

A12

Monthly

TOWNS & CITIES
ISSUE

Issue 23
May, 2023

SURVIVING URBAN LIFE

AND YOU THOUGHT THE
WILDERNESS WAS
DANGEROUS!

POWER OF THE GUILDS

BACKSTABBED!

BUILDING A THIEVES'
GUILD

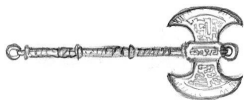
The Conclave of the Contagious Fray:
A new adventure location

d12 Monthly is a helpful resource for fantasy roleplayers.

Contents

Features

- 3 Editorial**
The Towns & Cities Issue
- 4 City of Wonders**
Placing Cities
- 5 The Lay of the Land**
City Layout
- 6 Fancy Meeting You Here**
City & Town Encounters
- 8 Protection in Numbers**
All About Guilds
- 9 Backstabbed!**
Building a Thieves' Guild
- 12 A Fair Price**
Shoppes & Markets
- 13 New Faces**
People Around Town
- 18 That Won't Be Available Until Next Week**
Availability of Equipment & Services
- 22 The Conclave of the Contagious Fray**
Adventure Location
- 27 Want More & Next Month**



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Unless otherwise mentioned, all articles are written by Russ at YUMDM.

The Towns & Cities Issue

In this month's issue we come in from the cold to the "safety" of the settlement. But unfortunately, towns and cities have their own dangers.

From deadly back alleys, to criminal gangs, to corrupt officials, to secret cults - these settlements can be just as deadly and adventurous as the wilderness.

In this issue we explore how cities come to be, their layout, who you can encounter, some NPCs you can use in your campaigns, what influence guilds have, and I show you how to make a thieves' guild in less than 5 minutes.

Enjoy your stay!

And, as always, happy gaming!

- Russ from YUMDM

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About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

Other TTRPGs I like: WEG D6 Star Wars, Feng Shui RPG, & Warhammer FRP.

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(Tiers are available to receive a physical copy).

City of Wonders

Placing Cities

Cities don't just appear one day.

They grow over time - years, decades, or even centuries - from simple villages to towns to cities.

Given this, you need to think about the placement of your cities. They have *become* cities because of their location.

Cities usually appear in places of high traffic: coastal hubs, crossroads, major trade routes. But they also appear near drinkable water.

Without water, the village wouldn't have made it, so there would have, by extension, been no town or city.

A lot of cities are built up around castles too. These castles were built with strategic interests in mind, so they are usually built on a hill or other higher ground. A village then formed around it, which grew into a town, and then a city.

One way to think of places where cities may develop is by looking at your map and thinking about where settlers would create a settlement - near a road (or at least an accessible terrain), a river, and with a wood or forest nearby (for hunting and gathering, as well as for natural resources like timber). Near hills or mountains can also be beneficial for stone.

Once you have a location in mind, you can then place a city there.

If you don't have a map already, another way to do this is to grab some dice (D6, D8, D10 work best), and roll them onto a large blank sheet of paper - where they land is a place for a settlement. The number rolled on each D6 is how large the settlement is (higher the number the larger the settlement).

You can then draw in the terrain needed to support those settlements, especially the larger ones, which will be the cities.

Settlement Populations

Below is a rough guide to how many people live in a particular settlement.

Table: Settlement Populations

Settlement	Population
Hamlet	20-100
Village	101-500
Small Town	501-1,000
Large Town	1,001-2,500
Small City	2,500-10,000
Large City	10,001-25,000
City-State or Metropolis	25,000+

These numbers are not exact and the terms can be changed as needed. Various nations within your campaign world may have differing definitions of what a town or city is.

The Lay of the Land

City Layout



Mediaeval cities were rarely planned. And fantasy cities are probably not either.

To give your fantasy cities a little bit of realism, here are some general rules.

Mediaeval cities are typically laid out in a

variety of ways, depending on factors such as the city's location, historical context, and the purpose of the settlement. This is not to be overlooked.

Common Features

However, there are some common features that can be found in many mediaeval cities.

One common feature is usually present: a central square or market, which was often surrounded by important civic and religious buildings such as churches, town halls, and guildhalls.

Mediaeval cities are also often walled with gates and towers providing access points to the city. This is to protect the city from invading armies and monsters.

Neighbourhoods

In addition to the central square, many mediaeval cities have distinct neighbourhoods or districts, each with its own character and function.

For example, there is usually a commercial district where merchants and traders conduct business, and a residential district where the city's inhabitants live.

The commercial districts are bustling with activity, with merchants and traders selling their wares from large stalls and shops, while smaller vendors sell their goods from a cart or small stall.

Goods for sale include textiles, spices, foodstuffs, and many items of daily use.

Certain types of businesses are often clustered together in specialised neighbourhoods or districts.

For example, craftspeople such as blacksmiths, potters, and weavers might be located in a specific part of the city, each confined to a specific street or streets.

