FROG GOD GAMES ADVENTURES

Waypoints



Cat's Cradle

SYSTEM NEUTRAL

Waypoints

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ADVENTURES WORTH WINNING

FROG GOD GAMES

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Table of Contents

Welcome, Traveler! 3
General Store 3
Bazaar 6
Armorer 8
The Gaol 11

Welcome, Traveler!

Welcome, traveler! How many days' journey remains until you see your destination? Adventure is what your players crave. They seek fortune around every corner, but alas, glory is often found in remote locales that require a perilous journey before they can even begin their quest. Expeditions do not happen instantly, and the journey can be an adventure all its own. What will they find? Where will they stay? Where can they get a drink on the way?

All the mechanics within the text are general and designed to apply to any popular tabletop roleplaying game system. Some names and descriptions might be provided for NPCs, but you are left to your own devices for exact details of NPCs and their stats

General Store

Role in the Campaign

The "General Store" is an establishment that only appears in towns or large communities. Smaller hamlets and villages do not tend to have a sufficient customer base to support such businesses. In a medieval type campaign, most non-city dwellers are self-reliant and independent as far as household items and implements — something often difficult to remember from the perspective of a modern, industrialized society. The General Store is predominantly available to provide a community either with crafted items not readily obtainable in a region, or they are located on a well-traveled road or riverpoint where caravans in need of specific items quickly are encountered. In many circumstances, the proprietor of a General Store purchases odds and ends from passing peddlers and sells them at the store for a profit. Thus, most communities with a store will not have a bazaar for traveling merchants, and the General Store owner can be expected to be hostile to any such competition.

While every General Store will try to present itself as an emporium of items from near and far, most will tailor their inventory to the local community. Farm plows will not easily be found in a fishing town, nor will boat anchors in a landlocked territory. An occasional odd item might be evident because the merchant got a good deal on it, or maybe took it in trade or even lost a bet and got stuck with a (to the owner) useless item they just want to get rid of. But this shouldn't be too frequent, else the characters will think of every General Store encountered as a medieval Super-Big-Mart with everything in the rulebook available for listed purchase rates. Not so; and Game Masters should discourage this mindset. Otherwise a store becomes nothing more than a convenience store writ large with no personality or interest.

Adventure Hooks

The following are a few ideas on how to get a party of adventurers involved with a local General Store and its proprietor.

1. The local store owner is selling refurbished armor and/or weapons at a greatly reduced rate from the standard costs one would expect. This can be due to an innocent exchange in which the local store owner got a good deal, or on the other hand they might have something more malicious in mind. Perhaps the proprietor is taking armor and weapons from an old battlefield grave, refurbishing them and selling them at profit. In such a case, perhaps the spirits of those long-dead warriors are angered at their rest being disturbed, and seek revenge upon both the seller and purchasers alike.

2. A mischievous haunting has invaded the store and the frantic owner needs assistance in getting rid of it. This can be a true spirit, a small fey causing mischief, or even pranks of a local group of children upon the mean old proprietor. If the party finds the children out, and are too cruel to them, keep in mind that one of them might be the son or daughter of the local Mayor or Reeve, with all the trouble that can entail.

3. The store owner's merchandise is of poor quality. This is a result of the past several caravans being assaulted regularly by brigands on the trade road or river. The local constabulary cannot — or will not — stop the depredations, and the store owner needs some assistance. They prefer to hire outsiders, as they believe it is less likely that these allies will be under the influence of local interests. The store owner will pay for the assistance, either in coin or in supplies. As usual, this can be all it seems, or perhaps the local Reeve is taking a bribe to ignore the brigandage. Or the Reeve just might be incompetent. Stupidity is often more at fault for poor performance than evil intent, especially in government!

4. The adventurers are exploring a large dungeon or wilderness area and have gravitated to a single town and its General Store for equipment and refit. The store owner is friendly, has good supplies (not easy for dungeon delvers to find) and on occasion cuts the party a deal of 5-10% off a large purchase. The next time the player characters return to the town, they find their friendly store owner in the stocks and the shop closed by the local constables. The proprietor is accused of selling junk to locals and even of stealing customers' purses while they shop in the General Store!

Naturally, the shop owner protests his or her innocence and begs for assistance from the kind adventurers.

At this point, unless the characters are of hard hearts and evil dispositions, they have a bit of a quandary. Do they forcibly free the shop owner? This might gain the proprietor's freedom, but won't restore their business. Do they post bail with the reeve? In such case the adventurer in question must remain in town as a guarantor of the store owner's good faith. Perhaps the party can disclose the duplicity of the constabulary, or perhaps of another town resident wanting to start their own store and trying to eliminate the competition. Perhaps the charges are true, and the store owner is a thief who was simply waiting for a good chance to rob the adventuring party? The Game Master can make this scenario as complex or as simple as they wish. Regardless of the variations taken, the party might not look at a simple General Store the same way again!

