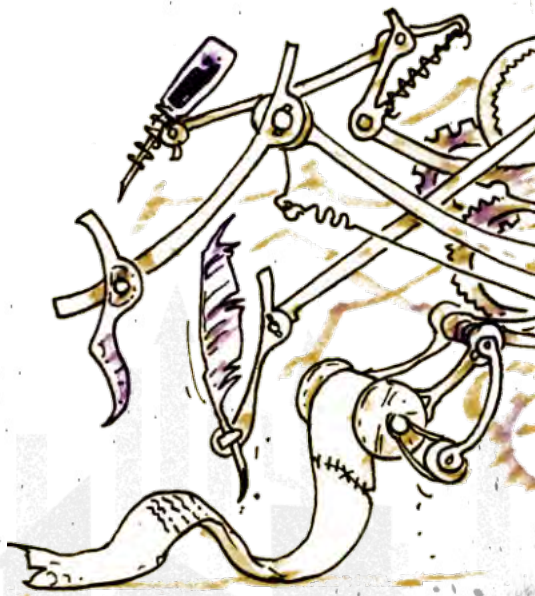
Success: No effect. **Failure:** A fell instrument plunges its way into the vitals of its victim (roll 1d3).

- 1 *Sanguine Syringe* - Damage dealt to the character heals the Illuminated Archivist.
 - 2 *Cerebral Replicator* - Character is stunned for 1d3 rounds; the Illuminated Archivist can copy any action, memory, or ability the character possesses.
 - 3 *Arcanoctomy* - Character loses 1d3 magical powers or memorized spells; the Illuminated Archivist gains them as spells.
- **Reactive Instruments:** *Machines made to protect and strike back.* Anytime the Illuminated Archivist is hit in melee, there is 1-in-6 chance they immediately retaliate and make a free attack.
 - **Spells:** *Each one is a bastion of arcane knowledge.* Knows 2d6 random spells.

Gears and wheels of some unspeakable machine hiss and click like ravenous insects. A clockwork monstrosity delicately strides into view, its brass appendages twitching like dozens of angry spiders. Mounted upon the quivering metal frame sits a crumbling corpse, its limbs puppeted by the machine, yet its hollow eye sockets glint with an unliving consciousness.

The undead clockwork beings known as Illuminated Archivists are considered a myth to many, but a terrible reality to those who work within the deeper parts of the libraries. Appearing as a corpse propelled by a vast machine of clockwork legs and appendages, they are repositories of knowledge kept alive by twisted mechanical instruments. Few have seen the creatures and even fewer have survived such encounters.

Curious and terrifying as they are, they are not without purpose, rather, they are shameful and closely guarded creations of the Bibliothecaries. When a single being possesses a power or knowledge that is both too dangerous to be freely given and too important to be lost, their bodies are exhumed, encased in protective machines, and reanimated as Illuminated Archivists. It is rumored that each library has at least one such creature locked or hidden away in its deepest archives, cursed to live forever so its knowledge may never be lost...





Illuminated Grimoires

If peaceful dialogue can be established with an Illuminated Archivist, there is a chance they will impart the dangerous information that they know. What's more, they are willing to create physical copies of their knowledge, but only if they are provided with sufficient materials. Such copies of text are known as Illuminated Grimoires

Creating Illuminated Grimoires

An **Illuminated Grimoire** is a powerful spell book that is imbued with dangerous or forbidden text. Constructing one requires materials that are either prohibitively expensive, exceedingly rare, or shockingly taboo; the more materials provided, the more powerful the grimoire will be. Once the materials are provided, the Illuminated Archivist will work diligently and produce an Illuminated Grimoire within a day and a night.

Example Grimoire Materials

- *Binding leather from a great and terrible beast.*
- *Sewing thread made from the hair of star-crossed lovers.*
- *Vellum made from the skin of a hated foe.*
- *Ink crafted from the blood of a Noble.*
- *Parchment torn from the end-pages of 13 forbidden books.*
- *Pigment ground from the gems found in an aristocrat's grave.*
- *Glue rendered from the bones of an extinct species.*





Piteous Illuminated Grimoire

Materials Required: 1

Spells: 1

A fine, but otherwise unremarkable spellbook without powers.

Lesser Illuminated Grimoire

Materials Required: 3

Spells: 1d3

Texts and Powers

- The Venomous Apothecary* - Technical journal of poisons and their uses. Allows the user to easily acquire, fabricate, and use poisons without risk of harming themselves.
- Metallurgist's Panacea* - Straight forward and concise blacksmith manual. Teaches an experienced smith the method for crafting near unbreakable tools, arms, or armor.
- Sanguine Anatomy* - Complete medical manual, a healer or hedge-witch using this text can heal wounds twice as quickly and gains advantage on treating most ailments or harm.

Middling Illuminated Grimoire

Materials Required: 5

Spells: 2d3

Texts and Powers

- The Key of Psyche* - Manual on influencing the minds of others. Once per day, you may attempt to charm or pacify another mortal using only your voice.
- Seven Iron Gates* - Essays on martial combat and techniques. Anytime you are attacked in melee there is a 1-in-6 chance you may make a free strike, disarm the assailant, or avoid damage.
- Tree of Tongues* - A guide on languages and their connections. So long as you have this text you may translate any language within the span of a week.

Greater Illuminated Grimoire

Materials Required: 10

Spells: 3d3

Texts and Powers

- Alchemist's Cookbook* - Manual of dangerous chemistry. You may spend 1d6 hours to create a bomb, incendiary device, or chemical weapon from seemingly ordinary items.
- The Graven Art* - Artful essays and techniques on killing. You may deliver a deathblow to a single being you have carefully studied and observed for 1 month.
- Citadel of the Psion* - Esoteric guide on protecting the mind. So long as you possess this text you cannot be charmed or mentally influenced by the mundane or magical.

Grand Illuminated Grimoire

Materials Required: 20

Spells: 3d6

Texts and Powers

- Obedience of the Flesh* - A guide of total anatomical control. Wounds that do not kill you heal within a day, while serious injuries, poisons, and diseases are cured within 1d6 days.
- Arkanomikon* - Forbidden arcane research and techniques. Spells cast with this text are always at their maximum potential.
- Revelation Historical* - An account of events yet to pass. Once per day you may choose to succeed on a single task or have another fail in some spectacular manner.
- The Noble Patron* - Esoteric scripture known only to Nobles. Once per year, you may commune with the Wurm. If you survive the ordeal, you will learn the secrets of Nobility.





Scuttle Imp

- **Defense:** None
- **Hit Dice:** 1HD
- **Hit Points:** 3
- **Move:** Double Standard
- **Damage:** Shiv and Bite 1d3
- **Quantity:** Solo or Infestation 3d20
- **XP:** 75
- **Sneaky:** *Hard to spot and elusive.* So long as their victims are not on high-alert, the Scuttle Imp may move without being seen and steal without being noticed.
- **Swarming:** *Many quick blows become overwhelming.* If 4 or more Scuttle Imps attack the same target, their attacks automatically hit and deal damage.

The faint but unmistakable sound of tiny footsteps moving impossibly fast and the clatter of something hitting the floor. What at first appears as a hairless rat is instead a tiny humanoid the color of rotting vellum with an over-sized mouth of jagged teeth.

The Scuttle Imp is a diminutive fey creature of kleptomaniacal tendencies that makes its home in the hidden corners of the libraries. They are a nuisance to curators and librarians alike, constantly stealing or displacing items without notice. While intelligent enough to use tools and communicate, they prefer not to be spotted or interacted with, fleeing or fighting when in danger.

While usually no more than a nuisance, larger infestations of Scuttle Imps can be dangerous. Larger groups have been known to up-end entire libraries, smash-and-grab priceless artifacts, and kill more than a few who tried to stand in their way. In any case, their hidden nests are eclectic treasure troves of stolen goods, unwanted garbage, and forgotten artifacts.

Nest Treasure:

Those who manage to discover or track down a Scuttle Imp's nest are greeted with a surprising board of treasures. Each Nest has 1d4 items.

2d6 You Find...

1-3 Garbage and cobwebs

4-6 1d4 random tools

7 Smattering of 1d20 coins

8 Buttons & trinkets. **Worth 3d20**

9 Stolen Book. **Worth 1d3x50**

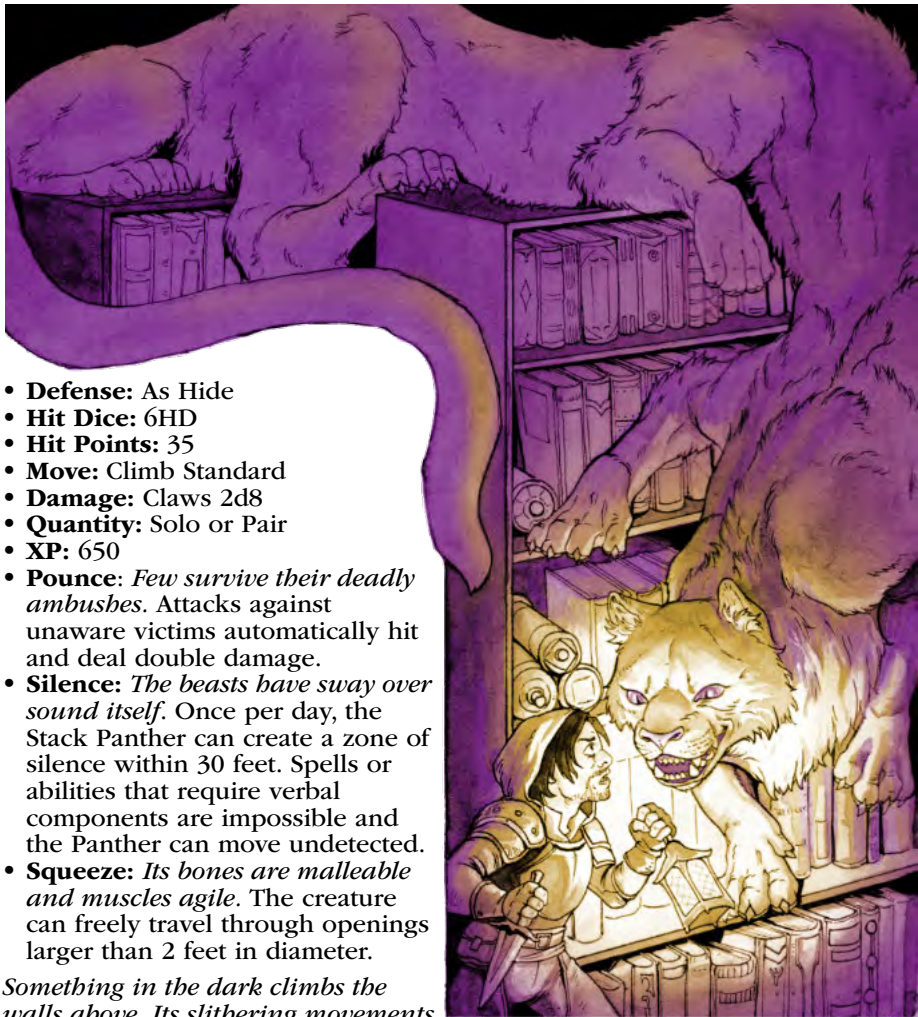
10 Fancy jewelry piece. **Worth 200**

11 Lost Grimoire **Worth 1d10x50**

12 A magical item (pg 238)



Stack Panther



- **Defense:** As Hide
- **Hit Dice:** 6HD
- **Hit Points:** 35
- **Move:** Climb Standard
- **Damage:** Claws 2d8
- **Quantity:** Solo or Pair
- **XP:** 650
- **Pounce:** *Few survive their deadly ambushes.* Attacks against unaware victims automatically hit and deal double damage.
- **Silence:** *The beasts have sway over sound itself.* Once per day, the Stack Panther can create a zone of silence within 30 feet. Spells or abilities that require verbal components are impossible and the Panther can move undetected.
- **Squeeze:** *Its bones are malleable and muscles agile.* The creature can freely travel through openings larger than 2 feet in diameter.

Something in the dark climbs the walls above. Its slithering movements betray a large undulating body coated in lampblack fur. The eyes and teeth of its feline face glint in the dark, while its many clawed paws twitch in violent anticipation.

The Stack Panther is a dangerous predatory caretaker of the libraries. Twice as long as a mortal is tall, it appears as a soot-black panther with dozens of legs along a twisting serpentine body. Intelligent and capable of speech, they carefully stalk their quarry and collect trinkets from their terrified victims.