These districts often had their own regulations and rules governing the production and sale of goods, which were overseen by the Guilds and government officials (see article *Protection in Numbers* in this issue for more information on guilds).



Fancy Meeting You Here City & Town Encounters



Town and city encounters are a little different to wilderness encounters. There is less of a chance to meet a monster roaming the city than roaming the untamed countryside.

With that said, there are still monsters that lurk in the city's underbelly. Not to mention many undesirables.

Encounter Chance & Numbers

Chance of a significant random encounter is 1 in 6 - check three times per day (morning, noon, and night), or whenever the PCs start wandering about.

Number encountered is sometimes self-explanatory (A peasant going about his business), but if a group is indicated use your intuition, or simply roll a D6.

Table: Town Encounters

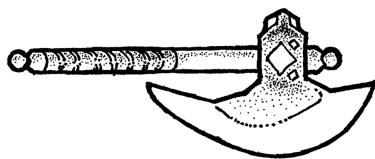
D12+D8	Encounter
2	Barbarian looking for someone
3	Pickpocket looking for a mark
4	A troop of halfling entertainers
5	Travelling merchants
6	Herbalist fresh from the countryside
7	Peasant going about his business
8	Town guards
9	Farmers talking to someone the PCs knows
10	Local trader or merchant selling something the PCs want
11	Town crier with news that may affect the PCs
12	Town blacksmith or other specialist
13	Ilk "Jangles" Fairweather
14	A bard looking for inspiration, and finding it with the PCs
15	A goblin spy, hiding
16	An official messenger
17	A travelling priest
18	A runaway horse, threatening an innocent person or the PCs
19	A band of Orcs
20	A gang of outlaws

Table: City Encounters

D12+D8	Encounter
2	Thieves looking for a mark
3	An artist who draws character portraits, but who has a thief accomplice who steals something from those the artist draws
4	Local shopkeep
5	A Bard on his way to/from a local tavern
6	Thief Guild members keeping an eye on things from the rooftops
7	A bruiser looking to arm wrestle for money
8	Farmer on his way back from the markets
9	Trader on his way to the market
10	City guardsman on duty
11	Noble with D4+1 hangers on
12	Peasants working
13	Artisans talking
14	A troop of halfling entertainers dressed up as lizardfolk
15	Charlatan hocking fake magic items
16	Town crier
17	NPC Adventuring party
18	City messenger
19	Ratfolk fresh from the sewers
20	A Feyr looking for prey

Table: Back Alley Encounters

D8+D8	Encounter
2	An expert assassin
3	Some thieves planning a heist
4	Local pawnbroker outside his store
5	A drunk bard talking to himself
6	Gang of thugs looking for trouble
7	Goblin infiltrators
8	A Doppelganger changing form
9	A young street urchin beckons to the PCs - a trap or do they need help?
10	A group of thugs unloading goods from a wagon
11	A lone guard calling for help
12	A drunk on the street (he could be real or someone in disguise)
13	Lost visitor to city
14	City watch on duty (D4+1)
15	NPC Adventuring party
16	A beholder looking for someone



Protection in Numbers

All About Guilds

Guilds can be a great organisation or faction within your campaign world, and can act as help or foils to your PCs.

What are Guilds?

Mediaeval guilds are associations of artisans or merchants, created to regulate and control the quality and quantity of goods produced and sold by their members, as well as to provide mutual support and protection.

Guilds are typically organised around a particular trade or craft, such as blacksmithing, carpentry, or weaving. Or a group of merchants.

Guilds in the Community

Guilds provide social and religious support for their members, often serving as a kind of extended family or community.

They provide assistance to members in times of illness, death, or other hardships, and they often sponsor religious and cultural activities, such as processions, festivals, and patronage of local churches.

Power of the Guilds

The power of mediaeval guilds varies depending on its size and importance, as well as the specific trade or craft they represented.

In some cities and regions, guilds have significant political and economic

influence, while in others, their power is more limited.

Generally, guilds have the power to regulate the production and sale of goods within their trade or craft. This includes setting standards for quality, determining prices, and controlling the number of apprentices and journeymen who could work in the trade.

Apprentices are young men or women who study under a master for up to seven years.

Journeymen are those who make it through their apprenticeship and are allowed to practise their craft for money. **Masters** are those who can train new apprentices, but need to be voted as such by the guild.

Guilds have the authority to discipline members who violated guild rules, including imposing fines, expelling members, or even confiscating their goods.

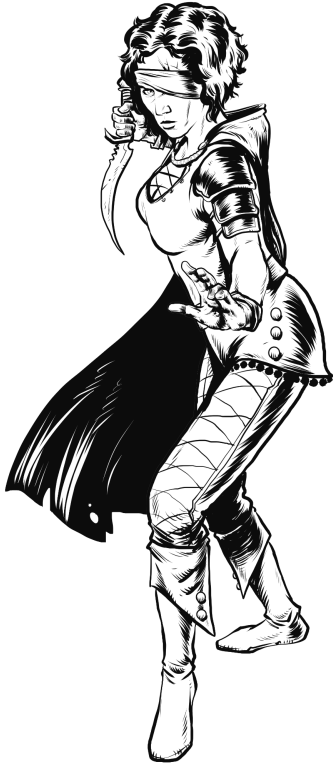
Guilds often have a strong presence in local politics, with some guilds having their own representatives in city councils and other governing bodies. They also have the power to organise strikes or boycotts to protest unfair treatment or to demand better working conditions.