The General Store of Brisbourne of Lakeview–Layout

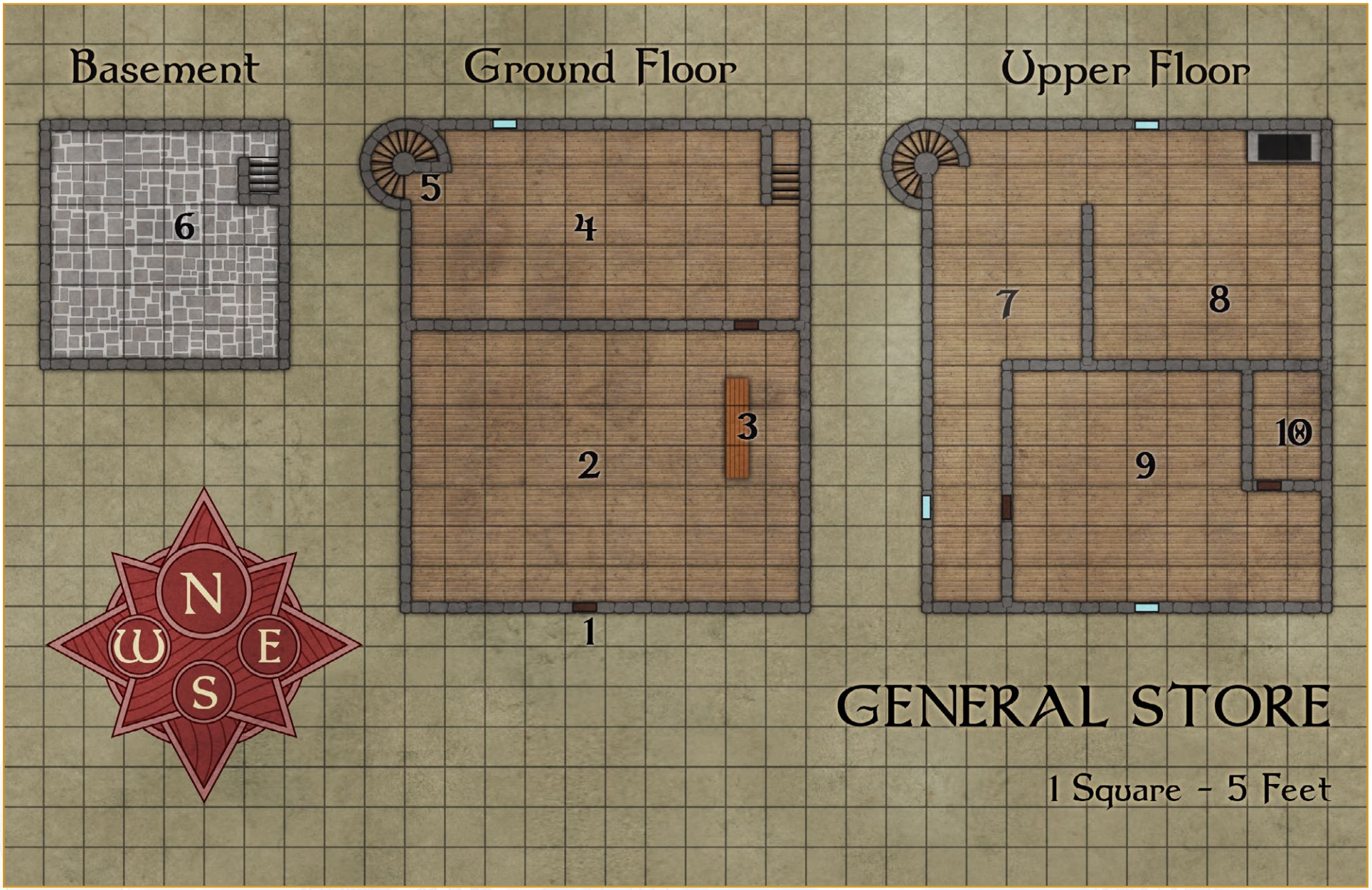
1. Entryway

The door to the store is painted a garish yellow, with the upper half used as a sign which depicts an elaborate "B" surrounded by various commonly-used items such as a barrel, wine bottle, hammer, bundle of rope, saddle, and plow blade — all in bright red. The door is wooden with iron reinforcements and two bronze locks (he believes in security). The hinges of the door on the outside, so it would be simple to remove the pins and lift the door out of the way. Brisbourne is shrewd in business dealings but not bright in most other matters.

2. Sales Room

The front two thirds of the ground level of this shop are dedicated to the large number of miscellaneous items Brisbourne offers. Rather than give a list of items, use the table below to see what is being offered.

If a customer requests a particular item, roll 1d100 to see if Brisbourne has the item. If the number rolled is half or less of the score needed, he has several items of its type for sale. If the roll is more than half, then he has one such item and will offer to sell it for 2 times the standard price. If the item is available but the roll is within 5 of the target number then he demands 4 times the standard price — he emphasizes the difficulty in obtaining such a fine item in these parts (regardless of the truth!).


Basement
Ground Floor
Upper Floor
6
5
4
3
2
1
7
8
9
10
N
W
E
S
GENERAL STORE
1 Square = 5 Feet

Category of Item	Present on 1d100 Roll of
Groceries	01-80
Travel rations	01-50
Tents and camp gear	01-40
Farming equipment	01-60
Hunting & Fishing gear	01-40
Clothing	01-70
Carpentry items	01-45
Saddle & Tack	01-55
Grooming items	01-40
Armor	01-10
Weapons	01-20
Miscellaneous	01-50

These rolls will be in effect for a period of time usually from 3-6 days (1d4+2) unless you decide a caravan comes through the town and thus more items could be available.

3. Exchange desk

Here is where Brisbourne handles any final sales, dropping the coins into a slot built into the wall behind the desk. This slot drops into the basement where an iron box with a similar slot will receive coins from the day's sales.

Brisbourne Harrison carries a hunting knife (treat as dagger) and wears canvas and wool clothing in a slovenly fashion. His purse holds 1 silver piece and 2 copper pieces.

If customers demand it, Brisbourne will provide a receipt for a purchase with scrap papers on the desk and a quill and ink stand. His writing is very poor, however, and most people will have trouble deciphering the scrawl.

4. Back Room

This area can be entered through a locked door from the Sales area and through another locked door leading outside to the back of the building. This area is where Brisbourne assembles recent products imported from caravans or bought in bulk from local farmers. There are some valuable items in this area, but it will take hours to search and find them all — a project Brisbourne is unlikely to approve of.

There is a wrought iron spiral stairway leading upstairs to Brisbourne's apartments, and the door is locked with two separate locks.

5. Basement

Various crates and kegs of dry foodstuffs may be found here, along with the aforementioned chest against the wall which receives the coins from sales. They travel through a copper pipe which allows the coins to land into the chest directly. Anyone wishing to get to these coins must break it open or pick the lock. The chest contains 4-40 (1d10x4) gold pieces, 6-60 (1d10x6) silver pieces and 10-100 (1d10x10) copper pieces, depending on the time of day and how long it has been since Brisbourne has emptied the chest.

Second Floor Apartments

6. Stairs

The door at the top of these stairs is wooden but with reinforced iron fittings and has a well-made iron lock.