Originally employed by the libraries as pest control, the Stack Panthers eventually earned a dangerous level of autonomy. While still ensuring that common and magical vermin remain in check, they have begun to hunt those they deem “pests.” Anything from talking too loudly to accidentally mistreating a book could potentially earn the ire and attention of a hungry Stack Panther. That being said, they are not above bribery and it is rumored that they enjoy of fine wine and sneedgrass.





Archivist Encounters

“What lies upon the page does not always remain there. Secrets and terror are given terrible form.”

The following is a list of encounters that can be used as-is or alongside other encounter tables.

Short Statblocks

Candle-Man

Tall and thin creatures formed from rivulets of spent candles and wax, agonizingly searching for a wick to burn itself out.

Armor: Leather | **HD** 2 | **HP** 10

Slam 1d6 | **Move:** Standard

Alight: If harmed with fire, attacks deal +1d6 fire damage.

Melt: Fire deals max damage.

Death Throes: All within arms' reach, save v. Breath or suffer 2d6 fire damage.

Morale: Fights to the death if fire is present.

Errant Scribbles

A floating mass of squirming ink and words, with a ghoulish appetite for mayhem.

Armor: Leather | **HD** 3 | **HP** 9

3 Strikes 1d4 | **Move:** Fly Standard

Maddening Aura: All within eyesight, save vs. Madness or be stunned for 1d6 rounds.

Morale: Fights to the death.

Guardgoyles

Solemn and hideous stone beasts that guard the interests of their creators until they are dust.

Armor: Plate | **HD** 3 | **HP** 18

Claws 1d8 | **Move:** Standard

Stone Skin: Non-Magical weapons deal half damage.

Morale: Flees if reduced to half health, or fights to the death if guarding their ward.

Inquisitor

Fell figure, clad in soot-black chains, wielding a ritual candle-holder.

Armor: Chain | **HD** 5 | **HP** 30

Candelabra Staff 1d8 and 1d6 fire

Move: Standard

Cleansing Flame: As Attack, all within 30ft. (including Inquisitor) save vs. Breath or suffer 3d6 fire damage.

Morale: Fights to the death.

Librarian or Curator

Wrapped in the vestments of order and duty, these esteemed scholars lord over their literary charges with an iron fist.

Armor: Leather | **HD** 5 | **HP** 25

Iron Staff 1d8 | **Move:** Standard

Magic: Knows 1d6 random spells.

Morale: 4-in-6 Flees if half of allies are killed. 2-in-6 Fights to the death.

Marginalia Gremlin

A vexing creation of a stagnant mind, clever and destructive creatures spring from torn pages of magical texts.

Armor: Hide | **HD** 1 | **HP** 3

Strike As Weapon or **Bite** 1d6 |

Move: Standard

Dirty Fighters: As attack, save vs. Breath or Hold. **Failure:** 1 Knocked Down, 2 Stunned, 3 Blinded, 4 Sickened (each for 1 turn).

Morale: 5-in-6 Flees if wounded or half of allies are killed. 1-in-6 fights to the death.

Scribe

Hunched and ink-stained figure clad in robes, their eyes glint with a curious darkness.

Armor: None | **HD** 1 | **HP** 5

Pen-Knife 1d4 | **Move:** Standard

Magic: 1-in-6 chance of knowing a random spell.

Morale: 5-in-6 Flees if wounded or half of allies are killed. 1-in-6 fights to the death.





D50

ENCOUNTER AND 1D6 MOOD

- 1-10 1d6 Scribes **Mood:** 1-2 Bored, helpful and looking for something to do. 3-4 Ambivalent. 5-6 Busy, would rather not be disturbed.
- 11-14 Curator **Mood:** 1 Bored, helpful and looking for something to do. 2-4 Ambivalent. 5-6 Busy, would rather not be disturbed.
- 15-18 Librarian and 2d6 Scribes **Mood:** 1-2 In need of help with some small task. 3-4 Busy, would rather not be disturbed. 5-6 Irritated, hostile if disturbed.
- 19-21 1d3 Curators and Inquisitor **Mood:** 1-3 Busy, hostile if disturbed. 4-5 Tells characters to leave vicinity, attack if ignored. 6 Demand characters relinquish all written material, attack if ignored.
- 22-25 1d4 Guardgoyles **Mood:** Guarding their ward, hostile if disturbed.
- 26-30 1d4 Errant Scribbles **Mood:** 1-2 Passive, only hostile if attacked. 3-6 Hostile, attacks nearest thing.
- 31-34 1d8 Marginalia Gremlins **Mood:** 1-2 Busy, off to cause chaos. 3-4 Looking for an easy target to attack. 5-6 Hostile.
- 35-38 1d8 Candle-Men **Mood:** Hostile if flame is present, otherwise only hostile if disturbed.
- 39-41 1d20 Scuttle Imps **Mood:** 1-2 Busy, just stole something. 3-5 Secretly tries to steal something from the characters. 6 Fervent, attack any living thing.
- 42-43 Stack Panther **Mood:** 1-2 Tired, just ate and possibly helpful. 3-4 Hungry, looking for an easy meal. 5-6 Ambushes characters.
- 44-46 1d8 Rogue Scribes and 1d6 Errant Scribbles **Mood:** 1-2 Busy, hostile if disturbed. 3-4 Demand characters listen to their ravings, attack if ignored. 5-6 Hostile.
- 47-48 1d3 Inquisitors and 1d6 Candle-Men **Mood:** 1 Busy, hostile if disturbed. 2-4 Demand characters relinquish all written material, attack if ignored. 5-6 Attack, claim characters carry contraband.
- 49 Grimoire Mummy **Mood:** Hostile, unless given permission to view their contents and text.
- 50 Library Infestation, 1d10 Scuttle Imps, 1d10 Marginalia Gremlins & 1d6 Errant Scribbles **Mood:** 1-2 Attack unless characters flee their presence or offer to join their chaos. 3-4 Torment characters with parting attacks and theft. 5-6 Hostile and out for blood.





Artifacts & Spells



Many a mage and magician flock to the metropolis in hopes of practicing their craft, so much so that the very ground seems soaked with magic. What's more, many are drawn to the curious power this place seems to exude on its own. The "Will of the City," as it's addressed in esoteric circles, is a power that is both product and parasite of the many lives and minds of the city, from the vermin to the Nobility. It is a cruel and dangerous power, one that echoes the sentiment and actions of those who hold power and influence here. It begs the question: perhaps the two are intertwined?

"Will of the City," Xelie A. Larch, Wandering Historian; Tales of My Travels, Vol II



Artifacts of the City

Altar of the Wurm

Horrid weathered stones of a blood-red hue are stacked in an altar and exude an oppressive presence. Countless slithering liturgies are scrawled on every surface as the altar seems to thrum with a terrifying energy...

One of the oldest and most feared artifacts of the city, it is said to have been the source of every tyrant's power. Hidden within its form is a single piece of the Wurm, the horrid bedrock upon which the city is built...

Offering the altar a tribute of blood and gold inspires a catatonic fear in anyone who can see or hear you, causing them to fall to their knees or flee (save v. Madness to resist). Additionally, once per day you may dominate the mind of a single sentient being who can see or hear you, forcing them to follow your every whim until the day you die. None who use this altar escape with their mind fully intact, as such power is ultimately corrupting and the Wurm begins to whisper into the ears of its new champion...



Artisan's Ponacea

A simple brooch of colored swatches on a piece of porcelain, lovingly pinned onto the dirty collar.

Delicate porcelain is imbued with the magic and life-force of the many creative people to have worn it.

While wearing this brooch the subject has no problem with creative blocks of any kind. So long as they continue to create, they will not need to sleep, eat, or indulge in any other bodily limitation. However, the signs of sleep deprivation and starvation still visually manifest themselves.

Bondmaker Nail

A twisted yet sturdy nail crafted from dark iron, its head bears an illegible sigil and it feels far heavier than it should be.

Crafted by a cruel mage who sought to make his tower stand the test of time, he was nailed to his building with his magic nails when the laborers rose up against him.

When the nail is hammered into a spot, it cannot be removed or broken off by anything except the one who hammered the nail in. In addition, anything nailed together cannot be separated until the nail is removed.



Charlatan's Fortune

A seemingly cheap deck of fortune-telling cards that shine glamorously in the light and appear dirty and ragged in the dark.

An oracle deck crafted by a notorious fortune-teller who used the cards to become rich and destroy countless lives.

When this deck of cards is used to tell someone's fortune, the receiver of that fortune will believe in that fortune and act as if the prophecy is coming. This charm lasts until the deck is used again and the receiver of the fortune may save v. Magic to disbelieve the prophecy if they are of strong will.



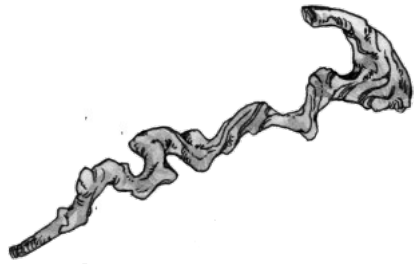
Chimney-Scamp's Hearth

A large and unwieldy hearthstone, riddled with sigils and pictographs of thieves robbing nobles and setting their estates on fire.

Crafted by a pack of unorthodox thieves, known for their fireproof cloaks and constantly singed hair.

When installed into the fireplace of a house and a roaring fire is built, the fireplace turns into a one-way portal to another lit fireplace.

Traveling into the fireplace with a destination in mind will transport the user to the nearest lit fireplace, furnace, or oven. Unfortunately, those traveling through this way will still have to contend with the heat of the fireplace they travel through as the artifact provides no protection from the heat of walking in and out of a fire.



Crooked Cane

Every joint is gnarled and twisted, mimicking the burl-wood cane clenched between the cankerous knuckles of its owner.

Twisted and deformed wood forms back on itself into a ghastly display of natural perversion while still functioning as a walking cane.

Those who wield the cane have their body contort into a twisted and bent form. This form does not harm movement or physical acts, instead granting the wielder the ability to contort their body into crawls and passages half their size.

Doctorate of Many Things

Innocuous vellum decorated with an impressive wax seal and spidery handwriting.

Artifacts created by a defunct university to circumvent the need for giving their students any hands-on education, or hiring professors for that matter.

Holding a Doctorate of Many Things gives the owner in depth knowledge in one strange yet specific field.

They are able to answer nearly any question pertaining to that field as a practicing professional might.

1d8 Possible Subjects

- 1 Complete history of banisters and their craft.
- 2 Fruit fly and mosquito husbandry.
- 3 Historical implications of the monocle.
- 4 Ceramic chemicals in teapot manufacture.
- 5 Post industrial pipe-making.
- 6 Implications and controversies of serifs.
- 7 Linguistic dialects of pigeons.
- 8 Physic formulas of circus troupes.



Earwax Homunculus

A crusty, squishy and corpulent imp no larger than a thimble and the color of pus; its face gleams with a knowing look.

An off-putting construct made of earwax. Crafted by a reviled gossip-monger, the Homunculus is a master spy that takes pride in its work.

Those who offer to let the Earwax Homunculus live in their ear will be privy to the many secrets it has acquired over the years.

Additionally, once a week you may ask the Homunculus to spy on another being that you have seen and spoken to, whereupon it will leave your ear and return in 1d10 days with information.

1d6 Information

- 1 Gossip and drivel.
- 2-3 Embarrassing or useful facts.
- 4-5 Secretive or private info.
- 6 A grave secret.

Fascist's Bane

A single brick worn with age and conflict. Marred by fire and bloodshed, it fills the holder with a righteous and fiery purpose.

Appearing when it is needed most, the Fascist's Bane has ended the life of countless tyrants and cronies who dared to impose their rule.

The Fascist's Bane appears and acts as a typical brick, and it also works supernaturally well as a thrown weapon (as longbow). Whenever thrown, it miraculously reappears near its chosen host and deals an additional 3d6 damage to tyrants and those who willingly act under their will.

Grifter's Deck

Grubby, worn, and smelling of cheap booze, this deck of cards seems to shift and shuffle when out of sight.

Items enchanted by a fey spirit for a band of racketeers and gamblers, the original owners all met violent ends long ago.

When used in a game of cards with gambling and stakes, the owner of the deck will win every game by a wide margin, the cards secretly shifting and changing when no one is looking. However, if anyone discovers the owner has been cheating or the deck is magic before the game ends, the deck disappears, all of the owner's winnings melt into dung, and the remaining players become violently irate.



Hearsay Coins

These tarnished coins are stamped with a many-eared demon; whispers can be heard like gentle ringing.

A powerful collection of artifacts made by a notorious spymaster, they were made to pass as currency unless one knows what they are looking for.