In some cases, guilds are even able to influence national politics, and secure charters and privileges from a monarch.

Some guilds can be very influential, with some of the most powerful guilds controlling entire industries and even playing significant roles in local and national politics.

Backstabbed!

Building a Thieves' Guild



It seems nearly every city has a thieves' guild.

They are secret organisations of professional thieves who operate in cities and towns, who seek to regulate and control criminal activities such as theft, robbery, and extortion.

Thieves' guilds typically have their own codes of conduct, hierarchies of leadership, and methods for recruitment and training.

This can be a formal network of thieves with a strong or charismatic leader, or a more loose affiliation of rogues who try not to step on each other's toes.

Either way, they see the city in which they do business as their exclusive turf, and will not accept outside thieves plying their trade without permission.

Below is a quick Thieves' Guild generator that you can use to quickly come up with a guild, or use it as a starting point and build on it.

Add to all following rolls the below modifiers based on the size of the settlement. If you roll less than 1, then the settlement doesn't currently have an established thieves' guild.

Settlements smaller than small towns tend not to have the population for a thieves' guild.

Table: Settlement Modifier

Settlement	Modifier
Small Town	-2
Large Town	-1
Small City	0
Large City	+1
Metropolis	+2

Power Level

The first thing you need to figure out is the power level of the guild - how powerful is it?

Table: Thieves' Guild Power Level

D6	Power Level
1	Small, unorganised
2	Small, organised
3	Medium, organised
4	Medium, organised, rival
5	Large, organised
6	Large, organised, rival
7+	Large, organised, integrated, rival

Size

Small means a group of 4D4 bandits, usually 0-level thugs or low-level fighters and thieves/rogues.

A **Medium**-sized group is equal to 4D8 bandits (mostly 1st or 2nd level fighters or thieves/rogues) with access to a spell-caster or two.

A **large** guild would number 10D10 members, at a minimum. They would consist mostly of fighters and thieves, but also some spellcasters and other classes.

Type

Unorganised means the guild is not much more than a roving band of thugs who harass travellers.

Organised means the guild is a well-structured business, complete with a leader, subordinates, and recruiters.

Having a **Rival** indicates that there are more than one thieves' guild in the same settlement (usually warring), or another organisation is trying to eradicate the guild.

Headquarters

Roll on the table below, or choose a location for the guilds' headquarters.

Table: Thieves' Guild HQ

D6	Power Level
1	Single building in, or on the outskirts of the settlement.
2	Located in a seedier area of town, using a legal business as cover.
3	A ruined temple. Rumours abound that it is haunted to keep the locals away.
4	The sewers. Rooms have been excavated to house the guild, accessible only via the sewers and several safe houses.
5	Harbour warehouses. A number of these are owned by the thieves' guild and their HQ is located within a few joined buildings.
6	Bottom of an old well. Tunnels and rooms were dug out from the well entrance.

Leadership

Roll a D6, or choose to discover who the leader of this guild is.

Table: Thieves' Guild Leader

D6	Guild Leader
1	A thug who got lucky.
2	A charismatic bard who turned to a life of crime.
3	A professional thief who worked his way up the chain of command.
4	A cleric who uses his position within the church to hide the operations of his secret guild.
5	An illusionist who uses his magic to great effect.
6	A monster - roll on a random encounter table.



Unusual traits

Give the guild a bit of colour with one of these traits.

Table: Thieves' Unusual Trait

D6	Unusual Trait
1	The guild is actually a force for good - stealing only from those who are corrupt.
2	All guild members are trained in magic and can access at least one spell.
3	Leader is a doppelganger.
4	The guild is a cover for a cult or other powerful group.
5	The real leader is a powerful demon.
6	The guild's real HQ is on another plane.

Name

Time to give your thieves' guide a name. Roll once for the first part of the name and again for the second.

Table: Guild Name A

D8	First Name	Second Name
1	The Gold	Shadows
2	The Silent	Killers
3	The Venom	Crew
4	The Alley	Gang
5	The Executioner	Whispers
6	The Dangerous	Scourge
7	The Basement	Marauders
8	The Underground	Reavers

A Fair Price Shoppes & Markets

Businesses in fantasy campaigns tend to act very much like modern ones, with rows and rows of shops available with decorative shop fronts.

The truth in mediaeval times is somewhat different.

Mediaeval shops basically came in two varieties: buildings with wooden shutters (where the customer stood outside in the street), and workshops (where customers could walk in).

Either way, there were no glass windows.

Some businesses imported their goods while others made them on premises, and most businesses ordered goods, or made them to order, having very little excess inventory.

