



Compatible

RICHARD A. KNAAK'S

REX
DRACONIS
RPG

Amble's Guide to AVONDALE



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Preface

WIZARD'S WEAVINGS

by the Wizard Amble.

(Being the recollections of one
Amble, me, of course!)

Never really thought of putting quill to parchment, but Peruse keeps insisting it's needed for the grand library and you can be frustratingly insistent, Peruse, so here's at least a beginning. I'll do the rest as I see fit. Feel free to cross through this part here, but you'll find even Dank's special ink won't... so there!

Where was I? I suppose I needn't be bothering writing this part down, but that's what you get, Peruse.

Now, then. Avondale. There's a good place to start. Spent a great amount of time in Avondale, possibly more than anywhere else in Tiberos. Seat of the Knights of Dracoma and, where the king of Dracoma is too, obviously. It is the heart of the Kingdoms Alliance, truly. A seat of learning for wizards, too. If there's anywhere one should visit, I'd say it's Avondale. Morthur was quite a place, too, but that's the old Darnathian Empire, so not much left but rubble and ruins, if you can find even that.

Oh right, yes, Avondale! Now, let's see. Here's a first entry, so keep reading, as I hereby present to you a book all about what I think people should know about Avondale - A guide, one might say.

A.



Chapter 1: Avondale

The city of Avondale is a bustling trade hub and the capital of the Kingdom of Dracoma. Dracoma is ruled over by King Tanos XIII, who resides in the lavish Tor Darnathos Palace, at the city's heart. Avondale was founded as an outpost of the ancient and long-fallen Darnathian Empire, but the discovery of incredible natural resources in the area turned Avondale into an important mining town. Over the centuries, Avondale grew into a city thanks to its wealth. Although its natural resources are now all but exhausted, Avondale has become a major port and trade hub. It is also the home to the Knights of Dracoma and known for its military prowess.

Demographics of Avondale

While Dracoma is primarily human in composition, other races also make the land their home. This is reflected in Avondale, which has the following population and racial breakdown:

Total Population – 113,628

Human – 85%

Kwillum – 5%

Minotaur – 3%

Dwarf – 3%

Elf – 1%

Half-elf – 1%

Gnome – 1%

Other – 1%

Places in Avondale

Old Town

The Old Town is a district of Avondale that was built around the original fortifications of the ancient imperial outpost. It is a segregated part of Avondale which lies in the city's center and is walled-off from the rest of the city. Some features found in Old City include:

Royal Guard Headquarters

This area is the headquarters and training ground for the Royal Dracomian Guard. Here, the Chief Royal Guard runs the city watches, recruitment, and training of any new recruits, among other day-to-day duties. The headquarters holds a marching ground with a very tall flag pole bearing the Dracomian Royal Flag, several training buildings, an armory, a recruitment office, and an Officers' Wing.

Royal Guard Housing Settlements

The Royal Guard housing settlements provide shelter and homes for the Royal Guards and their families. Each settlement holds a handful of well-built stone houses that surround Tor Darnathos Palace. Some of these sturdy stone houses date back to the original days of the foundation of the old imperial fort. Every now and then, a relic or some kind of ancient memorabilia is discovered from those ancient times and promptly handed over to the King Tanos for preservation in his Royal Museum within the palace.

The Great Library of Dracoma

The Great Library of Dracoma is a multi-story stone building containing the histories of Tiberos, fictional tales, trade and scholarly manuals, and legendary mythos derived



AVONDALE

- | | |
|-----------------------------------|--------------------------------|
| ① Avondale Markets | ⑩ The Great Library of Dracoma |
| ② North-Wharf | ⑪ Mageware Shop |
| ③ Mid-Wharf | ⑫ Zauber's Acadeum |
| ④ South-Wharf | ⑬ Cemetery |
| ⑤ Thon Draka | ⑭ Royal Avondale Courts |
| ⑥ Royal Guard Headquarters | ⑮ Avondale Prison |
| ⑦ Royal Guard Housing Settlements | ⑯ Abandoned Mine Shaft |
| ⑧ Drundol Bazaar | ⑰ Tor Darnathos Palace |
| ⑨ Red Leaf Bazaar | ⑱ Royal Guard Training Grounds |

and recorded from ages past. The wealth of knowledge here is vast, though the trouble is sometimes finding it. Rather than spending days, or even weeks, searching through the labyrinthine aisles of bookshelves, scroll-case cupboards, and mighty tomes, most people find it easier, and more time-efficient to simply recruit the services of the Librarians. These scholars act as guides to the hoard of information found within the Great Library and are adept in searching and retrieving documents, scrolls, records and books. Most Librarians specialize in a certain subject, with a very rare few versed in multiple topics. The Librarians' services do not come cheap, however, and the more a Librarian is versed in multiple subjects, the more that one's services cost.

The average cost per job for a Librarian versed in a single topic is 50 gp per assignment. For those Librarians that are versed in multiple topics, add another 10 gp to the cost per topic.

NPCs. Bookman Ashur, seemingly a male human but actually a lich, resides in the three deepest basement levels of the library. These few deep levels are repurposed as the Royal Museum for Dracoma, and Bookman Ashur is its curator. He is a gentle-looking, bald, brown-skinned man with two tattoos inlaid with gold under each eye, and he wears corrective lenses.

The Bookman family dates back to a long lost tribe of people who collected knowledge and stories, sharing it with those willing to listen. They viewed it as a sacred duty, passed down from their ancestors to safeguard the knowledge of the world. However, an evil tyrant feared their knowledge, and ordered the execution of the entire Bookman clan.

In a bid to preserve their legacy, they used an ancient ritual to transform the eldest son of the tribe into an immortal creature. His blood was emptied from his body and replaced with the enchanted sand from a magic hourglass. The ritual bound Ashur's soul to the hourglass. So long as the sands of time flow through the magic hourglass, Ashur continues his immortal life, never dying or growing old.

Many years have passed and knowledge

of the Bookman clan has all but vanished. But Ashur continues his duty, granting insight and knowledge to those who seek it and are willing to listen. Few know of his true nature as a lich, but any truth-seeking person might notice the similarities between Ashur and his many so-called "ancestors". Those who learn the truth may try to seek his hourglass deep within the vaults of the museum he curates, but those brave enough need to pass through the many traps, pits and perils that lie in wait, after all, some of the exhibits get hungry in the bowels of the Great Library of Dracoma.

Tor Darnathos Palace

"Tor Darnathos" means "Gate of Darnathia" in the old imperial tongue, dating from a time when the palace was an insignificant fort on the edge of the old empire. King Tanos XIII resides and holds court here. This rectangular building boasts eight turreted towers, and is tightly guarded by the Dracomian Royal Guard. The Royal Guard see themselves as rivals to the Knights of Dracoma, and many of their members are either failed would-be knights or ex-knights who left the orders for one reason or another.

NPCs. King Tanos is a fairly competent ruler, but resents that his authority is often usurped by the knighthood. The king is not above taking some satisfaction whenever some event goes awry for the Knights of Dracoma.

New Town

During the time of growth and prosperity experienced during Avondale's mining boom, the city grew beyond its original boundaries. Where there are fortunes to be made, there must be those of the working class to support it, they say. This was indeed true in Avondale, and while many mining magnates rose in fortune and glory with every ounce of precious metal torn from the mines, it was workers they needed, to operate the picks and barrows in order to keep the flow of coin filling their pouches. These workers were paid well for their hard labor, though not quite so well that they could become wealthy themselves. Thinking themselves of higher class and stature than those now beginning to filter through the city, the king of the time and the wealthy mining families of Avondale built a wall to segregate themselves from the common folk. The district outside the wall is named New Town, and that within named Old Town.

Avondale Port District

Avondale has grown to rely on the services that the port district offers to support the import and export of goods to and from the city. To the uninitiated, the Avondale Port district holds a majority of the city's warehouses, the three main wharfs, the **Scaly Oyster Tavern** (frequented by most of the local and visiting sailors, and wharf workers), and a few supply stores. What is not so apparent is the unsavory underbelly of Avondale that infests the area, usually under the cover of night, that includes smugglers, bandits from the local crime guilds, and murderers.

Bandits. When traveling through the Avondale Port district, there is a 10% chance that the characters are ambushed by inner-city bandits. This chance of ambush increases to 80% if the party are visibly or known to be carrying or moving items of great value through the area. If this event occurs, 3d4 bandits emerge from the shadows of the surrounding alleys, and demand the characters handover



all of their valuables. The bandits attempt to surround the party from as many angles as possible with an even mix of ranged and melee attackers.