7. Den

This room is the place where Brisbourne drops off various articles of clothing or whatever he's holding when he's moving from the stairs to one of the other rooms. As a result, it is very cluttered, with several pairs of clothing apparel lying on various pieces of furniture. In truth, most of the furniture is simple wooden stools and upturned crates or bins. Brisbourne, being stingy, skimps on most of his domestic items. A search of the room will find bits of clothing, leather belts or shoes, pouches, hats, and whatnot; none of it being worth much. No valuables will be here: Brisbourne does keep careful track of those!

8. Kitchen and Pantry

This area is normally where meals are prepared, but alas Brisbourne isn't much of a cook. There is a keg of cheap ale on the sideboard with a tap on it, and a couple of loaves of bread that aren't too moldy. A half of a cheese wheel is found in the side pantry (no door to this alcove) as well as dusty tin plates and wooden mugs. There is a small fireplace in here, ostensibly for cooking but there are cobwebs in the chimney and the ashes in the grate are obviously old. Behind one of the loose topstones near the ceiling is a small metal key that goes to the hidden safe in room 9. Count any search attempt as searching for secret doors, and the player must specify that their character is looking on the outside of the chimney stones (not just the hearth or grate).

9. Master Bedroom

This is the bedroom used by Brisbourne when sleeping (which he does about 6 hours a night; from 11 pm to 5am). Like the rest of the apartments, it is messy and rather plain. The furniture is roughhewn and has been obviously repaired several times to avoid purchasing new items. The bed has a feather mattress, but the feathers are so old that a permanent dip in the center has been created and the stuffing is more bits of feather than anything. A wooden chest of drawers stands on the opposite wall from the bed and has a brass mirror over it (which needs polishing). In the drawers are piles of commoner's clothing, unkempt but clean. A short, wood-plank cabinet with a rusty iron chamber pot within it located to the left of the doorway completes the "furnishing" of this room.

If the chest is moved, one will find a loose bit of wood in the wall that hides a locked safe. Within the chest is 100 gold pieces, 221 silver pieces, 400 copper pieces, and 4 gems (500 gp, 300 gp, 200 gp, 200 gp). The key to the lock is hidden behind a loose stone in the fireplace kitchen and no amount of persuasion will convince Brisbourne to give its location.

10. Storeroom

This room is a storage area for furniture, pots, pans or other items that are useless but Brisbourne, being a packrat, can't throw any of it away. If the characters wish to spend valuable time searching through it all, then by all means let them. Such treasures they might find are a pot with the bottom rusted out, one shoe, a hat with half the brim missing, a dead rat (probably mummified), a book on carpentry, a sword blade with no tang or handle, and other such "finds" of dubious value

Bazaar

Role in the Campaign

In the rural areas of a fantasy world, the Bazaar is the trading lifeblood of a region or Kingdom. All too often, merchants are localized and specialize in the needs of the community where they are located. As noted later, the village or town merchants do not carry many items from other lands and certainly not in any significant amounts. Roving traders on the other hand, make transferring goods from one place to another via caravan routes as their bread and butter. This isn't always a desirable lifestyle, and many traveling merchants would gladly give up their tents and wagons for a more permanent site within a town's wall but poverty, competition and other incidences may make such a choice impossible.

Despite the danger of brigands and monsters, the traveling peddler gives much variety and news to the hamlets where they pitch their tents. In villages on trade routes, a section of the town is set aside for these travelers to assemble their tents and set out their wares for as long as they wish. These areas are the Bazaars, and the one thing a visitor can count on is that within its area one can never predict the wares that will be on sale, even from day to day. This makes a Bazaar an excellent location for you to set interesting gossip, rumors of wars, merchants needing to hire caravan guards and unique items to be bought or sold by the characters. The unexpected abounds at any Bazaar, and many an adventure awaits the unwary…whether they were looking for one or not!

Adventure Hooks

The following are a few ideas on how to get a party involved with a local bazaar and the various merchants within.

1. An item the characters purchased from a merchant in the Bazaar is later commandeered. The characters are informed by the local constabulary that it was stolen from a noble's carriage. The character who bought the item in question is then asked to bear witness to the merchant in the Lord's Court. This can be all it seems, with it simply delaying (and annoying) the party members. Or, it could be a patently false court with the noble obviously making up the evidence in order to take the merchant's goods and have him flogged; a conundrum for goodly folk in the party. If the adventurer refuses to give witness, they might be arrested as an accomplice and get to visit the local Gaol.

2. A merchant sells one of the characters an expensive-seeming item, but the next day the dweomer cast upon the item fails, revealing a shoddy piece of junk in its place. The merchant might have fled the Bazaar or might instead still be there but disguised with a new identity. As merchant tents in the bazaar can change from day to day, the "new" merchant claims no knowledge of the transaction or of the "other" peddler. Another possibility: the trader might run a racket with the agreement of the local village Reeve, the Reeve pocketing a cut of the profits and the merchant warned only to sell such junk to visitors and not locals.

3. An odd tent has set up in the local bazaar in the village the party is traveling through. It seems to only sell small brass trinkets of butterflies, spiders and other insects. They are cheap, most only for one or two coppers. However, people seem to be fascinated with the pieces, and some queries will reveal that people in the village who bought these items are disappearing. The proprietor of the tent is a short, sleepy-looking fellow who insists that the brass and copper jewelry are harmless and come from a far away land.

This could be pure coincidence, in might be that the bugs are focuses for a Charm Person spell (so the merchant can sell these people later for slaves), or might just be a simple fascination effect that causes the wearers to wander off in a random direction. A more sinister effect could be that the trinkets polymorph their victims into real insects; either normal sized or giant sized. Spiders, Ticks, and Centipedes — oh my!