When placed next to the ear, a Hearsay Coin is capable of listening in on any other Hearsay Coin of equivalent denomination (silver coins can listen in on 10 copper coins, and gold can listen in on 10 silver and 100 copper coins) as if the user was eavesdropping. Scattered around the city are 1000 copper Hearsay Coins, 100 silver, 10 gold, and a single platinum, all of which are easily mistaken as currency unless someone is looking out for them.



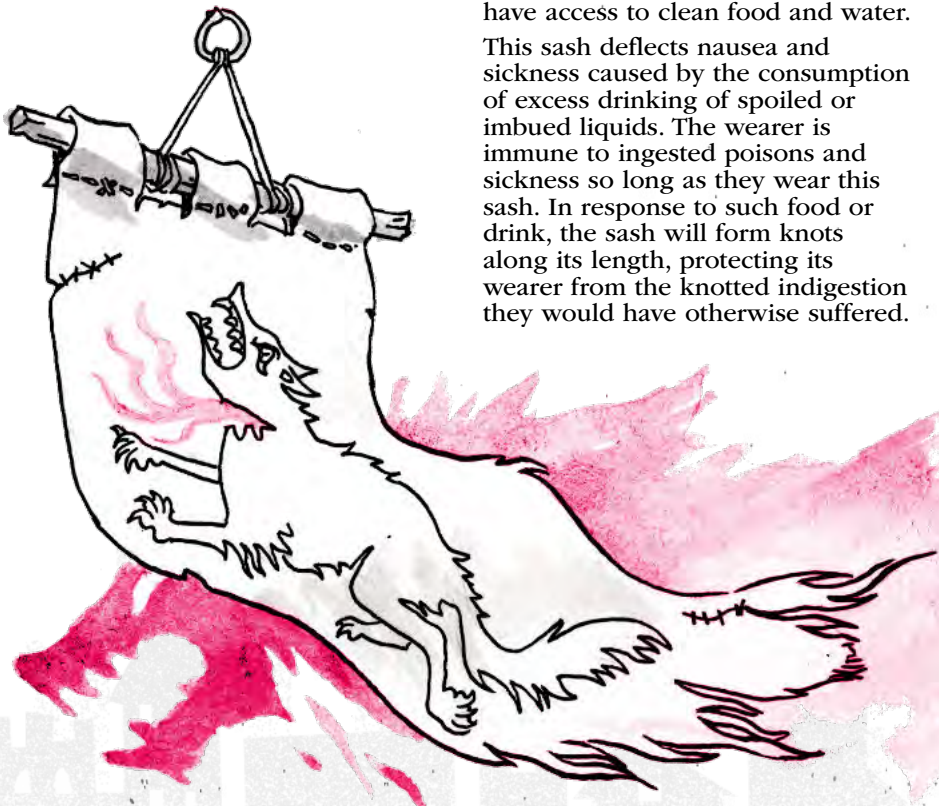


Icon of the Ragged Hound

Sewn, painted, or carved icons of a vicious hound with a bloody throat appear in the most downtrodden of areas, reminding those with privilege what fear is.

Symbology surrounding the Ragged Hound has long given hope to the outcast and overlooked. Those in positions of power have, by blood and blade, learned that the Ragged Hound will hunt them endlessly once given the scent.

Those who see the Icon of the Ragged Hound and hold no fealty or love to any tyrant are filled with a righteous vigor and gain immunity to fear or mind-affecting powers. Tyrants and their willing servants who see the icon are filled with a supernatural fear that causes them to flee in terror. In addition, anyone who carries the icon with them will have visions of the Ragged Hound, its eyes filled with fury and its neck slick with blood...



Jester's Scales

A large beaten and tattered scale with a statuette of a grinning jester as its pillar; the eyes of the jester seem to glint with mischief.

It is unknown if the artifact was crafted as a means to scam or simply cause mischief; either way, it has been the bane of merchants for quite some time.

This scale swaps the weights of the two things placed on its silvery plates. This transformation lasts only until the scales are used again and requires the items in question to fit upon the scale's plates.

Knotted Sash

Embroidered with wriggling and waving designs, this sash fits snugly around the waist and envelops the wearer in a protective charm.

Artifacts crafted by a clan of Alley-Whelps to ease digestion and prevent harm in those who don't have access to clean food and water.

This sash deflects nausea and sickness caused by the consumption of excess drinking of spoiled or imbued liquids. The wearer is immune to ingested poisons and sickness so long as they wear this sash. In response to such food or drink, the sash will form knots along its length, protecting its wearer from the knotted indigestion they would have otherwise suffered.





Lunatic's Snuffbox

A dirty ivory snuff box boasting intricate etchings and designs of a hallucinatory nature.

Once the keepsake of a dangerously hedonistic noble, their body remains in a catatonic state to this day.

Each pinch of snuff taken from the Lunatic's Snuffbox grants a random effect on the imbiber. There's no limit to the amount of snuff you can take in a single day, although death usually comes long before that. Each effect lasts 1d3 hours unless noted.

1d10 Snuffbox Effects

- 1 **Vigor** - Tasks of physical strength are rolled at advantage.
- 2 **Alacrity** - Your speed and actions are doubled for 1d3 minutes. Afterward you are sickened for 1d3 hours.
- 3 **Candor** - Tasks of diplomacy and charisma are rolled at advantage and most folks find your company enjoyable.
- 4 **Charity** - You begin giving away money and personal effects in a mad glee.
- 5 **Worms** - Everything appears and sounds like worms.
- 6 **Fear** - You are terrified of everything and everyone.
- 7 **Pain** - Disadvantage on all rolls as your muscles seem to burn.
- 8 **Glut** - You are immune to poisons and disease, but must devour 1d6 day's worth of food or become paralyzed for 1d3 hours.
- 9 **Lucky** - All rolls and attacks are at advantage, and you are capable of feats normally beyond your bodily limitations.
- 10 **Bad Sniff** - 3d6 damage and paralyzed for 1d6 hours.



Morbid Ottoman

An ancient but well-kept ottoman made from polished marble and silk cushions; every inch is decorated with some graven motif.

Crafted by a circle of necromancers who enjoyed pleasant conversation and tea with the subjects of their study.

Sitting upon the short cushioned seat will allow the sitter to chat with any nearby lingering spirits or corpses. The fashion of this conversation is light, slightly personal, and without great exposé or emotion.

Naga-Bone Necktie

The flashy silk tie embroidered with hundreds of minuscule ivory bones was quite the statement piece, even more so when the wearer leaned down to discuss the weather with a worm.

Made by an eccentric aristocrat who wished to commune and live with the wriggling beasts of the earth.

While this tie is neatly fashioned around the neck, the speech of snakes and other ground-dwelling, wriggling creatures becomes known. Questions asked to such creatures are subject to their individual senses and experiences; however, underground rooms and passages are always known to them. A small side effect: the urge to be buried in fresh soil may become overwhelming and small animals cause ravenous hunger.

Orator's Podium

Enchanted long ago, this hunk of carved marble has weathered centuries of speeches that have smoothed its edges and all but obscured the maker's mark.

Before the first universities and schools were built, humble theaters boasting such podiums were attended by scholars and students of all tongues and trades.

Standing at this podium gifts the speaker with an unspoken authority over the room. All that they say is understood, regardless of the language, and the volume of their voice is always at the perfect pitch to be understood.



Rat Signal

A dusty old lantern with painted images of rats etched onto its panes pulsing with light, and in that light were thousands of eyes.

A rather common looking shuttered lantern with worn and faded paintings of rats in various poses.

When lit and cast into the night sky with an offering of fine cheese or bread, a large aged rat will appear. This is the emissary of rats, a distinguished position within the vermin kind and the most direct way to address all of the rats in the city. Fond of expensive cheese and bargains, they can be a powerful ally or a dangerous foe.



Ruttleslip's Manhole

A heavy wrought iron manhole cover covered in elaborate sigils; it gently hums when held aloft.

Artifact of a legendary Alley-Whelp sneak, their crew earned their fame for stealing from 12 different Nobles and escaping without a trace.

When placed on the ground and the magic word is spoken, Ruttleslip's Manhole creates a sewer tunnel that leads directly into the nearest Undercity location (pg. 103). The tunnel lasts until the magic word is spoken, or until the manhole is used again or moved by another.

Salturnius's Slipknot

A pale length of rope appeared between the bailiffs' hands; just the sight of it struck fear into even the most stoic of rogues.

This rope is made in a dastardly weaving of hair from fifty judges and fifty hanged men. Unbreakable, uncuttable, unescapable.

Taking the form of an innocuous pale rope, Salturnius's Slipknot is the bane of all miscreants. It can only be taken off by those who tied it and cannot be undone by non-magical means. Any magical blade attempting to cut it has a 1-in-2 chance of shattering upon the attempt.





Slug-Chormer Perfume

An exquisite crystal perfume bottle in the shape of a slug, always slimy to the touch.

Concocted by an eccentric perfumer, their infamous shop was mysteriously destroyed before they could launch their line of *odeur de limace* perfume.

This perfume magically attracts slugs in massive quantities. Based on the amount of perfume used determines how many slugs are summoned along with their effect.

Single Drop – 3d12 fat and juicy slugs, each the size of a fist, appear within a minute.

Dozen Drops – Slugs carpet every surface within 50 feet, causing anyone in the area to slip and fall unless they move slowly.

Splash – The area fills with slugs, measuring 100 feet across and 1d4 feet deep. Anyone caught in the slugs can only wade through with effort and those who fall into it risk drowning.

Entire Bottle – A tidal wave of ravenous slugs pour in from every possible crevice within a minute. The effect is more like a flood and everyone within 500 feet must take action or begin drowning in the slugs.

Testillus the Tapeworm

A wriggling over sized tapeworm with a cheery disposition. Its segmented body is adorned in small but expensive looking jewelry.

A magical tapeworm, said to have been the gastronomical companion to many aristocrats, food critics, and even a Noble...

When ingested and permitted to live within your bowels, Testillus will grant you immunity from any ingested poison or sickness; however, you require an additional 1d3 meals per day. In addition, Testillus will speak to you; if they are in a good mood and will offer secrets, gossip, and rumors pertaining to the fine-dining or culinary scene.



Wax-Eye Chair

A fine but ordinary-looking wooden chair pained with countless paranoid eyes.

Created by a baron of thieves to escape detection from the city guard's raids.

When placed in the corner of a room or edifice and sat in, the sitter will disappear from view. Not only are they invisible, they are utterly undetectable from scent, sound, or magical means. This illusion ends if the sitter stands up or is touched by another being.





Kippo's Pipe

A long-necked pipe made of twinkling colored glass and bone, its bowl is always warm to the touch.

Kippo the Alchemist created this pipe in order to allow others to indulge in his many strange vaporous vices, whether they asked for it or not...

When packed with the vice of choice, lit, and blown into with force, the pipe creates a 20-foot cloud of choking and dense smoke that obscures view and sound. If the pipe is packed with a dangerous or mind-altering substance, anyone caught in the cloud suffers from the effects as if they smoked it themselves.

Zealous Zweihander

A massive two-handed blade that seems to glow with a golden light despite its many blood-stained markings.

Once owned by an extraordinarily brave but equally stupid warrior, the blade has earned a reputation for bloody and righteous killing sprees.

Anyone wielding this blade doubles the amount of attacks they make in a turn and deals double damage to those who have wronged them or their comrades. However, whenever in a situation that requires violence or combat, you are magically compelled to immediately charge into the nearest enemy with a righteous zeal.





Cobblestone Spells

Magic is not a separate entity, but a product of the collective will of the city and its denizens. While wizards tout their monopoly on such powers, truthfully, all may wield the magics of the city, provided they know where to look...

Below is a list of places where a spell can be found within the city.

1d20 A Spell is Found...

- 1 Scrawled onto a brick pulled from a hanging bridge.
- 2 Spelled out in the cracks of a cobblestone street.
- 3 Drawn with blood in the attic of a crumbling house.
- 4 Written on a tattered flier posted near the site of a murder.
- 5 Scratched into the walls of a forgotten sewer tunnel.
- 6 Sung in a wind-chime made of vermin bones.
- 7 Whispered from the mouth of a thief's fresh corpse.
- 8 Tattooed onto the back of a three-eyed rat.
- 9 Muttered in the sleep of a royal executioner.
- 10 Found in the spots of light after a dangerous drunken fall.
- 11 Revealed in the blood of a sadistic lord, freshly beheaded.
- 12 Written in the gnarled roots of a long-dead potted plant.
- 13 Revealed in the hypnotic dance of a flea-ridden sheet.
- 14 At the bottom of a stranger's bowl, after you offer them a meal.
- 15 Spelled in the broken glass of desecrated place of worship.
- 16 Written in the dust of an ancient and unused bookshelf.
- 17 Spelled in the tattered curtains of a burning building.
- 18 Growled from a rusty furnace that refuses to light.
- 19 In the mold where the body of a forgotten soul was found.
- 20 Revealed in a catatonic nightmare of the Wurm.



