



## A Knight on the Town

As is the want of most characters after investigating monster strewn caverns and dungeons, risking their lives for a handful of gold pieces and a magic sword, they will want to make towards town to spend their ill-gotten booty and relax for a few days. But it's the GM's job not to make it that easy.

## A Warm Welcome

Have characters reach the town about mid afternoon (stretch time, post hold-ups, whatever). A small stream of people are in line to enter the town, merchants plying wares, traders transporting cargo from one town to another, farmers bringing in produce to sell.

The city guard makes sure that the line moves quickly and efficiently without too much disturbance. Soon the characters will be inside and making for the nearest tavern, well that's what they think.

The officer-on-duty has decided to give the characters (probably a rough looking sort) a thorough going over. He is not singling them out for harassment, he is just making his 1 in 10 choice to know the nitty gritty about travellers in his town. The characters will be asked to follow the guard and taken into a holding room where they can be interviewed.

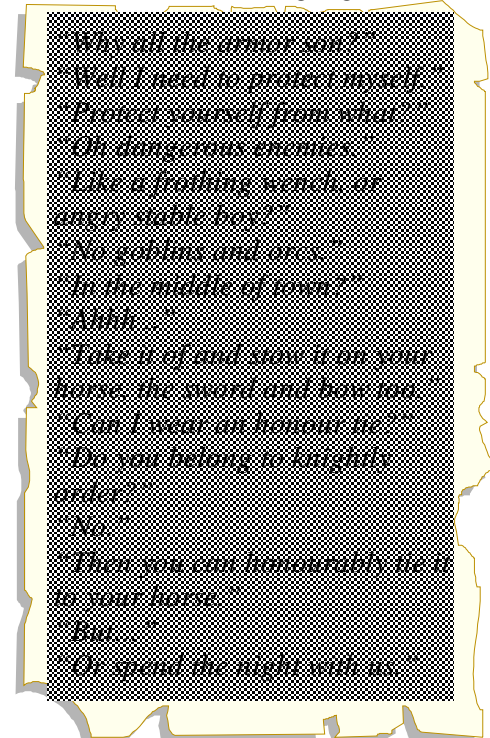
Here, the officer-on-duty will start with the basic questions:

*"What business do you have in town?"* – the officer expects no nonsense, if characters offer answers like "to kill the king" he will respond by arresting them. He is just doing his job making sure unsavoury characters don't enter causing trouble.

*"What goods are they carrying?"* – the guards also work as excise men and so have to tax any items

brought into town. As they usually tax large quantities of material (such as what merchants bear) the characters have little fear here, however they are also on the lookout for easily concealed contraband items. A character carrying any poison will have it revoked (assuming it is found) and be grilled separately in a very thorough manner. Unsatisfactory answers will lead to incarceration.

Also given special consideration are characters that are heavily armed and armoured. The guards work hard to keep the town peaceful and mobs of heavily attired mercenaries put people on edge. The town is supposed to be a safe haven, why then, the accoutrements. The guards will tell such characters that they have to remove and stow away their armor and weapons (daggers and knives are ok to wear though). If they bitch about it then the guards will be very wary, tightening the grip on their weapons. Such a conversation might go like this:



*"Where have they been recently?"* – essentially just fact finding. There are no laws about where travellers can and can't go, and if there were how do they enforce them effectively. Characters

having visited lands known to be the haunts of goblins, orc and the such relatively unscathed will be looked at with suspicion (“Really, and what where you doing there?”).

If the characters try anything they will have to deal with the 6 ready guards in here. The guards outside know what the drill is - anyone taken in for an interview will be released by a guard coming out first. If a character comes out first then they will attack them assuming the worst situation in side. There are another 6 guards outside, and many on the walls with crossbows.

**Guards:** Lvl 3; Size M; BMR 12'; Init 8; DB 40; Hits 74; Attacks 60 Polearm, 40 longsword; Outlook Prot.

**Captain of the Guards:** Lvl 5; Size M; BMR 12'; Init 12; DB 60; Hits 104; Attacks 52 polearm, 78 longsword; Outlook Prot.

**Ground Level Gatehouse Map**

**1 – Right Gatehouse Tower:** This room is where characters will be taken for their interview with the officer on duty.

There is a desk where the officer can sit and take notes, a table where guards can take a break (but not during an interview), and a fireplace for cold nights and winter days.

Behind the desk is a short term holding cell where prisoners are kept before being moved to the central jailhouse.