4. One of the traveling tents has a de-clawed and de-fanged ogre in an iron cage. The barker running this "monster display" offers 100 gold pieces to any person who can stay 10 minutes in the cage with the creature without being pinned. The fee is 5 silver pieces to enter the cage, with the trader counting the time in front of the audience. Participants entering the cage must be unarmed and unarmored, and no magic use is allowed. This can be what it seems, a good-natured wrestling match or something more nefarious. In the latter case, this might be a secret slaver who specializes in gathering fighting slaves for gladiatorial games, and the ogre-wrestling is a "test" to find those capable of either defeating the brute or even giving it a hard time before victory. Those who win or even just give the ogre a good fight will gain the acclaim of the public, and later that evening will find themselves toasted at the local tavern and given several drinks "on the house." Unbeknownst to the character receiving this bounty, the barker slips a slow-acting sleep drug into their drink. As part of its properties, it imitates the effects of drunkenness and so might escape detection until the morning. In the night, the barker's flunkies attempt to kidnap the adventurer and slip away before dawn. This works well for the slaver option, but could also be a rough way of finding a sufficiently heroic figure to aid the barker's own village in its hour of need. You can make the results as malicious or generous as you wish.

The Bazaar Grounds

There is usually no real organization to the layout of tents and wagons in the average Bazaar, and even less direction; with meandering walkways spiraling at random and many dead ending with little or no notice. Foodstuffs, leatherwork, and other goods abound in this place, with prices varying depending on whims and local economic situations.

There are usually anywhere from 5-16 (1d12+4) stalls with wares on any given day. You should use the below table to determine the type of merchants if none are prepared or if time demands a quickly rolled random merchant.

Die Roll (1d12)	Merchant
1	Brewer/Winemaker
2	Astrology/Soothsayer (Roll 1d6: 1-4 Fake, 5-6 True Medium)
3	Purveyor of Armors and Weapons
4	Bowyer & Fletcher
5-6	Grocer selling fruits and vegetables
7	Livestock
8	Fine Arts (Roll 1d10: 1-2 Sculptor, 3-4 Painter, 5-7 Glassmaker, 8-10 Pottery)
9	Furrier
10	Books & Scrolls (non-magical)
11	Jeweler
12	Chirurgeon

There can be several of the same type of merchants selling in the square and the choices may change from day to day at your discretion, as traders enter and leave along the caravan route.

Some examples of hawkers are given below.

1. Soothsayer

Ravenna Stareye is an older human woman covered with a shawl that dangles various trinkets and occult symbols. She speaks obscurely and gives only the vaguest answers to any questions until a reading is paid for. If a reading is purchased she will put on a good show, with colored lights blinking within a crystal ball (real dweomercraft or light spells) and will make several obscure sounding predictions. However, her last prediction for each customer will always be true, though the adventurer might not believe it After all, the others were obviously fake, weren't they?

Ravenna Stareye carries a dagger underneath her coin belt and baubles as well as a *potion of clairvoyance*. She has 11 gold pieces, 8 silver pieces and 14 copper pieces in a red painted skull in the back of her wagon.

2. The Emporium of Kalhaled

Kalhaled is a foreign-looking merchant who has his tent set up in the local Bazaar, but the odd colors of the tent and wares make him stand out from all the others. He ostensibly sells spices and exotic statuary but has an assortment of odds and ends from far-away lands. Any adventurers investigating will find him to be a cultured fellow with an odd accent to his speech, but friendly enough. He offers them a special item that he feels would be of use to

discriminating adventurers such as the characters. This is a blue-tinted crystal ball with a human skull placed within. The skull is set within the solid glass and is not loose in the orb, and there are no seams or holes to give a clue as to how the skull was placed within. He has a long-winded story of how it was taken from a Lich's tomb and how it has unknown powers, but other than the curiosity of the seamless glass orb it is nonmagical.

Kalhaled carries a +1 dagger in his robes and wears a *scarab of riposte*; the scarab's magic insures that the first blow aimed against its wearer will always miss. This applies to each attacker in turn, but subsequent attacks are resolved as normal. He has 5 gems worth 10, 40, 60, 100 and 150 gold pieces respectively. In his cashbox is 21 silver pieces and 43 copper pieces.)

3. Black Brews and Liquors

Morian Matthews is a slovenly fellow with a patched and fraying tent. Within the tent are several kegs and bottles, some with various pungent liquids leaking out at corks and seams. Despite this aberrant appearance, his products are very fine, with quality being among the best an imbiber has ever tasted. Morian will refuse to give any recipes, but if offered a bribe will gladly take the money and give the solicitor a false recipe. This recipe will be complex, with the idea that by the time the purchaser attempts to make a batch Matthews will already be on his way.

Morian carries nothing in his belt pouch, but keeps a rusty dagger in his boot when he remembers to (50% chance). He has in an unclean keg 12 gold pieces, 9 silver pieces and 24 copper pieces. The keg is full of brewing scum and the coins can't be seen at the bottom; they can only be found by feeling around in the slimy muck.

4. Jeweler

Padraig the Peg-leg is a dwarf who uses, as the name implies, a peg-leg to compensate for a leg lost during a mining tunnel collapse in his youth. Unlike the other merchants he doesn't stand outside his tent to encourage business; he is quite shy.

Those willing to make the effort to look in his tent will be well rewarded. His work is fine, and he only asks for one half the normal rate on such items. His quiet demeanor and reluctance to speak of his past might lead persons to believe he is selling stolen goods, but all his work is his own. He was banished from his community due to the cave-in that cost him his leg — his fellows thought he couldn't mine and was therefore useless. His skilled hand with fine jewelry belies this hasty decision by his kin. It will only be a matter of time before he is invited to stay in a town or castle.

Padraig carries a belt with many pockets holding various jeweler's tools as well as a *ring of protection +2*. He carries 5d4 gold pieces on his person and has over 300 gold pieces worth of rare gems and metals for his craft.



Armorer

Role in the Campaign

The world of fantasy can cover a variety of epochs, themes and locations from the ancient past to medieval lands to strange vistas of the future. One thing all have in common is that of warfare, and in a world prior to the discovery of gunpowder the armorer was the artisan most in demand for those who subscribe to the tenets of war. Forging weapons is a fine art itself, but protection from such weapons has always been the desire of combatants from the gladiatorial arena to the tournament field to the battleground of armies and kings.