Most of the time, the owner of the business (and their family) lived behind or upstairs from the business itself.

Shops, when they did exist, were usually located on the same street (usually named after that business - like potters row, or smith street). This was done, in part, so tax collectors could easily keep track of them.

Markets & Fairs

Having an actual shop though was rare - most transactions took place at a local market.

These were usually held on public land near the gates of a city or central part of a town or village, and producers from around the settlement (usually within a day's travel) would come to sell their wares.

Peasants and farmers would sell their excess produce, like vegetables, meat, or eggs at these markets.

Many larger settlements held annual fairs as well. These were much bigger versions of the markets and were very popular. So much so, that local lords and churches would pay for them to be held, adding in entertainment as well.

Producers and buyers alike would travel far and wide to attend annual fairs.

Merchants

Merchants came into their own by buying raw goods and manufactured products in one area and selling them in another, hoping to make a profit.

Many were successful, but many more were not, losing money on their trade enterprises.

Merchants would have contracts with suppliers of raw materials, as well as contracts with those who make items from it, allowing the merchant to then sell the finished product to the public.

The very successful merchants became nobles due to the wealth they earned.



New Faces

People Around Town

Below are some profiles of a few NPCs you can use in your own campaign.

This issue contains NPC stats that are based on OSE (B/X) rules, but they can be easily converted to other editions and hacks.

I also describe NPCs using my MAP method (see *Issue 0* of **d12 Monthly** for more information), which I have partly reproduced here for reference.

The NPC MAP Method

A handy trick when creating NPCs is to use what I call the MAP method:

Motivation
Appearance
Personality

When creating an NPC, give them a short description for each of these descriptors.

Instantly you have an idea about how this NPC looks, acts, and what motivates them.

And, in turn, as you roleplay them, so too will your players.

You can always add and develop them later, but this simple system gives you an easy to remember introduction.

Karlin Barbaros

Human Bard 3 / Barbarian 1



Karlin is as bold as his voice is loud. He is a travelling bard who tells grand ballads about his travels and of those he has met.

His accent helps the power of his performance and he uses it to great effect.

He likes to perform in the rougher parts of the city, enjoying the raucous crowds. He enjoys a good drink and can hold his own in a fight (in game terms I see him being multiclassed with barbarian).

Karlin (Hu M AL: CN; To hear the roar of the crowd, Long dark hair and goatee, Loud and boisterous).

AC 8 [12] (leather), **HP** 16, **Att** 1 × staff (1d6/d8*), **THACO** 19 [0], **MV** 90' (30'), **SV** D13 W14 P13 B16 S15, **AL** Neutral, **STR** 13 **INT** 9 **WIS** 13 **DEX** 9 **CON** 10 **CHA** 14, **Spells:** Faerie Fire, Predict Weather.

* See Issue 4 of d12 Monthly for a spotlight on the humble staff.



Virlim Goldstaff

Sells: Information, non-magical books & scrolls on all sorts of topics. Dabbles in exotic ingredients as well.

Virlim is generally a happy fellow. He did plan on becoming an adventurer in his early years, but after one adventure (that went horribly wrong) he gave up that life, settled down, and became a merchant.

A lot of his clients are adventurers however, as well as sages, mages, and other learned individuals, including priests and nobles.

He is quite knowledgeable*, having read a lot of the tomes that pass through his hands, and has a lot of contacts that he can provide to paying customers on where they may find a tome they are after, if he doesn't have it (see *Virlim's Book* table).

* Treat Virlim as having the Bardic Knowledge ability.

Virlim travels a great deal due to his merchant business, and so is not always available, but his long-term assistant, Gravin the Bookbinder, is happy to assist the PCs in their orders and questions.

Gravin the Bookbinder (Hu M AL: NG; Perfecting his craft, Long silver hair falling across his face, Succinct) is a master bookbinder, and is also charged with doing business while Virlim is away. He is married with three children, but also keeps a mistress on call who often joins Gravin on late nights at Virlim's shop when Virlim is away.

Finding The Information

To determine if Virlim has a particular tome or not, roll a D6 and consult the *Virlim's Books* table.

Table: Virlim's Books

D6	Result
1-2	Has the book in question* (Available immediately)
3-4	Doesn't have it, but knows someone who has a copy (Available in 2D6 days)
5	Will need time to chase a copy down. (Available in 4D6 days)
6	Not available at all.

* Assuming it is not unique and over 1,000 years old

Possible Encounters with PCs

- PCs need a copy of a book or scroll that Virlim may have
- PCs are researching a topic and the librarian suggests checking with Virlim
- The sage or mage in the party is wanting to start their own library
- Virlim could be in trouble and ask the PCs for help

Virlim has picked up a few magic items in his travels and business dealings and has some on him at all times.

He wears a *Ring of Teleportation* which allows him to return to his place of business. He also has a *Necklace of Fireballs* which he will use if his life is threatened. He may have other items as well.



