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THE COMEBACK INN PRESENTS:



Dave Arneson's Blackmoor:

GS3 – Castle Newgate Gazetteer

Comeback Inn Edition

By Greg Svenson

With Foreword by Dave Arneson

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Credits:

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Cover illustration: Caernarvon Castle, North Wales : from a drawing in the collection of the late H. Edridge esqr ARA

Artists: Girtin, Thomas, 1775-1802 and Cooke, William Bernard, 1778-1855

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Foreword, by Dave Arneson

Greg is one of the very first Fantasy RPG players and one of the best. His, Newgate castle was the second castle in the original Blackmoor campaign (following Blackmoor Castle itself). He applied his hard-won experience in the design and Newgate reflects that. Newgate is both great fun and challenging at the same time. Whether you are a player with of long experience or relatively newcomer you will have a memorable experience.

Dave Arneson, 2008

Preface to the Comeback Inn Edition

If you are reading this, then you probably know who Greg Svenson is. But just in case, Greg played in Dave Arneson's original Blackmoor Campaign, long before Dungeons & Dragons was published. Dave Arneson described Greg as a highly enthusiastic player and Greg continued to play in Dave's campaign even when the two lived in different cities and could only meet up for special occasions.

In addition to being an eager participant in Dave's campaign, Greg ran his own games in Blackmoor. He also continued to add to the story of his character the Great Svenny, whose descendants became Greg's characters in several campaigns hosted at the Comeback Inn – The Ultimate Blackmoor Fan Website (<http://blackmoor.mystara.net/forums/index.php>).

The contents of this document were written in their final version in 2008. The original plan was to have this be part of a larger sourcebook for publishing, but those plans did not pan out. Fortunately, Greg has allowed us to share this with the fans as a free item.

-Harvard 2018

Introduction

One of the newest noble houses in the Kingdom of Blackmoor is the House of Zvenzen. The House of Zvenzen was founded in 1019 when the newly crowned King Uther Andahar, made Svenny the Baron of Newgate as a reward for Svenny's tireless efforts in Uther's support. The coat of arms for the House of Zvenzen is a white shield with a thick black cross on it with five white stars set in the black cross and a maroon sword in the upper right-hand corner.

The main stronghold of the House of Zvenzen is Castle Newgate. While previous and upcoming books in this series detail the rest of the lands of this Barony, this book will focus on the castle itself and its inhabitants.



Landscape with Saint Jerome by Pieter Bruegel the Elder (1526/1530–1569)
https://commons.wikimedia.org/wiki/File:Pieter_Bruegel_the_Elder_-_1553_-_Landscape_with_Saint_Jerome.jpg

Newgate Castle Description

Svenny's castle is in the southwest corner of the town and is part of the city's defensive wall at that point. From outside of the town, the castle can be distinguished from the rest of the wall, because its walls are 25' high rather than 15' and the towers are 50' tall rather than 30' as they are around the rest of the town. It is roughly triangular in shape with a tower in each corner. The towers are about 50' in diameter. Looking at the castle from inside the town, you can see that the interior walls are not yet complete. They are currently only about 10' high. Masons are actively working on making the walls higher; they should be finished later this year. There is section of about 50' to complete on the west side of the gate and another section of about 100' on the east side of the gate. The completed walls are crenulated for defense, as are the tops of the towers. The castle is like a separate hamlet within the town with craftsmen and servants in addition to the army that Svenny maintains there.

As you approach the gate, there is something curious to the left of the drawbridge. It looks like a Dwarven war machine, but with some major differences. The smoke stack is tiny and in the wrong place. The skin is metal, similar to a knight's plate armor, but badly rusted. There is no boiler; instead there is some strange clockwork engine. Instead of a coal bunker, there is a small container for holding some sort of liquid fuel. It only holds two men. There is a tube out of a small turret on top of the main body of the war machine, where one crewman sits, which locals say was a "wand of fireballs". The second seat is in front of the turret. Both seats are inside the metal skin with a metal lid over them. The wand of fireballs is out of charges and there is no more of the liquid fuel in the fuel tank to power the engine. It has a painted white rectangle with a red circle inside it on either side of the turret. Locals will tell you that Svenny had it brought here from Zvenzen's Freehold about ten years ago.