If the ambush leads to a combat scenario and happens during daylight hours, two Royal Guards (**guard**) arrive to assist the party at the start of the second round of combat.

North-Wharf

This wharf is bare of people and ships, with incoming ships docking alongside the Mid- and South-Wharfs, further along. There is a 25% chance that a drunk sailor or wharf worker (**commoner**) stumbles past, mumbling to themselves. If the heroes ask someone why there are no ships, they learn that the wharf hasn't been used frequently for months, but no-one seems sure why.

Shipwrecks. A close inspection of the bay around this wharf, requiring a successful DC 15 Wisdom (Perception) check, reveals a few ships lying wrecked on the bottom. This has been caused by an unknown underwater beast that has been sinking the ships in the dark of night for the past 2 months. King Tanos has been able to keep the issue from the public, and has issued orders to all pilots and incoming sea-vessels to only use the Mid- and South-Wharfs until further notice.

Note: This has been left intentionally vague. You, as the GM, can determine the true nature of the beast.

Mid-Wharf

The majority of import and export for Avondale arrives and leave from this wharf. In fact, anything that is not included in the supply of materials for the businesses in Tradesholm comes through here.

Rising Tides Tie-In: Deckhands Wanted! If any of the heroes engage with Captain Bartholomew Greywater or any of the wharf workers, they try to recruit the party for an "epic sea voyage, full of glory and riches, and a damn good wage too," aboard the *Sea Clipper* (see Avondale Encounter - Deckhands Wanted!). If

the party take the offer of employment, move on to Chapter 3 - Have Ship, Will Travel in the Rising Tides adventure module.

South-Wharf

This wharf is mainly used for shipments of trades tools and materials, as it is the closest wharf to Tradesholm. Many of the warehouses that surround the wharf are filled with crates upon crates of metals, timber, workers tools and the like.

Rising Tides Tie-In: Deckhands Wanted! If the heroes have not yet met the veteran minotaur, Garano-Tian, this may be a good place to run Avondale Encounter - Deckhands Wanted! from the *Rising Tides* adventure module. The minotaur is making his way from the Avondale Port district across to Tradesholm.

Bazaars

There are two indoor bazaars in Avondale that house dedicated shop spaces.

The first is the **Drundol Bazaar**, which is located in the city's Market District overlooking the market square. While the Drundol Bazaar is a place where items may be purchased at standard prices, there is a 30% chance with each visit that a thief or kwillum attempts to pick a character's pockets. The thief (Sleight of Hand + 2) makes a Dexterity (Sleight of Hand) check versus the hero's passive Perception; on a success, an item of value is taken without the character noticing; see below for what might be taken.

The second is the **Red Leaf Bazaar** which can be found in Middle Class District 2, and offers the same produce at a 10% surcharge, however there is only a 10% chance of a thief or kwillum attempting to pick a character's pockets. If asked, most locals give this information freely, and warn characters to watch their pockets in Drundol Bazaar. If a character states they are watching their pockets while in the Bazaar, they gain a +5 bonus to their passive Perception score.

Any item listed in the equipment section of the PHB can be found at either of the bazaars.

Use the prices listed there as a guide and, if being sold in the Red Leaf Bazaar, apply a 10% surcharge on top of the listed price.

If the characters happen to have their pockets successfully picked, take one item, or 1d10 gp away from their equipment list.

Godston

The Godston area is a small section of the city that provides a place for the people of Avondale to pray to their gods. Godston's streets are lined with temples, church buildings, and shrines to all gods known in Tiberos; good, evil and everything in-between. There is an understanding between the temples that religious feuds should be discouraged within the district, and the churches and temples all tend to get along for the most part, out of respect for their gods and the well-being of the city. An antimagic field surrounds this area, and any magic used within its borders fails. While no one seems to know who placed the field there, many believe it to be of divine origin and it was placed there by a peace treaty between the gods.

Mageware shops

There are two mageware shops in Avondale.

Myrlon's Marvelous Mageware Shop is tucked away in a rat-infested alley in the shadowy back streets of the Market District.

The Ambler is located in the Red Leaf Bazaar.

Both of the mageware shops stock the standard spell components, spell book materials and other useful products; however, The Ambler does not stock guano, and Myrlon does not stock scrolls. Each mageware shop specializes in a certain product; consult the following table for information on each, and see the City of Avondale map for their locations.

Market District

Goods that leave Avondale via Avondale Port usually begin their journey from the Avondale Market District; likewise, those that are imported into the city usually end up being sold here. This hustling and bustling district is the center of the

Avondale Mageware Shops

Shop Name	Proprietor	Specialization
Myrlon's Marvelous Mageware Shop (Named as such because Myrlon felt he needed a catchy name to compete with Frath and The Ambler.)	Myrlon Misselfit <i>Human (commoner), neutral</i>	Bat Guano. It is hard to find in Dracoma, though Myrlon Misselfit knows of a secret place to obtain it; the old mine shaft just east of the city outer-walls.
The Ambler (Named after me, the wizard Amble, of all things, though I am not at all affiliated.)	Frath Helder <i>Half-elf (mage), neutral good</i>	Scrolls. There are not many people in Tiberos as skilled in magical scroll imbuelement than Frath Helder.

Avondale trade hub. Every morning, the market fills with people from many different walks of life, such as visiting minotaurs from the Imperial lands, wandering light fingered kwillum, or local farmers and patrons of Avondale.

Avondale Markets

The marketplace is an open square area where merchants from all over Tiberos can park their caravans, unroll their blankets of wares, and set up their portable stalls in any free spot they can find. This privilege, however, does cost a small fee of 2 silver pieces per day, which can be 'donated' to the Avondale City Watch.

While in the market square, there is a 30% chance that a thief or kwillum attempts to pick a character's pockets with a Dexterity (Sleight of Hand) check versus the hero's passive Perception. All standard items can be found in the various stores in this district.

NPCs. Many NPCs can be found wandering through the market square and the surrounding shop lined backstreets.

Rising Tides Tie-In: Currently **Esc Irontoe** is in town, visiting from Aryon, to pick up some supplies for his next big invention. If the heroes run into Esc, see *Chapter 2: Avondale - A Chore for Esc* in the *Rising Tides* adventure module.

Thon Draka

Thon Draka is the headquarters and Citadel of the Knights of Dracoma. Its name means "Drak's Shield" in the old imperial tongue, named for the god whose moon has now shattered. The citadel is located in the southern districts of Avondale. Four towers representing the four orders of the knighthood flank a large structure in its center. Here the council of the Knights of Dracoma meet to discuss and conduct day to day business such as knight postings, recruitment, training, and regiment deployments. During times of war, the knights use Thon Draka as a centralized base of operations; a command center for strategizing battle plans and issuing orders to their fleets.

Tradeshholm (tradesman district)

This is the main trade district, where the characters can find tradespeople and workshops of all kinds. From blacksmiths to patisseries, niche jewellers to general stores, weaponsmiths and alchemists, almost anything that needs a trade can be found in this district.

Upper-Class district

The majority of the leaders and the wealthy of Avondale reside in this district. Large lavish houses, mansions and estates dot the beautifully decorated and meticulously maintained streets. Cobblestone pathways wind and creep to the top of a hill that meets the Old Town barrier wall. Some locals and street urchins tell rumors that there are secret tunnels and passages within this district that lead directly under the wall and into the lower levels of the Tor Darnathos Palace. Those same rumors suggest that these passageways are used for secret meetings within the palace and escape routes for the royal family, though few people know if this is true or not.

Zauber's Acadeum

Zauber's Acadeum, while not the most prestigious, is a well-respected school of magic. The school's founder, Zauber the Wise (or so other people called him), named the school after himself. Most budding young Dracomian scholars with a mind for the arcane come to this establishment to learn the art of magic. While many drop out after only a few years of study, happy to simply dabble in the lower levels of the art, some continue to grow to be powerful and influential mages. Wizardry, sorcery, and druidism are all taught here, with the latter two only being taught as journeyman classes, and practitioners eventually being required to seek masters elsewhere. Necromancy is forbidden within the school walls, and is the one arcane discipline that is omitted from the school's curriculum.