**2 – Left Gatehouse Tower:** This room is designed for the comfort of the guards on duty and has a table to rest

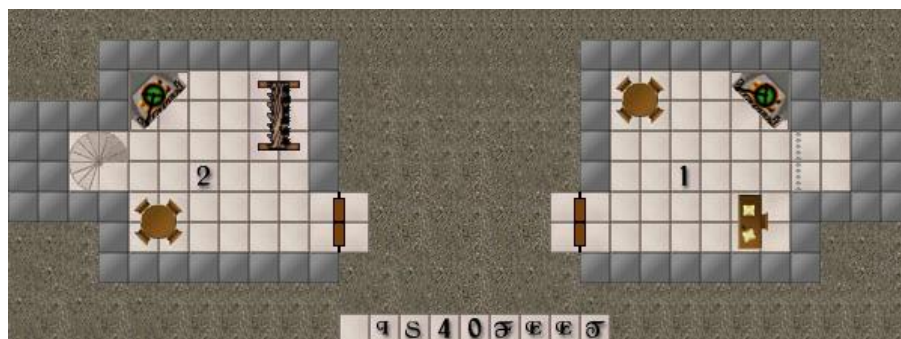
at, a fireplace to warm oneself by and a weapons rack where weapons can be stored. At the back of the room is a spiral staircase leading to the walls and others rooms above. The room immediately above contains siege supplies of arrows and such, and the third floor is the observation room where 6 guards (in both the left and right towers, treat as guards but with skill in crossbow instead of polearm) with crossbows watch on events at the gate and further afield.

**Arrested**

Should characters be so unfortunate or stupid to be arrested then they will be incarcerated in the short term cell (after being stripped of all weapons and armour) and moved to the central jailhouse where they will be kept for 24 hours.

After that they will be tried for attacking the town guards and causing a disturbance. Causing a disturbance carries a fine of about 5cp but attacking a town guard is more serious and carries a penalty like flogging.

If they wish to escape and/or be truly antisocial kick them out of town and find another dungeon for them to raid because your wasting your time here.





### Into the City

Should the characters have made it past the interview, they will be allowed to enter the city proper to conduct their business. Now we can throw a few city encounters at them.

### Alnas the "Hand"

What would any city be without a thief picking pockets. Not 20' in is a promising young thief looking for rubes entering the city laden down with coin. He will target a potential victim and then move in for his booty.

**Alnas:** Lvl 2; **Size** M; **BMR** 12'; **Init** 8; **DB** 12; **Hits** 63; **Attacks** 35 Dagger, 25 brawling; **Outlook** Greedy.

**Skills** Disguise +36, Pick Pockets +51, Stalk & Hide +51

### Run Away Cart

Further along the main drag (where the taverns are most likely to be) a hapless trader has lost control of his horse and cart and they are careening down the road towards the characters. Initially all they can hear is a commotion. A successful Hard (-20) Perception roll will allow them to pick out the sound of a galloping horses hooves above the din of the crowd.

Allow a round for them to make actions. However doesn't leave the road will need to make Hard (-20) maneuver roll to avoid a +50 Large Krush being inflicted on him as he is trampled underfoot.

Really banged up individuals can seek healing (should they not have their own) at an apothecary ("just around the corner sir, marked with the sign bearing an herb") or the local temple of Dina, Goddess of Healing.

### The Widget Salesman

The next encounter has a more infuriating tone to it. Brakkan the

honey tongued is out today trying to sell his wares.

He will pick on one target (the most insipid looking) and try to sell him a spade (it doesn't matter what it is as long as you are sure that he doesn't want it and is not likely to need it). Don't make rolls on any influence table or the commerce and trading table, argue with him.

Tell him of all the benefits that a spade has and don't take no for an answer, but as another opportunity to point out how useful a spade can really be. For example some benefits might be –

- "Look at this beauty, an iron head with a stout wooden shaft."
- "Finest craftsmanship in town," an Appraisal roll will determine that it is of good quality, nothing special.
- "Fine cutting edge for fast hole digging."
- "No need to leave dead companions out to attract scavengers."
- "Great for digging pit traps, why wear out your sword arm?"
- "Just right to bury waste to keep vermin away."
- "Handle allows extra leverage for really big scoop."
- "Ingenious crossbar provides more force when digging down."

Brakkan is asking 30% more for the item (21 sp in the case of the spade) and can be haggled down to 60% of the value (10 sp for the spade, anything less and he makes no money).