Ashen Familiar

Casting Time: 10 minutes

Range: Touch

Duration: Permanent (until cast again)

From the lowly ashes of a cold hearth, Ida called forth a most peculiar creature.

You summon a small intelligent creature from ash. An Ashen Familiar can take many forms, usually a salamander or fox, and is capable of speech, small manual tasks, and sleuthing. What's more, the Ashen Familiar can return to its original summoning spot at will or when summoned, provided the hearth it was summoned from is filled up with ashes once more. It is immune to all fire, falling, stabbing, or smashing but can be washed away and killed with water or a particularly strong wind.

Material Component: Hearth full of ashes, small animal bone.

Broggart's Blades

Casting Time: 1 minute

Range: Self and Companions

Duration: 1 minute/level

Intimidation and coercion go hand in hand for those specializing in enforcing their will on others.

You create the illusion of martial superiority, temporarily weakening your foe. When cast, all intimidation and attack rolls are done at advantage, while enemies roll all attacks at disadvantage. However, should the spell run out or be seen through, enemies gain advantage on attack rolls for one turn.

Material Component: Ribbon or medal given by an authority figure.



Breadfinder

Casting Time: Instant

Range: 500 feet

Duration: 1 hour

Vittles here, vittles there, vittles seemingly everywhere.

You quickly and easily find the nearest source of fresh food. When foraging or dumpster diving, you may cast this spell to find a source of edible and safe food. Even in places of scarcity or filth, you can always manage to find at least 1d4 rations worth of food. The spell ends once food has been located.

Material Component: A dried crust of bread acts as a dowsing rod for food.

Brick by Brick

Casting Time: 10 minutes

Range: Touch

Duration: 1 hour/level

The only limit is your imagination and fear of heights.

You may stack and connect building materials together without nails or glue. When cast, any inanimate objects you pick up may be stacked and connected as if they were held together with nails and glue. Towers and bridges built in this manner are inexplicably strong if they are made correctly, collapsing only when the spell ends or after being intentionally damaged.

Material Component: A pair of nails, fused together from heat.

Brittlebrak

Casting Time: 1 Hour

Range: Touch

Duration: Permanent

No gilding nor glass can hide the cracks beneath.

You imbue an object or edifice with a supernatural brittleness. Placing your hand on an object for one hour causes it to become brittle, with a single blow irreparably shattering it. This spell only affects a cubic meter's worth of matter, with larger objects requiring additional casts of this spell to fully affect them.

Material Component: A broken piece of shale tile.



Cattleson's Curiosity

Casting Time: Instant

Range: Touch

Duration: 10 minutes

Lars got the odd idea to start asking the bulls pulling the carts. To our surprise, they answered.

You gain the ability to communicate with beasts of burden. When cast, the language of cattle, mules, and other work animals becomes known to you. During this time you may ask simple questions of these beasts, to which they will do the best to answer them. They are simple creatures, but have an oddly keen sense of what dangers or assailants lie within the local area.

Material Component: Broken horseshoe or petrified cow patty.

Chimney Cannon

Casting Time: Instant

Range: Touch

Duration: Instant

A silent prayer, a thunderous roar, and the manic howls of an aerial traveler

You turn a chimney, pipe, or chute into a cannon of sorts. When cast, you touch a fireplace, furnace, or oven and cause anything within it to be launched out of the chute with the force of a cannon. The size of the chute does not affect the size of the payload and anything or anyone launched out of it this way is unharmed (except for some ringing in the ears). The payload travels 1d6 miles in a direction determined by the caster before crashing down to the ground one minute later; this *does* cause damage (and likely kills anyone) unless precautions are taken.

Material Component: A piece of cracked hearthstone and a firecracker.

Cinderpup

Casting Time: 1 Day

Range: Touch

Duration: Instant

What curious child is this? With skin like stone and such fiery temperament?

You summon a fiery spirit from smoldering coal and obsidian dust. While kept inside a swaddle and close enough to feed off of your body heat, they are dormant and appear as nothing more than a curious stone. When throw from its swaddle and struck, the stone immediately bursts into a fully fledged inferno, hot enough to set an entire building ablaze in 1d20 minutes.

Material Component: Velvet swaddle, obsidian dust, burning lump of coal.





Cobble-Slip

Casting Time: 10 Minutes

Range: Touch

Duration: 1 hour/level

We shall glide through these city streets like a minnow through an open channel.

Your body or transport glides along the cobblestone streets as if it were a stream. When cast, you or a transport no larger than a horse-cart slides into a cobblestone street and begins hastily traveling along as if it were being pulled by the currents of a stream, ignoring traffic so long as the street is intact. The direction and destination is determined by the caster and speed of travel determined by the busyness of the street.

TRAFFIC	SPEED
Petty, mostly empty.	2 miles/hour
Modest, dozen or so crowds.	3 miles/hour
Middling, hundred or so folks.	6 miles/hour
Sizable, several hundred & more.	12 miles/hour

When the spell ends, you or your cart pop out of the street like a fish leaping into the air.

Material Component: A pebble slick with oil.

Confession

Casting Time: 10 minutes

Range: Touch

Duration: Instant

Like rats they shall all squeal...

You touch another and cause all of their guilt to gush forth. When cast, you may touch another and force them to confess any misdeeds they may (or may not) have committed. The afflicted secretly rolls **1d6**:

1-3 Admit a small crime or misdeed.

4-5 Admit a serious crime or regret.

6 Confess to a crime they did not commit.

Material Component: Dried gallbladder of a hanged man.

Dubious Slip

Casting Time: Instant

Range: Self or Other

Duration: Instant

Despite the myriad of ropes and chains that held the rogue firm, the moment the warden turned their back they had wiggled free of all of them.

No man-made rope, chain, or cord may bind you. When cast, all impeding bindings become just loose enough for you or another to slide out of them, regardless of locks or magic.

Material Component: Piece of string tied around middle finger.

Flame Hollow

Casting Time: 1 minute

Range: 10 feet

Duration: 1d6 minutes/level

The mage raised their hands and the flames climbed like towering trees, no longer burning us but standing sentinel to our escape.

For a few crucial moments you may harness the spirit of the fire, turning it into a guardian instead of foe. Flames and their heat turn away from you for as long as the spell lasts.

Material Component: Small vial of purified water.

Flea-Faced

Casting Time: 10 minutes

Range: Self

Duration: 30 minutes/level

What is more mundane on the streets than the myriad of abandoned animals?

You become an unidentifiable shape and face on the street. When cast with a handmade mask shaped like one of the many animals found on the street, you are able to adopt an anonymous face. No one will notice you as long as you do not draw attention to yourself or get too close to a curious observer. When held up to scrutiny, it will be revealed that you are indeed wearing a mask, but your identity will not be known until the spell ends.

Material Component: Animal mask and a mirror shard.





Gilded Gobbler

Casting Time: 10 minutes

Range: Self

Duration: 1 hour

There are those who say that gold is worthless, that it will never replace a meal; we call such nay-sayers "cowards."

You may consume coins or jewelry in place of a meal. When cast, you gain the ability to eat and digest currency, jewelry, or other objects of value. Doing so replaces a number of meals equal to the value of the object eaten.

Value and Meals Replaced

10+ coins: Day

50+ coins: Week

100+ coins: Month

Material Component: Gold leaf on a piece of cheese.

Glassblower's Bone

Casting Time: Instant

Range: 50ft/level

Duration: Instant

A fell note that haunts the nightmares of artisans and glass-makers alike.

You emit a piercing tone that causes glass and ceramics to break. When cast, any untempered glass immediately shatters; ceramics, stoneware and crystals have a 1-in-2 chance of breaking.

Material Component: A cracked silver bell.

Gol's Bloodcrete

Casting Time: Instant

Range: Self

Duration: 1 minute

And thus Gol the Builder spoke: It shall be my very blood that builds the foundation upon which we stand.

You mix your blood with sand to create a powerful concrete. Once cast, you may expend 1d6 hit points and a pound of sand to create a pint of concrete that dries within one minute and is as strong as granite.

You may expend any number of hit points in this manner to produce multiple pints of this concrete.

Material Component: A pound of red sand per pint of concrete.

Hestia's Harmonics

Casting Time: Instant

Range: Within earshot.

Duration: 1 hour/level

A familiar tune that is heard far and wide, yet the words and melodies are oddly illusive...

A musical spell that causes all who can hear it to fall into a more calm and suggestible mood. When cast, all who can hear the music of the spell act as if they have been charmed when attempting to make a sale with them. Normally unfriendly customers become friendly, and friendly shoppers have a 5-in-6 chance of buying whatever you pitch to them. Frequently played in large shopping plazas, merchants who have the extra coin to hire musicians often employ this tune to open up their patron's purses.

Material Component: Gold tipped instrument, rosewater.



Just a Pinch

Casting Time: Instant

Range: Touch

Duration: 1 minute

While the merchant did not seem interested at first, a change of fate led him to buy it with alacrity.

When cast, you enchant an ingredient, food item, or other perishable good to be irresistible to a buyer, so long as they have the finances. The spell cannot be used on solo items or on items worth more than 50 coins. When the spell wears off, the buyer will be irate from the purchase.

Material Component: Spoonful of gemstone or gold dust.





Khuloed's Exit

Casting Time: Instant

Range: Self or Other

Duration: Instant

There once was a demon beloved by common folk and despised by the authorities for its ability to escape. You can break through walls and doorways with a supernatural burst of strength. When cast, you or someone you touch gains the ability to charge through 1 foot of solid material, violently breaking through it and leaving behind a hole. Walls made of metal or stronger material can be broken through, but deal 5d6 damage from the impact and stun the caster for 1d6 hours.

Material Component: Brass door-knob and shot of strong spirits.

Meandering Trail

Casting Time: 1 minute

Range: Touch

Duration: 30 minutes/level

The dust was seen dancing in a breeze none could feel, and he chased it like a feral hound.

Using dust or remains of your intended quarry, you may animate the dust into returning to its host. You require at least one handful of dry physical essence from an individual, animal, or object that is ground to a powder. Speaking words of power over the dust causes it to float in the air and travel in the direction of its original host at a brisk walking pace. It will not wait for you to catch up and dissipates when the spell ends or it reaches its original host.

Material Component: Handful of powdered essence.

Out-turned Pockets

Casting Time: Instant

Range: 30 feet/level

Duration: 1 minute

Without a word all of the pilfered items climbed from our pockets and danced before us.

You cause an item stolen from you to spring to life and return to you. When an item you are familiar with is stolen, you may briefly animate the object into leaping from the clutches of the thief and scurry back to you like a rat. You must have seen the item stolen and have lawfully owned it to begin with.

Material Component: Receipt or sales tag.

Pyrite Mirage

Casting Time: Instant

Range: Self

Duration: 1d4 minutes/level

She flashed more coin than we had ever seen! Curious it was that she wouldn't let us touch it...

An illusion that makes a collection of stones or rubbish appear as precious coins. When cast, you cause any number of small trinkets to appear and feel like coins for the duration of the spell. The trinkets or stone must be in roughly the same shape and size of the coins one wishes to imitate.

Material Component: Pyrite dust and mummified pickpocket's finger.

Quashing Voice

Casting Time: Instant

Range: 30 feet

Duration: 10 minutes

Above the clamor a commanding tone flattens the rabble.

Harsh commands issue forth from your mouth, subduing those with weaker constitutions. When cast, you may impose your will on rowdy or uncooperative crowd in a 30-foot radius. Those with stronger wills may save v. Charm to avoid, while everyone else is treated as if they are frightened for the duration of the spell.

Material Component: Brass bell and vertebrae of a lord.

At Higher Levels: +10 feet/level



Seize With Nails

Casting Time: 1 Minute

Range: Touch

Duration: 1d10 minutes/level

With iron nails and sturdy bolts, any fall is prevented.

You bind a crumbling edifice or structure in place with nails. When cast, nails leap forth and bury themselves into the weak points of the structure, holding it in place and keeping it from breaking any further. Collapsing buildings or structures are halted for the length of the spell, resuming once the spell ends.

Material Component: Box of polished iron nails.

Slab-Whisper

Casting Time: 1 minute

Range: Touch

Duration: 1d6 minutes/level

These walls of courteous block and brick will help you, provided you are friendly.