Middle-Class district

This is the district in which most of the middle-class workers of Avondale live. The homes



Thon Draka - Citadel of the Knights of Dracoma

here are mostly made from timber and some patchworked materials, and many have small garden and yard areas. The residents range from barmaids, to blacksmiths, to wharf-workers, to low level adventurers. Many families live in these areas, as the cost of living tends to be cheaper than the lavish upper-class district, yet safer and cleaner than the Lower-Class and Slumtown districts.

Royal Avondale Courts

The Chief Royal Guard, or on special occasions King Tanos himself, pass judgment over those arrested for crimes against the kingdom in the Royal Courts. Although they are mostly used for small misdemeanors, on occasion larger, high profile cases have been held in these courts over the years.

Avondale Prison

This multi-tiered prison block is made up of 45 prison cells, a large prison yard, seven watch towers manned with archers around the clock, a guards wing, Avondale prison chancery, the Warden's quarters, and one level of dungeon cells below ground. A 40-foot high stone wall surrounds the complex.

Lower-Class District

The housings, buildings and general infrastructure are poorly maintained in this district, with coin for their maintenance used elsewhere, mostly for the needs of the upper-class district. The inhabitants typically can't afford to live elsewhere, either due to low salaries or having too many mouths to feed. However, many residents make up for their lack of possessions by being of a humble, caring and generous nature, especially to those who are obviously in need or down on their luck.

NPCs. Sergol Rimshaw, also known as the "*Miracle*", is known to the local Dracomians as a gifted mystic. It is said that if you are in desperate need, Sergol has the power to help you, for nothing more than your signature. To those looking in from the outside, Sergol can seem a gift from the gods for those in desperation.

Sergol isn't a gift, however, and though he'll

perform near-miracles, he expects his labors to be paid in the form of his client's soul. A devil's pact, you might say. Sergoi's clients believe their promise of their souls is an empty one, but Sergol does so knowing that one day he will collect his earnings for his master.

Sergol is, in fact, a warlock who has agreed into a pact with the mysterious god known as *The Death*. He is tasked by The Death with collecting ownership of the souls of those desperate enough to come begging for his help, and he receives miraculous powers from his patron in return.

Slumtown

Like most heavily populated cities in Tiberos, the Slumtown district is a makeshift landscape of poverty and despair. Most housing structures are hovels made from scraps of wood and garbage, often built on the foundations of ruined buildings. Many families and other groups live together in dwellings due to lack of space. Many criminal gangs are based here, with crime bosses often taking advantage of those with no other options.

NPCs. Mishna is a kwillum street rat who has settled (in as much as any kwillum "settles") in Avondale City's Slumtown. During her time in the city, Mishna has gathered a nearly matchless knowledge of the streets, docks, and sewers of Avondale. Though she has few friends in the city, her acquaintances are littered across the districts. Through this web of connections, Mishna keeps tabs on all of the interesting gossip and rumor. Of course, like many kwillum, Mishna has a broad and vague definition of interesting, but she usually has good information, or knows where to get it. Mishna does not run a charity. But if the price is right, the job is fun, or she simply likes the cut of your jib, she can serve as a knowledgeable guide and an indispensable source of information. She has also been known to take second-story work from time to time. After all, a girl's gotta eat!

Outer-Wall Areas

Outside the outer walls, many lower-class housing can be found clustered in patches about most city gates, and between them lie farmlands and agriculture. There is also an abandoned mine shaft, cemetery, and the Dracomian army garrison, Fort Morgrin.

Abandoned Mine Shaft

Few enter this old abandoned mine shaft, as the supports for the deep tunnels are known to be very aged and brittle. King Tanos ordered the site condemned nearly two decades ago, although no one has yet fully collapsed it, and it remains out of bounds to unauthorised personnel. The only person to risk entering the shaft in recent years is Myrlon Misselfit, the mageware shop owner. This is the secret source of his premium quality bat guano, the item for which Myrlon's Marvelous Mageware Shop is known to specialize in.

The lower reaches of the mine have mostly collapsed, as most of the wooden structure beams sitting deeper than 20 feet below the earth's surface failed many years ago. The entry level, however, has survived for the most part, and can be seen on the map 3:1 - Abandoned Mine Shaft in Chapter 3.

Cemetery

The Avondale Cemetery is a cemetery like any other. Most of those who are buried in the main general area of the cemetery are common folk, and there are separate dedicated sections and crypts for the Royal soldiers and guard, Knights of Dracoma, Avondale dignitaries, and wealthy families.

NPCs. The Avondale cemetery caretaker,

Regemont Mistdweller (N human **commoner**), is a dark-haired, pale and gaunt-looking man. Regemont tends to keep to himself and his cemetery, spending his days organizing funeral and burial sites, preparing bodies in caskets for burial, and undertaking the general day-to-day upkeep of the cemetery grounds. His assistant, **Margoth** (NG minotaur thug) does all of the heavy lifting and grave digging. Margoth is not very intelligent, having more brawn than brains, and that suits him just fine. Regemont took in Margoth as an assistant when the minotaur stumbled across the cemetery while skirting the Avondale City borders. Margoth is an exile from the Minotaur Empire, who had been roaming the lands of Tiberos as a vagabond for three years before finally finding sanctuary here.

Fort Morgrin

This is the home base for the Dracomian Army, who operate under King Tanos' rule. Fort Morgrin is commanded by **Commander Larsha Corgen** (LG human female, **veteran**) who has 461 stationed personnel serving under her. The garrison also holds the training barracks for new recruits into the King's service. Any adventurer with the Soldier background that hails from Dracoma will likely have served their tenure in the Dracomian Army here.

Fort Morgrin Personnel. Current numbers of personnel posted to the garrison are as follows:

Total: 462

Commander - 1

Brigade Commander - 1

Company Leaders - 4

Squadron Sergeants - 32 (8 per company)

Soldiers - 384 (12 per squadron)

Recruits - 40



Chapter 2: Non-Keyed City Dressing

The following areas are not keyed on the map of Avondale to allow you as the Game Master to place them where you see fit. They are city dressing and you can use them to decorate the city should characters wish to move into an area that has few or no keyed locations.

Secrets. Each city dressing has secrets that you can use as plot devices or story hooks.

The Divine Whale

The Divine Whale is a statue and fountain hidden in a small public courtyard at the culmination of several alleys. The courtyard is cobbled, and the walls are overgrown with moss and ivy. The fountain is constructed of a beige stone and features a winged whale breaching the ocean surface, a carved halo prominent above its head. Water spouts from its open mouth and blowhole, collecting in the basin below. On most days a few copper coins may be seen in the fountain, though these appear to be collected regularly.

Local lore has that the fountain appeared in the otherwise empty courtyard some 12 years ago. No one knows who created it.

Secrets

An unknown wizard and follower of the sea goddess, Duac, created and then magically transported the fountain to the city, literally emplacing it overnight, in the hopes it would be seen as some divine omen. It is enchanted to provide a +1 bonus to ability checks for 24 hours to anyone throwing a coin in and saying a prayer to the sea goddess. The secondary effect is that the wizard who created it can hear the spoken words of that person for the same duration.

The Bit and Blade Tavern

The Bit and Blade is a plain-looking wood and white plaster building with an ominous-sounding name carved into a hanging redwood sign above the door. Inside the tavern, its namesakes, an iron sword and a horse bit, are mounted above the long bar. The common room and tables are well worn but clean, and the room is smoky and warm, courtesy of a huge hearth blazing most hours of the day.

The bartender – **Neela** – is a friendly human woman in her mid-thirties, with dark hair and a ready smile. She is well dressed and has a penchant for headscarves. She claims not to know the origin of the name or items, and that she is not the owner, but she is tight lipped on who the proprietor is. She generally changes the subject if asked. The bar is staffed by several young human men and women, and the bouncer is a muscular, grizzled-looking man named **Jed**, who carries a large cudgel.

The tavern serves good food and drink at reasonable prices.



Secrets

Neela is the owner, though she takes great pains to conceal this. She appears human, but is in fact a half-elf who conceals her upswept ears with clever hair styling and her trademark scarves. She deals in black market goods (not through the tavern, but through an Onyx Consortium factor - see *Criminal Organizations* in *Chapter 3*) which fund several orphanages around the city. She fears exposure of her race will subject her to prejudice and guards the secret closely. She also keeps her wealth and philanthropy secret for personal reasons.

The Krellar Academy

The Krellar Academy is a fencing and swordplay school for the younger sons and daughters of the indolent wealthy. Founded by **Andrien Krellar**, a fencing blademaker and minor noble, the academy is billed as an upscale alternative to the Knights or the Royal Guard.

