

DELVE!



**SECOND
ISSUE**

DELVE! Zine

ISSUE 2

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Johnathan L. Bingham takes full responsibility for releasing this on an unsuspecting public. Please direct all rants, raves, fever induced delirious ramblings and the like to:

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Xyanthon.blogspot.com

Dedication:

To my children Bear and Rosa Bingham. You have brought much wonder into my life and firmly instilled in me that magic is indeed real.

In memorium:

Paolino Fillipi



Special Thanks:

Gary Gyax and David Arneson. If I have to explain, you wouldn't understand.

Stuart Marshall, Matt Finch, and the Gang at Knights and Knaves Alehouse. OSRIC is where it all began for me. Thanks for having the vision and seeing it through.

Joseph Browning and Suzi Yee. For all of the amazing adventures and taking a chance on an unknown artist.

Steve Zeiser. For your awesome artistic interpretations of my vision. Sorry this has taken far too long to get out.

Ronald Redmond. For stepping up and volunteering to proofread *Delve!* Again all apologies on the length of time this has taken but your contributions are most appreciated.

Welcome to Delve! Zine

Why hello there! You might remember me from such exploits as Delve! Zine issue #1 and Delve! Zine special edition. If not, I encourage you to go look up those exquisite titles and be thrilled at the adventures that are laid out therein ;). PDF copies are available at RPGNow!: http://www.rpgnow.com/browse.php?manufacturers_id=4620.

So now that the shameless plug is out of the way, I bid you greetings. This issue has been a long time in coming. In part due to me moving from Italy to New Zealand, but mostly due to my natural laziness. Alas, what can I say? I've finally been roused from my lassitude to get back to work and crank this issue out. Unlike the first issue, this issue contain Dustchapel Downs, a town that I've been plunking away at since my whole involvement in this OSR thing back in 2005 or so. Finally fully realized (or at least a framework suitable for others to look at) I lay it bare before you. Dustchapel is a sort of odd town – one with a definite seediness to it. Dustchapel can vary between a dark and gritty setting or a darkly comedic one. It really is dependent on how you feel it most suited to your campaign. Of course, you can just take what ever elements you want and insert them into your campaign.

Also, this time I've opted for the Swords and Wizardry rules which can be found at the Frog God Games web site here: <http://froggodgames.org/swords-wizardry-core-rules>. I'm not professing any preferential treatment here, merely changing things up a bit. I like and use all of the OSR rule sets and they pretty much interchangeable. So use what you have/like. The OSRIC rules are freely available here: <http://www.knights-n-knaves.com/osric/> and Labyrinth Lord is here: <http://www.goblinoidgames.com/labyrinthlord.html>.

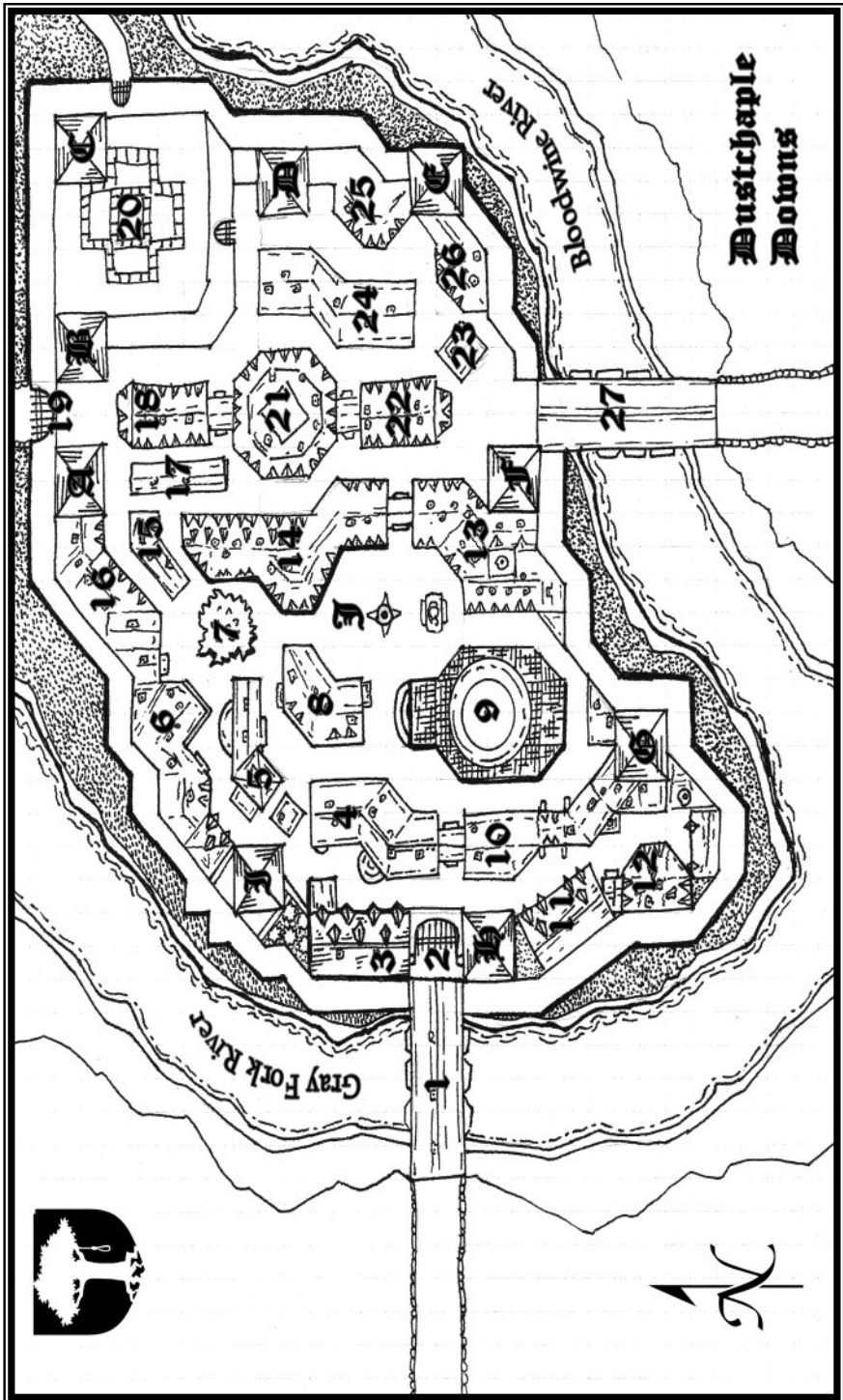
Alright, enough aggrandizement and self deprecation. Grab a beverage of choice (Beer!) get some pals over, and maybe put on some good tunes (The Ramones!) and have a blast!

Rock on!

Johnathan L Bingham

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Dustchapple Downs Key to the City

Darkly inviting and enchantingly sinister, Dustchapple Downs is a small town of approximately 1300 people situated at the confluence of the Gray Fork and Bloodwine Rivers. It has been relatively prosperous due to its fortunate location on the frontier wilderness of the coniferous Greenspire Woods to the north and the Valdersward alluvial forests to the south. The town has been built up over the centuries on top of existing structures giving the walled city an eclectically layered, rambling aspect. Dwellings and shops crowd the cobbled streets and crowd out the sky overhead. This gives the town a crowded and suffocating feel at times. The inhabitants tend to be self-absorbed and given to melodrama. However, they are not unfriendly and tend to be tolerant of most people - especially if it provides them with an opportunity to play out their particular dramas on outsiders.

1. The Westbridge – The Westbridge is one of three main concourses into the town of Dustchapple Downs. It is a massive edifice consisting of three segmented arches spanning the Gray Fork River. The bridge is made of marble and measures 40 feet across and is 120' long. The bridge is covered with a terracotta tile roof and lined with shops. The central road is only fifteen feet at its widest and often narrows to ten feet or so. This is a bustling area and center for the apothecary trade. As such it is possible to find a wide variety of medicines, common and rare herbs, and other more esoteric items. It is an open secret that the best in the region at the craft of poisoning (some would even elevate it to an art and perhaps with the skills of the masters here they would not be remiss for so saying) come from Westbridge.

Legend/Lore: Distillation has reached unparalleled levels of perfection here in the Westbridge district of Dustchapel Downs. The liquor known as Gorgaz is produced by some of the more enterprising apothecaries. Favored by artists and poets, it is distilled from a berry that grows in the depths of the Greenspire Woods. The purple gorgon berry as it is known can induce hallucinations if eaten in small quantities. It is deadly if consumed in more than just a small amount (more than two berries is fatal in an adult male). A larger dose causes paralyzation of the major muscle groups and ultimately respiratory failure. However, when distilled, it creates clear liquor with a faintly purple hue that retains a bit of the hallucinogenic properties of the raw berry (albeit not as intense an experience to be sure). Gorgaz is quite popular in Harrenford Stretch amongst the intellectuals and artists that frequent the cafes and salons of the area – so much is Gorgaz favored in this area that Harrenford Stretch is often known as the Purple Palsy for the effects of the liquor on addicts.

Items/People of note: Micklaus op Cethraus a master apothecary specializes in cures and ailments for a wide variety of diseases. Micklaus is said to mix the apothecary arts with those of the alchemist (and some rumor the assassin and dark magics). Whatever the case, there is no denying that Micklaus is skilled at developing cures for whatever the ailment. Micklaus has a base chance of 75% of creating a cure for any malady (disease, poison, curse, etc.). Make adjustments to the base chance based upon the table below:

Ailment	Die Roll Modification %
Common malady (cold, fever, flu, hangover, etc.)	+20
Uncommon Malady (Malaria, parasitic infection, etc.)	+10
Common Poison	+0
Curse	-5
Rare Malady (Plague, Uncommon Poisons, etc.)	-10
Magical Affliction (Magical Disease, Lycanthropy, etc.)	-15
Rare Magical Affliction/Poison/Special	-25%

Micklaus charges 5 gold for common maladies, 30 for uncommon maladies, 50 for common poisons, 100 (per level of caster) for curses, 100 for rare maladies, 500 for a magical affliction, and 1000 for a rare magical affliction. While Micklaus's cures may not have the same certitude of relieving the effects of an affliction as a cleric's divine healing, he is not fussy as to alignment, race, or faith – only cold hard cash.

2. The Westgate – one of three main portals to the town, Westgate opens into the merchant district of Dustchapel Downs. The portal spans over thirty feet across and a heavy iron portcullis protects the inner part of the city in times of calamity. A massive stone tower (location H on the map) is located just south of the gate and is the barracks and stabled for the mounted constabulary of the town watch. The gate itself is a true work of a master craftsman with many intricate designs and elegant iron scrollwork and foliage intertwined with the iron bars. The utility has not been sacrificed to artistry. The embellishments are cleverly crafted and reinforce the strength of the gate.