You create a climbable surface with the help of bricks and slabs. Speaking to bricks in a friendly manner with this spell causes them to shimmy in place and create handholds perfect for climbing. This spell can be used on nearly any man-made stone structure, provided it is composed of bricks or blocks.

Material Component: A well-loved mortar trowel.

Smokesniffer

Casting Time: Instant

Range: 1 mile

Duration: 1 minute

There is naught so precious a smell as the scent of cinder.

Concentrating on lingering trails of smoke in the air, you are able to pinpoint the approximate origins of every fire as well as duration and the fuel used to create them.

Prolonged or frequent use of this spell can cause one to lose all sense of smell other than that of smoke.

Material Component: Soot, smeared on the bridge of the nose.

Spittle-Glue

Casting Time: 1 minute

Range: Close

Duration: 1 hour/level

There are those whose words stick and others who resort to spit.

Your spittle is changed into a powerful adhesive. When cast you may spit out a glob of spittle that acts like fast-drying glue. The glue dries within seconds and is strong enough to hold an average person in place. The adhesive power ends when the spell's duration is up.

Material Component: Spoonful of dried glue (eaten).



Unrepentant

Riddle

Casting Time:

10 minutes

Range: Self or Other

Duration: 1 hour

The best way to keep a secret is to have never known it to begin with.

This spell grants an individual temporary madness. When cast, the target of this spell is unable to answer any question verbally or non-verbally in any meaningful way. It also negates any magical spells or items that might compel the truth.

Material Component: Small ball of gum powdered with nightshade.







100 Locations



I have never felt such joy and fear in being lost as I have when I walked the countless roads and alleys of the city. Each mile of my journey seemed to be a world in and of itself, an infinite archipelago of odd islands in a sea of cobblestone and brick. No two steps were alike, and I find myself despairing at my inability to record it all. Perhaps this is the way it was meant to be, that none should be gifted with the ability to see the entirety of the city, with all of its splendor and all of its horror.

*“Sea of Steps,” Xelie A. Larch, Wandering Historian;
Tales of My Travels, Vol II*



Abbey Road

This busy street runs directly through the nave of a massive monastery complex. Dedicated to the Quartet of the Beetle God, the road is busy and constantly filled with the melodious music of the nuns and monks who live within the abbey and musically preach to all who pass through.

Archibald's Tannery & Furs

A notorious block-long building that advertises pelts for a penny. Extremely cheap leather goods can be bought here, at the buyer's discretion, and Archie is eager to buy any newly or not-so-newly dead creatures to add to his tanning pits.

Arterial Tunnels

An underground neighborhood has been constructed using the natural caverns and tunnels beneath the streets. The caverns have strange fractal layouts, many saying they resemble veins and arteries. One scholar postulates that the tunnels are in fact the petrified remains of a titanic being's heart, its body long expired but consciousness clinging to its remains.

The Block

A stiff and unwelcoming squarish building with its name chiseled into the facade belies the exquisite jewels within. At The Block raw stones are cut, shaped, and set into Noble-worthy pieces. Access is by invitation only and in the many years it has been in operation it has only had one break in.

Boardwalk

Perched over the decaying shoreline of a mostly stagnant lake is a rather jovially painted boardwalk filled with simple, silly delights. Families flock here during the day for cheap food and entertainment, an off-brand mime group frequents here, but all makes sure to leave before nightfall when the dog-sized mosquitoes arrive.



Bronsino's Arcade

Once the arched halls of an aristocrat's estate, the space has been converted into an infamous tavern and pit-fight arena. Bare-knuckled fighters pummel each other for prize money and fame, while raucous and equally violent spectators cheer, boo, and gamble on the blood-sport.

Buy a Duck?

A rickety pier hovering over a huge, lily-filled pond advertises ducks of every breed, color, gender, and compunction for sale. In strange crates and fences these ducks quack unabating from dawn till dusk. For two coins a buyer may purchase a random duckling from a bathtub in the back.

Capricious Clinic

A dingy and partially collapsed building adorned in vaguely medical symbols. This ramshackle hospital is run by a multifaceted demon who delights in both helping and harming their patients. Services are offered for free; however there is a 50/50 chance that you are healed or harmed in the transaction.

Carte Blanche Dancefloor

A local dive where denizens can dance for free. A hotspot for new and upcoming bands to find the limelight. Often referred to as a haven for the drug trade, the merry exterior hides a much darker underbelly.



Cattery

While stray animals may be fairly common in the City, purchasing a well-bred, rare colored cat can only be found at the Cattery. This ten story building is dedicated to all things cat. Only the most unusual and unique felines are found here. It is important to note that the 2nd floor is the designated litter box.

Cavern Keep

What appears as a monolith or a naturally occurring plateau is actually the deteriorating remains of a once grand castle complex. Since its regal inhabitants have long since abandoned it, regular denizens have taken it upon themselves to wormhole their way through the structure and create a whole new colony.

Cindered Seventh

Blocks upon blocks have suffered from a near constant blaze. Cinders and sparks tossed up by an errant wind often cause the dwindled inferno to roar to life again. Currently there are 3d10 square blocks that have been razed down to the foundations and 1d6 currently burning. Often a hot-spot for looters.

Clay Quarter

Spattered with deep red terra-cotta or cool stoneware-grey, these coarse mills refine and produce the majority of clay for the city. Hosts of workers constantly keep the grinding wheels turning. Often those who work at the Quarter can be recognized by their parched, stained skin.

Cleetus Candelabras

An ornate and gaudy facade hints at the ostentatious and overdone interior of the boutique. Lush fainting couches and settees welcome rich patrons to observe the showy pieces and form a "connection" with the overpriced lighting fixtures.

The Clog

Piles of garbage and flotsam from the canal have gathered into an enormous dam the size of a neighborhood. Denizens have built homes and businesses upon The Clog, turning the area into a rich but vibrant community. Aristocrats and Nobles deem the community an "eyesore" and plot to have it destroyed...

Corner-Corner

The street corner of Well-garden and Steeple has always been marked by a huge granite monolith built into the structure of the establishments that call it home. Where the monolith came from or who placed it there is unknown but the smooth surface never cracks or scuffs.



Demonology Archives

An ornate library adorned with all manner of gargoyles and demonic imagery. Demons who wish to understand or discover more about their curious lineage may explore the archives or schedule time with a demonologist to help them with their search.



Desolate Depot

The rusted and deteriorating remains of decommissioned carts and carriages litter the stoney yard. Flaking paint and creaky hinges greet any brave enough to wander through the heaps of broken parts. The feeling of being watched is pervasive and unwavering, bordering upon maliciousness.



Drakken Shrine

A shrine made from the bones, teeth, and dried hide of drakes. An ancient order of drake-hunters still visit the shrine to pay their respects, many having not seen a drake since the old days when they were hunted to extinction.

Dust Colosseum

Small time fighting pits. Anything may fight as long as they are not taller than three feet. A notorious place where many individuals have lost their life savings as well as their lives.

Edge Maze

Upon first glance this well-manicured maze appears docile and demure. There is a reason there are few who wander its meandering paths; all of the bushes are of the Clear-Edge variety. Every leaf is as sharp as a blade and can cut cleanly through nearly any surface. Insects, birds, and small animals are often found cut to ribbons at its base.



Eel Farm & Fun

Bins of wriggling, slimy eels are curated and sold by the pound. All sizes are available and on special occasions there are eel-wrangling events in which the prizes are monetary as well as fried and baked eel foods. Unknown to most patrons, the farm is mostly supplied by an entrepreneur Alley-Whelp family.

The Eggery

Provided one can withstand the smell of a thousand birds on the way past the shit-stained exterior, the inside of the dim pub is filled with culinary delights. Custards, omelets, quiches, and shakshuka of the most delectable sort may be acquired. However, the pervasive din of cooing birds is unnerving.

The Flea Market

A crumbling warehouse of countless second-hand sellers. The place is run by the Sisterhood of the Wayward Flea, an odd religious group that deifies and dresses as vermin. Cloth goods bought here are always infested, and a caustic bath is recommended after visits.

Floating Ponds

What was once thought of as peak luxury by the Nobles has since become a cast-off relic of another expendable fashion trend. These "floating" ponds have since gone stagnate and many of the wires that held them aloft have snapped, causing the huge dishes of water to soak those below and all that they own. Should one of the ponds fall, it could flatten 1d4 city blocks.





Flytrap Bar

A seedy tavern accessible only by a trapdoor. A favorite place for mercenaries to gather information. The special drink is a pea-soup-colored liquor with a licorice fly floating atop.

Fractal Alley

This seemingly innocuous forked alleyway holds a dark secret. The further you travel into the alley, the more reality begins to change and distort. Those who have delved deep and returned alive bring tales of shifting tunnels, buildings that defy gravity, and creatures that should not be alive...

Getrude's Groat

Acclaimed tile maker Getrude Glaanfort's home and studio has been preserved as a tourist attraction by her greedy descendants. Almost every surface is covered in one-of-a-kind mosaics and hand-painted tiles. For a large sum they will permit you to chisel off your favorite piece.

The Gills

Soaked in tar and other preservatives, the ginormous gills of a monster fish greet all who enter the fishing district with their stiff, off-red fibers. Legends abound regarding the creature the appendages came from and chunks often go missing as ruffians see them as good luck trophies.

Gong Trough

Gargantuan in size, this sewer canal is easily the largest in the city. Ropes and metal cords crisscross its length like spiderwebs, and those who dare to live in the echoing darkness are known to be unscrupulous towards outsiders.

Gourmet Street

An eclectic and crowded congregation of the best street cooks and alley chefs across the land. It appears without warning and vanishes without a trace, leaving behind a trail of grease and the scent of fried goods wherever it passes.

Grainway

The avenues that host the mills and granaries of the city are best known for their attempts to keep the dire pigeon population at bay. Huge streamers of fabric arch from one structure to the next to shield the busy workers below and their precious cargo. Sharp spikes also adorn every outcropping to keep the beasts away.

The Great Collapse

An infamous day in city history was the complete and utter destruction of the May-Opal Spire. Destroying at least five city blocks, the remains of the once decadent spire are still a hotbed for pilfering and looting. The prized rubble is often changing hands between different crime lords, despite unauthorized rummaging being illegal and punishable with a swift execution.

Green Fountain

Whether it is from the discoloring of the statues at its center, or some other more sinister reason, the waters that gush from the mythological fish forever frozen in copper run green. This does not stop a very stubborn bunch of duckweed from trying to populate the water, but it does keep away most thirsty folks.





Grim-Roost

A once proud and stalwart redoubt has been razed and occupied by a surly dragon. The melted halls and collapsed passages are filled with the dragon's frightened attendants who do their best to see to its every whim. A powerful tyrant in its own right, the dragon harbors a terrible and mysterious grudge against the Nobles.

Gurbling Cistern

An above-ground cistern that froths and sputters from the sheer amount of gases that emanate from the garbage far below the surface. Some attempt to collect the gases which are often hallucinogenic when inhaled.

Hanging Arch

What was once a simple piece of architecture has become a morbid statement of vigilante justice. Wrapped with black, stained ropes, the decorative archway often has the desiccated corpses of wrongdoers that have evaded or exploited the law hanging from it. No one knows who it is who does the hanging, but the words "justice is found" is often painted in blood on the stone.

Horlequin Trove

An entire avenue dedicated to secondhand clothes. Heaps of forgotten or disposed garments litter the street and are displayed in every window. It is not uncommon to be hassled for the clothes one is already wearing by eager patrons.

Harper's Crosswalk

The deadliest crosswalk in the city. As a main thoroughfare through the districts, the place where they converge is constantly crowded with foot and cart traffic. Different deadly phenomena may occur including: quicksand mud, dire pigeon dive bombs, run-away carriages, livestock stampede, and panicked mob.



Heintower Chapel

A shining marble tower and nave adorned in fluttering tapestry marks this holy place. Inside the closely guarded chapel sits Saint Heintower, a mortal transformed into an enormous quivering mass of warts and flesh. Attendants worship and tend to Saint Heintower, hoping to be blessed by the wart's fecundity, all while ignoring the wart's quiet and desperate pleas for help or death.

Hemmingdow's Tapestries

A small octagonal shop filled with the constant shuffle of looms and strings. They buy surplus fabric to pull apart for threads, regardless of its origins or condition with a no-questions-asked protocol. Rumor has it that even well-groomed hair will be purchased and spun into fabrics.