[**DM's note:** This is actually a World War Two era Japanese Type 97 tankette, originally captured and brought to the Kingdom of Blackmoor by Brother Richard after an adventure in an "alternate plane". It was abandoned next to the Freehold after it ran out of both diesel fuel and ammunition for the 37 mm cannon.]

As you walk up to the gate you can see the moat. It is a ditch that goes right down to the level of the river. The walls of the moat where it runs inside the town are masonry. There are metal portcullises at either end to allow the water to pass under the wall and around the castle while keeping enemies out. The portcullis can be raised to allow small boats to pass from the river into the moat by the castle. The moat is about 10' across and goes down about 15' feet to reach about 5' below the water level.

The gatehouse has a barbican over it and a guard post over that. There is a drawbridge and a portcullis in the gatehouse. The gatehouse structure has been completed. It is in the center of the

interior wall of the castle. Usually the drawbridge is down and the portcullis is open during the day, while they are usually closed at night, unless visitors are expected.

As you enter the castle, you can take in the general layout of the interior of the castle. Ahead of you and to the left (east) is a combat training area (for about 50 men) in front of the stable and craftsmen's buildings; while to the right (west) of you is the castle's main building; with a barracks on the first level and the Baronial residence on the second level. There are no buildings on the inside of the north wall toward the town (the wall that is currently under construction).

The stable is the closest building to the east tower. The stable hands and some of the craftsmen live in the first and second levels of the east tower. The third level of the east tower has a barracks for the craftsmen's apprentices. There is a smaller guard tower on top of the lower three levels of the east tower making the total height five stories. Next to the stable is a single level, 'L' shaped, wooden building that contains a smithy, armor and weapon smith, bowyer, saddler, and carpentry shops which is referred to as the craftsmen's building. The healer also has an office in this building.

At the west end of the castle is the main building which contains the Baronial residence and army barracks. The building is about 120' wide, about 70' deep and two stories high. In the center are two curved stair cases leading up to a fancy court yard with a fountain, three statues and flower boxes on the second level. At the north and south ends of the building are private balconies attached to the Baronial and King's Suites. The rooms of the building are described below. It is a masonry and wooden structure with 50' tall stone towers in SW and NW corners.

Anyone who has the chance to dine in the Baronial Residence will find themselves dining with Ximena, Katrina, Nona, and any of their children that might be around, along with Svenny and his bodyguard (if he is home), and any extra guests who might be present at the time. Gara Swik and Aisa Grainger are also frequent guests, even though they live in town.

Svenny's Companions:

Svenny has a number of companions that may be found travelling with him, especially when he goes off to war. **Avell Oland**, the High Priest of Henrin in Newgate (10th level Cleric), **Minaya Fant**, his noble friend (10th level Noble), and **Baetho Ithamis**, his son-in-law (6th level Wizard/3rd level Noble). His long time friends **William of the Heath**, **Mello Feathertoos**, **Brother Richard**, **Bozero**, **Scotty DeBelfry**, and **Garamond Bolitho** could also be visiting or travelling with him at any time.

Svenny's Bodyguard (all are detailed in the Newgate Castle Personalities document):

Svenny's personal bodyguard travels with him almost all of the time. It consists of eleven beings. **Sir Sted Patro**, the leader and Svenny's standard bearer/armiger (12th level Fighter). **Lord Grall Morgan**, a Tenian noble-paladin (4th level Paladin/1st level Noble), **Sir Durik Benobond**, a Dwarven fighter (6th level Fighter), **Lord Rodrigo Fant**, Minaya Fant's son (3rd level Fighter/2nd level Noble), **Strast Ibar**

Cumasti Elf (2nd level Wizard/2nd level Fighter), **Alvir Grainger** (2nd level Paladin/2nd level Fighter), **Lord Ule Walcrest**, he also serves as the priest of Henrin in the castle chapel (3rd level Cleric/1st level Noble), **Lain Mason** (4th level Fighter), **Gil Trader** (3rd level Fighter), **Fanez Cork** (3rd level Ranger), and **Cristina Veel** (3rd level Fighter) complete the group.

Note: Clockwork Items!