The creation of armor is a specialized skill that takes years of study and practice to master. It is true that the average blacksmith can forge simple shield bosses or rough pot helms to protect the yeoman farmer turned fighter. But the forging of linked chain mail or articulated plates is beyond the usual smith's ability. Armorers are rarely found selling their wares outside a large town or city. While local armorers can be found in most large castles or keeps, they are usually retained by the local Lord or Lady to forge armor for the noble's retinue of warriors and will rarely be available to hire for custom work. If an adventurer is a friend of the aforementioned noble, or the aristocrat is somehow in the character's debt then perhaps they could impose on the armorer to repair extant equipment or forge new ones, but the size and quality will be based on the size of the boon and how amenable both the noble and the armorer are to the proposal.

Armorers who work only for themselves and have shops in towns will usually make chain or banded armors for sale. Helmets too, but rarely great helms or salats. Those styles of helm along with splint or plate mails will be very expensive to make and will require custom fitting. This can usually take anywhere from 4-6 weeks depending on how busy the armorer is at the time.

The armorer will have several examples of their art on display, though as noted earlier they will be the more mundane items for sale. Chain mail armors are the easiest to sell as fitting them for a warrior only requires the armorer to remove or add rows of links to make the proper fit. These removed rows of links can then be used to add to other suits or perhaps even the basis for new chain armor pieces themselves. Chain mail will usually be riveted, with young apprentices (with better eyes and smaller hands than adults) to insert the tiny rivet to close each link. In a high fantasy campaign this job could be taken by gnomes or halflings, as even adults would have better hand-eye coordination than adult humans.

Leather armors, even with metal plates attached to them (Brigandine) will be made by a leatherworker and only come to the armorer for the attachment of metal plates to provide appropriate rigidity to the defense. Helmets will probably need to be strapped by leatherworkers as well but many armorers will have arrangements with a nearby leatherworker to do such small attachments as straps and such; with a percentage of the sale going to the leatherworker on commission. Padded armors can be found here as well, though they will be sewn by a seamstress and will generally be for sale as padding to wear under the metal armors instead of armor themselves. These will be made for function not beauty, and someone wishing padded armor to wear by itself will probably wish to go to a tailor to have the garment's appearance improved.

The average shop has several rooms, and like most medieval shopkeepers the armorer and his or her family will reside on the second floor while the business covers the ground floor. Renaissance faires to the contrary, most armorers will have their forge and working equipment in the yard behind the shop instead of in front, so that the noise is kept from the front rooms as much as possible. This layout is also set to ensure that the heat from the forge and bellows will be able to escape into the outside air. The front room will be where the person keeping the receipts and sales of the armor (usually related to the armorer) will perform exchanges along with a few sample items of each of the wares for sale. Custom items will require the customer to speak with the armorer themselves and haggle on a fair price for the item. Stock items for sale can be paid for without even meeting the armorer, though most purchasers of armors will probably want the fittings of the armor to be arranged to wear well. This can sometimes be done by the armorer's apprentices, but major fittings will require the armorer's own touch.

Adventure Hooks

The following are a few ideas on how to get a party involved with an armorer.

1. When one of the characters purchases a new piece of armor from the local armorer in town, they later find that the item is magically cursed. Irritated, they go back to the armorer who denies ever having the item. This could be a simple bait and switch, or the armorer honestly didn't know it was cursed and is playing dumb — because if it got out they had sold a cursed item it would destroy the business. The denial of knowledge by the armorer could even be a possible side effect of the cursed item — after you get rid of it you forget you ever owned it in the first place.

2. During an overnight stay in town the character awakens in their room at the inn to find their armor stolen! While trying to discover the thief, they notice that their armor is now on sale at the local armorer's shop. It has been cleaned and buffed to a fine shine and the armorer denies any knowledge of thievery, only insisting that it was made that very week in the shop. This armorer is a fence for stolen pieces of armor from the local Thieves Guild. He has turned to this career as he's discovered that its easier just to get already made armor, clean it up and maybe modify it slightly and then resell it instead of the hard work of making armor from scratch. This armorer will probably have no apprentices and only the spouse would run the sales (less people to know the truth).

3. The armorer in the local community visits the tavern where the party are resting after the latest adventure. While there, the armorer decides that one of the party's fighters has *the* perfect form to wear their newest masterpiece of armor design. They will build a breastplate, helm or shield custom for that adventurer for free; but the recipient will have to stay in town for 1-2 weeks while this piece is built. The armorer is a perfectionist, and thus it might be as long as a month before the item is finished. It will be a fine item, giving an additional +1 to the wearer's Armor Class over and above normal. It is merely a question of patience. The armorer is a bit prickly in personality and will quit working on the project the moment they feel that the recipient of this 'honor' is not sufficiently grateful.

Armorer's Shop Floor Plan

1. Display and Sales Room

This room is large (25 foot by 35 feet) and has various armors, helms, shields and such like mounted on the walls surrounding the wooden table where the sales are completed. At the table is Roweena Kendrik the wife of the Armorer. She is tall with blonde hair and normally has a pleasant demeanor. But she is also a shrewd bargainer and is not easily bullied or outwitted. Her statistics are:

Roweena Kendrik carries a knife and 10 copper pieces in a belt pouch.

2. Vent Grill

Inspection of the room will note a small vent pipe on the wall behind the table, transmitting the faint sounds of hammering and conversation. This will be explained by Roweena as a pipe leading to the forge so that heat from the back can be funneled to the front of the shop during the winter months. It can also ensure that any loud argument or scream will be quickly heard by the armorer, Galvin Kendrik, and his two apprentices. If these two hear such a noise, they will storm quickly into the shop room armed and ready for combat.

3. Forge

This back portion of the shop is where most of the actual making of armor takes place. A very large fireplace provides the coals for heating metal, and several racks are built into the stone so that items can be rested partially in the coal heat without having to scrabble to retrieve them. There are also double doors leading to the back courtyard of the shop. While it is small, the fenced in yard allows the doors to be open and for heat to escape during the summer months. The doors are iron reinforced, and deadbolted from the inside.