Hester's Lantern

Constantly throwing vibrant splashes of light over the street beyond, Hester's Lantern is a building shaped like a giant lantern...or perhaps it is a giant lantern turned into a house? Either way it has been sculpted by a master's hand and the multicolored panes of glass delight onlookers.

Horse Tail Candies

Ironically placed opposite of many barber-surgeon offices, the Horse Tail Candy Shop is known for producing some of the strongest caramels and toffees. Many rumor that they are inedible due to the frequency that the candies pull teeth straight from their sockets.





Howilzer's Humidor

One of the few tobacco-rolling businesses to have the gold seal of Noble approval on their shop door. They have also had to hire a doorman to keep ruffians from defacing their establishment. The finest pipe weeds and resins may be purchased, provided you get past the door.

In the Arms of the Angel

A hostel for wayward souls and weary bodies. The caretaker of this building provides food and housing for anyone in need. However, they will only let you leave if someone asks for your freedom and provides a substantial "donation" to the hostel.

Ingot Lane

The metallic pavers that make this street are in fact made from ingots of impure or slag metal. While highly illegal, many blacksmiths will snag the metal pavers for use in their craft.

Iron Cask

A common street spectacle is the Iron Cask, the solid metal object rumored to have been placed in the dead center of the street to deter speeding carriages. However it is now routinely used as a publicity stunt to entertain drunkards. Whoever can move the Iron Cask may drink free for a year from any establishment in the city.

Jelly-spotter Bridge

An old stone bridge is host to a seasonal phenomenon. During calm summer nights, thousands of small, glowing jellyfish slowly take to the skies to catch flies and dance. Spectators from around the city gather to witness the jellyfish, some seeing it as a yearly tradition.

Jorg's Tunnel

Built beneath the houses and shops that populate the streets above is Jorg's Tunnel. A popular shortcut for locals it is often papered with fliers and un-housed denizens use it as a shelter from the elements.

Keepsake Doorway

These doors likely once stood at the front gate of a lavish estate; however, they now welcome guests into the textile districts. Over three stories high and covered with relief sculptures, this set of doors has slowly corroded with age but has not lost all of its glory. While the first floor section of the door has been nearly entirely stripped of gold leaf, the rest of the wood still shimmers with it.

Keytooth Tree

A strange and ominous sight, the husk of a dead tree covered in the tinkling of thousands of abandoned keys. Tied, nailed, or impaled into the gray bark, these keys are left as tokens to thieves who died during a break in. Some claim it is a boon to place a key here, as it keeps away robbers, while some thieves place keys here for good luck.





Killer's Cenotoph

A funerary marker to an infamous serial killer who stalked the city for decades. While the killer was never caught, their crimes stopped, prompting the construction of this grim memorial. Reviled by all and constantly being defaced, only the aristocrats take a sadistic glee in maintaining a memorial to fear and mayhem.



Knifepoint Alley

An infamous alley with a dangerously sharp turn. While locals know enough to slow down to a crawl when making the turn, outsiders will commonly crash into the buildings, wrecking, and killing everyone involved. Piles of wrecked carts and carriages line the streets as a warning of the alley's danger.

Larch Arch

Twin larch trees have torn up the cobblestones attempting to keep their roots contained over countless years to entwine together into a small entryway. Countless initials and symbols have been inscribed on the hearty bark. Superstition says to never walk through the archway with a corpse or the spirit will never settle.

Leaden Post

Notched and spattered with paint from the numerous impacts it has endured over the years, the post is a grim reminder for all who wander the nearby causeways. Tragedy seems to haunt this stretch of the road and the Leaden Post stands as its unfazed grave-marker.

Leech Lagoon

While not much bigger than what some might consider a pond, the Leech Lagoon is the main supplier of organic leeches in the city. The dark water and waving reeds hide a multitude of wriggling bloodsuckers. Any creature foolish enough to enter the waters will likely be unable to leave alive, as desiccated corpses wash up on the shores regularly.

Lemon River

Many stone bridges reach across the infamous yellow tinted river but few barges move up and down its waters. Those that do are coated up the sides with a stark cadmium yellow crust that cannot be removed by conventional means. It is unknown if anything besides a harsh sour tasting mussel lives within the ochre river.

Lockjaw Forest

A yawning pit near the Foundry District is home to all of the discarded iron of the city. While efforts are underway to reclaim much of the valuable mineral, the treacherous pit is an easy place to loot, provided that one takes the necessary precautions to protect themselves from the mounds of abandoned knives and broken machinery.

Lord Sandtuss

Hall of Taxidermy

"Those who have left this world are not that far from it!" reads the quote above the door. The glass-eyed features of the once living greet the curious who pay a small fee to wander through the hall. Using the latest embalming, stitching, and sculpture techniques, Lord Sandtuss brings the dead back to life with his artistry. However, it is best not to catch the merry gentleman's eyes too much, as those who perish within are often added to the collection.





Mnemosyne's Foothold

Known mostly for the half submerged statue of an angelic woman, the notorious bend in the sewers holds many treasures. Due to the course of the water many of the objects swept away end up crowded around the leaning statue. It is a legend that all lost things end up here.

Mound of the Founder

A great and opulent church is maintained by a dedicated congregation who worship the spirit of the city. Deep inside its vault lies a plinth with the undisturbed ashes of one of the city's original founders, ashes said to be imbued with the primordial power of the Wurm...

Mushel's Tower

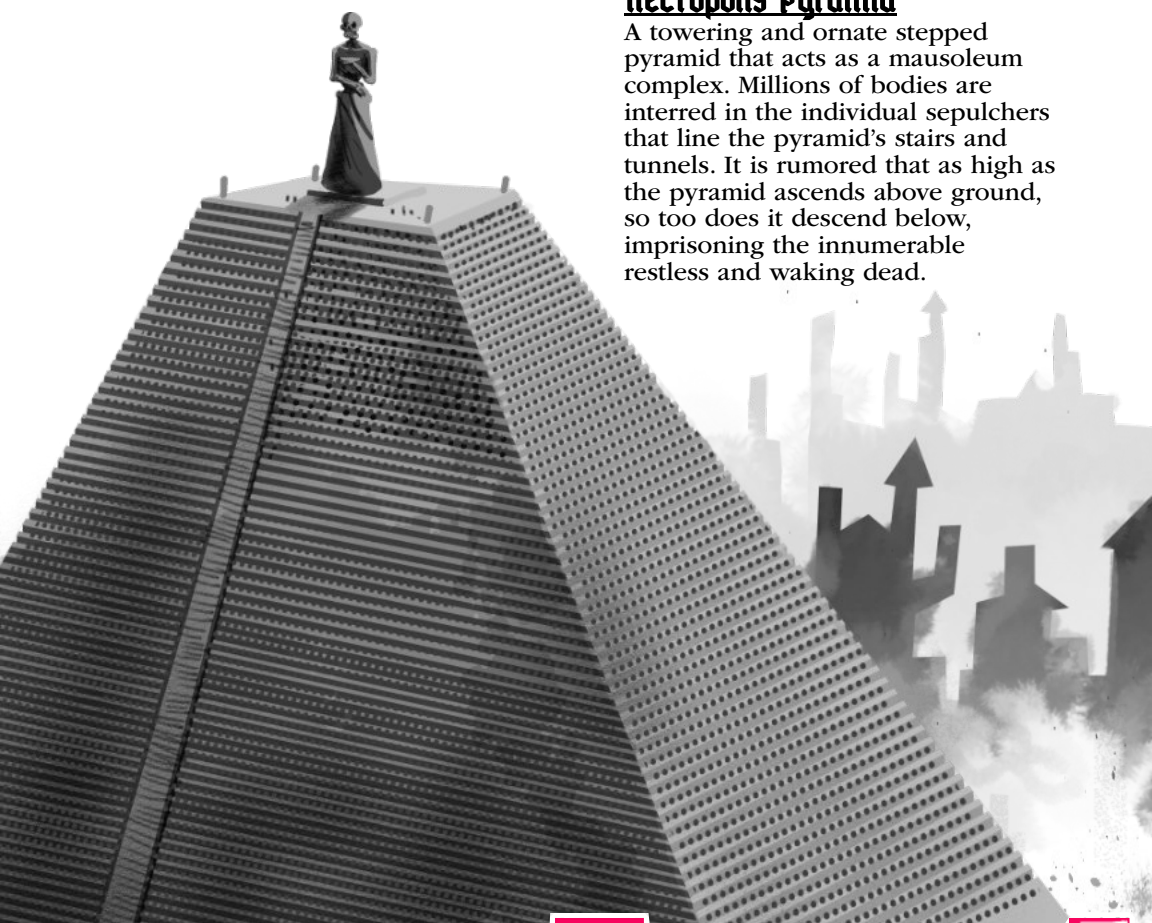
A teetering tower that is always under construction and stretches up further than the eye can see. The owners proclaim it the "tallest" building in the city, constantly building upward and repairing it as its structure begins to crumble and visibly sway.

Nacht School

A small and somber building at the edge of an abandoned university. Only open at night, the mysterious teacher offers classes on any subject and promises mastery in only a season's time. However, the price for such classes is in 1d10 years of the student's life, and those who graduate are visibly aged by the time their class ends.

Necropolis Pyramid

A towering and ornate stepped pyramid that acts as a mausoleum complex. Millions of bodies are interred in the individual sepulchers that line the pyramid's stairs and tunnels. It is rumored that as high as the pyramid ascends above ground, so too does it descend below, imprisoning the innumerable restless and waking dead.





The Olden Stone

With its edges polished by the millions of hands that have touched its grainy surface the Olden Stone is a hallmark of the City. A small bronze plaque sits at its base, claiming that the hunk of stone is the eldest in the city and those brave enough to touch it are likely to feel a zing of power. Particularly powerful mediums are said to go insane when touching the rock, as the combined knowledge of ages overpowers them.

Oval Pit

A massive sinkhole that took down at least 8 square blocks of the city in one rainstorm. Its unique oval shape has caused it some notoriety, but projects to construct on top of the now ground level roofs are already underway.

Overflow Outlook

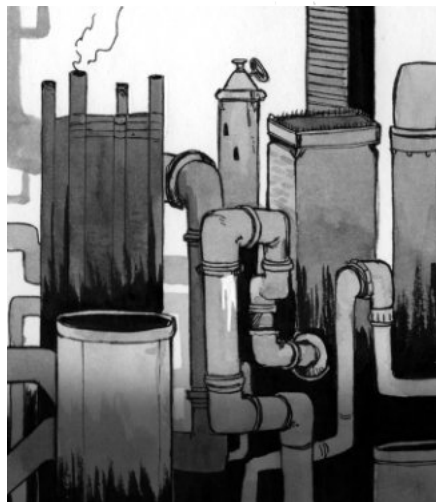
An above-ground convergence of multiple drains creates an awe-inspiring handmade waterfall. While the mist that the falls create is beautiful and prismatic, inhaling too much of it and the pollution it contains is wildly toxic.

Owl Shack

The whereabouts of the Owl Shack is a closely guarded secret. Run by an eccentric older woman, her apprentice, and small demonic son, some of the best potion ingredients can be purchased here. Barter and trade is also welcome, especially apples.

Paradis Watch

Reaching nearly as high as one of the Spires, this huge watchtower looms silently over its residents. While other buildings may sport flags, murals, pockmarks from explosions, or a myriad of other physical adornments, Paradis Watch remains stoic gray granite. It continues its silent sentry throughout the ages.



Pipeburgh

Beneath the city it is not uncommon to find a multitude of pipes no longer being used to pump water and other byproducts. Those found in Pipeburgh have been retrofitted by a particularly intrepid community into living spaces. It is crowded but it is home.

Player's Tribute

A massive wooden wall in constant need of repairs holds countless masks of actors that have been lost to time or have met tragic ends. Fraying ribbons and rusted bells greet those who come to mourn the artists lost.

Point of (No) Return

A cavernous and dry sewer channel always filled with carriages, carts and their many work-beasts. A landmark known to all cart drivers and passenger vehicles, it operates as a de-facto station for folks looking to catch a quick ride to the many corners of the city.

Quoy of Egos

A small and crumbling amphitheater covered in graffiti and tattered fliers. Thespians and performers play to empty seats or solitary audience members, baring their souls to the wayward and curious few who will listen.