Svenny turns out to be conservative when it comes to Clockwork items. Aside from using steam for heating both his castle in Newgate and the Freehold in the city of Blackmoor you will only encounter the slaying bolts carried by members of his personal bodyguard.

Castle Garrison:

The castle garrison is not part of the city militia. It consists of 140 of Svenny's loyal followers. They are made up of Svenny's bodyguard (11 cavalry), 11 light cavalry, 23 medium foot, 23 light foot, 8 ballista crewmen, and everyone else is in the militia, all of which are equipped like the city garrison, except that the light foot have chain shirts and the militia only have what weapons and/or armor they can use. The majority are Thonians, although all of the local races are represented within the ranks.

The light cavalry are led by **Rahman Winslo** (2nd level Paladin) and consist of a noble, a bard, a cleric, four paladins, and three fighters (all first level). The light cavalry often join the Royal Newgate Cavalry patrolling the surrounding area.

The medium foot is led by **Tirso Veel** (3rd level Fighter), with two sergeants (2nd level Fighters) and consist of nine fighters, two clerics, and nine warriors (all 1st level). The medium foot is on duty full time guarding the castle. At any time there is a medium foot soldier in each tower, two medium foot soldiers at the gate, one medium foot soldier guarding the treasure vault, and one medium foot soldier in the courtyard area. The others are off duty and could be training or any where in the castle except for the Baronial quarter's area.

The light foot is led by **Lain Trader** (6th level Warrior) and two sergeants (a 2nd level Cleric and a 2nd level Ranger) and consist of 17 warriors and 3 rangers (all 1st level). The light foot is on duty full time guarding the castle. At any time there is a light foot soldier in each tower, two light foot soldiers in the barbican, and two light foot soldiers in the dungeon guardroom.

There is a light ballista in each of the two castle towers on the river front. They are manned by three trained warriors (1st level), each led by a 3rd level Warrior.

Everyone else is in the militia, which is led by **Hayan Cork**. Most of the militiamen have crossbows, but some have a light melee weapon instead, some also have swords or spears and a few have chain shirts. A couple of the militiamen even have light shields. The militia is made up with the majority of the servants and workers in the castle. Svenny draws his personal and family servants from among his loyal followers.

Castle Population & Classes:

Nobles: 1-2, 2-1

Adepts: 1-2, 2-1

Bards: 1-4, 2-2, 4-1

Clerics: 1-3, 1-2, 3-1

Commoners: 1-10, 2-5, 2-3, 4-2, 19-1

Experts: 1-5, 1-3, 2-2, 5-1

Fighters: 1-12, 2-6, 4-3, 4-2, 12-1

Inventor: 1-1

Monks: 1-2, 2-1

Paladins: 1-4, 2-2, 4-1

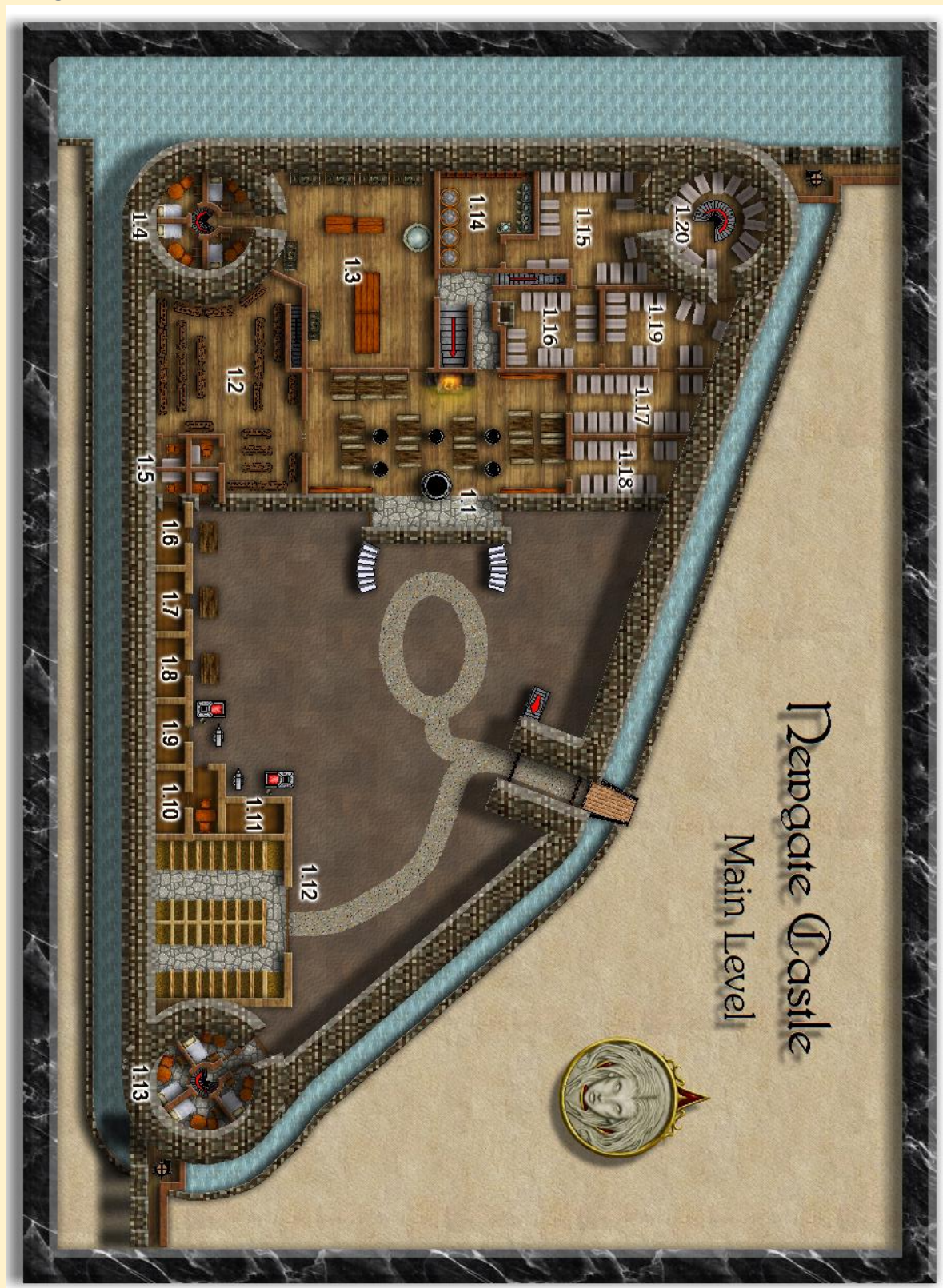
Rangers: 1-3, 1-2, 3-1

Warriors: 1-6, 2-3, 2-2, 32-1

Wizards: 1-2, 2-1

Note: Newgate Castle is considered a hamlet for the purpose of generating population and class details.

Newgate Castle's Ground Level



Floor plan of Newgate Castle's Ground Level digitized by Andreas Claren

1. Ground Level Description:

The rooms on the ground level all have 7' foot ceilings with open beams above that support the floors of the second level. These rooms all have basic furnishings, nothing fancy. The interior rooms on the first floor are connected with wide, six inch high windows up near the ceilings protected by a metal mesh, which allow air to circulate through the building. The leather chests in the servants' quarters, bedrooms and barracks are made of hardened leather and vary widely in color and design. They are generally about 12 to 18 inches wide, 12 inches deep and 12 inches tall, unless otherwise noted.

1.1 Mess Hall

The mess hall is a large room with rough wooden tables and benches to seat 75 men with a fireplace in the center of the west side. There are five stone columns supporting the stone floor of the courtyard above and a more massive column to support the fountain above in the center of the other columns. The floors are wooden. There are two entrances to the training area on either end to the extension of the court yard above. There are two doors on the north side of the hall into barracks, a double door into the armory on the south side, two doors into the kitchen to the left of the hearth, and a double door into a hallway with access to stairs to the basement and second levels, the privy, and more barracks.

1.2 Armory

The armory is a large room setup with racks to hold the arms and armor for 75 men. There is an armorer who takes care of the room and its contents. The floors are wooden. There are double doors on the east side to the training grounds and on the north side to the mess hall. There is a staircase in the NW corner that goes down to the basement near the guardroom and prison cells. In the SE corner there are two doors into the craftsmen's quarters.