Legend/Lore: One of the more interesting traditions that have sprung up in Dustchapel Downs is the tying of scraps of cloth and ribbons to the gate. Legend has it that many years ago; a young man from a wealthy merchant house was in love with a local girl of noble birth. Not being of the same social standing (he being of common birth – albeit a family whose fortunes were on the rise and her being from titled aristocracy) the young man was forbidden to court the young lady. This did not deter the young man from pursuing his love interests. He won the young girl's heart but made grave enemies of the noble house in so doing. Convincing the girl to elope and run away and start their lives together, they were found trying to flee the city in disguise at the Westgate. The young man was accosted by the guards and was cut down by the lady's cousin, who was officer of the watch. The lady was lead back to Skelling Hall. She was overwrought for the loss of her love and a week later stole away to Westgate to visit an apothecary – ostensibly to purchase something to ease her heartbreak and soothe her nerves. In a sense, she was successful in her search - she procured a strong poison which she took right on the spot of the murder of her lover and died within minutes. She was found clutching a scrap of cloth from her murdered love's jerkin by the town watch. To this day, the heartsick, love-lorn and those seeking love tie scraps of cloth to the gate in order to secure the blessing of the star crossed lovers in their own relationships.

Items/People of note: On the anniversary of the murder of the merchant prince, the scene is re-enacted by the townsfolk under the stars in a play named *Death, Love and the Merchant Prince*. It is a popular event and draws a rather large crowd. Gunther Awles Pedronas, one of the most respected and talented young actor from the South Heraldwards Theater plays the part of Mercurian the young merchant year after year. Many marvel at the fact that Gunther has played the part for 32 years now and has not seemed to age a day. He claims that his diet and vigorous exercise regimen as his apparent fountain of youth. It is widely rumored amongst the populace that Gunther has made some dark dealings to keep his vigor. Others claim that Gunther in fact has become possessed by the spirit young merchant and is now a living symbol of the melodrama that is Dustchapel Downs. Either way, the populace reveres the play and Gunther is one of the brightest stars on the scene.

3. The Black Alder Thews – A large and old traveler’s inn. There is a small stand of black alder next to the inn that are remnants from the alluvial forest that once stood on the site of Dustchapel Downs. The trees are protected and with the benches and secluded hideaways, provide an area of respite from the busy mercantile district. There are many rooms at the inn to suit a wide variety of patrons. The food is good if not extravagant and the wine (especially the cabernet) is excellent. Rooms range from 50 gold for a suite of three rooms, 10 gold per night for full board in a private room, 1 gold per night for private room with no board or 1 gold for common room with full board and 5 silver for the common room with half board and 1 silver for a cot in a bunk room. The suite is spacious and private with room service whilst the private rooms are cozy and clean but not extravagant. Common rooms sleep twelve in three tiered bunks. They are clean but Spartan rooms. The fare and prices are as follows:

Drink	Cost	Food	Cost
Beer (Pilsner, Lager, Weisen, Bock, etc).	2 copper per mug 5 copper per stein 1 silver per pitcher	Soup (vegetable, barley, broth, etc.)	2 copper per bowl
Wine (Pinot, Cabernet, Sauvignon, Merlot, Chianti, etc.)	5 silver per glass, 1 gold for carafe, 10 gold for bottle	Bread (whole grain, rye, black, etc.)	1 copper for a piece, 5 copper for a loaf, 1 copper for butter
Mead	5 silver	Fowl (Chicken, Duck)	1 gold for whole roast
Spirits (whiskey, vodka, grappa, brandy, cognac, etc.)	1 gold	Mutton	1 gold for a joint
Tea (Green, black, herbal, etc.)	2 copper	Venison	2 gold
Coffee	2 copper	Boar	2 gold
Ale	5 copper	Stew	5 copper per bowl

Legend/Lore: Though pleasant during the daylight hours, guests often report eerie disembodied voices and cold spots after the sun has set. The trees themselves have been reported to weep blood on occasion. Despite this, the residents of Dustchapel Downs revere Black Alder Thews. The mystery it invokes plays into the melodrama common to the residents of the town. Though few frequent the stand of alders after sunset, it is a popular trysting place for the adventurous. There is a spring fed pool in this solemn stand of trees. A marble statue of a morose youth gazes wistfully into a reflecting pool that is spring fed from below. The water is clear and dark, the bottom of the pool unseen due to the shadows and depth of the pool. Legend has it that a beguiling water spirit inhabits the pool and has lured many an amorous would be lover to their death.

Items/People of note: The famed poet Frances Petracs often comes here amongst the trees for inspiration. Frances is a devout follower of Daegraed (after his own fashion). Frances is a spendthrift and an alcoholic (though his taste is for wine and not Gorgaz as is common with the artists of Harrenford Stretch). Frances tends to be morose, especially after the loss of his wife at a young age. He has taken to consorting with mediums (he frequents Madame Lobelia Pearline Blatasky) in an effort to commune with his deceased wife. Frances most celebrated work is the long form poem Yelnhadras e Mercurian – the tale of the star crossed lovers. Frances can often be found sitting on a secluded bench, looking into a hand mirror and conversing with someone unseen.

4. The Argentium – The Silversmith guild is here along with the shops of guild members. This building is the focal point of much of the town's wealth and as such, acts as a sort of bank and has its own garrison of guards. The building is connected by a covered walkway to The Carriage House (area 10). The Teamsters of the Carriage House are closely aligned with the Silversmiths. This alliance provides for a strong political force as the two guilds maintain seats on the Lord's Counsel. Argae Trokheim is the current guild master of the Silversmiths and wields considerable clout in town. The Trokheim family emigrated from regions further east only a couple of generations ago, but they have prospered and taken up positions as hereditary heads of the Silversmith's guild.

Legend/Lore: The Kallast Mountains to the north were once known for their veins of silver. Much of that wealth has been tapped and the remaining silver load has been found to be of lower quality – or so it would seem. The silver is of a greenish tint and lacks much of the luster one would expect from silver. However (though this fact is known only to a few), it has been found to be rather accepting of certain magical enchantments. In fact, it is used by the Sigilis Serpentine assassins to fashion their venom chits. These coins are of an unusual design with serpentine motif and coiled script - the Sigilis Serpentine coin of assassination. Not used as monetary units for trade, they are barter tokens for death. Presented by a knowledgeable person to a Sigilis Serpentine assassin guild, they can be used to buy an assassination of any one person. To a knowledgeable person, they are worth 100 times their value in silver coinage. The coins are enchanted to mark the name and face of the person to be assassinated on one side and bear the image of the location on the other. The images will remain until such time as the assassin successfully completes the mission at which time the images fades and the venom chits become simple coin sized silver disks. If an assassin dies before the assassination is completed, the head of the Sigils Serpentine nest who issued the contract immediately becomes aware of this fact along with the location of the venom chits and will send another assassin to complete the task until it is ultimately successful or the local nest is exterminated.



Items/People of note: Argae is an important member of the Lord's council and responsible for overseeing economic affairs of the town as well as being Guild master of the silversmith's guild. Argae is said to secretly be backing the Freethinker's League in Brickhall Manor. Other rumors are that Argae is plotting to expose the Freethinker's League as a treasonous nest of revolutionaries. In actuality, Argae is something far more sinister. He's the head of the serpent's nest of the local branch of the Sigillis Serpentine assassins. Argae's primary mission in town is to ensure the silver from the Kallast mines comes to his shop where it will be sent to the Squamous Sanctum where the Grand Praetor of the Sigillis Serpentine and his cabal of assassin mages weave their dark sorceries to fashion the venom chits. Argae is a shrewd businessman and an accomplished silversmith. Though he often acts more in the capacity of guild master and member of the lord's council; he does oversee as much of the guild training as his schedule allows for as well as acting as an appraiser – the better to ensure the control of the Kallast mines silver.

5. Amberlyn Walk – Brooding over the north end of the Mercantile District, Amberlyn Walk is constructed of dark granite imported from beyond the Kallast mountain range. This is the center of justice of Dustchapple Downs. It is here that the Earl sits in judgment along with the Patriarch of the Dawn and the Reeve of Dustchapel. This tribunal meets once a month to hear crimes of a capital nature (murder, crimes against the church, crimes against the town, etc.).

Legend/Lore: This grim edifice stands on the site where Earl Darvin IV was executed almost 400 years ago after having been found guilty of heresy and grave blasphemies against the church of the Dawn Lord. It is rumored that Darvin had made contact with beings from beyond the material planes and sought to bring Dustchapel Downs (and eventually all civilization) under the sway of the enigmatic being known as Uuaxem, Lord of the Umbra Palace. Amberlyn walk houses the prison of twelve cells and is staffed by the Silent Watch; guardsmen that have voluntarily had their own tongues removed as a sign of their dedication to justice and being beyond corruption. The pledge of the Silent watch is “I willingly give myself wholly to the highest calling of secular order. I devote myself body and soul to the protection of order and the cause of justice. I am the embodiment of justice and with this pledge; I have nothing more to say.” The Silent Watch numbers twenty five. Twelve are on duty at any one time, maintaining their silent vigil, one to a cell. One cell always remains empty – the Dead Cell. It is said that no living being can stand to be in this cell for more than one hour without becoming overcome with an overpowering sense of dread. In the past, those forced to stay in this cell were always found dead the next morning. The cell of course sits atop the site where Darvin was executed.

Items/People of note: Gaius Modesto is the current High Watch, the overseer of the Silent Watch. Gaius is unwavering in his duty and noted for his single minded dedication to duty. Gaius, an orphan was raised by Father Modesto of the Whitehall Cloister. It is oft remarked that Gaius bears marked resemblance to the Gasterling family, the current Reeves of Dustchapel Downs and having the piercing eyes of Madame Lobelia Pearline Blatasky. Of course if Gaius has any idea of his parentage, he is not talking. Gaius is the only member of the watch that enters the cell where Earl Darvin was kept. Every morning he inspects the cell, carefully looking for any signs of change.



6. The Grambling – A blustering, rough and tumble area the Grambling is a ramshackle collection of dwellings and shops that are inhabited by the working class of Dustchapel Downs. There are a few rooming houses as well as modest eateries and taverns in this area for those seeking accommodation. What the Grambling lacks in affluence and charm, it makes up for in dogged working class attitude. The folk here are practical and less given to the drama that is so pervasive amongst the other inhabitants of Dustchapel Downs. However, they do like a good story – especially if it involves the macabre or supernatural. Not surprisingly then, there can be found all manner of fortune tellers, mediums, and psychics in this area.

Legend/Lore: Olswitch Macon has gained some small measure of fame by exhibiting some of his unusual finds from his travels. For 5 copper pieces, Olswitch will gladly give people tours of his collection (which has taken over his modest three room apartment). Amongst such items as mermaid's tails, shrunken heads, etc. Olswitch has on display what he claims is the petrified body of an angel. The angel appears as nothing more than a rough stone statue. However, astute observers will note that the eyes move and tears will seep from the tear ducts. Faint sobbing can be heard emanating from the statue. What the statue truly is and what powers it may possess is a subject of much speculation.

Items/People of note: Madame Lobelia Pearline Blatasky is the most prominent of the "gifted" that has set up shop in the area. Madame Blatasky is a noted physical medium that specializes in summoning ectoplasmic phantoms from beyond the material plane. Most often Madame Blatasky is called upon to commune with lost loved ones. On occasion she has been retained by the constabulary to summon forth murder victims and the like in order to solve crimes. In truth, Madame Blatasky is the head of the Amarok Spirit Wolf cult and seeks to bring forth the "Age of the Wolf" by summoning a physical manifestation of the Amarok – the spiritual essence of all wolves. She has been successful in some small measure and has even used her physical manifestations to "infect" herself with a quasi-lycanthropic state. Madame Blatasky is responsible for the wolf sightings in town and has created a pack from her devotees. She seeks to infiltrate the upper echelons of Dustchapel Society at Brickhall Manor and the Free-thinker's League. To this end she has been moderately successful but Kayle Gasterling, Reeve of Dustchapel Downs and head of the constabulary suspects something is amiss. She is aware of the Crane siblings extermination of the Marrowmourn werewolf pack that used to haunt the area outside Dustchapel Downs (see area 26). This did her a great service as the true lycanthropes were causing much too much attention to be drawn to themselves. For the time being, she is willing to let the Cranes be. However, once her plans reach fruition, she fully intends on avenging the Marrowmourn pack.