Ilk “Jangles” Fairweather

Ilk, or Jangles as he is known on the streets, is a part-time trader, and a part-time fence.

He operates out of several nearby towns and can get you almost anything you require at a “fair” price (of course, Jangles dictates what’s fair).

His operation consists of stealing something from one settlement and then selling it at another, being careful not to sell too close to the original source.

He has a loose group of “operatives” who thief for him and then deliver him an almost endless supply of merchandise.

He is careful not to run foul of the law and covers his illegal activities with a veneer of being a legit trader.

He can usually be found either outside of town procuring new items from one of his contacts, or in a seedier tavern spending his ill-gotten gains.

If not in a particular town at the time, Jangles has a contact in each town that will be able to contact him. Use the following NPCs for these contacts, as needed:

Druk Fingerstone (*Gn M AL: NE; Revenge against a rival; Many face tattoos; Dishonest and jealous*).

“Hunter” Garrod (*Hu M AL: CN; Fun & Booze; Long grey hair & a limp; Arrogant & Cynical*).

Possible Encounters with PCs

- Encountered in town making a deal with a local thief
- Being a contact the PCs need to talk to
- A patron at the local seedy tavern
- A trader the PCs need to see if they want to purchase something illegal or dangerous

Ilk “Jangles” Fairweather

Human Thief 4; AL: NE

AC: 5 [14] (leather armour, DEX)

Hit Points: 15

Initiative: +1

Attacks: 1 × shortsword (1d6+1)

THACO: 19 [0]

Movement Rate: 90' (30')

Saves: D13 W14 P13 B16 S15

Abilities:

STR 12 INT 12 WIS 9 DEX 16 CON 13 CHA 12

Items: Leather armour, +1 *magical* shortsword, dagger (hidden in boot), *Dust of Disappearance*.

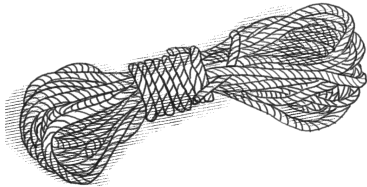
Jangles usually carries the above on him, but he has access to many items that may be useful to him if he is expecting trouble or is warned in advance.

He also uses his network of thieves to let him know of any trade shipments that are coming and going, any persons of note who have entered town (like the PCs), and similar.



That Won't Be Available Until Next Week

Availability of Equipment & Services



Goods and services are not always available to characters when they want them.

Sometimes they are scarce (and expensive), illegal (even more expensive), or just not available in a given location.

In the tables that follow, each item of equipment is given an availability rating: common, uncommon, and rare. There is also a legality rating: restricted, or illegal.

Listed below are all equipment listed in the OSE Advanced Players' Guide along with their availability.

You can restrict items the characters can easily purchase via laws. It may be illegal in some Nations to carry war-like weapons (swords, lances, etc) or wear plate mail, which could only be available to the king's champions.

This is left up to the GM to decide based on their campaign world.

The tables below use the following key:

Table: Key

C - Common

X - Restricted

U - Uncommon

I - Illegal

R - Rare

Slots are based on articles in *Issue 7 of d12 Monthly*.

Table: Armour

Armour	Avail.	Cost	Slots
Leather	C	20	1
Chainmail	U	40	2
Platemail [^]	R	60	3

Table: Animals

Animal	Avail.	Cost
Dog (Hunting)	U	17
Dog (War) [^]	R	25
Camel	C-R	100
Horse (Draft)	C	40
Horse (Riding)	U	75
Horse (War) [^]	R	250
Mule/Donkey	C	30

Table: Tack & Harness

Item	Avail.	Cost	Slots
Dog Armour	U	25	1
Horse Barding	R	150	2
Saddle & Bridle	U	25	1
Saddle Bags	C	5	2

Table: General Equipment

Item	Avail.	Cost	Slots
Backpack	C	5	1*
Crowbar	C	10	1
Garlic	C	5	-
Grappling Hook	U	25	1
Hammer (Small)	C	2	-
Holy Symbol**	R,X	25	-
Holy Water (Vial)	U, X	25	1
Iron Spikes (12)	U	1	1
Lantern	C	10	1
Mirror (hand-held, steel)	R	5	1
Oil (flask)	C	2	1/2
Pole (10-ft, wooden)	C	1	2
Rations, Iron (7 days)	C	15	1
Rations, Standard (7 days)	C	5	2
Rope (50-ft)	C	1	1
Sack (large)	C	2	-
Sack (small)	C	1	-
Stake (3) & Mallet	C	3	1
Thieves' Tools	R, I	25	1
Tinder Box	U	3	-
Torches (6)	C	1	1
Waterskin	C	1	1
Wine (2 pints)	C	1	1
Wolfsbane (1 bunch)	U	10	-

Backpack costs 1 slot, but allows a character to carry 4 slots within it.