Semesters are four months long, and there are two per year; semester 1 runs between the months of Nui and Dua (spring), and semester 2 between the months Tian and Para (autumn). Classes include both physical training and philosophical and historical sessions. Each semester costs a small fortune. There are more than a dozen instructors at the academy, which can cater for up to 40 students at a time.

The grounds consist of numerous practice yards and gymnasiums, classrooms, and libraries. There are even kitchen and living facilities within the complex.

Secrets

The Academy is actually seeded with anti-monarchy, anti-knight sympathizers that have subtly included their philosophies into the program. A number of the masters seek to recruit new followers to their growing movement.

Wilhelm's Treasures

Wilhelm Seretal is a middle-aged man dressed in faded finery who runs a salvage and treasure-hunting business out of one of the docks. The building is built on the wharf and hangs over the water of the bay, held up by stilts. The wooden structure is weathered and seems poorly maintained, save for the wrought-iron sign proclaiming the business' name. Inside however, the showroom of treasures is a wonder, filled with all manner of objects retrieved from the deep. Some salvage from ancient ships can be found, as can fragments of statuary and architecture, strange rusted clock machines and even a few huge shells or coral samples. The prize display is a gargantuan bell, fully 20 feet across, made of an unknown light metal that has a green-grey appearance and is as hard as steel. The bell is covered in strange runes that have yet to be translated (and resists magic such as comprehend languages and the like). The proprietor, Wilhem, happily tells the tale of discovering the bell just below the waterline near a series of uncharted rocks in the Trapped Sea some six years ago. His ship was blown off the main trade routes by a squall, and it was a fortuitous find. It took six ships and a fortune to raise it from the depths, and he's been seeking more artifacts of its kind ever since.

Wilhem's services include two small scout vessels (captained by his two daughters) and crews, with diving rigs and all manner of exploration equipment. They can be hired by the day (at a daily rate of 10 gp) for those who wish to have a ready crew of treasure hunters at their call.

Secrets

Wilhelm is desperate to learn more about the bell and its origins. He is getting older and nearing retirement, and fears that his quest will go unfulfilled. He will pay handsomely for anything (artifacts, information, leads) on the origin of the bell, and will take on partners on any venture that might lead to new discoveries.

The Dulcet Dulcimer

This is a small, quaint little musical instrument shop tucked away in a side street of one of the middle-class districts. The shop is a mere dozen feet wide, twice that in depth, and inside is filled with musical instruments, all crammed into racks and hangers on the walls. Patrons must move carefully to avoid knocking over the devices. Quality ranges from basic instruments to masterwork pieces, with prices ranging accordingly, but all very reasonable.

Behind the counter is **Hemm**, a nondescript man in his mid-thirties, who crafts, tunes and teaches all the instruments available within the store. He is both a master craftsman and musician who could command exorbitant prices for his services, but the quiet spoken man claims to simply want to share the love of music with all.

A room in the back serves as a craft workshop, and contains lumber and resources to make instruments.

Hemm can be hired for lessons for a pittance of 1 gp per hour, which he conducts in a local park, or privately at the student's home, but is in high demand and waiting lists run as long as six months to receive a course of lessons.

Secrets

Hemm is all he says and much more. He is actually a master assassin, and uses his talents as musician and teacher to get places that might otherwise be denied to him. Hemm specializes in slow acting poisons that kill days after administration. His services are incredibly expensive, and only increase if the target is hard to reach, well guarded, or powerful.

The Roasted Rodent

This tavern is a well-kept wooden establishment with a sign bearing its name and a stylized spit over a fire. Unlike most taverns, its sign is mounted on a nearby post rather than hung over the door. Inside, the place has a merry atmosphere, despite its worn and shabby appearance.

The owner is a jovial dwarf woman named **Vermina**. Her name's pronunciation in Common earned her the appellation "*the Vermin*" and led to the tavern's founding. Vermina embraced the moniker in good cheer, though she bears no resemblance to it. She is stout, with long red locks and an outgoing personality. The staff are also predominantly dwarven, though there are two human servers, and while not as friendly, are certainly not as dour as many of their kind. There are regular bards and performers at the tavern and it does a roaring trade.

The tavern serves 13 types of ale, and 'going the dozen' is a common local expression meaning a big night or a challenge to sample all in one sitting.

Secrets

Despite her good nature, Vermina does have a grim issue. She and her kin borrowed money to start the tavern from a lender who she later discovered to be an agent of the Ragged Claw (see Criminal Organizations). The interest is high, and she barely makes payments. She is desperate to get clear of the debt, and has hired two pickpockets from the Lightfingers Guild (see Criminal Organizations) to work the crowd, taking only small amounts from each patron to avoid detection. However, both guilds see the presence of the other as a threat, and a turf war might soon be brewing.

The Scrounge

The Scrounge is a bizarre collection of vendors and individuals offering every type of illegal or illicit good or service imaginable. It is constantly changing location and only operates between the hours of midnight and sunrise once every fortnight. The master of The Scrounge, a large, bald, and heavily tattooed male human simply known as “**Bones**”, makes it his business to know everything about everyone who comes through his bazaar, and collects his dues from all involved. In exchange for his fee, Bones keeps the city guard away from his market and guarantees the safety of all involved. Past locations of the Scrounge have included sewer pipes, rooftops and even a temple courtyard.

Secrets

While Bones claims that all vendors who pass his inspection and pay their fees get an even slice of the market that flows through The Scrounge, in actual fact, the Onyx Consortium black marketeers organization pay Bones a healthy sum of coin for his favoritism when it comes to directing buyers and overall vendor footprint in the bazaar. If this secret got out to the other vendors and individuals, they would likely riot or oust the operation.



The Vanguard's Call

The Vanguard's Call, known simply as The Vanguard, or the Vanguard Theatre, is a once-fine theatre now well past its prime that has a huge sculpted bas-relief of a choir of vanguards above the main entrance. The establishment was named after the heavenly beings said to be the messengers of the gods (see the sidebar below).

The theatre can sit over 300, its faded and worn velvet-covered stands having seen more than three decades of use without repair. The internal decorations include faded and peeling murals, chipped wood carving and tarnished (and occasionally missing) silver fittings and doorknobs.

The theatre continues to stage plays, musical recitals and even the occasional comedian or public lecture, but attendance has been slowly dwindling for years, and the old place barely manages a meager profit from its regulars and stalwart benefactors.

The Vanguard is owned and run by **Jasper Fenth**, an old man and retired minstrel, whose voice failed him years ago. He sunk all his savings into the theatre, a place of nostalgia from his youth. Occasionally on rare nights when the place is closed, he'll take to the stage and perform a strained number for an empty house, dreaming of his lost youth and talent.

Lore: The Vanguard

The vanguards are the neutral servants and messengers of the deities. They serve the god Legatian primarily; however, they will also serve other gods, good and evil alike, and they will not betray any of the gods at another one's beckoning.

The vanguard initially appear without a face and in dark blue armor that hides their sex. Then, as they speak, they take on the semblance of either a very handsome man or beautiful woman. They seem almost unreal, as if perfect statues come to life. When they are in full human form, they often still wear dark blue, but in robes or other garments.

Secrets

That the theatre is failing is no secret. Jasper has been seeking new investors and patrons for years. He has steadfastly rebuffed the loan sharks from the Ragged Claw, who have recently begun a campaign to harass theatre goers and reduce his already small crowds on show nights.

Recently, a young and eager nobleman and want-to-be musician has expressed an interest in becoming a majority partner in the theater. Jasper desperately wants to retain majority ownership, but is beginning to concede this is unlikely. Unless another option becomes available soon he may be forced to agree.

Unbeknownst to him, the young noble has entered into a faustian pact with a fiend to grant him musical talent, and should he become the major partner in the theatre, the fiend's influence would extend there too.

Waters & Chat Bath House

The Waters & Chat is a bath house known to be a favorite spot of court members, military officers, thinkers, artist, wealthy merchants and some dubiously influential characters. Business is transacted and pacts are sealed in the mist of

hot vapors. The Waters & Chat is a safe place, respected across Avondale.

Services provided are various, from "carnal activities" to lectures about celestial bodies and their influence in divination. There is strict security in the premises, enforced by professionals ranging from the typical bodyguard to wizards weaving means of eavesdropping protection.