Madame Blatasky (quasi-lycanthrope) (HD 4+3; Hit Points 23; AC 5[14]; Atk bite (2d4); Move 12; Save 13; CL/XP 6/400) Unlike traditional lycanthropes, Madame Blatasky can inflict her particular form of lycanthropy on a victim by an act of will instead of through physical attack such as a bite. Victims must make a successful save versus magic or become “infected” with part of the physical essence of the Amarak wolf spirit. The victim will take on a feral aspect and savagely attack all within range for 1d4 rounds. At the end of that time, they will be permitted another save versus magic. A successful save means the victim has successfully resisted the possession and cannot be possessed again for one day. A failed save means that the Amarak has succeeded in its possession of the victim. In most regards, the victim is similar to a werewolf, but is not susceptible to the phases of the moon or silver. Cold iron however does have the same effect as silvered weapons on more traditional werewolves.



7. The Blood Root Tree of Mighty Justice – Legend has it that this huge tree is over 5000 years old. The tree is truly massive at over 100 feet tall, it looms over Dustchapel Downs. The span of the branches is almost 75 feet wide. This tree is one of the symbols of Dustchapel Downs and the crest of the Gasterling family. Criminals condemned to die are hung from the tree. The tree has seen many deaths over its many centuries. Three hundred years ago, an inquisition swept through Dustchapel Downs trying to purge a resurgence of support for the former Earl Darvin IV who had been executed almost 100 years previous. The members of the so called Umbra Order were rooted out by members of the Red Watch. Over sixty people were hanged from the tree with the largest group of twenty being hanged and left to rot for five days.

Legend/Lore: This tree is by far the oldest living thing in Dustchapel Downs. The tree has also seen a fair share of death in its many millennium of life. It is said that the spirits of those condemn to die by hanging on its branches do not pass on to the afterlife, but instead become entwined with the roots of the tree. The tree is possessed of a strange otherworldliness. Legend has it that on some occasions, the spirits of the tree have themselves sat in judgment and seek out those guilty of heinous crimes. One night every autumn, the spirits roam the streets after sunset. On that night, the dead come for those that have committed crimes such as murder, rape, and other such heinous acts. The next morning the guilty are found hanging from the tree.

Items/People of note: The tree, whilst not sentient in the manner of most creatures does possess an awareness of a sort. It has only seemed to thrive over the years with the waxing fortunes of Dustchapel Downs. It is the embodiment of the town and as such, often acts to protect the interests of the town. The tree has absorbed the souls of many of those executed by hanging from its branches. It can summon forth 1d8 souls at will to act to right some injustice (unavenged murder, or other such crime). The spirits should be treated as shadows (HD 2+2; AC 7[12]; Atk touch (1d4 + Str drain); Move 12; Save 14; CL/XP 4/120). On the night of the new moon during the month of autumn harvest, the tree releases 4d6 spirits to wander the streets seeking justice. It is believed that these spirits are doing penance before they can pass on to whatever fate awaits them in the afterlife.



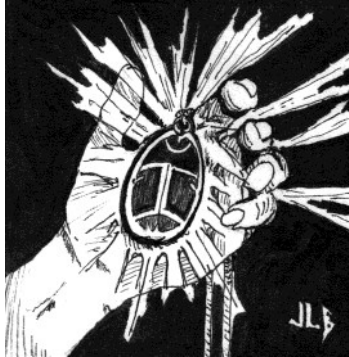
8. Skelling Oldhall - Once the largest and most luxurious manor in Dustchapel Downs; Skelling Hall has fallen into disrepair and is now the home of squatters and beggars. It was the ancestral home of the Felinas family, minor nobles and bannermen to the Lord of Dustchapel Downs (known for Yelnhadras, the young lover of Mercurian). Almost two hundred years ago, the last heir of the Felinas family died and Skelling Hall became property of the Averney family. However, they never took direct possession and over the years it has fallen into disrepair.

Directly across from the Dawn Cathedral, many of the members of the fundamentalist mendicants Hands of the Pious are drawn from here. Skelling Oldhall is a dangerous area with beggars, thieves and worse scurrying about the dilapidated expanse of this once glorious villa. The Hands of the Pious are headquartered here. A devout (some would say dangerously fanatical) sect of monks dedicated to the service of Daegraed, Lord of the Dawn, they have eschewed earthly riches, pleasures of the flesh, and some would say they lack joy of any sort. This may well be true since most of the followers of this sect are dour and humorless.

Legend/Lore: Legend has it that the Felinas family eventually became extinct due to their crimes that went unavenged. It is widely speculated that the Spirits from the Tree of Might Justice were able to exact vengeance upon the house. It is said that the spirits of the last of the Felinas family still roam the halls. In fact, the upper floor of the hall is widely avoided by the beggars who squat in filth amongst the ruins of the main floor. It is rumored that Baronet Gavin Felinas still sits trapped in his chambers, brooding over his current state of affairs. The baronet is a unique undead type that conforms in most respects to a lich but instead of being a spell caster, he is of the fighter type. (HD 12; Hit Points 89; AC 0[19]; Atk 2 (2d6/2d6) SA drain strength; SD +1 or better weapon to hit and immunity from cold, poison, paralyzation, sleep, charm, hold and mental attacks;; Move 6; Save 3; CL/XP 16/3200) The Baronet wields a +2 bastard sword of ornate construction. Gavin cannot be truly destroyed until his coronet is destroyed.



Items/People of note: Liam Martin, known as Pious Liam by the beggars and Crazy Liam by much of the populace is the de facto leader of the Hands of the Pious. The Hands of the Pious are a sect of Daegraed worshipers that seeks to remove the ostentatious trappings, pompous ritual, and underlying corruption in the Orthodox Church. Liam has gathered around himself a small but devoted group of followers drawn from the disaffected clergy and some of the more malleable of the poor squatting in Skelling Hall. Currently, he does not pose a direct threat to the church, but he does his best to bring discredit upon what he believes are corrupt church practices. The church has lost much of its secular powers in the past 100 years; else Liam and the Hands of the Pious would be subject to rather severe punishments for blasphemy. As it stands, he is veering dangerously close to provoking the church into taking some clandestine action against the upstarts. Liam and his followers suspect the church's involvement with the Red Watch. Liam is in possession of the ring finger of the renegade priest Lucian Garcia – widely regarded as a Saint amongst certain sects of the church and the inspiration for the Hands of the Pious. The relic protects the wearer from the effects of the undead (level drain, aging, etc.). This has thus far done much to protect Liam from the depredations of the Red Watch.



9. The Dawn Cathedral – In many respects this is the heart of the town, at least to the devout. The Cathedral is built upon the site of previous churches that date back many centuries. Visiting the lower layers of the church is very much like travelling back in time. One of the most venerated sites by worshipers of Daegraed Lord of the Dawn, this is the seat of the Patriarch of the Dawn, one of the seven Solar High Prelates of the Church of Dawnlord.

Legend/Lore: The Cathedral has been built up over the centuries upon layers of the previous churches. Though the site has long been consecrated to the veneration of Daegraed, Lord of the Dawn, it is well known that it had previously been used for the worship of other gods. Beneath the church, it is said that there are the remains of pagan temples to forgotten gods. It is believed that far beneath the church, sealed in a vault guarded by powerful magics rests the dread altar of Uuaxem one of the elder gods from beyond space and time. Whatever the truth, the Church is silent on the subject and actively discourages any talk of Uuaxem.

Items/People of note: Excelsious III is the current Patriarch of the Dawn. A reserved and retiring man, Excelsious prefers quiet contemplation on religious matters to church governance. He usually leaves much of the day to day governance to the lower ranks of clergy, preferring to weigh in on doctrinal matters. Excelsious is well aware of the disaffection of some of the flock. However, he views Liam and the Hands of the Pious as nothing more than a rabble that will soon dissipate. Excelsious is a measured and cautious man, however and does have his spies about town. He realizes that the past fanatical actions of the church have done much to harm the church's reputation so he seeks out subtler methods of controlling the populace. To that end, Excelsious is responsible for the creation of the Red Watch. Undead spies and assassins created by the church to act on behalf of the Lord of Averney Keep. The fact that the members of the Red Watch are undead is a closely kept secret. Even more, much of the secrets for animating the members of the watch and binding their intellect to the dead flesh come from the research of Angrim the Grotesque (see area 21 Foxhall Park). The members of the Red Watch are taken from the numbers of the Silent Watch that perform faithful service even into death (see area 12 key for more).



10. Carriage Hall – One of the most prosperous guilds in Dustchapel Downs, the Teamster’s guild controls much of the flow of trade goods in and out of Dustchapel and the surrounding environs. It is in this area that land transport and caravan can be arranged for trade goods, travel, and mounting expeditions. The area is a bustling center of activity much of the time.

Legend/Lore: It is rumored that on the nights that the spirits walk the streets looking for justice that there is one way out for the benighted souls that lurk in the dark corners of Dustchapel Downs. An umbra carriage is said to appear before the guildhall at sunset and offers safe passage to those that do not wish to be subject to the retributive judgment of the spectral posse that roams the streets after dark. The shadowy carriage is a large ornately baroque affair pulled by a team of spectral white horses. The coach driver is dressed in somber finery and speaks in a sonorous timbre. The umbra carriage is said to offer passage to the misty Mournlands – a fey realm of melancholic vistas just beyond the material plane. The price for passage is an unspecified promise that must be fulfilled at a later date – no questions asked. It is said that Aldus Perrault, the head of the Carriage Hall Teamsters keeps a small silver bugle with which to summon the umbra carriage. Of what his price is for such a summons there are only rumors – though it is speculated that Aldus’s place on the Lord’s counsel was secured through such dealings.

Items/People of note: The Carriage Hall Teamster’s Guild has become one of the most powerful guilds in Dustchapel Downs. It is rumored that over time, the teamsters have accumulated vast amounts of lore and information from many parts of the world and even of worlds beyond. Aldus Perrault, the Guild master definitely seems to possess a wealth of knowledge of peoples and places. Aldus is very secretive figure that does not deign to mingle with the common citizenry. He is a charter member of the Three Stag’s Club and on the board of Burkheart’s Bank. It is said that Aldus can summon forth the Umbra Carriage and retrieve people from the Mournlands – for a price.



11. Kellington Manse - A rather affluent section at the heart of the mercantile district, Kellington Manse houses the Three Stags Club, an exclusive gentlemen's club. In addition, the Burkheart Bank is based here.