** Holy symbols need to be made and blessed by the church the character belongs to.

Table: Weapons

Weapon	Avail.^	Cost	Slots
Battle axe^	U	7	2
Club	C	3	1
Crossbow	C	30	1
Dagger	C	10	1/2
Hand axe	C	4	1
Javelin	U	1	1
Lance^	U	5	2
Longbow^	U	40	2
Mace	U	5	1
Polearm^	U	7	2
Shortbow	C	25	1
Shortsword	C	7	1
Silver Dagger	R	30	1/2
Sling	C	2	1
Spear	C	4	2
Staff	C	2	2
Sword	U	10	1
Two-Handed sword^	R	15	2
Warhammer	U	5	1

Poisons

All poisons are considered rare and illegal in most places.

Ship Weaponry

Ship weaponry is considered rare and restricted in most places.

Table: Vehicles

Vehicle	Avail.	Cost
Cart	C	100
Wagon	U	200
Lifeboat	C	1,000
Longship	U	15,000
Sailing Ship (large)	R	20,000
Sailing Ship (small)	R	5,000
Troop Transport (large)^	R	26,600
Troop Transport (small)^	R	6,600
Warship (large)^	R	26,600
Warship (small)^	R	6,600
Boat (River)	C	4,000
Boat (Sailing)	U	2,000
Canoe	C	50
Galley (large)	U	30,000
Galley, small)	U	10,000
Galley (war)^	R	60,000
Raft (makeshift)	C	-
Raft (professional)	C	1 GP per square foot

^ These items may be considered restricted (“X”) in lands where military weaponry is restricted to the army, and nobles and their servants.

Determine Availability

Another thing to consider is where the characters are at the time. A large city would easily have most items, but a small town or village may not have certain items available.

To determine if a village, town or city has a particular item available, consult the table below. Then roll a D6 - if the number rolled is equal to or greater than the number indicated, then the item is available.

Table: Item Availability in Settlements

	Common	Unc.	Rare
Hamlet	4	5	6
Village	3	4	5
Small Town	2	3	4
Large Town	1	2	3
City	1	1	2
Metropolis	1	1	1

If an item is restricted, add 1 to the number above. If it is illegal, add 2.

For example, a thief character is after a new set of thieves' tools after breaking the last set, and has just arrived back in Rostrum, a large town.

Thieves' tools are both rare and illegal in the city and so the GM needs to roll a 5 or better on a D6 for there to be one available for the thief to buy (on the blackmarket, obviously).

The GM rolls a 3 and so the character cannot find one to purchase immediately. The GM does allow the character to place an order for one however, and it will be available in D4 weeks.

Roleplaying Instead

Instead of rolling on the table above for restricted and illegal items, the GM may elect to roleplay it out, having the PCs go on an adventure to get access to an item.

For example, before the local church gives the PCs holy water, they may ask a “small favour” from the PCs first.

Items on Order

Some items, even common ones, are not always available immediately. In mediaeval times, items were usually only made when they became necessary.

If the item isn't immediately available, the character may request one be made. For common items, this takes D3 days, for uncommon items, D4+2 days, and for rare items, D4 weeks.

Example

Landarr, our dwarven explorer, has just arrived in town after a long trek, which saw him delve into some ancient elven crypt.

After a rest, he goes about town in search of replacing some equipment which was either lost, left behind, or destroyed during his adventure.

He also wants two war dogs for company and protection.

Having arrived in the small town of Wayhill, he heads to the weekly market which is bustling with people of all sorts.

He approaches a weaponsmith, looking to get a new battle axe after his last one was cracked asunder.

The GM rolls a D6 and rolls a 3 - just enough for this small town to have (an uncommon) battle axe to sell.

Next on Landarr's list is some fairly common equipment: rope, hammer & pitons, and a large sack. The GM rolls 3D6 and rolls 1, 4, 6 - there is no rope available right now, but the cordier says it will be available in (GM rolls a D3 and gets a 2) two days as he will need to make one.

Next, Landarr heads to an animal trainer, and asks if they have two trained war dogs. These are rare and restricted, and so the GM rolls 2D6 - one for each dog (as they may only have one available) - and rolls a 4 and a 5.

Only one is available. And the trainer will need an added incentive to part with it to someone not from official channels.

He also says it will take (the GM rolls a D4) four weeks before another will be ready. Landarr settles for the one right now and will try his luck at a larger town further downstream.



The Conclave of the Contagious Fray

Adventure Location

Below the city streets is a secret temple to the deity of Iklarn, the god of disease and illness.

The cult is close to its plan for unleashing a disease demon onto the streets above, claiming the city for their god.

The Black Market

The cult runs a small black market operation, which is outside of the Thieves' Guild purview, but which nonetheless serves in many illicit and stolen goods.

This black market serves to hide their true intentions and motivations, and also gives them a continuous income.

The front man to this operation is **Klinger Greeman** (*Dw M AL: NE; Greed, A thick black moustache and bald head, Gruff and cutting*).

Klinger oversees a dozen or so pickpockets, thieves, and cutthroats that work the city, gaining him the items for his underground market. He also has merchant contacts who bring him illegal wares from outside the city, including poisons, dangerous potions, and other deadly concoctions.