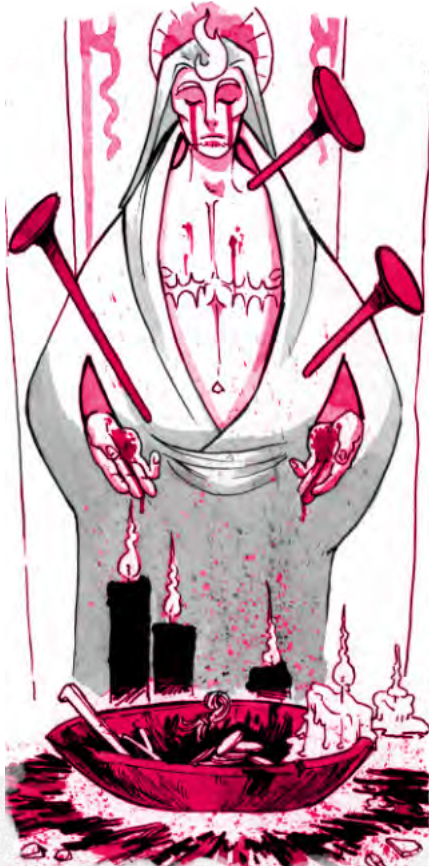


Reliquary Slums

A once immaculate and grandiose necropolis has been transformed into housing for a population of the city. These locals make their homes in the tombs and sarcophagi, carefully carving and modifying the buildings into living spaces while also caring and maintaining the bones of the deceased within. Shrines of the newly deceased quickly pop up in the streets.

San Job

A raggedy body-mod parlor with a motif of various saint-like figures being impaled. Behind dusty windows, individuals come from all walks of life to have something about their appearance altered, for better or worse. As payment, an alms is placed at the foot of one of the saintly statues; if the statue weeps blood, the alms are accepted.



Satin Tent Village

Built upon the very rooftops of buildings the narrow walkways and suspended bridges hold together a complex menagerie of homes. Some of the wealthiest courtesans and spice merchants live within the wispy community. Secrets whispered into the satin walls are said to be as valuable as coin.

Second Hand Shop

A shady and dilapidated storefront with a sign depicting a bucket full of hands. The store buys and sells hands and for a small additional fee will graft them to your body. Characters can sell found hands for up to 1d3 coin, or their own for a flat rate (5 coin non-dominant, 10 coin dominant).

Seebee Jeebee's

A legendary bar and venue, known to host some of the most prominent and up-and-coming bands and acts. Despite its fame and importance to the city's culture, the place remains a cheap, filthy, and irredeemable dive, qualities that everyone agrees make it great.

Sinkhole Scar

Found all around the city they are most commonly great heaps of debris that have been unloaded into a sinkhole. Sometimes entire buildings have been sacrificed to fill one of these holes in hopes to keep it from expanding. Often the residents inside are not consulted.

Snowy Clocktower

The chimes of this clock have kept generations of city dwellers informed of the time. It stands as a bastion of normalcy in a place that is constantly bubbling with oddities. However, its snowy covering is not due to a weather phenomenon and is instead due to the layers and layers of excrement left behind by a colony of dire pigeons. Lots are drawn every year for the unfortunate soul that must scrap off the time-face.



Soup Kitchen

Free to all who enter there is always food to be had regardless of the hour. A surly head cook keeps order in the back with fearsome growls and shouts. It is a mystery where all of the ingredients come from, as the stoves are always on and hot stews ready to be ladled.

Speck's Livery

A well-kept establishment with healthy creatures for sale. However, all of the animals come with dappled coats in strange patterns. These unique patterns cannot be found anywhere else in the city. Workers claim the animals take on such patterns because of the speckled beans fed to them.

Stabbing Wall

Pockmarked from years of abuse, this brick wall is impaled with various small knives pinning letters of hatred to the cracking exterior. When a knife and letter finally fall out of the crumbling mortar, it is said the intended person on the letter has died.

Sumptown

Compared to the neatly weaving streets of its neighboring communities, Sumptown employs a variety of scaffolding and walkways to access all that it has to offer. As the existing buildings keep sinking further into the ground, new buildings sprout out of the top in an almost constant construction frenzy.

Swifts Sweeps

The only union of certified chimney sweeps in the city. They have a single storefront where appointments can be made. They are easy to spot moving from location to location as they all have a very pristine and regimented uniform, giving them a regal appearance despite the soot. Rumor abounds that within the shadow of the Swifts Sweeps is a highly organized thieves guild, but it is only speculation.

Tableau's Tunnels

Crisscrossing the city are a series of tunnels not made for the purposes of skulduggery or sewage. Instead specially trained rats carry scrolls of information between hubs. These specialized rats are characterized by their white spots and large floppy ears. It costs 1 coin per mile to send a message to another hub.

Tocky Street

A colloquial name for many of the baking-centric spaces in the city, called such because of the perpetual stickiness of the cobblestones. As a constant supplier of food, these areas are often infested with animal and insect life.



The Top

An infamous watering hole where cups and other vessels are forbidden and all patrons must bend their neck beneath the proverbial tap. Some bring their own cushions from home to rest their heads, though this is frowned upon by local patrons and staff.

Tippet's Basement

Discovered after its original owner disappeared without warning, this dilapidated building holds a strange secret. The floors of the basement descend with seemingly no end, each sub-floor growing stranger with every descent. Delvers have managed to reach nearly 500 floors in depth and report architecture and monstrosities that defy explanation.

Three-Legged Market

A ramshackle grouping of vendors selling everything from fruit, shoes, baskets, swords, and street food. Known for their swift exit whenever authority is nearby and being able to set up almost anywhere.

Troubadour's Way

A brightly painted and colorful road that is always filled with a raucous parade. Revelers fill the streets at all hours as the festivities continue without end. Those who stay too long risk becoming trapped in the mania of the parade, losing all sense of self and joining the "Eternal Parade."

Umbra Park

By day, Umbra Park is a quiet and pleasant public space filled with dense vegetation and winding paths. Few stay near the park after sunset, as stories of shadowy beings that prowl the park frighten off all but the most daring of individuals. It is not unheard of to find the teeth and finger-bones of late-night victims hidden away in the beds of vegetation throughout the park.

Vermilion Fields

A tiny public park filled with all manner of red colored plants. No one knows why they grow red, as a plant removed from the area will gradually lose its ruddy hue. Eating any of the plants will cause the individual's mouth to be stained bloody red for 1d4 hours.





Warbled Word

Encrusted with bespoke woodwork and painted a series of drab, monotone colors, this shop front does not catch the eye. Within is the unmistakable garble of bad poetry and unwashed hair. A regular meeting place of creatives and pseudo-geniuses.

The Watertower

A tall and cylindrical silo of beaten metal and wooden scaffolding. Climbing the tower provides a safe vantage point for spotting and hiding out. Those who rest here for the night will not be bothered by night time encounters.

Whistle Stacks

Huge pipes of varying diameter jut towards the sky. On a timer that many denizens use before sundials or watches, the pipes bellow out steam and other byproducts in a staccato of whistles and whines. Housing around the pipes is very cheap as few can sleep through such noise.

Whipstitch

Almost one hundred hands are constantly at work in this textile mill. They work on commission and mostly independently from each other. There are specialists in button making, tailoring, lace weaving, and a dozen more professions. Each of these artisans is highly skilled and very ornery.



Rum's Watch

A crooked tower, said to be occupied by a cruel magician. Few have attempted to enter and fewer have returned. All who survive tell stories of walls made of flesh, bone, and teeth.

Yellow Yard

An empty lot overtaken by a sea of gold and green dandelions. Everything from parties, heated scraps, proposals and heartbreaks have happened in this seemingly empty lot. A history recorded only by the dandelions.

Zoo

A park and series of enclosed buildings make up the layout of this curious and frightening zoo. For a nominal fee, viewers may enter and gaze upon the countless animals and creatures held in enclosures and cages. Some of the creatures speak, and cautiously plead to be set free...







Running a City



There is so much to be done in a city as expansive as this. The construction and restoration projects I witnessed on just one day would have baffled any engineer or architect. There is not just the raw infrastructure but also the living element to be considered. Countless restaurants and soup kitchens to feed the hungry. Clothier and Tailors to clothe them. Schools and tutors to teach them. The immense amount of work each citizen contributes is remarkable.

*Afterword by Xelie A. Larch, Wandering Historian;
Tales of My Travels, Vol II*



Running a City



Making Your City

Landmarks of Interest – Start with the largest visible or prominent locations. A tower that scratches the heavens, a factory that belches cinders, or a mountain of garbage and ruins; such places are what define the landscape of a city and draw players to explore it.

People of Interest – Create a handful of NPCs for the players to meet. Whether they are local leaders, faction agents, or curious denizens, they each have wants and needs that the players can either assist with or hinder.

Divisions and Districts – Build your city out or break what you have into chunks. Consider the differences in lifestyle, economic standing, and needs from one chunk to the next. Create districts and areas with unique atmospheres, troubles, and points of interest; differences the players will note and account for as they map out and get a feel for their city.

Build on the Fly – It is not the job of the GM to build out and be forced to plan every detail of a world or setting; rather, the GM can play alongside the players and their characters, playing as the world and its many denizens. Use this book as a tool to build the world out as it's explored, discovering the city together as a table.

Preparing City Adventures

As detailed in *The City Adventure* (pg 52) the GM and players can expect to base their play around the following:

Time – Encounters occur regularly, hazards move or grow on a timetable, and players will need to eat and find shelter daily. Simplified timetables or clocks can be kept to track when these occur to allow players to prepare or avoid them and GM's to facilitate them.

Travel – Players will be moving across the map often and quickly to avoid hazards, visit different districts, or sell goods in wealthier areas. Larger landmarks and locations can be made aware to players, but can also be randomly generated on the fly if the table prefers a low-prep style of play.

Reactive Danger – Player action within the city has an appropriate reaction. Factions and authorities will be swayed or upset by what the players do, and keeping them all happy (or always staying one step ahead of them) will offer opportunities for quests and shenanigans.

Wealth as Security – Costs and values will fluctuate based on where adventures takes place, while losing money means characters will be without options for defending themselves.

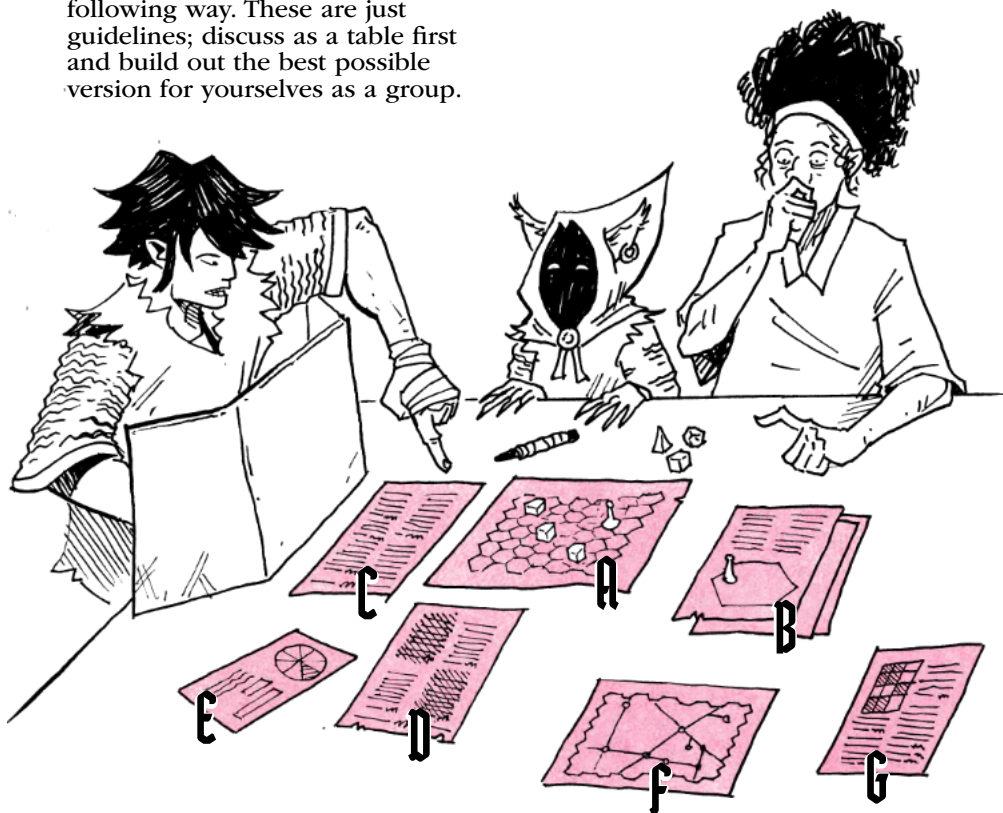






The Total Conversion

Groups who wish to focus their games or campaigns within a singular sprawling metropolis can setup and prepare their table the following way. These are just guidelines; discuss as a table first and build out the best possible version for yourselves as a group.