Legend/Lore: The Three Stags Club is a private social club in the Kellington Manse District. The club gets its name from the three stuffed and mounted stag heads on the wall of the main parlor. It is said that if a gem of at least 500 gold pieces value is placed in the mouth of the stag on the left then a small boon will be bestowed upon the person in the form of +1 to all saving throws for 24 hours. The gem magically vanishes once placed into the stag's mouth. The head of the stag in the center is of grim countenance. If a pearl of 1500 gold pieces value is placed into the stag's mouth on the night of a full moon, the stag will offer a prophetic vision to the one placing the pearl in its mouth. The vision will be in the form of a vivid dream. The details and accuracy are up to the game master and the pearl will disappear once placed in the stag's mouth. The last stag's head pure white. If a diamond of at least 3000 gold pieces of value is placed in the stag's mouth on the night of a new moon, the person so placing the gem will be granted the ability to cast a raise dead spell as per the 5th level clerical spell once on any single person during the next 24 hour period. Thereafter, this ability is lost.

Items/People of note: The Burkheart Bank is noted for its dealings with the aristocracy. In fact, the bank exclusively deals with the wealthy. The Burkheart Charter, one of the most storied documents in Dustchapel Downs contains the names and estimated wealth of every family of means within Dustchapel Downs. More than just a tally of accumulated wealth, it is said that the charter actually creates wealth by automatically adjusting interest, fluctuations of currency, etc. Even more, it is said that by striking through a name in the ledger, a family's fortunes can be wiped clean with the stroke of a pen. The charter is kept in a magically locked vault in that exists in a magically accessible demi-plane. Only the bank's board of directors has direct access to the vault. The board is composed of the heads of all the noble families in Dustchapel Downs as well as the Patriarch of the Dawn and the Guild masters of the silversmiths and the teamsters.

12. Brickhall Manor - The south end of the mercantile district takes its name from the large brick building that originally housed the masonry guild. The Red Watch Tower (map location G) looms over this end of the district. The former guild site is now home to the Freethinker's League – an organization dedicated to the cause of free thought, common rights of man, the elevation of the human condition, and egalitarianism. This would seem at odds (and to some extent it is) in a town that is essentially the stronghold of a feudal lord. The members of the Freethinker's League are drawn from wealthy families that can afford to be provocative. While not seeking to outright abolish the rule of the nobility in Dustchapel Downs, it is widely suspected that this is the true nature of the League. Members of the League are noncommittal on the topic but do not seem too troubled by the rumors. If anything, the guild actively welcomes rumors and speculation that tends to build an air of mystery around what does occur in the heart of Brickhall Manor.

Legend/Lore: The Red Watch is feared by much of the populace of Dustchapel Downs and rightly so. Secretive in the extreme, the members of the watch are not publicly known. The Red Watch reports directly to the Lord of Averney Keep and the Patriarch of the Dawn. The Red Watch was established by the Patriarch of the Dawn as a secret police force to act covertly in the name of church and state. The members of the Red Watch are drawn from the ranks of the Silent Watch (see Amberlyn Walk area 5) that have pledged service beyond death. Excelsious III has violated one of the tenants of his faith by creating undead servants to do his bidding. As this is strictly forbidden, Excelsious has found that the favor of his god has been turned aside and he can no longer wield magics in the name of his lord. This is a condition that Excelsious has managed to keep from all but the Lord of Dustchapel Downs Earl Corvis Averney II. This brings Excelsious fully under the sway of Earl Corvis, something at which the Patriarch chafes at, but is not about to test – his self-importance and pride are too wrapped up in the affairs of the church for him to be cast out now. Earl Corvis has secretly forged an alliance of convenience between the Church and some of the heads of the university at Foxhall Park. Angrim the Grotesque has helped the Patriarch and the Earl create the Red Watch in exchange for his ability to more or less live openly and pursue his studies into the nature of life and death without hindrance. While many find Angrim's presence to be anathema, the Earl realized early on the potential worth of the professor's research. If realized to its fullest potential, Angrim's studies could unlock the secrets of immortality. To that end, Excelsious makes great efforts to hold back his revulsion for Angrim and pays keen attention to his research. Through science, Excelsious has been able to replace some of the power that his faith has denied him.

Items/People of note: Magnus Crowley is the Exalted Scion of the Order of the Phoenix – the highest “rank” within the Freethinker's League. Once a priest within the hierarchy of the Dawn Cathedral, Magnus has renounced his former beliefs and become a mystic philosopher. Magnus is aware of Madame Blatasky's ambition and is rather unconcerned by her thirst for power. Magnus spends much of his time in seclusion, in a drug induced haze that he uses to free his mind and spirit to walk the outer planes of reality. While it is debatable that his drug induced vision actually allows Magnus insight into other planes of reality, what is indisputable is that he is often in possession of knowledge that would be normally unavailable to him. For her part, Madame Blatasky seems keenly interested in Magnus's visions and encourages his predilection for drug use. Magnus rarely receives guests into his sanctum, but will entreat with visitors that offer him some esoteric knowledge, rare book, or other artifact that would aid him on his quest for knowledge (Magnus tends to prefer knowledge that is often considered profane). On such occasions, Magnus is known to be magnanimous and will offer up some scraps of insight that his audience might find useful. The drugs that Magnus consumes have given him a craving for human flesh. There is a 50% chance that Magnus will seek to drug the party to later consume them. It is also rumored that Magnus is in possession of the *Ivory Tome of Whispers, Secrets and Lies* – a book that contains esoteric knowledge about planar beings and knowledge about the nature of reality. Magnus, when he does venture forth, can sometimes be found at the Flagon O' Dragon in the Old Coake Hall district (see area 25). More often, he sends a courier to procure for him the drugs that he uses to maintain his “elevated” state of mind.

13. Whitehall Cloister - A center of religious study dedicated to Daegraed, Lord of the Dawn. The orthodox monastic setting is dedicated to furthering religious doctrine. Whitehall also acts as a hostel for traveling pilgrims. For a small donation to the church, pilgrims can stay in the rather Spartan accommodations and partake in modest, but wholesome meals provided by the initiates of the Whitehall Cloister.

Legend/Lore: The Orange Pilgrimage is an unusual sculpture carved out of a rare orange marble. The sculpture depicts penitents and pilgrims seeking healing and absolution from the Patriarch of the Dawn. The sculpture is located in the main chapel of the cloister and was crafted some two hundred years ago by the renowned itinerant sculptor Giuseppe Filipe. The sculpture was created late in Giuseppe's career and was the second to last he crafted before he died. The detail is exquisite in all respects aside from a crudely crafted form of a bent old woman. It is said that Giuseppe intentionally left the woman so crudely depicted to contrast with the fine detail of the rest of the sculpture. Giuseppe did refer to the woman as "The One Who Walks Between Worlds" and said that she was the messenger of enlightenment who would usher in the next age of man. There is no further elaboration offered as to the woman. Strange powers have been attributed to the statue and over the years, it has become the object of pilgrimage in its own right. The following table lists some possible effects attributed to the sculpture:

Die Roll:	Possible Effect:
1	No effect
2	Sense of peace and forgiveness for a past slight
3	Vivid Dream of Fortuitous Portent (ultimately proves to be nothing more than a dream but bolsters character morale and adds +1 to one die roll in the next 24 hours)
4	No effect
5	Cure Disease (as per cleric spell)
6	Inflict blindness (causes permanent sight loss but grants character a sense of inner peace increase wisdom by 2)
7	No effect
8	Peace, Love, and Understanding – character gains the ability to speak one additional random tongue

Items/People of note: Brother James Chamberlain is the youngest son of a wealthy merchant. He joined the monastery when he was six and has been a faithful follower of the Lord of the Dawn for over fifty years. Brother James is a particularly adept wood carver. His skill is said to surpass even the master craftsmen of Easterly Manse (see area 24). It is said that Brother James's carvings are so realistic that they take on a life of their own. He never sells his creations, but does give them to those he feels are in need. The carvings are always of various small animals (birds, mice, frogs, fish, etc.). At times of great need they will magically animate. The figurine will follow the orders of their owner and can be used for such tasks as reconnaissance and delivering messages. Once they have completed a task, the figurine will remain inactive for a period of 1d12 days during which time it will be inert until such time as it has fully re-charged.

14. Harrenford Stretch - Predominately inhabited by students and professors from Foxhall Park (see below), this area is also inhabited by musicians, artists, actors and other creative and free thinkers. The folk here look derisively upon the so called Freethinker's League as an affluent old boy's club. The truly creative and uninhibited minds are within this district.

Legend/Lore: Harrenford Stretch is something of a rambunctious and unpredictable area of Dustchapel Downs. The people that inhabit this area tend to be free spirits and libertines. Various unorthodox practices and views are held here. Every solstice and equinox, there are raucous parades through this section of town to celebrate the changing of the seasons. People dress in ostentatious costumes and celebrate with wild abandon. It is widely believed that spirits from beyond the material plane join in the revelry. During the Autumnal Equinox, the celebrations are cloaked in an air of supernatural devilry as the celebrants dress as devils, demons and the undead and share treats with one another. Papa Muertes, lord of the dead is entreated with and the spirits of departed loved ones mingle with the living. Papa Muertes sometimes manifests at the heart of the milling throngs and bears a staff carved with figures of demons and the dead dancing. He occasionally will gift a participant with a small ornate skull covered with flowers, flames and intricate designs. The skulls are said to bring good luck. The bearer of such a skull is entitled to rerolling one roll of their choice. They can choose the highest of the rolls. The skull will then disappear after this use.



The Winter Solstice is a time of more solemn contemplation and sharing, at least in most places around Dustchapel Downs. In Harrenford stretch, it is widely regarded as a time to shake off the winter doldrums and party wildly. The Wild Hunt, a parade of costumed people that roam the streets of the district looks for any unlocked doors. Anyone found inside is dragged into the wild dance which continues well into the night and only dissipates with the dawn. The leader of the hunt dresses as Wild Trochus, a tall and lithe figure that towers over the rest of the participants. The Wild Trochus stands seven and a half feet tall and is covered in rags and animal hides and wears the skull of a boar on its head. The Wild Trochus bears a sounding horn made from the horn of a wild ox. There is a 10% chance during a Wild Hunt that the spirit of the Wild Trochus will possess the leader and sound the horn. Once sounded by the Manifest Wild Trochus spirit, all within hearing range (100 feet) must make a save against spell or be compelled to join the hunt for the duration.

The Vernal Equinox is a time of lust and levity in Harrenford Stretch. On the night of the Equinox, revelers don risqué outfits and wear masks so as to hide their features. They engage in bawdy behavior and lewd jokes abound. Andrine the Lover is the patron of the Vernal Equinox. A beautiful, voluptuous woman, Andrine is well known for promoting amorous and promiscuous behavior. The Rose of Andrine is a token of Andrine's passion made manifest. It has the power to act as a charm spell (as cast by a 10th level mage) on any one person. The duration of the spell is permanent unless the caster does something to reveal that the target was charmed or the target makes an initial save (at -2). Once the charm is broken, the flower withers and crumbles to dust and the wielder must save versus death or crumble to dust along with the flower.