1.3 Kitchens

The kitchens are designed to prepare food for 75 troops. There are five cooks who sleep in the tower in the SW corner of the castle along with the other servants. On the north wall is an open well into the cistern below. Above the well is a hole in the ceiling that allows the cooks in the baron's kitchen to draw water, as well. The cooking hearth and ovens are on either side of the door to the cook's quarters in the SW corner. The floors are made of wood. There are two doors on the east side into the dining hall, a door on the north side into the hall way with the stairs to the cellar where the food is stored.

1.4 Cooks Quarters

There are four small bedrooms off of a central hall way where Alvito Veel, Teresa Grainger and two of the other cooks live. The doors to two of the rooms are off of the stairwell just a little up and a little down from the hallway. The rooms each have a bed, writing table, chair and one or two small leather chests to store personal effects depending on how many people live in the room. The floors are made of wood.

1.5 Craftsmen's Quarters

This is a cluster of small private rooms for the Blacksmith, Healer, Weapon/Armorsmith, and Carpenter. Mansur Mason, the blacksmith, and his wife, Aisa, the healer, share one of the rooms. The rooms each have a bed, small writing table, chair and one or two leather chests to store personal effects depending on how many people live in the room. The floors are wooden.

1.6 Carpenter's Shop

The carpentry shop measures 10x20 and has a 10x20 foot awning covering the work area in front. The shop has wooden floors while the work area has a dirt floor. The shop is used to store lumber and MW carpenter's tools. The master carpenter lives in the main building in the room that opens into his shop. He has an apprentice who sleeps in the third level of the east tower.

1.7 Bowyer's Shop

The bowyer's shop is 10x20 with a 10x20 covered area in front. The floor of the shop is wooden, while the covered work area has a dirt floor. The room has a set of MW tools and a set of common tools for making bows and arrows. The master bowyer's bed room door opens into the carpenter's work area. She has an apprentice who lives in the third level of the east tower.

1.8 Saddler's Shop

The saddler's shop measures 10x20 and has a 10x20 foot awning covering the work area in front. The shop has wooden floors while the work area has a dirt floor. The shop is used to store leather and MW leather working tools. The saddler makes saddles and any other leather items needed in the castle. The master saddler has an apprentice who sleeps in the third level of the east tower.

1.9 Armor/Weapon Smith's Shop

The armor/weapon smith's shop measures 10x20 and has a 10x20 foot awning covering the work area in front. The shop has wooden floors while the work area has a dirt floor. The work area has a forge, water buckets, and an anvil for making armor and weapons. The shop is used to store metal, coal, and MW artisan's tools. The master armor/weapon smith has an apprentice who sleeps in the third level of the east tower.

1.10 Healer's Office/Lab

The healer's office is 10x20 with a 10x20 lab behind it. The floors are wooden. The office has a table, chairs, and a MW healers' kit; while the lab has a set of MW Alchemist's tools for making cures and potions. The healer has an apprentice who lives in the third level of the east tower.

1.11 Blacksmith's Shop

The blacksmith's shop measures 10x20 and has a 10x20 foot awning covering the work area in front. The shop has wooden floors while the work area has a dirt floor. The work area has a forge, water buckets, and an anvil for making any metal items needed for the castle. The shop is used to store metal, coal, and MW artisan's tools. The blacksmith has an apprentice who sleeps in the third level of the east tower.

1.12 Stable

The stable is a large wooden building, about 50 feet wide and 40 feet deep, with a hay loft over it. It is large enough to hold stalls for about 30 horses. The stalls are one either side of two aisles that go from the front to the rear of the building. Two of the stalls, the ones which are closest to the doors, are larger and can be used to store carriages rather than horses. The cavalry (11) and body guard's (10) horses are usually stabled here along with Big Mac and five other horses that belong to Svenny and his family.

1.13 Stable Hand and Craftsmen's Quarters

In the east tower there are four small bedrooms off of a central hall leading to the circular staircase in the middle. One of the rooms belongs to Hayan Cork, the chief stable hand. A second room is shared by the two assistant stable hands. Mallune Soavedin, the bowyer, and her husband, Mede, share the third room. And Royolo Oland, the saddler, lives in the fourth room. The doors to two of the rooms are off of the stairwell just a little up and a little down from the hallway. There is a circular staircase in the center of the room going up. The rooms each have a bed, small writing table, chair and one or two small leather chests to store personal effects depending on how many people live in the room. The floors are made of stone.