(A) World Map (6-mile) – Map used for a majority of travel. Includes wealth disparity, and markers for Dangers (pg 72) and the adventurers.

(B) Local Map (1-mile) – Maps used for specific 6-mile hexes. Includes features, issues, and a marker for the adventurers.

(C) Price-sheet – Prices for goods and services, with scaling costs for wealth disparity.

(D) Faction Relationships – List of prominent factions, their relationships, and relation to the adventurers.

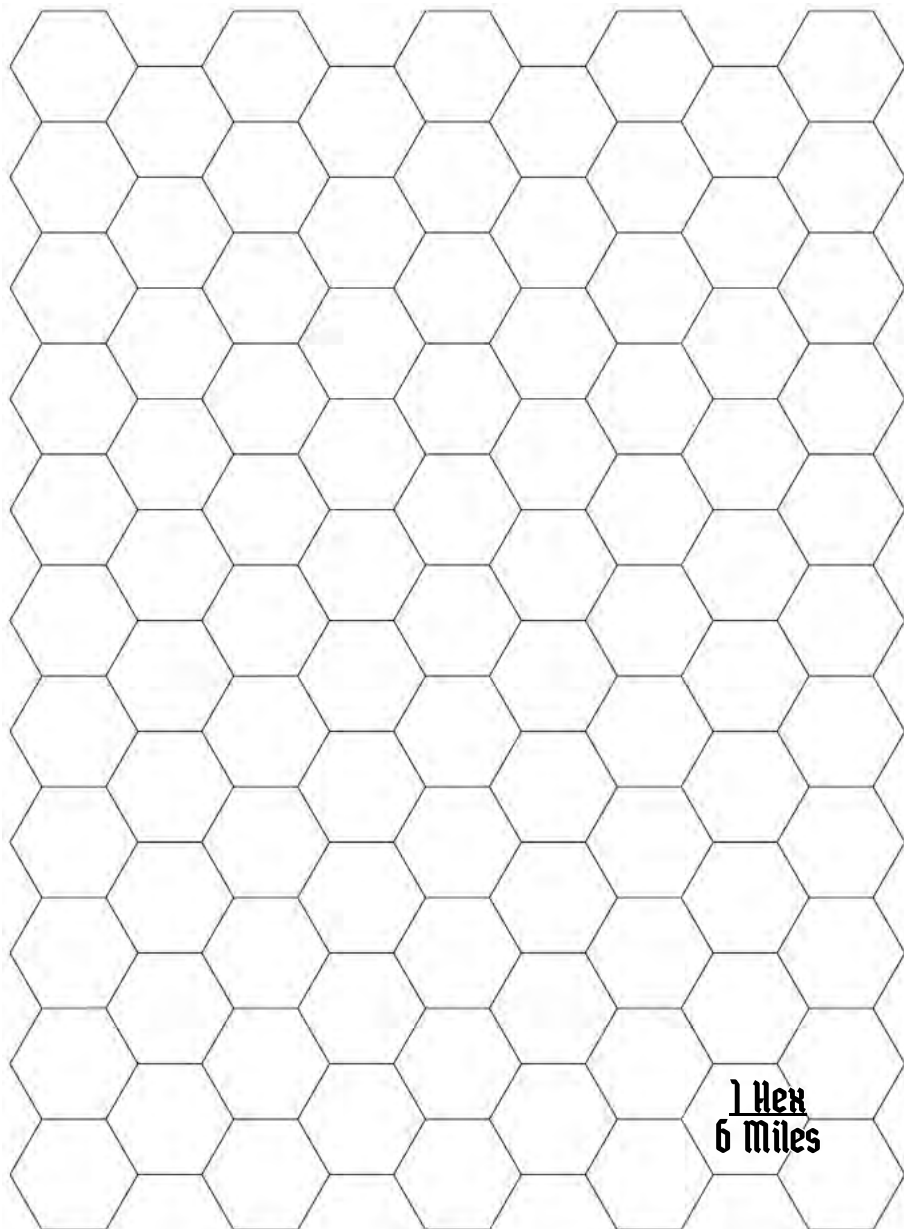
(E) Time-Keeper – Chart for keeping track of hours in the day and days.

Optional:

(F) Undercity Map, (G) Hideout and Upgrades

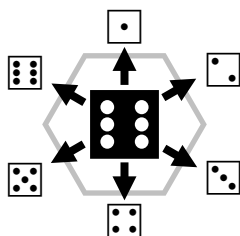


World Map



1 Hex
6 Miles

Danger Movement



Wealth Disparity

Q - Opulent

R - Rich

M - Middling

All Else is Common

Travel Times

18 miles/day

2 miles/hour

Congested or Dangerous

9 miles/day

1 mile/hour

Price Sheet

Values

Common - Base Value

Middling - x2

Rich - x10

Opulent - x100

Tools

Ball Bearings	5 / 10 / 50 / 500
Bear Trap	12 / 24 / 120 / 1200
Box of Nails	5 / 10 / 50 / 500
Bucket	6 / 12 / 60 / 600
Candles, 10	2 / 4 / 20 / 200
Chain 10'	10 / 20 / 100 / 1000
Chalk	1 / 2 / 10 / 100
Chisel	3 / 6 / 30 / 300
Compass	20 / 80 / 200 / 2000
Cookpot, clay	1 / 2 / 10 / 100
Cookpot, metal	3 / 6 / 30 / 300
Crowbar	10 / 20 / 100 / 1000
Game Board	12 / 24 / 120 / 1200
Glue	2 / 4 / 20 / 200
Grappling Hook	9 / 18 / 90 / 900
Grease Pot	2 / 4 / 20 / 200
Hand Drill	3 / 6 / 30 / 300
Instrument	* / 50 / 250 / 2500
Large Sack	1 / 2 / 10 / 100
Lantern	25 / 50 / 250 / 2500
Oil, bottle	3 / 6 / 30 / 300
Lockpicks	12 / 24 / 120 / 1200
Manacles	20 / 40 / 200 / 2000
Metal Spikes	5 / 10 / 50 / 500
Rope 50'	10 / 20 / 100 / 1000
Soap	1 / 2 / 10 / 100
Medicinal	* / 10 / 50 / 500
Spade	3 / 6 / 30 / 300
Tinder Box	11 / 22 / 110 / 1100
Torches, 5	5 / 10 / 50 / 500
Twine 200'	5 / 10 / 50 / 500
Vise	20 / 20 / 200 / 2000
Waterskin	5 / 10 / 50 / 500
Whistle	2 / 4 / 20 / 200
Wooden Pole 6'	1 / 2 / 10 / 100

Food

Costs are per pound unless noted.

Bread	1 / 2 / 10 / 100
Eggs, dozen	1 / 2 / 10 / 100
Fruit (fresh)	2 / 4 / 20 / 200
Game	2 / 4 / 20 / 200
Grain	1 / 2 / 10 / 100
Spice, Common	* / 48 / 240 / 2400
Spice, Rare	* / * / 480 / 4800

Drink

Costs are per gallon unless noted.

Ale, Beer, Cider	1 / 2 / 10 / 100
Clean Water	2 / 4 / 20 / 200
Juice	2 / 4 / 20 / 200
Liquor	3 / 6 / 30 / 300

Transportation

Costs are per mile.

Hand-cart	1 / 2 / 10 / 100
Horse & Buggy	2 / 4 / 20 / 200
Carriage	* / 6 / 30 / 300

Lodging

Costs are per day unless noted.

Bath	2 / 4 / 20 / 200
Bed	1 / 2 / 10 / 100
Meal	2 / 4 / 20 / 200
Room with Key	2 / 4 / 20 / 200
Weekly Rate	10 / 4 / 20 / 200
Monthly Rate	30 / 60 / 300 / 3000
Yearly Rate	300 / 600 / 3000 / 30000

Contraband

Illegal	x2 cost
Dangerous	x3 cost

Factions

Name _____

Type _____

Relationships

Characters' Standing

Notes _____

Name _____

Type _____

Relationships

Characters' Standing

Notes _____

Name _____

Type _____

Relationships

Characters' Standing

Notes _____

Name _____

Type _____

Relationships

Characters' Standing

Notes _____

Reputation

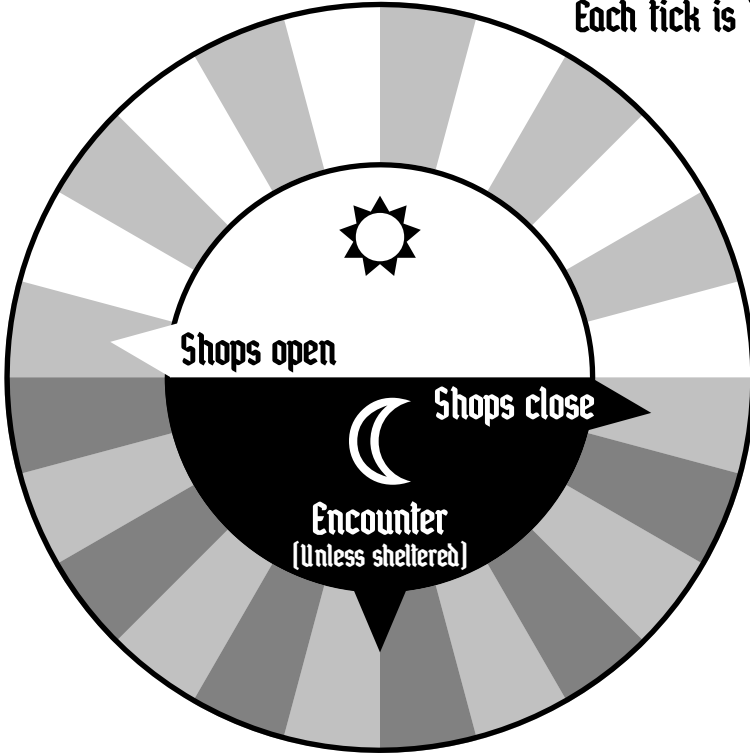
- 6 - Allies
- 4 - Helpful
- 1 - Friendly
- 1 - Unfriendly
- 3 - Hostile
- 5 or Less - Enemies

Gaining & Losing Reputation

- +2 - Great Deed
- +1 - Minor Deed
- 1 - Minor Misgiving
- 2 - Great Misgiving
- Betrayal** - Faction turns Hostile

Time Clock

Each tick is 1 Hour



Day Counter

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
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Notes _____

Week Counter

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
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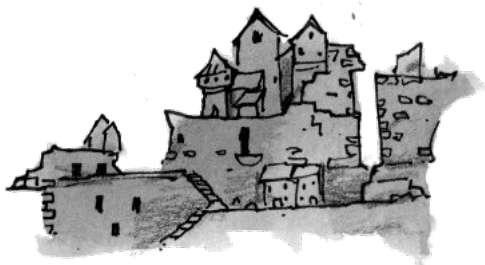
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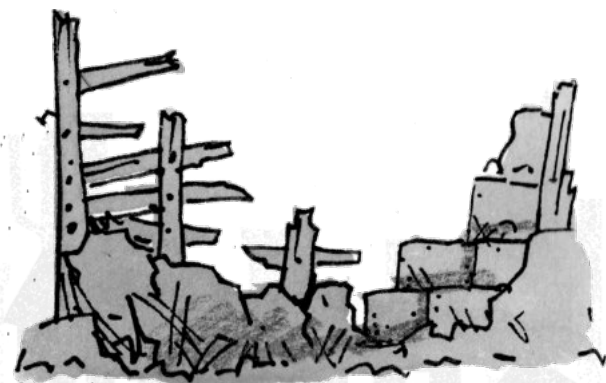
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Further Reading

- Stygian Library*, Dying Stylishly Games
- Gourmet Street*, John “Unlawful Games” Gregory
- Piranesi*, Susanna Clarke
- Blades in the Dark*, John Harper
- Book of Gaub*, Lost Pages
- Blame!*, Tsutomu Nihei
- Johnathan Strange & Mr. Norrel*, Susanna Clarke
- Cathedral, Forge, and Waterwheel: Technology and Invention in the Middle Ages*, Frances & Joseph Gies
- The Owl House*, Dana Terrace
- The Book of the New Sun*, Gene Wolfe
- Dungeon Meshi*, Ryoko Kui
- Esoteric Enterprises*, Dying Stylishly Games
- Dorohedoro*, Q Hayashida
- Crime and Punishment*, Fyodor Dostoevsky
- Planescape*, Zeb Cook
- Last Podcast on the Left*, LPOTL Productions
- Mad God*, Tippett Studio
- The Image of the City*, Kevin Lynch

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*Alex
Coggon*