In the heat of summer, much of the inhabitants of Harrenford Stretch are lazy idlers who spend much of their time indoors sipping chilled Gorgaz. Only during the cooler evening hours do the denizens venture forth to carouse with their fellows. The Summer Solstice celebrations are more impromptu and less structured than the other cyclical celebrations. As with most things in Harrenford Stretch, much of the celebrations revolve around excess and debauchery. Iodona the Mad, the muse of poets and madmen is venerated on this day. Appearing as a beautiful but wild youth, naked except for a crown of Purple Gorgon Berry leaves, Icons to Iodona are a common sight at the drinking establishments in Harrenford Stretch. It is commonly believed that on the night of the solstice, those that drink Gorgaz to excess have a 5% chance of receiving Iodona's blessing. This manifests itself as either some mental instability (85%) or some inspiration to create a praiseworthy work of art (play, song, poem, story, painting, sculpture, etc.).



Items/People of note: Adele Summersong is said to be the most beautiful woman in all of Dustchapel Downs. Her beauty is storied well outside of Dustchapel Downs and she is depicted in many works of art and prose. It is said that she has the ability to make or break any man by a slight smile. Many a man has come to ruin vying for her favor which is always unrequited. Adele frequents all society parties with an entourage of the most influential and sophisticated socialites of the town. What is puzzling is that Adele is not a member of any of the noble houses and none can trace her lineage or age. She has been the flower of Dustchapel Society for as long as any can remember and never seems to lose her youthful appearance. It is said that she makes her residence in Harrenford Stretch and can often be found frequenting the area and acting as the muse for artists and poets, but none know where she dwells within the district. Some believe that she is the consort of Iodona and makes herself manifest in the district to bestow Iodona's favor upon the most gifted of creative minds. Others say that she is a manifestation of the collective creative energy of Harrenford Stretch. Some say she is many women that have been possessed by the spirit of Iodona to act as his earthly consort. Whatever the truth, it remains to be discovered.

15. Gasterling Hall - Home of the Gasterling family the Gasterlings are sworn banner men to the Lord of Dustchapel Downs. The Gasterlings have been the traditional Reeves of the lord, collecting taxes and enforcing laws for over five hundred years making them one of the oldest established families in town. They control the town constabulary and wield considerable influence. Known to be fair minded but dour and grim as evinced by their motto "Justice be not kind". The Gasterlings are not given to ostentatious displays and evince little patience for the dramas common to much of the rest of the populace of Dustchapel Downs.

Legend/Lore: The Heart of Order is a large garnet set in iron and the symbol of the Gasterling family. It is simple and lacks flourish but beautiful in its plainness. The Heart of Order is worn by the sitting Reeve of Dustchapel Downs and is said to have a calming influence on those in its vicinity. The true power of the Heart of Order is to compel a person to speak the truth. Three times per day, the bearer can ask any one question of another person and the person questioned must speak truthfully. The Reeve uses this artifact primarily during the trials held at Amberlyn Walk (see area 5).

Items/People of note: Kayle Gasterling is the current Reeve of Dustchapel Downs and oversees the town constabulary. Stern and uncompromising, Kayle epitomizes the Gasterling motto. Kayle has been the Reeve for nine years, having taken the mantle from his father who was found dead in the Dead Cell, his body contorted in agony. Kayle is a man of few words and somber dress. He wields Tooth Breaker a +2 flail made of oak bound in iron. There is a 10% chance on any strike that the flail will stun the person that it strikes for 1d4 rounds.

16. Bankside – As the name implies, this is the financial center of Dustchapel Downs. Not as exclusive as Burkheart, the financiers located here often fund expeditions into the wilds. While this can be quite risky (many expeditions are never heard from again) those that do succeed prove fruitful are enough to make the risk well worth the reward. There are several banks here that work in a loose confederation to finance expeditions for a share of the rewards. Made up of retired prospectors, adventurers and wanderers who use their own amassed wealth as the seed money for further expeditions; many of these financiers are well known adventurers and quite colorful characters.

Legend/Lore: There are many rumors about the treasures that lie in the vaults of the adventurer banks of Bankside. While not as exclusive or affluent as Burkheart's these banks are willing to take greater risks in financing the adventuring folk that Burkheart's would have nothing to do with.

Items/People of note: Landrath Stonethrower is a mountain of a woman. A retired adventurer, she eventually took her spoils and settled in Dustchapel Downs. She could not completely forsake the life and found herself attracted to the Bankside district to see what expeditions were in the offing. Though her adventuring career had decidedly taken its toll on Landrath, she found that helping fund the expeditions for a share of the spoils, enabled her to keep a hand in the game. Landrath, already quite wealthy, has grown even more so over the years. However, amassing wealth is not her primary motivation. Landrath simply likes the thrill of it all and to be around the life. Landrath has an excellent memory and a flair for the dramatic. She is more than willing to share her stories and fund adventuring expeditions (for a modest fee of 35% of the spoils). Though she no longer actively adventures, she is still imposing at six foot four inches in height and weighing in at 280 pounds. Few would cross her, especially with her fabled spear Neckbiter which she has with her constantly. Neckbiter is a +2 short spear that on a roll of 18-20 has struck the throat/neck/head of the victim causing double damage (assuming of course that the victim has a throat or head).



17. Raven and Pie – This entire district takes on the name of one of the most famous establishments in Dustchapel Downs, Raven and Pie - a renowned tavern. Many of Dustchapel Downs's finest eateries can be found in this district. Less raucous than Harrenford Stretch and less bustling than the Merchant District, Raven and Pie is the place to go to get some of the finest meals anywhere.

Legend/Lore: The Raven and Pie started in a dingy little space about 130 years ago. Ravens, abundant in Dustchapel Downs became a mainstay of the menu when first opened. Not usually thought of as a culinary staple, the raven has slowly become quite a sought after flavorful food item. Raven and Pie is notable for its many different fowl dishes and eclectic menu items. Savory pies and tarts are amongst the favorites of patrons, though stews and grilled game birds are also popular. Raven and Pie also seeks out more exotic meats for preparation and pay a handsome price to adventurers for such exotic fare as dragon, griffon, roc, etc. Price varies by the rarity and danger involved in procuring the meat as well as the flavor and difficulty involved in preparation. Some of the more exotic and magical creatures can bestow magical effects for certain duration if properly prepared. Some of the known costs and base effects of consuming a properly prepared meal are listed in the following table.



	Buying Cost	Selling Cost	Effect
Basilisk	12 GP/lbs	20 GP/lbs	+1 to save vs. stoning for 12 hours
Chimera	14 GP/lbs	21 GP/lbs	+1 to save vs. fire for 12 hours
Cockatrice	8 GP/lbs	15 GP/lbs	+1 to save vs. stoning for 6 hours
Couatl	30 GP/lbs	120 GP/lbs	+4 to save vs. magic for 24 hours
Dragon, Black	50 GP/lbs	180 GP/lbs	+4 to save vs. acid for 24 hours
Dragon, Blue	70 GP/lbs	220GP/lbs	+4 to save vs. electricity for 24 hours
Dragon, Green	60 GP/lbs	200 GP/lbs	+4 to save vs. toxic gas for 24 hours
Dragon, Red	80 GP/ lbs	240 GP/lbs	+4 to save vs. fire for 24 hours
Dragon, White	40 GP/lbs	140GP/lbs	+4 to save vs. cold for 24 hours
Dragon Turtle	30 GP/lbs	120 GP/lbs	+2 to save vs. toxic gas for 24 hours
Gorgon	25 GP/lbs	32 GP/lbs	+1 to save vs. stoning for 24 hours
Griffon	25 GP/lbs	33 GP/lbs	+3 to save vs. fear for 24 hours
Harpy	7 GP/lbs	10 GP/lbs	+1 to save Vs. Charm spells for 12 hours
Hell Hound	10 GP/lbs	15 GP/lbs	+1 to save vs. fire for 6 hours
Hippogriff	20 GP/lbs	27 GP/lbs	+2 to save vs. Fear for 24 hours
Hydra	27 GP/lbs	30 GP/lbs	
Manticore	25 GP/lbs	27 GP/lbs	+2 to save vs. petrification for 24 hours
Naga	29 GP/lbs	35 GP/lbs	+2 to save vs. magic for 24 hours
Nightmare	30 GP/lbs	35 GP/lbs	+3 to save vs. Fear for 24 hours
Owlbear	5 GP/lbs	7 GP/lbs	+2 to save vs. Fear for 12 hours
Phoenix	60 GP/lbs	150 GP/lbs	+2 to save vs. fire for 12 hours
Wyvern	13 GP/lbs	18 GP/lbs	+2 to save vs. poison for 24 hours
Xorn	27 GP/lbs	34 GP/lbs	+2 to save vs. petrific-

NOTE: The costs and effects are base. It is possible to prepare dishes with more effects, but the costs will be higher and quite possibly require more exotic ingredients to release some of the more esoteric properties.

Items/People of note: Tolian Mendranus is widely noted for his culinary skill. A master chef, Tolian has spent years in perfecting his craft. Indeed, he is known far and wide not only for his expertise as a chef, he also known for his extensive knowledge on creating magically imbued dishes that can have beneficial or baneful effects. Tolian keeps his knowledge tightly guarded except to his apprentices whom must commit to a demanding five year course of study with Tolian in service at the Raven and Pie. Tolian only accepts three apprentices every five years and the competition to apprentice under him is fierce. Tolian is jovial but exacting in his treatment of his apprentices. At the end of the apprenticeship, the journeymen chefs have gained enough knowledge to prepare a large range of dishes using magical creatures and the rudiments of imbuing the dishes with the inherent properties of the creature.

18. North Heraldwards – A bustling center of industrious pursuits, the North Heraldwards are a haven for the scientifically minded. Clockwork, steam and electrically powered technologies can all be found here. Tinkerers and craftsmen of all sorts can be found here. Constructs and automatons of all sorts are developed here. However, the truly intriguing scientific studies are devoted to the explorations of reality and the application of technology to explore the nature of physical space and time. Many of the scientific minds here labor under the belief that with proper study, insight and application of thought; the secrets of the universe are within the grasp of mankind.

Legend/Lore: One of the more intriguing developments within the labs of the North Heraldwards is the Planar Harmonic Tuning Gate developed by Gustav Herald and Morgan Castellan. The PHTG is essentially a planar tuning fork that vibrates at multiple harmonic frequencies creates a dimensional gate to other planes of reality. There are a few drawbacks to the PHTG in that it is currently only a one way gate and it requires an enormous expenditure of power from huge coal fired steam turbines to open the gate for only a few minutes. So far, the PHTG has only been successfully operated four times and only once successfully with a live human utilizing the gate. The subject involved has not been able to be recovered. The Herald and Castellan theorize that each plane of reality vibrates at its own frequency and they are currently trying to catalog various planes before they proceed with further tests with sentient beings.

Items/People of note: Many items can be purchased here which may prove quite useful to an adventurer. Advanced weaponry such as gun powder and adventuring gear such as compasses, flares, and more can be found here – for a price (refer to gun powder rules later in this issue). Clockwork constructs, golems, and other automatons of various sizes and shapes can be found here.

19. Northgate - Flanked by the Greywatch Tower (area A on the map) and Dawn's Watch Tower (area B on the map), the Northgate is the smallest of the publically accessed portals into Dustchapel Downs. Northgate being on the landward side and next to Averney Keep is the most heavily garrisoned of all the entrances to the town. Much of the soldiery is occupied with patrolling the wilds beyond the gates of Dustchapel Downs and ensuring the trade caravans to and from the city are protected. When not on duty, many of the garrison seeks solace at one of the various establishments in either the Raven and Pie district (more often frequented by the officers) or in the raucous Grambling district (preferred by the conscripts).