1.14 Privy

This is a large irregularly shaped room where the troops and servants relieve themselves and wash. There are a dozen holes in the floor along the west wall which flow out into the river, three large metal wash tubs for bathing, and a half dozen smaller wash basins. The floors are wooden waterproofed with resin.

1.15 Thru 1.20 Barracks

Large rooms with wooden bed frames padded with straw lined up along the walls with benches next to them where the troops sleep. Each person has a small leather chest with his personal effects in it, usually stored under their. The floors are wooden. Each room houses between 13 and 18 warriors.

2. Second Level Description:

The rooms on the second level, except for the servants' quarters, all have 'fancy' furnishings. All external windows on the second level are 2'x2' with the bottom of the window being 8' above the floor. They have iron gratings in them and wooden shutters. The interior rooms (except for the sauna) on the second floor are connected with wide, six inch high windows up near the ceilings protected by a metal mesh, which allow air to circulate through the building. The ceilings of the rooms on the second level are usually about 10' high, unless otherwise noted in the room descriptions below.

2.1 Court Yard

At the entry to the second level is a courtyard with a marble statue of Uther the Rectifier on the south side (worth 5,000 GP), marble statues of Svenny and Ximena on the north side (worth 3,500 GP each - gifts from one of Svenny's friends), and a fountain in the middle. There are flower boxes lining the primary walkways to the dining hall, chapel and auditorium. The floor of the courtyard is made of stone. It is accessed via two wide curved staircases from the training grounds below. There are three double doors from the courtyard going to the auditorium, dining hall, and chapel. A permanent Hallow spell has been cast upon the fountain in the courtyard. The spell was cast by a 10th level cleric, Avell Oland. It covers the entire main building of the castle with a magic circle against evil and a second dispel magic (on enemies) spell.

2.2 Dining Hall

The dining hall has finely made tables and chairs setup to accommodate 60 people. There is a huge family portrait worth 2,500 GP on the back wall of the dining hall which includes Svenny, Ximena, Sol, and Elvira painted when the children were young teenagers. The other walls are painted with murals depicting Henrin, King Uther, and Baron Svenny's exploits. Set on the head table is Svenny's jewel encrusted golden drinking goblet (worth 100 GP). There are two windows on the east side of the dining hall looking out on the courtyard. The ceiling in this room is 14' high with two windows with wooden shutters on the west side about 10' above the floor. The windows help with the air flow through the castle. The floors are made of finely polished wood. There are two full time servers, who live in the SW tower. It is entered through double doors to the courtyard. There are also double doors into the throne room on the south side and the auditorium on the north side. In addition, there are two doors into the kitchen on the west side of the room, located on either side of the fireplace hearth. There is also a door to a hallway leading to Svenny's office, Ximena's craft room, and the north common area.

2.3 Auditorium

The Auditorium is setup with a stage on the west side and finely made chairs to seat 60 people. The ceiling in this room is 14' high. The floors are of finely polished wood with carpets running down the aisles. It is entered through double doors to the courtyard and a second double door to the dining hall. There is also a door on the right side of the stage into the common area near the Baron's suite. There are two windows on the east side of the auditorium for ventilation with a view of the training grounds.

2.4 Henrin's Chapel

Henrin's chapel is designed to seat 60 people with handsomely finished pews, wooden floors and a polished stone altar at the south end (the shrine of Henrin is worth 3,500 GP). The ceiling in this room is 14' high. There are four tall arched stained glass windows on the east side (facing the training area as well as the sun rise) depicting Henrin and his exploits. There is a small storage closet to the left of the stone altar/shrine for storing supplies used in worship. The aisles and shrine area are carpeted. It is entered through double doors to the court yard. On the right side is a door to a hallway which goes to the priest's quarters, King's suite, and the south common area.