The building itself is large and made of marble. The main chamber holds four long pools which meet to form a cross with a finely crafted fountain pouring water in their center. Small corridors connect the main chamber to the private rooms, wine cellar, kitchen, staff accommodation, staff area and heat-pit room.

Luz Nelida, an exotic half-elf, is the owner of the bath house. She is a bard devoted to poetry and the harp. Her performances about love often leave tears in the eyes of even the most battle-hardened soldiers.

Secrets

Luz Nelida is secretly the commander of a mercenary group with an ongoing spying operation sanctioned by King Tanos to protect Avondale from enemies within. If needed, she can raise a veteran force of mercenaries with different skills to protect the Kingdom or infiltrate the enemy.

Chapter 3: Organizations

There are many organizations within the city of Avondale. Below are several of the more prominent ones, both legitimate and criminal, that characters can run into during their stay in the bustling city.

Legitimate Organizations

The Royal Guard

The Royal Avondale Guide acts as both the city watch and King Tanos' personal guard. They enforce the law of Dracoma, and generally try to keep the peace, so long as it agrees with the King's rule. A lot of the Royal Guard's personnel are retired soldiers, failed knights or under-skilled youngsters looking for a solid income. The guard is run via a hierarchy of ranks which spans Recruit, City Guard, Guard Sergeant, District Captain, Commander, High Commander, and Royal Commander.

Features

For the most part, members of the Royal Guard tend to be of a lawful good alignment, and it is very rare that those with a criminal background or shady history are accepted into the ranks.

One of the major lures for new recruits joining the Royal Guard is the offer of affordable housing in the Royal Guard housing settlements in Old Town.

Prominent Members

Royal Commander Artemus Ravenhurst. A stern fellow with a black goatee and an eye patch covering his empty left eye socket. Artemus was once a Knight of the Shield in the

Dracomian Knighthood though he left the order some years ago and joined the Royal Guard. He now has a distaste for those of the knighthood, though he never reveals his reasons why.

After joining, Artemus worked his way up the Royal Guard ranks rapidly. The Royal Commander is intelligent and cunning, though it is a hidden and calculating intelligence. One that often catches people off guard when he does decide to show it. He reports only to King Tanos, and holds the king's law with the utmost importance, a virtue that he demands from those who serve below him. Order and law are the key to keeping a city this large from utter chaos.

Royal Commander Artemus Ravenhurst's current focus is ridding the city of the Ragged Claw crime guild, and has recently launched a secret task force and planted an undercover guard within their ranks to deal with the situation once and for all.

Knights of Dracoma

The knighthood is a faction of four orders who stand for the good of Tiberos. They are steeped in tradition, and are often respected and revered above even that of the king, by the common folk. Many aspire to join the knighthood, starting their tenure as squires; however, only those who truly live their lives by the values are ever chosen to ascend to knighthood. Those knights based in Avondale usually reside in the headquarters citadel of the knights, Thon Draca. Squires and immediate family tend to reside in the housing that surrounds the citadel.

Features

There are four orders that make up for most of the knighthood; The Shield, The Brothers of Sir Karaban, The Grey Hand, and The Sentinel. Each order has their own ideals when it comes to the values of the knighthood.

The Knights of Dracoma are ruled by a council of five consisting of the chosen leaders of the four orders and the knighthood's Master of the Sword.

Prominent Members

Master of the Sword, Lord Kronwyn. The head of the knight's council is a very cunning and older knight by the name of Lord Kronwyn. He has a broad build, but a little shorter than the average knight. Adorning his chin is a gray beard and the Master of the Sword can be immediately recognized by a scar across his left temple. Always wearing his breastplate which has an elaborate, stylized sword pointed down its center, he is often seen riding a black stallion through the hills of Dracoma surrounding Avondale.



Criminal Organizations

The Onyx Consortium (Black Marketeers)

The Onyx Consortium are a highly structured, disciplined network of traders and smugglers that operate throughout Tiberos, and have particularly strong presences in major trade capitals like Avondale.

The name comes from the organization's origins, which were founded in smuggling highly controlled gemstones out of Stonetorn to the surrounding kingdoms. Now the organization trades in everything illegal, and occasionally legal, transporting goods to the most lucrative markets before sale.

The secret to the Onyx Consortium's success is in that they pride structure over personal greed. Black markets and smuggling rings fall apart when an individual gets too greedy and extends too far, too quickly, or tries to profit at the cost of their associates. Such behaviour is self destructive and almost always leads to exposure and arrests.

The Onyx Consortium takes a patient long term view, often establishing legal operations and connections that they later exploit for illegal trade. The slow accumulation of wealth is always pursued over short-term, riskier propositions. The philosophy has borne out, and all the key players are now fabulously wealthy. Surprisingly, that wealth does, in fact, translate downwards to the various factors and agents. Well paid, protected employees don't betray or snitch. The organization does police its own internally, and ensures little to no trouble, and thus, little to no scrutiny from various authorities. It bribes its way into the various bureaucracies of each nation, and employs assassins when it, on rare occasions, encounters an incorruptible public servant.

The organization doesn't concern itself with rivals. If a local competitor sets up shop, they merely scale back their regional activities until such time as their rival inevitably draws the attention of the authorities. Once they are out of the way, the Onyx Consortium swoops in and acquires its competitor's remaining contacts and resources.

The Onyx Consortium's insidious reach has spread across the face of Tiberos, save into the elven lands, and it has only a limited access to the Minotaur empire for now.

Features

As an organization, the group is primarily Lawful Evil or Lawful Neutral, and employs magic to screen the trustworthiness of its contacts and employees. It is highly regimented, structured and compartmentalised, meaning if one 'cell' is discovered, tracing back to the organization itself is difficult.

Most local operations are managed through legitimate enterprises, such as mercantile houses, bulk suppliers or coffee houses and restaurants (a new initiative). The Consortium never buys into criminal or risky businesses, and avoids taverns, brothels and other enterprises usually associated with underworld activity. Black market goods are shipped with legitimate cargo in very small ratios, and only to markets that can command the highest prices to maintain financial solvency for the cost. Goods are on-sold through local factors, usually business owners looking to earn additional coin.

While the Consortium has its share of enforcers and knifemen, they consider themselves merely an extra-legal business and conduct themselves accordingly.

Prominent Members

In Avondale the following individuals rate a special mention;

Region Trademaster Lavella. A stately woman of middle years, with long black hair (going grey) and a calm, measured demeanor. She is thoughtful in her decision making, measured in her responses and utterly ruthless

and without empathy in her dealings.

Trade Factor Andros. One of several local factors under the Trademaster, he is a thin, hunched, balding man in his late 40s, and appears a well dressed scholar or academic at first. However, no amount of finery or friendly smiles can disguise the predatory glint in his eyes. He lives to argue, bargain and haggle, and is steeped in the law and bureaucracy of Avondale, having been recruited to the Onyx Consortium from one of the more prestigious barrister firms in the city.

The Ragged Claw (Crime Guild)

The Ragged Claw are a crime syndicate whose members don't mind getting their hands dirty. The organization mostly deals in robbery, burglary, protection rackets, and loan sharking, and has interests in numerous street level businesses. The occasional assassination has been attributed to them as well.

The Master of the Ragged Claw sees fear as power, and the gang often engages in random acts of violence to ensure their reputation remains intact. Low level thugs and bruisers that fall afoul of the law are cut loose, but rarely talk out of fear of repercussions.

The Ragged Claw is a plague on the city's poorer areas, but despite numerous attempts to root them out the Royal Guard only seems to stifle operations temporarily before the gang has a resurgence.

Features

Predominantly Neutral Evil in alignment, the organization is run by a shadowy figure known as the "Claw", or "Master Claw", who is seen by only a few of the highest ranking members, who are in turn called "Hands". The hands dispense orders and assignments on behalf of the Master.

Despite lax recruitment and limited security, the guild has little infighting or betrayal due to the uncanny ability of the Claw to ferret out traitors, and their brutal methods for dealing with them. Fear keeps the low ranked members in line, and profit keeps them on board.

Prominent Members

Master Claw. This is a title passed down through various successors. The current Claw is a doppelganger named Surissithis, who holds a position of rank in the Royal Guard, and thus has inside information on upcoming watch deployment and raids. Surissithis moves amongst its own gang members disguised as a new recruit, seeking any dissent or disloyalty. It allows the guild to be ‘cleansed’ periodically by the Royal Guard to reduce scrutiny, remove unwanted or troublesome members, and to cover their tracks. Master Claw is beginning to suspect one of the five serving Hands is a traitor or spy, and has turned its attention to screening them.