Legend/Lore: The remains of the Moinar warrior chief Rahanagan Randoboros are buried beneath the flagstones of the Northgate and this is intended first as an insult to the Moinar tribe and as a deterrent to having his grave become a rallying point for Moinar warriors. The Moinar peoples, a semi-nomadic tribal culture reveres Rahanagan as a semi-divine figure and symbol of their fight to maintain independence from what they see as the encroachment of civilization into their world. Dustchapel Downs, its culture, its religions, and its people all represent (to the Moinar mind) the ultimate debasement of freedom. The soldiers of Dustchapel Downs are always vigilant against the predations of Moinar raiders.

Items/People of note: Lying beneath the flagstones buried with Rahanagan is the Klaextra, the symbol of Moinar independence. The Klaextra is the jawbone of a ram encased in bronze and used by Rahanagan as a weapon a desperate fight against Stennish warriors who were encroaching on Moinar territory. The legends state that as a youth, Rahanagan was found by the Stennish raiding party of seven Stennish warriors while he was tending the sheepfold. The only weapon that Rahanagan had at hand was the jawbone of a ram which he used to defend himself against the Stennish warriors, slaying three and getting away. This began his legend and forever earned the enmity of the Stennish people. Rahanagan was eventually caught several years later and hanged from the Bloodroot Tree. The jawbone was encased in bronze and covered with Moinar symbols. It has become a potent symbol of resistance and success in battle in the face of overwhelming odds. Known as the Klaextra, it is not so much an effective weapon as it is a totem. The Klaextra is treated effectively as a +1 bronze hand axe (1d6 vs. S/M; 1d4 vs. L). Its true power is in the other abilities that the device possesses. In the hands of one that has true conviction to his cause against tyranny, the wielder's charisma is effectively 19. Further, the wielder's armor class is treated as if they are wearing plate armor (AC 3) against enemies to the wielder's cause. Finally, the wielder can act as if hasted once per day. This potent symbol was buried with Rahanagan beneath the flagstones of the heavily garrisoned Northgate where there is a constant watch against those that would seek to retrieve it.

20. Averney Keep - Stronghold and seat of government for the ruling Averney family. The Averney family have been the lords of Dustchapel Downs for 337 years. Prior to that, the Lordship of Dustchapel Downs was in the care of the Prelate of the Dawn Chapel for 53 years, the seat of government having been vacated after the execution of the last Earl Darwin IV of the Haelas family (at which time the keep was known as Haelas keep).

Legend/Lore: The Black Dog of Averney Keep is said to be the spectral guardian of the keep and its inhabitants. No one is really certain as to the origins of the spectral hound. It is mentioned in many stories going back 500 years and more. The hound is never seen outside the grounds of the keep itself and then only when the Lord of the Keep is in danger. The Black Dog's statistics are as follows: AC 0; HD 5; 34 hit points, #AT 1; D 1d4; SA howl; SD +1 or better weapon to hit and immunity from cold, poison, paralyzation, sleep, charm, hold and mental attacks; MV 120', AL N; Save Fighter 5, 486 xp.



The Black Dog is incorporeal and can only be hit by magical weapons. The Black Dog is often reported as having glowing eyes and being much larger than an average dog (from mastiff size up to the size of a warhorse). Often, the eyes may be the only visible feature as the Black Dog only manifests at night, dawn, dusk, or on overcast days – never in full daylight. The frightful touch of the Black Dog does 1d4 points of damage and the victim must make a save versus magic or be aged by one year. The Black Dog makes no sound and will surprise on a 1-5 on a d6. However, it does possess an unearthly howl. The howl of the Black Dog has the following effects: the first howl will force the victim to make a save versus magic or be affected as if by a curse spell; the second howl will cause greater misfortune and all subject to it will be forced to reroll their next roll (save, combat, etc) and be forced to take the least favorable of the two rolls unless a save versus magic is made; the third howl will age those exposed by 1d12 years unless a save versus magic is made.

If the Black Dog is reduced to zero hit points, it will dissipate and not manifest for up to 2d12 months. The only way of preventing further manifestations of the spectral hound are the destruction of the location or personage the Black Dog is tied to or the fulfillment of a prophecy or legend ascribed to the local area. The Black Dog is also rumored to possess a beneficent aspect to those that act in favor of the location or personage that the Black Dog is tied to. In such cases, the sighting of the Black Dog will provide a boon similar to a bless spell.

Items/People of note: Earl Corvis Averney II is the current lord of Dustchapel Downs. A tall, thin middle aged man with dark hair, Lord Corvis is stoic and participates little in the day to day affairs of Dustchapel Downs, instead preferring to act through his council. Earl Corvis is the epitome of Stennish nobility: aloof, stoic, and rarely seen outside the walls of the keep. Corvis is a skilled fighter but is more adept in his pursuit of the magical arts, especially those involved with scrying and the acquisition of knowledge. Corvis does not usually directly interfere with the happenings of Dustchapel Downs because he *knows* all of the happenings of Dustchapel Downs. For the most part Corvis is rather indifferent in regards to religion, but does keep up appearances. However, he has the utmost regard to the acquisition of knowledge and is the patron of the university at Foxhall Park and has an abiding interest in many of the scientific pursuits in the North Heraldwards. Corvis sometimes even goes in disguise to visit some of the marvels of the modern age being created in some of the brightest minds in all the land. Corvis is also known on occasion to visit with Madame Lobelia Pearline Blatasky in the Grambling District.



Lady Constance Averney is Clovis's wife and the Lady of Dustchapel Downs. It is primarily through her patronage that the arts have flourished in Dustchapel Downs. Lady Constance is a frequent patron of the Knight's Cross Theater in the South Heraldwards. She also often presides over various festivals and celebrations throughout the year in Dustchapel Downs. An intellectual as well as an artist, Lady Constance is one of the primary driving forces behind the Planar Harmonic Tuning Gate developed by Gustav Herald and Morgan Castellán (see area 18). Lady Constance is not fond of plot and intrigue and has little patience for her husband's exploits.

21. Foxhall Park - A haven of higher learning, Foxhall Park attracts researchers and scholars from around the world. Noted for the study of natural and life sciences, many noted doctors, biologists, physicists, and astronomers have both studied and taught in the halls of higher learning. The Church of Daegraed has an uneasy tolerance of the students and faculty of Foxhall. Where matters of faith and science would seem to be at odds, the Patriarch of the Dawn Cathedral makes bemused and patronizing remarks that discount the scholarly queries into the nature of reality as one might good naturedly dismiss a child. However, it is apparent that the power of the pulpit is finding its match in the lectern.

Legend/Lore: Dedicated to plumbing the nature of reality, Foxhall Park is a renowned center of study. Dedicated to plumbing the mysteries of the natural world through the study of life sciences, mathematics, medicine, physical sciences, etc. the academia seeks to peer behind the veil of the known world to the hidden truths that they believe lie beneath.

Items/People of note: Angrim the Grotesque is one of the professors at Foxhall Park. A theorist in life sciences and philosophy, Angrim endeavored to prove that life and death were not the sole purview of the gods, but that man, armed with the correct knowledge about the workings of the universe could control the secrets of life – indeed, even create new life from old. Upon his death, Angrim's students used his notes to revive him. It was successful, but not without cost. Angrim's methodologies caused the dead tissues that had been returned to life to mutate and degenerate. This caused Angrim's features to become warped and grotesque. Angrim has since taken to wearing a sack cloth mask to hide his features. He continues his studies into the veil between life and death. His experiments have of late been the basis for the creation of the Red Watch, under the auspice of the Church and State. Angrim is penning a tome based upon his research notes that will shed more light onto the nature of life and death entitled *Life Beyond the Known: Enquiries into Life, Death, and the Creation of Life*. Angrim has been known to be experimenting with the creation of life from inanimate matter in the form of golems and homunculi.



22. South Heraldwards – The South Heraldwards are the theatrical center of Dustchapel Downs. The Knight’s Cross Theater is the primary attraction of this area of town. Productions of a grand scale are held in the Knight’s Cross Theater, although there are a few smaller theaters as well as numerous street performers in the area.

Legend/Lore: In a town inhabited with all manner of undead and other strangeness, the South Heraldwards is perhaps THE place where that strangeness is on display for all to see. This area of town is rife with actors, dancers, street magicians, and performers of all stripes. Magdegrance, the Countess of Melodrama, the patron spirit of performers is very much active within the South Heraldwards. Appearing at various times in various guises, Magdegrance’s presence is felt all through this district. Most often, she manifests as a striking woman of middle years dressed in somber tones. There is otherworldliness about her presence that separates her from the rest of the patrons. She does not often speak to anyone but when she does it is a husky whisper. Magdegrance appears at EVERY opening night of every show. This means she is often in more than one place at one time. Magdegrance’s blessing (indicated by a single, pristine white rose bestowed on the lead performer or director) can mean that the performance and performers will be successful and prosperous. If she indicates antipathy (by leaving the performance early), it often means the end of the performance. Her extreme displeasure (indicated by her leaving the performance and a black lily presented to the lead performer/director) can have career ending consequences for the performers involved.



Items/People of note: Gunther Pedronas is well known in the lands beyond Dustchapel Downs and his performances as Mercurian in *Death, Love and the Merchant Prince* draws large crowds at the annual performance in Westgate (see area 2). Widely suspected to be possessed of some supernatural assistance that keeps him from aging, Gunther Pedronas has been an actively player on the scene in the South Heraldwards for almost 40 years playing the part of Mercurian for 32 of those). The secret of Gunther’s aging is in fact supernatural. Gunther wears Mercurian’s ring and it grants him a youthful visage and causes him to age slowly (for every 10 years that pass, the bearer only ages the equivalent of 1 year). If the bearer is parted from the ring, the ravages of time take effect and the former bearer suffers the ravages of time aging one year per round until they have reached their true age. Further, once per year, the wearer is compelled by Mercurian’s shade to re-enact the sequence of events that led up to his death.

23. Pike and Eel - The smell of fish and seafood of all description greet those that enter Dustchapel Downs through the Southgate. The quality of the seafood is high and the variety is great. Sometimes even exotic fare such as giant pike or giant clam can be found. Perhaps even more interesting are tales of exotic locales and bizarre happenings on the seas. The life of the fishmonger is not as mundane as it would appear...

Legend/Lore: Captain Gory Galean Ladd, an infamous pirate is said to have met his end in Dustchapel Downs sixty three years ago. The murderous pirate was apprehended by the privateer Alsace Gasterling – one of the more rakish members of the Gasterling family. Alsace drug Gory Galean through the streets in chains, bound him to the bloodroot tree, made a proclamation to the guilt of the nefarious pirate to the gathering crowd and then proceeded to decapitate the pirate with his own cutlass and mount his head on a pike. The pirate's head was boiled and the skull mounted on a pike and displayed prominently at the fish market. The skull was later lined with silver and used as a chalice by the members of the Freethinker's League. The chalice rests at Brickhall Manor (see area 12) and is said to bestow pirate's providence upon any who would drink from the skull. Once per day per person, pouring any beverage into the skull and quaffing the brew has a 50% chance of adding +1 bonus to saving throws for the day or a 50% chance of conferring a -2 penalty to saving throws for the day. The effects last for 24 hours.