Most days Galvin will be found working back here on various armor pieces. His two apprentices are Hanson and Sanson, both his sons)and who plan to take up the family profession when their father decides to retire). Their statistics are:


ARMORER
1 Square - 5 Feet
N
W
E
S
1
2
3
4
7
6
5
8
Ground Floor
Upper Floor

Galvin Kendrik carries a large mallet and wears a large leather apron. He has 2 gold pieces, 23 silver pieces and 14 copper pieces.

Hanson carries a hammer and wears a full leather apron. He carries 11 silver pieces and 16 copper pieces.

Sanson carries a set of metal tongs and wears a full leather apron. He carries 4 silver pieces and 22 copper pieces.

4. Stairs

These stairs are located on the forge wall opposite from the forge proper and lead up to the family's apartments on the second floor. The door at the top is wooden but with reinforced iron fittings and a strong lock; both Galvin and Roweena have keys, and they are upstairs when the shop is closed.

Second Floor

5. Sitting Room

This area is the room where the family gathers to sit, visit, or eat meals. There are a few chairs in the room as well as a table (pushed to the wall when not being used to eat) and a small end table at two of the chairs for placing table lamps. There are three other doors in this room, one leading to the kitchen and the other two to the bedrooms.

6. Kitchen and Pantry

This small room is where Roweena and her sons prepare meals. There is a small fireplace attached to the chimney leading up from the forge fireplace on the floor below. This arrangement allows meals to be cooked quickly as the stones will already be somewhat hot from the heat escaping below. There is a sideboard style table where meals are prepared and various cookware hang from hooks on the roof rafters. A small (4 foot square) area beside the fireplace acts as the pantry holding various foodstuffs such as flour, dried fruit, spices, potatoes, onions and such like. There are no other doors in the room

7. Master Bedroom

This is the bedroom used by Galvin and Roweena. There is a double-sized bed on the far side of the room, two wooden wardrobes made of rough wood in the far corners and a bronze mirror on the wall next to a low washstand and bowl. A chamber pot is held in the cabinet built underneath the washstand.

The far wardrobe holds clothes for a large man along with a finely made broadsword (2x standard value) and hidden in a hollow backboard to the wardrobe is a leather bag with 200 platinum pieces and 21 gold pieces: the family savings. The other wardrobe has women's clothes in it and a false bottom to the wardrobe holding 300 gold pieces worth of jewelry. These are Roweena's dowry and are rarely removed from the wardrobe as she does not have a chance to wear them very often.

8. Bedroom

This bedroom is shared by the sons Hanson and Sanson Kendrik. There are two cot-style beds in here with a wooden trunk at the foot of each. They are locked but the locks are simple and made of brass. Hanson's chest contains clothing's, a spare pair of boots and a shortsword made by his father. Sanson's chest contains the same but in addition a magical *+1 dagger* that he won in a gambling hall a few months ago (none of his relatives know of it).

Like the Master Bedroom, there is a washstand with a basin on top and a chamber pot kept in the lower cabinet.

The Gaol

The following are generic descriptions of the characters encountered in this setting.

Bailiff: A bailiff tends to be a low-level fighter who gave up the adventuring life to settle in a town. They often wear leather armor and have a sword of some sort.

Prisoners: These prisoners can be anyone, from commoners to low- to mid-level adventurers (usually thieves) picked up for breaking some law in the village.

Shire Reeve: Basically a sheriff, the shire reeve is a mid-level fighter who now runs the gaol for the village.

The Gaol's Role in the Campaign

A gaol is a small local prison or similar type of building found in villages or small towns. Its purpose is to incarcerate malefactors and criminals before their trial and sentencing. In some cases, confinement therein itself may be the sentence, but this is rare since smaller localities cannot afford to upkeep a prisoner who provides nothing back to the community. In these cases, the prisoner may be used as free labor on various projects around the village or loaned out to local notables for dirty or dangerous work.

The gaol is a building that has certainly seen its share of adventurers, be they imprisoned for disorderly conduct at the local tavern, thieves caught in the act of plying their trade upon locals, or sometimes even simply because the local shire reeve (sheriff) didn't like the looks of well-armed strangers in the community. If the campaign is set in a feudal setting, criminals are brought before the local noble in whose fief or landholding the village is located. These "hundreds courts" have no jury, and the noble is judge, jury, and (at least the commander of the) executioner. As nobles gain their wealth from the production of their local villagers, they tend to take the side of locals in all but the most egregious cases. If the hamlet is more autonomous, the local mayor presides over a court, and while there is a jury of 1d4+8 people, they are all locals and sentence crimes accordingly.

In most cases, paying a suitable fine and agreeing to vacate the environs of the hamlet are sufficient to get adventurers free of the local gaol. But if a village needs adventurers to solve a problem, a bargain might be struck to waive the fees/fines/time served in order to gain the mercenary services of martial and magical types. In the event that characters believe that they can simply agree to a deal and then leave, the local reeve might keep their coinage or mounts as collateral to ensure they complete the tasks and subsequently return.

The Village Gaol Layout

1. Entrance

The entrance to the gaol is usually a heavy wooden door with iron fittings. The lock on the door is sturdy if inelegant. Within the door is the front room where the reeve's assistant, a bailiff named Melford, lounges on a wicker chair studiously attempting to aim at the spittoon on the far wall. Several dingy stains on the brick surface attest to his arduous practice and accuracy.

Melford is a low-level fighter who carries a shortsword in a scabbard at his belt. A short club hangs by a leather cord from his belt. He wears leather armor and carries 9 sp and 11 cp.

A table in the room has a parchment on it listing the day's patrols and duties. Melford's mark is drawn by each one that has been completed. The later it is in the day, the more chores that have been marked. Some examples chores are: patrol street, report any disturbances to reeve, see that prisoners empty night soil buckets, oversee prisoners cleaning of cells, feed prisoners, etc.

2. Office

A door behind Melford leads into the reeve's small office. On the west and east sides of the room are heavy wooden doors, again with iron fittings. The western door leads to **Area 4**, while the eastern door opens into **Area 5**.

3. Reeve's Office

This small wooden room is cluttered with various odd stones used as paperweights or as decorations on shelves built into the walls. Adler the reeve collects interesting rocks and keeps his collection here instead of at home where the wife complains about the mess.