If, somehow, Brakkan can make no sale he will desultorily wander off (at least until he finds another target). Just to be mean and nasty though, on the next adventure when the characters are in a jam mention that if they had a spade they could get a +20 bonus to the roll.

### Critter Alert

Within sight of the tavern the characters spirits might lift in thought of lifting a few spirits (yeah, why did I bother).

Suddenly all around cries of alarm and panic can be heard. People run and mill about and over the din can be heard “monsters, monsters.”

A group of lizardmen have come up through the sewers, strayed too far from the drain and gotten lost in the city. Now they are trying to find a way back. As they characters take the situation in, further ahead can be seen 7 figures darting from one street to another. A city guard calls the characters to help (he has the authority to deputise citizens as required, it is an offense to refuse, though intrepid adventurers should jump at the chance). Obviously the characters can get their weapons but they won't have time to put on armour (even if you assume it takes 1 minute to don leather that's 30 rounds). They can however strap on greaves, bracers, and a helmet while running, making maneuvers 1 level higher.

Characters start two rounds behind the lizardmen, who have a BMR of 14' and are moving at a Fast Run (x3, Hard). Any round that the characters catch up to them they can fight them. The lizardmen will prefer to go full offensive initially because they are more interested in getting out of there. The chase they lead will go through many areas.

*Just Passing Through:* The lizardmen will enter a two-storey house in an effort to evade and confuse their followers.

**1 – Entry:** The door to the front of the house has been barricaded with a chair against it. Forcing it requires a Hard (-20) Strength roll.

**2 – Office:** The merchant who lives here uses this room to conduct business here. It is otherwise empty.

**3 – Dining:** This is where guests are entertained and the family spend leisure time. Currently they are all huddled in the furthest corner behind the table bar the merchant who is bleeding profusely though a wound. A character may bag himself a Light Minor Personal goal for healing him.

**4 – Servants room:** This is where the two servants sleep. It is unoccupied.

**5 – Closet:** All sorts of household odds and ends are kept here.

**6 – Kitchen:** This is where meals are prepared and doubles as a laundry. The two servants are hiding in the alcove between here and room 3.



**7 – Landing:** A lizardman is bringing up a rear guard from this position and will fire his short bow at anyone in the corridor past room 5.

**8 – Bathroom:** A fairly luxurious home, it has a tub of water for bathing. A species of clams are dumped in to clean the water.

**9 – Bedroom 1:** The oldest girl sleeps here. It has a window to the roof, used often by her paramour.

**10 – Bedroom 2:** The younger son sleeps here. It is hoped that he will take up the family business but he has dreams of being a troubadour. It has a window to the roof.

**11 – Master Bedroom:** The merchant and his wife sleep here. Her pretty baubles have been swiped by the lizardmen as they passed through using the roof window to exit.





*Skipping Through the Night:* Next the lizardmen will try to lose pursuers over the rooves of local houses. They will pick the smaller gaps of about 10 to 15' feet to cross the block. Each lizardman and pursuing character needs to make a Jump roll in order to the distance. Anyone who fails can make a Hard (-20) Acrobatics/Tumbling maneuver to grab the edge of the roof. Anyone who falls takes a +25 Small Krush attack. Assume the lizardmen have +50 to their Jump roll. There are three jumps to be made.

*You Break it You Buy It:* The lizardmen have spotted a sewer entrance below and need to reach the ground floor. They decide to climb down through the building they are on, the shop/craftroom of a potter.



**1 – Bedroom:** This room has a double bed for the potter and his wife as well as a single bed for his young son. The lizardmen

enter through a ventilation louvre on the roof.