Hand Rain. Rain is a willowy, androgynous, non-binary individual serving as one of the 5 current Hands of the gang. The Hands come across as cold and indifferent, talking rarely except to dispense orders. In reality, Rain is actually an undercover Royal Guard sent to infiltrate and uncover the identity of the Claw and expose them. At present, Rain has seen the Claw a handful of times, and suspects some form of natural or magical shapeshifting ability in the organization’s leader, but has yet to determine the Claw’s actual identity or how they seem to be so well informed. For now, the Claw and Hand Rain are playing a dangerous game of cat and mouse.

The Lightfingers Guild (Pickpockets)

The Lightfingers are a guild of pickpockets for the most part, but with a difference. Aside from working for themselves lifting purses and jewellery, they also take commissions from a few choice clients – who provide proof that they can be trusted – stealing specific objects for a fee (or half the object’s value if the theft is purely financial). Much of this work involves the recovery of stolen items or objects of sentimental value, and might be legitimate retrieval work if not for the guild’s larcenous methods and general criminal activities.

The Lightfingers are not the only pickpocket gang in the city, but they are the largest, best run and most organized. They are careful who they steal from, and do their best to avoid entanglements with other crime gangs. They have little disloyalty due to the nature of their guildmaster, and their methods of recruitment.

Features

The guildmaster is a middle-aged woman named Areeta, who runs an orphanage in one of the poorer city wards. An unassuming place, it used to rely on the scant kindness of the citizens, but when it became overcrowded – quickly as Areeta never turned a child away – things began to get tough. At first, it was a few children with some street smarts trying to help out, but Areeta quickly realised that if it wasn’t controlled, a lot of her kids would get hurt or arrested. She set up rules and developed training and practice sessions so her kids would become more proficient. They were taught only to steal enough to get by, and only from those who can afford to lose it, never from others that were struggling.

Eventually the kids grew up, but the enterprise remained to support the orphanage. Now Areeta is the guildmaster of a very loyal guild of highly-skilled pickpockets, with a reasonably tuned moral compass, making the guild predominantly Chaotic Good in alignment.

Prominent Members

Mother Areeta. A kindly, motherly woman in her late 50s, time and worry have given her a prematurely aged look. Despite this, her eyes shine with intelligence, and she has the no-nonsense manner of a woman used to dealing with unruly children.

Dalton the Quick. Once an orphan, now the finest pickpocket in the guild, Dalton is a young man in his early twenties with a handsome face, quick wit, and a ready smile, despite his otherwise poor-looking clothing. He is in charge of training and mentoring the newest members in the ways of the guild.

Chapter 4: Avondale Mini-Adventures

The following two mini-adventures are presented to provide you with some urban-based quests for your group's time spent in the marvelous city of Avondale.

Escorts Wanted!

Hook

As the heroes make their way through the streets of Avondale, they hear a young boy's voice calling out over the city noise:

"Warriors wanted! Warriors wanted!, King Tanos hiring for inner city caravan guards. Good work for good hands! Apply at the Royal Guard Headquarters!... Warriors wanted!..."

If the heroes approach the boy, **Eryke Durnstone** (LG male human **commoner**), he hands them a parchment of paper with the position advertisement on it. Eryke then points in the direction of the Old Town barrier wall advising that the party **"might want to hurry before someone else takes the job"**. He then extends his hand and asks for a tip; he thanks the party for any tips received, and scoffs if none are forthcoming.

The Job

When the heroes arrive at the Royal Guard Headquarters, the Royal Guard's clerk **Burphus Tottle** (LG male human **commoner**) greets them in the front office of the headquarters. Burphus can seem uninterested and quite rude, as he talks while still conducting his work in his ledger book, never looking up.

He offers the party 10 gp each to escort a horse driven wagon carrying three large barrels

of the King's finest wine to wharf 2. There they should ask for **Captain Bartholomew Greywater** who can direct the party as to where the barrels are to be loaded onto his ship, the *Sea Clipper*. The wine is a present (and public relations device) for the dwarven leaders of Stonetorn in the north, and must be protected from the thieves and bandits that lurk in the dark alleys of the Avondale Port district.

If none of the heroes are able to fill the teamster role, **Cam Ridgmont** (NG male human **commoner**) is appointed the role to help drive the horse-pulled wagon.

Burphus refuses to hire any members of the Knights of Dracoma if he realises any are present.

See the *Avondale Port District* in Chapter 2 for more information about bandit attacks and other events while traveling through the area.



Guano Collection

Hook

The heroes come across a notice board with only one notice slip left pinned to it. It states:

“Adventurers Wanted! A group of adventurers wanted for collection job. 100 Gold Piece Reward! See Myrlon at Myrlon’s Marvelous Mageware Shop for further details.”

Myrlon needs adventurers to collect three sacks of bat guano from an old abandoned mineshaft just east of the city’s outer walls. A successful DC 13 Wisdom (Insight) check reveals that Myrlon may not be telling the party everything. A successful DC 15 Charisma (Intimidation, Deception or Persuasion) check convinces Myrlon to divulge that something evil has been stalking the darkness of the mineshaft in recent weeks. The cowardly shop owner did not catch enough of a glimpse to discern what the shadowy figure was before he fled, though he did see the remains of murder left in its tracks.

Monster of the Mine

The mine shaft entrance is carved into the side of a small cliff face. Two large rotting oak beams stand on either side of the opening, and one more across the top. These beams once provided important structural support for the entryway, though they clearly now linger only as ghosts of their former strength.

Beyond the entrance, there are only three remaining accessible areas that haven’t been blocked by the deeper structural collapse.

Structural Stability. The shaft is unstable, and anyone passing through must tread lightly. Any character who enters a new area must make a DC 15 Dexterity (Stealth) check; on a failure, rubble breaks loose from the ceiling. Each creature within the area must make a DC 13 Dexterity saving throw, taking 3 (1d6) bludgeoning damage on failure. Any character

that advises they are *specifically* moving slowly and carefully before entering a given area has advantage on the Stealth check unless in combat.

Light. Unless otherwise stated each area is considered dark.

Ceilings. All ceilings in the mine shaft are 15 feet high unless otherwise stated in the room descriptions.

1. Entry Hall

Situation

The entrance opens into a large hall. If characters enter during the day, some natural light filters through the entryway, illuminating the area with dim light. Read or paraphrase the following:

The air is damp in the hall and smells heavily of mildew. Thick oak pillars that once supported the ceiling’s structural beams still linger in rows on either side. Many beams have fallen and now litter the floor in rotten heaps. A minecart rail track leads from the mine shaft entrance through the hall, and exits through a pair of large double doors. The double doors on the eastern wall hang askew, having fallen from their hinges long ago, and now only provide a small gap for egress. On the southern wall, a door of hardened, treated wood still hangs in place, its hinges intact.