The reeve is found here 50% of the time during the day, but goes home and leaves the gaol to Melford during the evening unless there is an emergency. The reeve mostly naps here, but he is fairly literate and keeps a leatherbound journal of local crimes and sentences of note. The desk has no drawers, only cubbyholes where the journal as well as scraps of paper, quills, ink bottles, letter openers, old rocks, and other paraphernalia can be found.

Adler carries a staff and wears leather armor. He keeps a gem worth 20 gp in a pocket sewn into his leather jerkin and his belt pouch contains 21 sp.

4. Cell Area

This hallway has a plain brick wall to the left and four heavy wooden doors to the right. Each door has a sliding viewport on its front and is held with a simple bolt. Each door opens to reveal a cell that is virtually underground, with no windows and a "priest hole" design. That is, upon opening the door, one is immediately faced with a short step and a low ceiling before gaining entry into the 10-foot-by-10-foot cell. A wooden bench is on the opposite wall from the cell door, and manacles with chains held by staples are driven into the west wall for the more troublesome captives. Shackles with copper rivets are riveted on, not locked, and require a blacksmith or much work with a hammer and chisel to free a captive (which might damage the wrists if removal is clumsy or too hasty).

If pressed for space, two or even as many as four prisoners can be confined in a cell.

The cells contain the following (or substitute your own prisoners for your campaign):

Cell A: Hagler, the town drunk, is sleeping off a bottle of rough suds he acquired earlier in the day.

Cell B: Empty, and but suspicious bloodstains are on the floor. The stains are not due to ill treatment, however, only someone's botched attempt to free themselves from their manacles. Melford hasn't sent anyone to clean it yet, and if the cell is used to imprison an adventurer, he lets the prisoner draw his own conclusions about the stains.

Cell C: Within this cell is Calliope, a half-elven bard who pleads her innocence to any who will listen. She was arrested for picking pockets at the local tavern and is awaiting trial. She uses her charming personality and glib tongue to convince any characters of her innocence and even hints that she is imprisoned for not accepting Melford's advances (which is true or false as you wish). If freed, she abandons the party at the first opportunity but a shred of honor keeps her from actively betraying the adventurers, even if the opportunity presents itself.

Calliope's *+1 leather armor*, *+1 shortsword*, and silver dagger are stored elsewhere in the goal (in **Area 5** specifically).

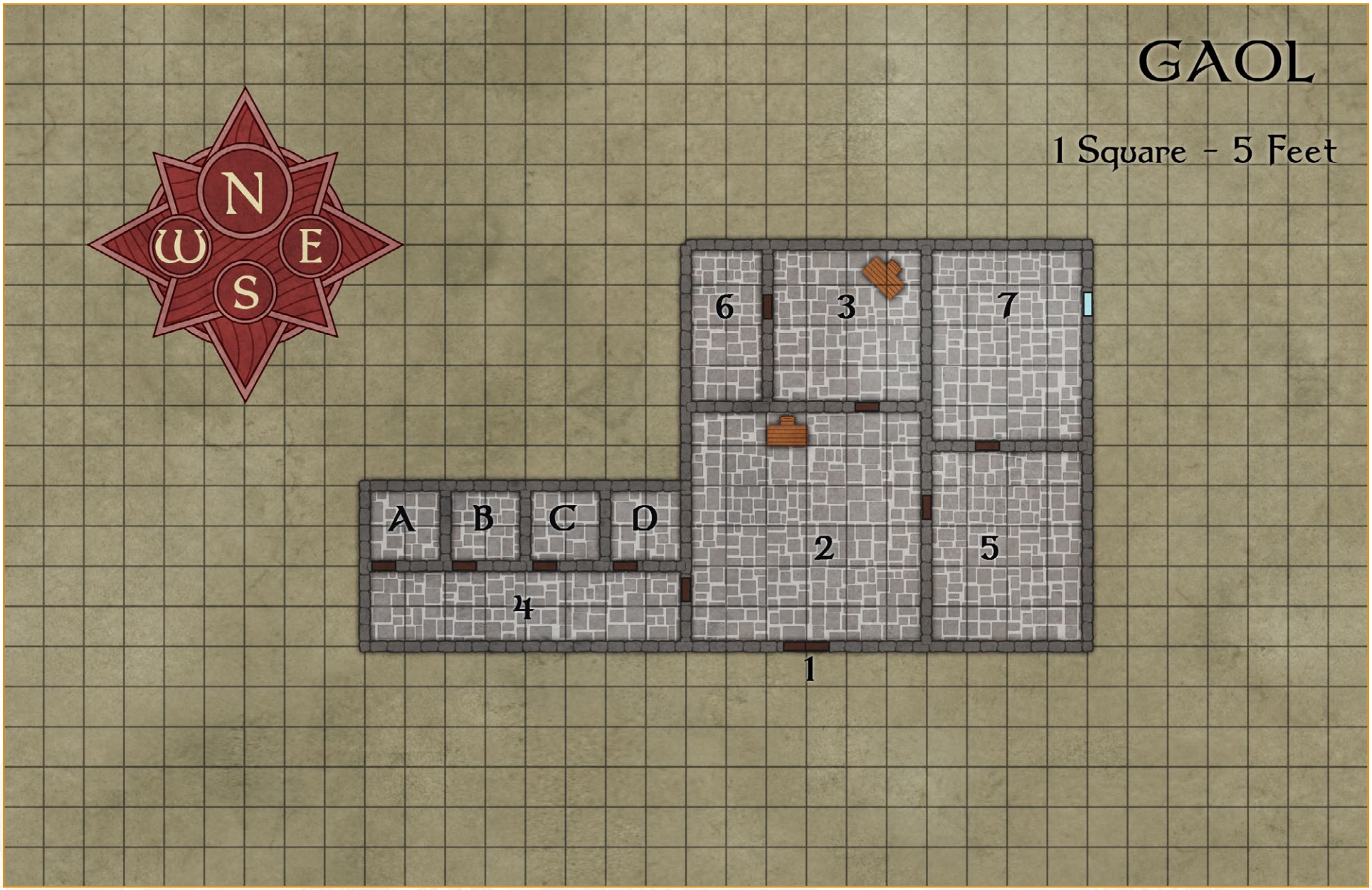
Cell D: Empty. Any character imprisoned in the gaol might be incarcerated here (unless they anger the reeve and he throws them into Cell B).