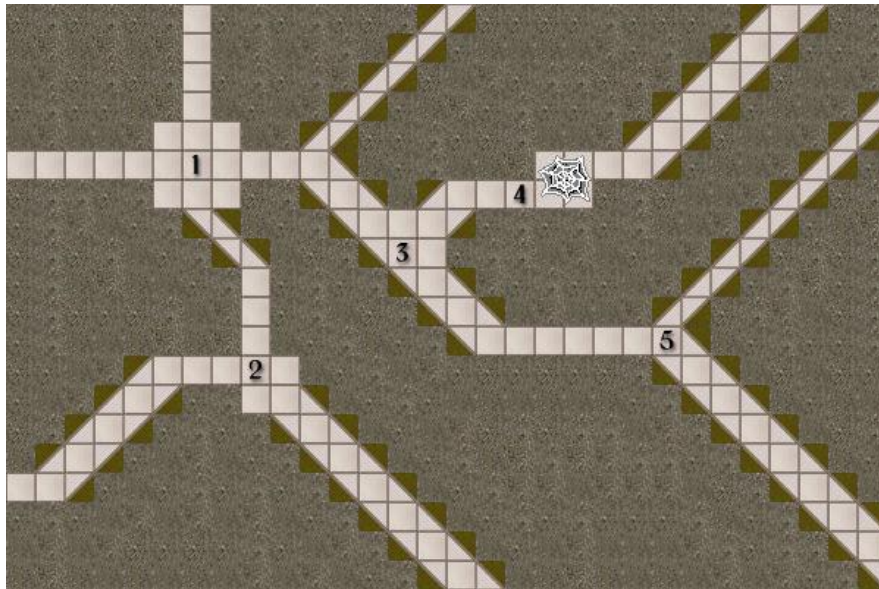
**2 – Living area:** Commoners can't afford the expense of separate living/dining areas so this room does it all. A fire on the wall for heating cooking and a table for eating. The wife and child are hiding under the table.

**3 – Showroom:** Downstairs is the showroom. The potter is angry over all the pots that have been knocked over as the lizardmen swept through here. He will beseech the characters to be careful. Indeed if they aren't they may destroy more pottery. Get them to make a maneuver roll with the difficulty determined by their pace. If they fail then they knock something else over and make the potter angrier.

**4 – Workshop:** This is where the potter makes his pots. He has two apprentices who help him. A large oven bakes the pots.

*What Lies Below:* Having made it to the sewers (assuming the characters haven't caught them all) the lizardmen attempt to leave the city through the aqueducts down here. At this point the guard that deputised the characters is not so keen to catch the lizardmen as to make sure that they are out of the city. The sewers are a 15' diameter circular causeway through which flows water about 2' deep (mid-thigh). As it is a means to channel effluent it is a tad stinky and gross in here. Naked flame is not recommended due to pockets of methane (increase any fire effects one level, say opps to fumbles). Mucking through here may also attract disease. When the characters leave get them to make a make Medium (+0) Stamina (RR). If they fail then each day they will take a Tiny Internal Poison critical until cured with something like Mur (page 125).

**1 – Sewer Entrance:** The characters enter the sewer from a drain above into converging aqueducts. From here they need to make a Very Hard (-40) Tracking roll to follow the lizardmen.



A successful Tracking roll shows that they went in the direction leading to area 3.

**2 – Slime Chamber:** Scum has collected in this area and developed into a toxic form of slime. Characters can notice the slime with a Light (+20) Perception roll if they are actively searching.

Characters who don't notice it will walk through it taking a +50 Small External Poison critical.

Moving further from this chamber is going in the completely wrong direction. Have them wander about for a bit before deciding to chuck it in.

**3 – The Junction:** Here two water ways converge. Characters will need to make another Very Hard (-40) Tracking roll to determine that the lizardmen have gone in the direction of area 5.

**4 – Spiders Lair:** Strewn across the roof of this collection well are a mass of sticky webs which the characters can notice with a Medium (+0) Perception roll.

Also domiciled in here are 5 lesser spiders.

**Lesser Spiders:** Lvl 3; Size S; BMR 12'; Init 8; DB 70; Hits 30; Attacks 60 S-Puncture, 70 S-Puncture (poison); Outlook Hungry.

**5 – Resting:** Whatever lizardmen are remaining from the chase are resting here. They will be on guard and will fire at anyone they detect coming up the path.

**Lizardmen:** Lvl 4; Size M; BMR 14'; Init 4; DB 95\*; Hits 80; Attacks 70 M-Slash, 60 club or shortbow; Outlook Aggr.

#### Quaffing Time

After extracting themselves from the sewers, having either slain or chased the lizardmen away, the guard will be happy enough to shout them an ale and take them to the nearest tavern.

However, no sooner has the ale hit the table than a burly farmer is thrown onto it, smashing the table and spilling their ale. A barfight ensues.

Combatants can only use brawling or daggers, anyone drawing a melee weapon will be reviled and receive 1d10 +5 Small or Tiny attacks from incensed individuals.

A few rounds later the guards will turn up and arrests will be made, possibly involving the characters. Maybe they can get that ale tomorrow night!