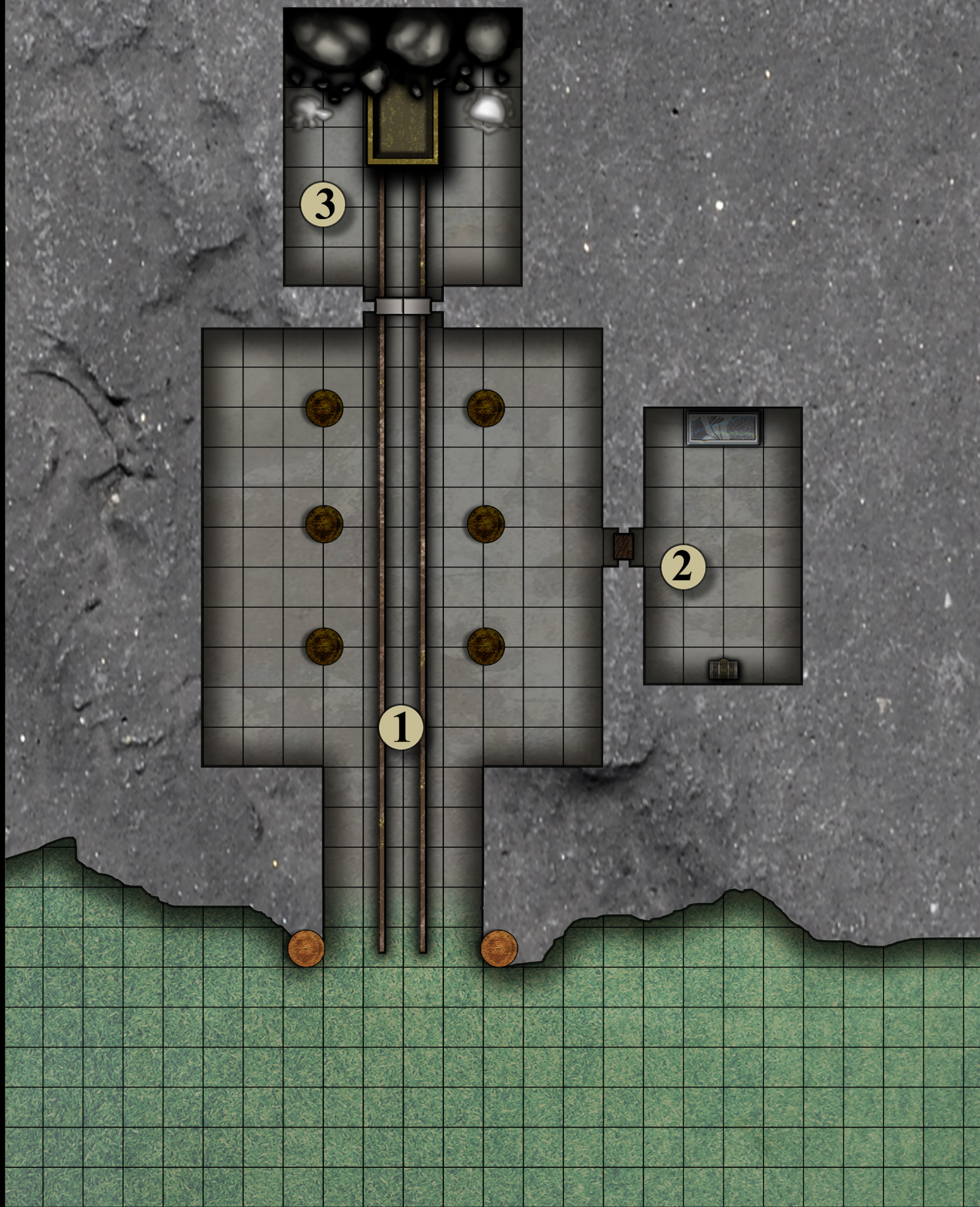
Tactics

Eastern Double Doors. They hang askew and have a gap that a medium-sized creature can squeeze through with a successful DC 12 Dexterity (Acrobatics) check. The doors have AC 10 and 15 hit points should any hero wish to break their way into the room beyond.

A successful DC 12 Wisdom (Perception) check notices blood stains in the dirt on the floor in front of the doors. A successful DC 13 Intelligence (Investigation) check discovers that this blood is less than a day old.

The Southern Door. This door is locked and requires a successful DC 19 Dexterity check with thieves tools to open it.

1 square = 5 feet





2. Tools Store

Situation

Read or paraphrase the following on entry:

This area contains an old stone workbench along the eastern wall with shelves holding a collection of ancient tools such as hammers, nails, screwdrivers, screws and bolts. Along the western wall, dozens of rusty and degraded pickaxes, shovels, and large mallet hammers hang from hooks driven into the stone wall. Below them is an iron and wooden chest sealed with a lock styled in the shape of a celestial bieng that is in surprisingly good shape.

Tactics

If any of the tools are handled, all wooden material, such as handles, disintegrate immediately, leaving behind only the rusty metal components of the tool.

Locked Tool-chest. To unlock the chest, a hero must succeed on a DC 17 Dexterity check with thieves tools.

Treasure

Inside the chest are three mithril-plated chisels (50 gp each).

3. Loading Bay

Situation

Many moon cycles ago, freshly-mined gold would be transported to this area via heavy set

buckets and a gnomish pulley system from the depths of the shaft below. Here, miners would collect the gold in wheelbarrows to move it onto a railed minecart to be transported back to the smelters, jewelers and smithies in Avondale proper for processing and crafting.

Read or paraphrase the following:

The eastern part of this chamber has collapsed, with only an old minecart visible, half-buried under the rocks. A family of bats hangs from the old mining beams towards the back of the chamber. Two large piles of bat guano lie beneath the family of bats, towards the collapsed rubble.

The Spider & the Shepherd. An ettercap has recently made this loading bay its nest, having found an abandoned egg of a giant wolf spider, and pledged to nurse it to hatch. Last night, the **giant wolf spider** hatched, and, despite having recently fed on an unfortunate wandering buck, both it and the ettercap are ravenous. They attack any living creatures that enter the area. The spider is hidden in the shadows of the 12-foot-high ceiling beams above the wooden door.

Tactics

Bats & Guano. The bats have avoided the attention of the ettercap and spider thus far. If combat ensues in this area, on initiative count 20, the bats screech and flutter past the characters to make their escape through the shaft entrance. Each creature in the path of the bats has disadvantage to attack rolls and ability checks until the bats leave on initiative count 20 of the second round of combat.

Combat & Rubble. During each round of combat, on initiative count 0, rocks fall loose from the ceiling. Each creature within the room must make a DC 13 Dexterity saving throw; on a failure, the creature takes 3 (1d6) bludgeoning damage.

Treasure

The heroes can find two ingots of gold remaining beneath the minecart (25 gp each), and five flour sacks worth of bat guano.

Appendix A: Adventure Seeds & Rumors

Use the following tables to generate rumors that the characters might hear around Avondale. These can also be useful in generating adventure seeds and plot hooks. Whether the rumors are reliable or not is up to you; they could be completely true, completely false, or somewhere in between.

Using The Tables

Characters can discover these rumors in taverns, on the street, in a private council meeting, or elsewhere in Avondale. The first table states who or what the rumor is about. The second table generates the thing or action in which is rumored to be happening. The third gives you a tool, thing or device by which they are doing the action with. And the fourth table tells you where is it being done, or a place that it is related to.

The tables are designed so that the result of a single 1d12 roll can be referenced on each table to provide a thematic rumor; however, rolling 1d12 on each table individually allows far more possibilities, even if some are tremendously unlikely to be true!

Truth or Fallacy

Some of the below entries are absolutely false, being that there are lore derived reasons that dictate their fallacy. An example of this is the dragon in the Who or What table, as true dragons have not been active in Tiberos for an age. These will be flagged with **(False)** in such cases.

1. Start Seed or Rumor

d12 Who or What

1	King Tanos
2	The Knights of Dracoma
3	Zauber's Acadeum
4	The Wizard Amble
5	A minotaur sailor visiting Avondale from the Empire
6	Fraith Helder (owner of The Ambler mageware shop)
7	A pack of kwillum
8	The Librarians (of the Great Library of Dracoma)
9	A dragon (False)
10	A knight of the shield
11	Inner-city Bandits
12	Regemont Mistdweller (cemetery caretaker)

2. Is, have/has, are, will, plans to, have/has been...

d12 Action

1	In need
2	Fought/fight
3	Recruiting/recruited
4	Awakened or opened
5	Found
6	Discovered
7	Looking for
8	Holds/holding or hiding
9	Kidnap/kidnapped
10	Sold/bought or stolen
11	Murdered
12	Planning/planned to release

3. With, of, for, on, by...

d12	Tool, Thing, Person or Device
1	A valuable and ancient scroll detailing secret information about something of great power
2	A rampaging ogre
3	A mysterious and dark advisor
4	Evil spirits that protect a powerful artifact in an ancient Darnathian Imperial tomb
5	A secret tunnel
6	The child of a goddess (False)
7	Something long lost
8	A flying machine
9	The harbor master's daughter
10	A team of adventurers
11	A boat or a ship
12	A wheyr scout

4. At, in, on, beneath, above, around, from, beyond, to investigate, to terrorize...

d12	Location
1	The elven lands of Solanus.
2	The Abandoned Mineshaft just east of the city outer walls.
3	The old cemetery along the road east out of Avondale.
4	The City Guard Settlements.
5	The Upper-Class District, under the shadow of the Old-Town wall.
6	The Trapped Sea, near the Dracoma coastline just north of Avondale.
7	The front steps of the Great Library of Dracoma.
8	The great fields of grass just northeast of the Avondale outer-city walls.
9	Wharf 3 in Avondale Port District.
10	A torture chamber hidden deep beneath the citadel towers of Thon Draka, the headquarters of the Knights of Dracoma. (False)
11	The Avondale Market Square.
12	The edge of the Dracoma border.