Items/People of note: Gertie Caulkin the fishwife is perhaps the most well-known of the vendors in the Pike and Eel district. Gertie lost her husband Thom eight years ago after an encounter with something she will not speak of. She is a gregarious woman with a lot of knowledge of the sea and fishing. Her three sons Erik, Maekel, and Grumond all fish and keep her stocked. Gertie is pleasant and always seems to know just what the customer wants. This is because she actually does know what the customer wants before they vocalize it. Gertie has a Pearl of Clairvoyance that is set in a pendant that she wears about her neck. It was a gift from Thom two months before his disappearance. Gertie is not actually aware of the pendant's properties – she gets vague impressions of the thoughts of others. She (and for that matter most everyone else) just assumes that she is a true people person.

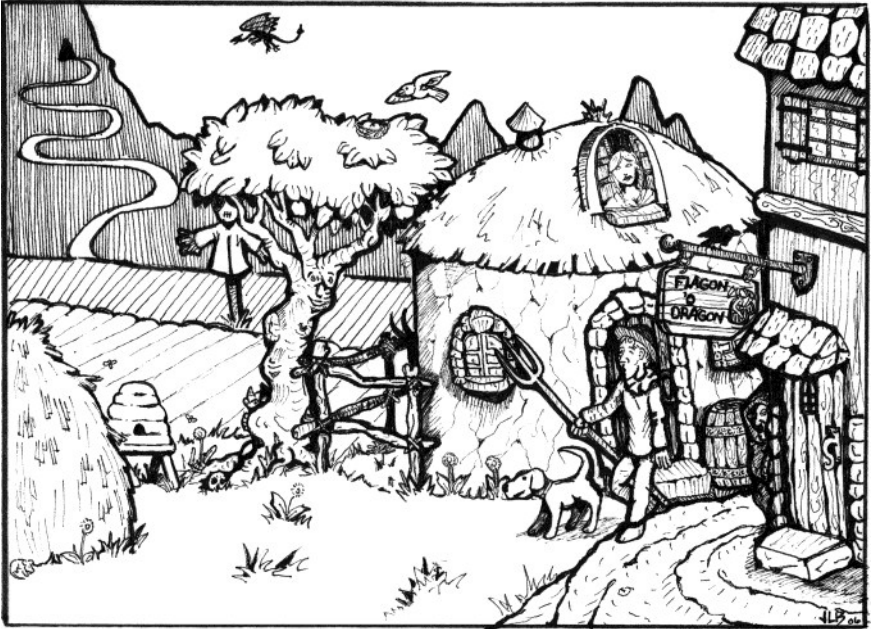
24. Easterly Manse – Skilled artisans and craftsmen live and work in this area. The predominant trade is wood crafting, for which Dustchapel Downs is known world over. It is here at Easterly Manse that many of the most sought after master craftsmen have learned their trade. While the wealthy Carriage Hall Teamster's Guild may control trade to and from Dustchapel Downs, the craftsmen of Easterly Manse have put Dustchapel Downs on the map. Though not as renowned (although highly skilled in their own respective arts); the blacksmiths and armorers of Dustchapel Downs are also located in Easterly Manse. The woodwork is of exceptional skill and some of the creations are startlingly lifelike or breathtakingly intricate.

Legend/Lore: William Harbisher rose from humble beginnings to become perhaps the most skilled woodworker in Dustchapel Downs. His creations are true marvels and one would swear that they were living. William works in seclusion and only allows a privileged few to enter his studio. This secrecy fuels speculation that William consorts with demons, angels, fey or other supernatural beings to attain the spectacular results that he achieves. Of the few guests into his studio, none speak of the experience. When questioned, the common response is a dreamy stare and melancholy smile and a soft sigh. William is silent on the subject but does state that each piece is deeply touched by the essence of their creator. Whatever the truth of the matter, William's creations do have a magical effect on those in their presence. Often wistful carvings of impossibly beautiful human youths, the statues are slightly warm to the touch and create a sense of deep, if melancholic peace in all who are in their presence. All mind altering magics are negated within the presence of the carvings.

Items/People of note: There are many wonders in the Easterly Manse but perhaps none shows off the skill of the craftsmen of the area than the great town clock. Every hour the clock animates in a grand pageant of artistry and animation. The clock has a rotating cast of animate characters that vary with the time of day, the season, and the weather. The characters are possessed of a limited self-awareness in that they are completely absorbed in the happenings of their hourly spectacle but do not interact with the outer world other than the temporal and elemental concerns. It is as if they are locked into their own reality.

25. Old Coake Hall – Inhabited by wealthier civil servants of Dustchapel Downs, Old Coake Hall is where those whose business is to oversee the business of Dustchapel Downs reside. Not as tidy as the supposedly lower class Downs Area, Old Coake Hall is the former district of lesser aristocracy. The aspiring merchant class moved in as the aristocracy dwindled. Old Coake Hall is a crumbling and faded veneer of grandeur that has passed by. That is not to say that there is no elegance and wonder to be found here - quite the contrary. However, seediness has crept in and the decay is showing, though the residents of the district are too blind to see it.

Legend/Lore: Behind the crumbling façades of faded glory dwell the advisors to Earl Clovis and senior civil servants of Dustchapel Downs. Unlike the more orderly Downs district, the area here is starting to show the signs of decadence and hedonism that are rife in the upper echelons of the Earl's court. Most any illicit activity can be found here. The Flagon O' Dragon is the hub of much of the illicit activity. Though known to the local authorities, someone stays their hand at interfering with the activities in this district.



Items/People of note: Millicent Oregonna, the heiress of the Oregonna merchant family fortunes whiles away much of her days inside her courtyard garden and greenhouse. Millicent specializes in curative herbs but does cultivate some more esoteric plants that are of interest to alchemists for various potions and poisons. Millicent is perhaps the most knowledgeable horticulturalist in Dustchapel Downs and her knowledge is sought by many - particularly the apothecaries and alchemists of the Westbridge District (see area 1). She will willingly consult on the beneficial herbs that she cultivates, but is very guarded about the dangerous plants in her collection. Millicent teaches the horticultural arts at Foxhall Park and is known to have contributed to Angrim's research. Below is a listing of some of the more unusual herbs that Millicent cultivates with their properties (save versus poison allowed).

Name	Properties	Description
Acaric Thistledown	Powerful sedative. Causes death-like catalepsy for 1d6 months	Delicate, brittle stem with wispy fibers of a milky white hue
Agus Mageroot	When brewed as a tea, causes paralysis for 1d8 hours with vivid (possibly prophetic) hallucinations	Dark purple blunt tipped leaves with fiery orange veins
Bendran's Bane	Causes bleeding into the lungs and eventual drowning on own blood when ingested	Fleshy tubular stalk that is pale white with sickly pale yellow curling leaves
Bucolic Roseatious Ivy	Causes cardiac failure if ingested.	Curling ivy with red velvety leaves
Camelman's Worry	Causes severe dehydration and desiccation when ingested (confusion for 2d6 hours unless 1 liter of water is consumed every 10 minutes for one hour)	Dark orange ground covering wort with small oval leaves
Drusic Mopsy	Severe skin irritant that must be handles with care and will cause necrosis of the affected area	Dusky maroon colored leaves with a velvety texture and fibrous deep red stalks
Elderman's Leaf	Causes severe joint pain for 3d4 hours if ingested	Powdery dark blue-green leaves with serrated edges
Jack in Thorns	When ingested, the sap causes severe convulsions and foaming of the mouth. Convulsions have a 20% of breaking bones in the extremities	Thin woody stem with wick-ed three inch thorns coated in tarry brown sap with blunt yellow-green leaves

Lesser Grey Bellhorn	Causes nausea and confusion for 3d10 rounds	Dull gray drooping bell shaped body with dark gray tendrils
Malefic Eyebite	Causes painful blindness and bleeding from the eyes when ingested	Shiny black stems with bulbous nodules and feathery black leaves
Poison Needleharp	Disorientation for 1d4 hours due to ringing in the ears and auditory illusions	Filament-like needles depending from feathery light green leaves
Sensuous Heggewort	A feeling of euphoria and lassitude causing a stupor for 1d6 hours	Lush ground covering plant with blunt leaves of silvery green



26. The Downs – Though the name would imply impoverished slum, the Downs is home to many of the civil servants of Dustchapel Downs. Scribes, couriers, etc. have made this section their own. Many work within the court of Averney Keep. Though modest, this section is clean and orderly. The name is said to derive from the fact that this area of town is rather mundane and rather quaint by the standards of the rest of the town. Much of the rest of the inhabitants view this area as bland and unexciting – hence the name The Downs. Undead and the paranormal are among the realities of life in Dustchapel Downs. However, it is here in The Downs where much of the otherworldly is kept at bay. The Layman's Guild, a sort of vigilante anti-paranormal police force is said to be headquartered here. It is not known for sure who the leader is or how large or widespread this group is. The Layman's Guild seeks to keep Dustchapel Downs safe for the citizenry and keep the nastier paranormal and undead entities at bay. To this effect, they have been successful at keeping more powerful predatory undead types such as vampires from gaining a toe hold here and the rest of the supernatural elements of the city from taking over entirely. The Guild has succeeded in keeping the town safe by a dedicated group of individuals that remain anonymous. It is rumored that the Layman's Guild is secretly supported by the Gasterling family in an effort to keep Dustchapel Downs from spiraling into a chaotic mess of paranormal predation. The Downs is very much a refuge from the esoteric and strange that tints much of the rest of Dustchapel Downs. Indeed, The Downs is perhaps notably strange for its overt normalcy.

Legend/Lore: There is a small shop known as the Wolf's Fang that is tucked away in an unremarkable corner of the Downs. The shop specializes in the accoutrements associated with keeping the supernatural at bay or destroying it outright. The shop is run by Malcolm and Welinda Crane, a brother and sister whose parents were killed by a pack of werewolves. Malcolm and Welinda dedicated themselves to the eradication of the pack, a feat that took 14 years to accomplish. As a trophy, the Crane siblings kept the canine teeth from each and every pack member and had them made into a set of matching necklaces. The necklaces are a powerful ward against lycanthropy – anyone wearing it is completely immune from contracting the disease from any lycanthrope of the normal sort (werewolf, wereboar, wererat, etc.). In addition, the necklace affords +2 protection from attacks by a lycanthrope. Of course, the site of the necklace provokes any lycanthrope that spots it into an immediate rage and will automatically trigger a transformation as well as an attack. The shop itself is heavily warded to protect against all manner of supernatural attack to include incorporeal undead. The shop sells all matter of esoteric books on the occult, wards and protective gear, etc.



Items/People of note: Lamar Olmsford is the chief purser for the treasury of Averney Keep. A very stodgy and prim man, Lamar is not known for his kindness or joviality. However, he is an efficient bureaucrat and leading citizen within the Downs, promoting the orderliness of the area. Lamar also is a knowledgeable student of the occult. He has a fairly sizable library of grimoires and occult texts specializing in the summoning, binding, and banishment of supernatural entities. Lamar's interest is primarily in the binding of spirits to help him in his quest to keep the Downs free of the more baneful supernatural entities. Lamar is a devotee to the church of Daegraed but also suspects that all is not as it should be within the clergy (see area 9). However, Lamar's concerns are far more temporal at the moment. He is aware that Madame Blatasky (see area 6) is harboring some secret agenda that would perhaps cause her to run afoul of his aims, but at the moment, he is far more concerned about what Magnus Crowley of the Free Thinker's League is up to (see Brickhall Manor area 12).