His clients include assassins, thieves, merchants, mages, and clerics of evil religions.

Klinger is also a cult member. He takes part in the rituals and will delight in the suffering of those in the city once the demon is unleashed.

The Cult

This chapter of the Cult of Iklarn is known as the The Conclave of the Contagious Fray, and is led by **Befouled Sister Severina the Blooded**.

She commands a number of cultists from all walks of life from the city above (you can decide how many and who these are based on your campaign and the PCs strength).

The cult's goal is to summon a disease demon and unleash it onto the streets above, killing most and infecting the rest, claiming the entire city for their deity, Iklarn.

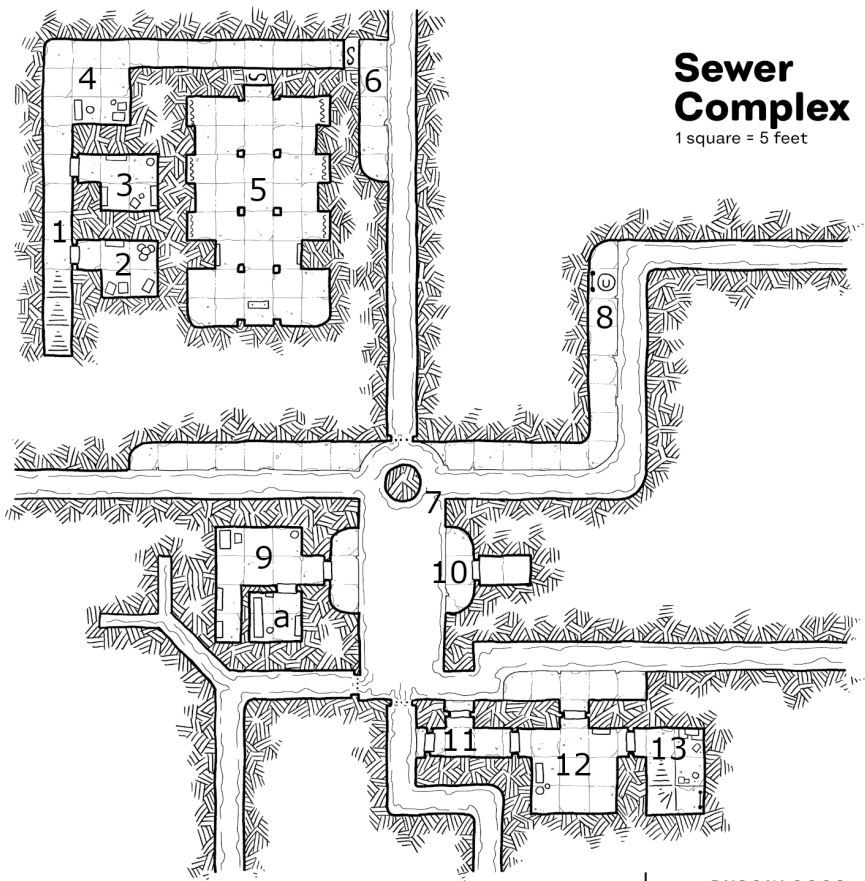
They have been sacrificing an innocent victim each full moon for the last 6 months, and this coming full moon (which happens on a time you decide) will be the final sacrifice needed to bring forth the demon.

The cult's symbol is a bloodied goat skull.

Hooks

How to get the PCs interested in this cult.

1. An urban ranger contacts the PCs (perhaps just one of them, based on reputation), and tells them that he has been tracking the cult for weeks and has finally found their hideout, but needs help to stop them.



Sewer Complex

1 square = 5 feet

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2. One of the PCs - or someone they are with - has been chosen as the final sacrifice and the cult comes to kidnap them.

3. The characters use the blackmarket to buy some restricted or illegal item and find a clue as to the market's true purpose.

4. The PCs are on a separate mission and need to question Klinger Greeman (the dwarven frontman of the blackmarket) and he uses the cult to waylay the PCs.

5. The PCs need to head into the sewers and stumble upon the cultists moving about.

Sewer Areas

1. Black Market Area

The stairs lead down from an alleyway which is not easily found. It is at the end of a warren of small, twisting alleys and dead ends.

There is always a guard posted here who will question anyone who comes down the stairs.

There is also another guard - disguised as a bum - in the alleyway above. If trouble starts, he will come down the stairs to help.

2. Black Market Shop

This is one of two shops set up for clientele. Depending on what the client is after, they will be shown into one of the two shops. Each has a shopkeeper who will put on the charm until pressed and then will show his true (evil) colours.

3. Black Market Shop

As Area 2, above.

4. Black Market Storage

This is where the goods initially come until they are sorted and priced. Some regular clients get to pick items directly from this area, but only those who have proven to be trustworthy.

Two guards are always here.

5. Secret Temple

This is the secret temple to Iklarn, God of disease, decay, and illness.