Appendix B:

Avondale NPC Register

Avondale NPC Register

NPC	Likely Location	Description
Andrien Krellar	The Krellar Academy	Founder of the Krellar Academy, a fencing and swordplay school. He is a minor noble who is known for his fencing and blademastery. He is an anti-monarch, and anti-knight sympathizer who secretly runs his school to recruit followers to his movement.
Bones	The Scrounge black market bazaar – anywhere within the city	The master of the Scrounge, a large bald and heavily tattooed male human simply known as “Bones”. The lich resides in the three deepest levels of the library that have been repurposed as the Royal Museum for Dracoma. Bookman Ashur is its curator.
Bookman Ashur	Great Library of Dracoma: The three deepest basement levels known as the Royal Museum of Dracoma.	A lich in disguise; he appears as a gentle-looking, bald, brown-skinned human with two tattoos inlaid with gold under each eye and he wears corrective lenses. He often acts as a guide for those willing to learn and be respectful of the knowledge housed in the Museum.
Burphus Tottle	Royal Guard Headquarters	An office clerk for the Royal Guard. A short, squat, balding middle aged man. He has small spectacles that sit on the end of his hooked nose that he peers down through while working at his desk. Burphus can seem uninterested and quite rude, as he talks while still conducting his work in his ledger book, never looking up.
Cam Ridgmont	Royal Guard Headquarters	Tall and fairly muscular with dusty red hair, fair skin and a keen spark in his emerald green eyes. Cam is an eager young man with tremendous heart, albeit not too intelligent, who is looking to impress the Royal Guards by volunteering for almost any job that they can give him. After having failed the assessments to join the knights as a squire, he now sets his sights on the Royal Guard with hopes to one day be chosen to join their ranks.
Captain Bartholomew Greywater	Wharf 2	A salty old sea-dog, who wears a white fleece shirt, and a sea captain’s tricorne hat. Captain of the Sea Clipper.
Commander Larsha Corgen	Fort Morgrin	Commander of Fort Morgrin. Long curly dark hair, deep black eyes, and dark skin complexion. Larsha is a no-nonsense veteran with a large scar that runs across her collarbones, up and around to the back of her neck. She has a soft spot for kwillum having been rescued by one in her childhood, though she would never admit to it.

Dalton the Quick	Market District	Once an orphan, now the Lightfingers Guild's finest pickpocket. Dalton is a young man in his early twenties with a handsome face, quick wit and a ready smile.
Frath Helder	The Ambler mageware shop	Frath is a very charismatic low level half-elf wizard, who is forever the peddler. He can often be heard reciting the adage "If there is coin to be made, there is a deal to be done". He is prone to over-exaggerating stories, and overselling his abilities. Frath Helder is a tall and muscular half-elf with fiery orange hair, a short trimmed and pointed orange beard, and sharp crystal blue eyes. He is very handsome. Wearing an open chest vest, a stunning purple stone can be seen worn about his neck hanging by a thin silver chain.
Hand Rain	Market District back alley	Rain is an undercover Royal Guard agent, currently infiltrating the Ragged Claw crime syndicate. They are a willowy, androgynous, non-binary individual serving as one of the 5 current Hands of the gang.
Hemm	The Dulcet Dulcimer - musical instrument shop	A nondescript male human shop owner in his mid-thirties who is a master craftsman, talented musician and music teacher by day. Secretly Hemm also leads a second life by night as a master assassin who specializes in slow working poisons.
Jasper Fenth	The Angel's Call Theatre	An older human male who owns The Angel's Theatre. Jasper is a retired minstrel whose voice failed him long ago. He is quite flamboyant and often speaks nostalgically of the glory days of the theatre, a time from his childhood, which lead him to purchasing the establishment many years ago.
King Tanos	Tor Darnathos Palace	King Tanos is a young king. He is thin and well-groomed with short red hair and beard. He has a slightly pointed nose, a perpetual scowl, and watery blue eyes. The King often wears a ceremonial breastplate and a long, flowing dark-green cloak with silver edging. Tanos is a fairly competent ruler, though he resents that his authority is often usurped by the knighthood. The king is not above taking some satisfaction whenever some event goes awry for the Knights of Dracoma.
Lord Kronwyn, Master of the Sword, Knight of Dracoma	Thon Draca	Lord Kronwyn is a very cunning older knight. He is the head of the Knight's Council. A short yet well-built man, adorned by a gray beard. He can immediately be recognized by the scar that runs across his temple, and the breastplate stylized with an engraved image of a sword pointed down its center.
Luz Nelida	Waters & Chat Bath House	An exotic half-elf and the owner of the Waters & Chat Bath House. She is a bard devoted to poetry and the harp. Luz holds a secret second life as an inner-city mercenary leader who often does covert suburban work for the King.

Margoth	Cemetery	A large and muscle bound minotaur who acts as the cemetery assistant for Regemont Mistdweller. Margoth is not very intelligent, having more brawn than brains, and that suits him just fine.
Master Claw	Unknown	The Master Claw is the highest ranking position, and leader of the Ragged Claw crime syndicate. The current Master Claw is, in fact, a doppelganger taking many forms, which explains how it has avoided arrest by the Royal Commander and his task force.
Mishna	Slumtown	A kwillum street rat who has curated a nearly matchless knowledge of the streets, docks, and sewers of Avondale. Though she has few friends in the city, her acquaintances are littered across the districts. Mishna works in the trade of information, for the right price of course. Her information is good, and if she doesn't have it at hand, she always knows where to find it... for the right price.
Mother Areeta	Mother Areeta's Orphanage, Lower-class District	Mother Areeta is the guildmaster for the Lighfingers pickpocket guild. She is a kindly, motherly woman in her late 50s, though time and worry have given her a premature aged look. Despite this, her eyes shine with intelligence, and she has the no-nonsense manner of a woman used to dealing with unruly children.
Myrlon Misselfit	Myrlon's Marvelous mageware Shop	Myrlon is an introverted human mageware shop owner who tends to talk to himself a lot. He keeps his secrets close to his chest so one can take advantage of him. Myrlon is a middle-aged man in his early 40s with balding grey hair, bucked teeth, and a left ear that sticks out a little further than his right.
Neela	The Bit and Blade Tavern	Bartender (and secretly the owner) at the Bit and Blade Tavern. A friendly half-elf woman, masquerading as human. She appears to be in her mid-thirties, with dark hair and a ready smile. She is well dressed, and has a penchant for headscarves.
Regemont Mistdweller	Cemetery	Regemont is a dark haired, pale and gaunt-looking human man. He is a man of few words and is more likely to reply with a grunt than an answer. He tends to keep to himself and his cemetery, only usually socializing with his assistant, the minotaur Margoth.
Region Trademaster Lavella	Her estate in the Upper-class district	Lavella is the Onyx Consortium's region trademaster. She is the highest ranking member of the black marketeer organization in Avondale. She is a stately human woman of middle years, with long black hair (going grey) and a calm, measured demeanor. She is thoughtful in her decision making, measured in her responses and utterly ruthless and without empathy in her dealings.

Royal Commander Artemus Ravenhurst	Royal Guard Headquarters	Commander of the Royal Guard, reporting only to King Tanos himself.
Sergol Rimshaw - "The Miracle"	Lower-Class District	Sergol is a warlock who has a pact with the mysterious god known as The Death. He uses his patron-gifted powers as a means to perform "miracles" for folk in desperate need in return for a seemingly empty promise of payment of their soul.
Trade Factor Andros	Market District	Andros is one of several Onyx Consortium's Trade Factors working directly under Region Trademaster Lavella. He is a thin, hunched, balding man in his late 40s, and appears to be a well-dressed scholar or academic at first. He lives to argue, bargain and haggle, and is steeped in the law and bureaucracy of Avondale.
Vermina	The Roasted Rodent tavern	The tavern owner is jovial female dwarf who is stout in body, with long red locks and a very outgoing personality. She is often the life of the party. Wilhelm Seretal is a middle-aged man dressed in faded finery who runs a salvage and treasure-hunting business out of one of the docks known as Wilhelm's Treasures.
Wilhelm Seretal	Wilhelm's Treasures at one of the Avondale wharfs.	He is a weathered sailor, with a sun faded cap and often has a cork smoking pipe hanging from his lips. Wilhelm is known for his storytelling of grand adventures hunting for unique and priceless treasures in the most dangerous and deepest parts of the Trapped Sea.

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