27. The South Bridge – Much like the Westbridge, the Southbridge is a bustling area of trade. Here can be found many merchants and craftsmen specializing in woodcrafts as well as arms and armor that are the hallmark of Dustchapel Downs. The workmanship of the artisans from Easterly Manse (see area 24) is world renown and South Bridge is a bustling market for their wares. Of particular note, the armorers and weapon smiths from Easterly Manse have taken the craft of outfitting for war to an art form. Often baroque and intricately ornate, the arms and armor here are quite exquisite and highly sought after. Not merely ceremonial in nature, these pieces combine the best of form and functionality into beautifully deadly perfection. Highly sought after by the wealthy, these works are powerful symbols of status and station. To the aristocratic mind of the age, to have a finely crafted Dustchapel poniard or sword is to show that you're truly one set apart.

Legend/Lore: One of the most prolific of weapon smiths, Americ Boerganza mysteriously disappeared eighty years ago leaving behind a legacy of highly sought after weapons. Perhaps one of the greatest makers of pole arms, Americ's weapons were prized by elite infantry units of wealthy royal and noble houses. When Americ disappeared, his studio was shuttered and warded against intrusion by the Earl of Dustchapel Downs himself. Americ's apprentices went their own way and none has rivaled the master at the craft of heavy weaponry. Many of Americ's creations feature prominently in battles throughout the land. Americ was known to consort with otherworldly entities and applied arcane crafts in the perfection of his weapons; many which have been imbued with legendary properties. The Lance of Obelius is perhaps the most storied weapon of Americ's craft. A rather austere but finely crafted footman's lance; it was wielded by Madux Obelius, a fierce warrior and personal guard in service to the Prince of Orfey 97 years ago. It was one of six that Americ was commissioned to forge for the Prince's personal guard. While the others remained finely crafted lances, Madux Obelius gained distinction in the battle of Breghony Plain.

Items/People of note: A marvel of the age, touted to literally bring down the towering walls of fear and ignorance, gun powder weapons are coming on the scene. These weapons are rare and somewhat cumbersome but can have decidedly deadly effect (see Appendix A for optional firearms rules). More traditional melee weapons such as swords, pole arms, etc. can be found here as well. The weapons and armor produced are of excellent quality and command 40-60% more than the listed prices. Some weapon smiths can command as much as 400% of listed price due to the quality of their work. These weapons of quality have the benefit of being better able to withstand crushing blows, retain an edge, and lighter in the hand than an average weapon (treat as next size smaller for encumbrance value e.g. treat longs word as a short sword). As such, these weapons do an additional +1 to damage (no to hit bonus) due to their keen edge and exquisite craftsmanship.



Appendix A: Black Powder Firearms Rules (Arquebus):

Firearms rules in fantasy role playing games seem to be a topic of much debate. The rules presented here are not intended to be the final arbiter of any debate; simply another set of rules that gamers can choose to use or not. Dustchapel Downs as a setting is analogous to the end of the historical High Medieval European period and early Renaissance. Of course as with any good fantasy system or setting, there are many anachronisms and things that don't quite line up with our real world historical progression. Don't get bogged down on the details! If it doesn't work for you or feels out of place, use the Old School Gaming maxim of changing it to suit your particular milieu. So if what follows doesn't fit with your style of play, don't use it – or substitute another system that works more to your liking. James Raggi's *Lamentations of the Flame Princess* as presented in the Player Core Book Rules and Magic 2013 edition seem to work nicely (but of course, as stated – your mileage may vary).

Part of the challenge of firearms in fantasy settings is that they could quickly overpower other combat options if not handled properly. Quite often, many game masters completely forgo such weapons. And there is the oft used rule that gun powder is inert on most fantasy worlds. This can prove a bit troublesome for folks that want to emulate games set beyond the early and middle medieval period. To that end, I'm setting forth the following rules for early black powder weapons such as the arquebus. The arquebus, a firearm used primarily during the Renaissance period of our own world through the 17th century.

The arquebus was not as accurate as either the longbow or the crossbow, especially at long ranges. However, it is more powerful than either, relying on the propulsion of the bullet by explosive gasses rather than mechanical tension or muscular action of the wielder. In addition, the arquebus did not require a lifetime of training in order to become proficient in its use as did the longbow. A notable drawback of black powder weaponry is that firearms such as the arquebus required that the powder stays dry or it becomes inoperable. It is all but impossible to operate an arquebus in the rain and under excessively humid conditions as the powder will not ignite.

Base/Simplified Rules:

Range increment 50 feet (-2 to hit per increment), one shot per three rounds (roughly 3 shots per minute), encumbrance 10, damage 1d8+2.

Arquebuses have much better penetrating power than both long bows and crossbows. At close range, they can penetrate most heavy armors quite easily (treat armor class as two steps worse – thus plate armor is treated as AC 5 vice AC 3 and studded leather is treated as AC 7 instead of AC 5). In no case will this reduce the armor class to less than that of an unarmored man (AC 10).

Advanced/Additional Rules:

Advanced damage rules: Firearms can cause grievous damage due not only to the projectile itself, but the force of the impact itself can cause severe trauma. For the advanced damage rules, roll 1d10 base damage. On a roll of 9 or 10, roll a d8 again for additional trauma damage and add the results (example: a 9 is rolled and another d8 is rolled with a result of 5. The 5 is rolled and added to the original 9 for 14 points of damage total).

The sound from the explosion is quite loud (especially indoors and in confined spaces). As such, anyone within 20' must save versus paralyzation or be deafened. The sound of the explosion has a 60% chance of causing spell casters to miscast magic (-5% for every level of the spell caster). In addition, the smoke from the explosion is acrid and thick. In a confined space it can obstruct vision. If a black powder weapon is fired in a confined space, then treat as if there is 25% concealment (-1 AC) for all those within 10 feet. This will increase if there is no ventilation at hand and shots are fired in successive rounds (50% concealment the next round, 75% the third round). The smoke will dissipate after three rounds if no further shots are fired.

Early black powder weapons require frequent cleaning in order to avoid misfiring, jams, or even explosions. The arquebus could be as dangerous to the wielder as it was to the enemy if it was not properly cared for. On an attack roll of 1, the weapon is fouled at this point and required a minimum of 30 minutes of time to clean, an additional roll must be made on a d20 and another roll of a 1 indicates that the weapon explodes causing 1d8 points of damage.

Appendix B: Quasi-lycanthropes:

Quasi-lycanthropy (as the name would imply) are not were creatures in the traditional sense. More akin to a spiritual possession than a magical disease of the blood; quasi-lycanthropy grafts the spiritual aspect of a powerful totemic animal onto a human host. In most cases, this is a parasitic relationship and not a symbiotic one (although those do exist and are common in shamanistic cultures). Those afflicted with quasi-lycanthropy are usually of weak moral character and easily manipulated. Often suffering from some addiction, the spirit totem usually amplifies the addictions and predilections that the host suffers – feeding off the ensuing psychodrama. Due to the often times destructive nature of the relationship, the lifespan of those afflicted with the manifestation are usually brutally short – consumed by their passions and addictions.

Two of the more commonly encountered parasitic relationships are the aspect of the wolf (the Amarok spirit totem being one of the strongest and most common of these) and the aspect of the rat. Unlike traditional lycanthropes, quasi-lycanthropes don't transform into animalistic forms. They do however, assume bestial aspects such as nails growing into claws, canine teeth elongating and hair thickening and becoming more fur like. Below are the stats for a typical wolf and rat quasi-lycanthrope:

Rat quasi-lycanthrope

Hit Dice: 3

Armor Class: 6 [13]

Attacks: Bite (1d3), Weapon (1d6)

Saving Throw: 14

Special: Control rats, lycanthropy, hit only by magic or silver weapons

Move: 12

Alignment: Chaos

Challenge Level/XP: 4/120

Rat quasi-lycanthropes are often found in cities, wherever they can best be a part of the vice and graft of the seedy underworld. Often they are compulsive gamblers and frequent gaming establishments. This compulsion often tends to be their undoing as they tend to eventually run afoul of powerful crime bosses. Like true were-rats, they can control rats but to a lesser extent (50% effective). They tend to be stealthy, surprising opponents on 1–3 on a d6.



Wolf Quasi-lycanthrope

Hit Dice: 4

Armor Class: 5 [14]

Attacks: Bite (2d4)

Saving Throw: 13

Special: Lycanthropy, hit only by magic or cold iron weapons

Move: 12

Alignment: Usually Chaos

Challenge Level/XP: 5/240

In most regards, the wolf quasi-lycanthrope is similar to a werewolf, but is not susceptible to the phases of the moon or silver. Cold iron however does have the same effect as silvered weapons on more traditional werewolves. Particularly strong Wolf Quasi-lycanthropes can infect others with their psychic affliction in a sort of possession (save versus magic or become feral for 1d4 rounds attacking all within range). Quasi-lycanthropic wolves tend to have strong predilections to alcoholism or drug addiction which often results in an untimely demise through substance abuse.



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Product Identity: Delve! Zine, Ostensible Cat, Ostensible Cat Design

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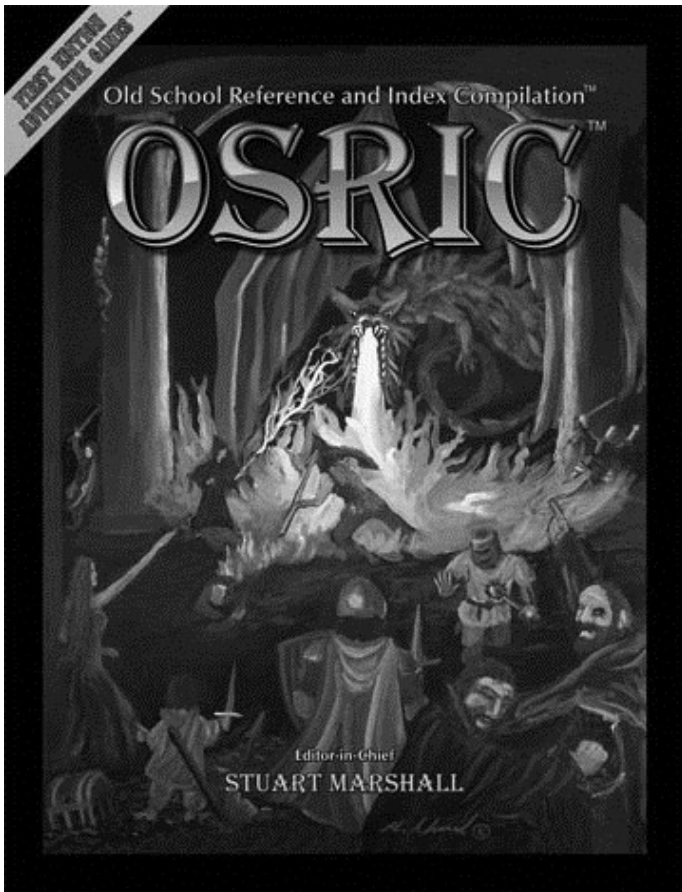
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