The secret door into this temple is a solid block of stone that is pulled out into the hallway, allowing access inside. Small scrape marks on the floor and opposite wall may reveal its presence.

There are D6+2 cultists here at any one time, preparing for the final ritual. Dark-coloured candles which smell of decay are lit, filling the room with a noxious scent.

The alcoves all have tapestries depicting cruel and horrid scenes of people dying of diseases, their flesh falling from them, and other similar scenes.

The altar is stained with blood and gore and they are preparing it for yet another victim.

The whole place radiates an unholy presence and any cleric in the party will instantly pick up on its desecration.

6. Sewer Entrance

The secret door here, which swings on a central axis, revealing the tunnel beyond, leads to the sewer.

This is used by the high priest of Iklarn to move to and from his abode (see Area 9), as well as a way for cultists to move from the safe house (see Areas 11-13) to the temple and out again.

A flat-bottom raft and 10-ft pole sits here. And is used to navigate the sewers.

7. Junction

This is a junction point where multiple sewer tunnels converge into a deeper pit of sewage.

The tunnels themselves are only 3-ft deep, but are filled with disease-ridden filth from the city above.

This large area is much deeper - some 15-ft - and contains Befouled Sister Severina the Blooded's pet: a swamp octopus.

The swamp octopus is well fed (includes on the bodies of those sacrificed) but will act on Sister Severina's commands.

Her standing orders to the beast are to attack anyone other than her who sets foot on the landing to Area 9.

8. Street Access

This leads to street access and the grate/manhole is locked from the inside.

Klinger Greeman and Sister Severina have keys.

9. Sister Severina's Abode

This is where Sister Severina lives, wanting to be close to her deity's unpleasantness. She uses the raft (see Area 6) to move about, but also is not adverse to wading through the sewer, being immune from any disease.

This room contains a desk with writing equipment and her diary, which contains all her plans for the city above.

It also holds her robes and other clothing, as well as her treasure hoard, hidden in a secret compartment in the bottom of the chest. (This can also be trapped with a poisoned gas if you are so inclined).

9a. Bedroom

This is Sister Severina's bedroom and contains not much more than a bed and extra linen.

10. Prison

The cult uses this room to keep the sacrifice until the time has come. The door is always locked, and both Klinger Greeman and Sister Severina have keys to it.

11. Hallway

This is a simple hallway - access from the sewer to the basement of the safehouse above. Every door is locked and the one leading to Area 12 is also trapped (a poisoned dart shoots out when the handle is not properly turned before opening).

Klinger Greeman and Sister Severina have keys.

12. Meeting Room

This room is used by the cult and the black-marketeers as a meeting room. All doors are locked.

Klinger Greeman, Sister Severina, and the fletcher (and cult member) in the business above have keys.

13. Basement of Safehouse

The safe house above is a fletcher's shop and home.

Wendel Featherton (*Hu M AL: NE; Vengeance: wants to see the city destroyed, Aging and overweight, Thoughtless & insensitive*) owns a small fletching business and workshop and lives on the second floor. He is also a cult member and provides his basement as a safe place for the other cult members to flee too if needed.

The basement itself is full of older tools and wood.

Expand Adventure Location

You can use this adventure location as is, or you could expand it. Here are some suggestions for doing so.

Linked Cults

You could link this with another cult of Iklarn showcased in *Issue 1* of **d12 Sites** zine (available via my website:

<https://yumdm.com/d12-sites-new-zine/>).

Perhaps the cairn had correspondence with this chapter of the cult, or perhaps Sister Severina was trying to recruit them.

Investigation

The PCs could encounter the cult way before the coming ritual and you could have them (instead of the urban ranger) discover the cult's plans and hideout.

This could include cover-ups by city officials who are also cult members.



Befouled Sister Severina the Blooded

Level 4 Cleric

Armour Class 4 [15] (Chainmail + shield)

Hit Points 17

Attacks 1 × mace (1d6) or 1 × spell

THACO 19 [+0]

Movement Rate 60' (30')

Saves D11 W12 P14 B16 S15

Alignment Chaotic

STR 9 **INT** 12 **WIS** 14 **DEX** 12 **CON** 10 **CHA** 12

Spells cure light wounds, light (darkness), hold person

Items Sword +1, +2 Vs.

Above is Sister Severina as a level 4 cleric for OSE, but feel free to create her as needed.

Want More?

Looking for more adventure? Back issues are available to download on [my website](#).

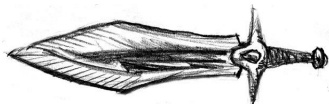
I am also expanding this zine via new articles on the website. This will include web enhancements, regular features, and much more to come.

Web Enhancements are articles that for whatever reason didn't make it into the zine. Usually 2-3 are posted on the website for each issue, published throughout the month for that issue.

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Next Month

For June, we head to the local tavern for a brew and then find an inn for the night in the Inns & Taverns issue.



Can you survive the deadly back alleys, shrewd traders, and stay out of trouble with the law? Time will tell.

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