5. Armory

This room holds the weapons used by the local militia and reserve constabulary (all five of them). The door is unlocked while anyone is on duty, but only the reeve, bailiff, and volunteer militia are allowed entry. The ironmongery is a hodgepodge of donated weapons from the local lord as well as weapons and armor confiscated at various times over the years. While all are serviceable, none is of high quality.

The contents of the arms racks are as follows:

Amount	Weapon
6	eight-foot spears
4	halberds
2	shortswords


GAOL
1 Square - 5 Feet
N
W
E
S
6
3
7
A
B
C
D
2
5
4
1

Amount	Weapon
3	buckler-style small shields
2	maces
1	battleaxe
2	light crossbows with 30 bolts
1	suit of leather armor
2	open-faced helms

A separate rack holds weapons and armor owned by prisoners. At this point, only Calliope's gear is stored here: a suit of *+1 leather armor*, a *+1 shortsword*, and a silver dagger. The weapons are on weapon racks or shelves lining the northern and southern walls of the room. Two doors lead east from this room to **Areas 6** and **7.**

6. Prisoners' Effects Storage

This small room has no windows and is where normal equipment confiscated from prisoners awaiting trial is kept. If after sentencing circumstances preclude returning the equipment, arms and armor will be added to the armory in **Area 5**. Any items that appear especially fine or magical are delivered forthwith to the mayor or local noble as appropriate. A large wooden trunk is nailed to the floor and locked. Within the trunk are any coins, gems, or valuables taken from prisoners while pending a trial. Like the gear, they are confiscated if the prisoner is sentenced to lose such items. Even if found innocent, a few coins or a gem might find their way into Melford's pockets. Adler is generally honest and doesn't engage in such petty larceny and punishes anyone doing so if discovered.

Currently in the room is a travel backpack with a silver and bronze harp (Calliope's instrument of choice), 50 feet of silk rope knotted at regular intervals to aid in climbing, a folding grapnel, four iron spikes and a hammer, a vial of holy water, a set of women's clothing, a flask of oil, and a lantern. All of the items belong to Calliope. Hagler has no possessions other than his clothes and so they're still on him.

Within the trunk are 51 cp, 39 sp, 3 gp and a magical gem, though no one at the gaol currently knows this. The gem appears to be cheap quartz, though magical detection reveals its true nature. You can replace the gem with any magical gem in your campaign world. The activation word ("facet") is not provided on the gem. There is also a silk tunic with gold trim (worth 500 gp), a well-made wolf skin cloak (100 gp), and a set of silvered riding spurs worth 60 gp.

7. Storage

This room is unlocked and contains six thin blankets, a 60 gallon capacity water barrel, various dried foodstuffs, and supplies that might be needed by the gaol. There is a barrel of apples, two kegs of small beer, hardtack biscuits in a crate, a box of copper rivets, and simple metalworking implements (such as tongs, small hammers, chisels, etc.). Also in here are a bucket and mop, two brooms, and cleaning rags. A small window on the east wall is shuttered from the inside.

Adventure Hooks for the Gaol

The following are a few ideas on how to get a party involved with the authorities of a small village and experience the gaol firsthand.

False Pretenses: After relaxing at a small tavern with a pint of ale to wash away the road dust, one of the party members (usually the least martial looking) is arrested by the local reeve on a patently false charge. Upon further questioning, the reeve informs the adventurers that his only daughter was abducted and carried away to another village by the son of that village's tavernkeeper. As the village home of the abductor is in the fief of another lord, he has no authority to search for her there. While his lord/mayor is attempting to intervene, the reeve is concerned about his daughter's safety. If the adventurers help and return his daughter to him, the reeve then releases the imprisoned party member and they can all leave with the thanks of the reeve.

This can be played as what it appears, or the daughter could have eloped and has no intention of returning. The reeve might have a feud with the other village's tavernkeeper and is just looking to make trouble while keeping his hands clean.

Source of Adventure: One or more of the adventurers are arrested for breaking an obscure local bylaw and are given only a day's sentence to be served in the gaol. The gaol, unlike most of its kind, is clean, and the prisoners are well treated. This could make party members suspicious, and you can have as much fun with this as you wish. Maybe the reeve is a pious person and believes in treating people fairly? Maybe the reeve has mistaken one of the adventurers for a local noble who's notorious for traveling in disguise and so he doesn't want to chance being cruel to an aristocrat. Or maybe late in the night the characters find themselves bustled off into a slave caravan traveling through the village late at night, with the reeve pocketing the commission (and the adventurers' gear) while telling the villagers that the party left early. There are lots of angles that can be played on with the simple village gaol!

Escape Attempt!: After a character ends up in a cell at the gaol (it's up to you to make it happen), they discover a small tunnel hidden under a flagstone to conceal it. Freedom for the adventurer! Of course, the tunnel might only go halfway and collapse, with the remains of the digger buried underneath the cave-in. Another possibility is that the tunnel itself accidentally intersects a cavern, a dungeon corridor, or something similar. Can the prisoner face its perils with only the clothes on his or her back?

Captive Audience: Adler the reeve approaches one of the adventurers with a request while they are passing through town. He has a criminal in the gaol (a half-elf named Calliope) but he has been unable to get her to confess. He doesn't believe in torture, but Melford insists she's guilty. If the characters would be willing to stay overnight in the cell next to Calliope, the reeve thinks it's possible that she might admit guilt to a fellow prisoner. The prisoner for a night would of course be freed the next morning and paid 25 gp, whether or not he or she got any useful information. This can be as straightforward as it sounds, or the character could discover that Calliope really was set up and is only there because Melford made a pass at her. This could be complicated further by the adventurer fearing that if the wanted information isn't forthcoming, they might be kept in the cell. Melford might insist to Adler that the character really is guilty of something in order to keep his forwardness to Calliope a secret.



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