2.5 Throne Room

This room is designed to hold 20 guests, with ornately decorated walls and a polished wooden floor. There is a raised dais on the south side of the room, with a door behind it to the hall way that leads to the King's suite. The ceiling in this room is 14' high. There is a finely made white marble throne on the dais. There is a thick, maroon carpet leading from the double doors from the dining hall right up to the throne. The banner of the Kingdom of Blackmoor is hanging to the left of the throne and the banner of the Barony of Newgate is on the right side. Members of Svenny's Body Guard take turns serving as the guards along with the herald, Sir Jigimy Jogram. There is also a guarded door on the west side of the room which leads to Svenny's treasure vault. On either side of this door is a display made of about 40 mundane longswords weaved together forming floor to ceiling weapons displays.

2.6 Svenny's Treasure Vault (trophy room):

The vault is a square room, about 20'x20' with the ceiling being 14' high. There are no windows. The vault has polished wooden floors. The only entrance is an iron door from the throne room. There is always a guard by the entrance to the Treasure Vault in the Throne Room. The room has a permanent, audible alarm spell cast upon it to detect intruders who do not know the signal to disarm it. The amount of treasure in Svenny's treasure vault is limited because Svenny has used most of his wealth to fortify the city and establish the new Tenian settlements around the city. The real treasure is Svenny's collection of magic weapons. He actually used to have some fifty magic swords among other items on display in the room, but he has been giving magic swords to loyal retainers and adventurers that have preformed exceptional services for him personally, for the Barony of Newgate, or for the Kingdom of Blackmoor. Each item has a stand with an engraved description of the item mounted there. Many of the displays are now empty.

The vault currently contains a large wooden treasure chest with about 600 platinum pieces, 4,000 gold pieces, and ten gems with varying values from 10 to 500 GP. The magic items include a set of +1 magic plate armor, +1 magic heavy shield, two +1 magic mithral chain shirts, a +2 magic long spear, a +1 magic goblin's bane dagger, a +1 magic battle axe, +2 magic mace, +1 magic composite short bow, boots and cloak of Elvenkind (Ximena's) and the following magic swords. Note that Svenny destroyed all of the evil magic items that came into his possession. The following is a list of magic swords on display in the vault:

- A lawful +2 shortsword with Int-12, Ego-10, telepathic, speaks Common, Elvin, Draconic, Dwarven, and Celestial, spells: charm person, read magic, clairaudience, detects magic, traps, and shifting walls
- A lawful +1 magic Greatsword with Int-12, Ego-8, telepathy, speaks Common, spells: locate objects, detects trap doors, evil, and secret doors, can teleport bearer
- A neutral +1 magic dragons bane longsword with Int-12, Ego-2, telepathy, speaks Common, Draconic, and Auran, spells: detects traps, metal, and sloping passages, reads magic, heal bearer (Cure Moderate Wounds spell)
- A lawful +1 magic wizard and enchanted creatures bane longsword with Int-10, Ego-8, speaks Common, spells: detects magic, shifting walls, and sloping passages
- A lawful +1 magic longsword with Int-9, Ego-1, empathic, spells: detects invisible, secret doors, and metal
- A lawful +1 magic trolls bane longsword with Int-8, Ego-1, empathic, spells: detects secret doors and magic
- A neutral +1 magic flaming Greatsword
- Two neutral +1 magic lycanthropes bane longswords
- A lawful +1 magic wizard and enchanted creatures bane longsword
- A lawful +1 magic dragon's bane longsword
- Two lawful +1 magic longswords
- A neutral +1 magic longsword

[Note: these magic items were obtained/defined using the OD&D rules, not 3.5Ed, so the referee has the leeway to translate them into current terms as he or she sees fit.]

2.7 Svenny's Office

Svenny's office is a rectangular room measuring 15x20 feet. It has a large oak desk and chair with two guest chairs in the rest of the room. The walls have book shelves which contain the records of the barony and designs for buildings in the city as well as the castle. He also has a collection of history books (+2 Knowledge History checks). The floors are polished wood covered by a large rectangular carpet. There is an oak armoire in the back for additional storage.

2.8 Ximena's Craft Room

The craft room is a rectangular room measuring 15x20 feet. It is setup with a weaving loom, sewing table and a desk equipped for doing calligraphy. It has a large rectangular carpet covering the wooden floors. There is a mahogany armoire in the back for storage.

2.9 Library

The library is a large, rectangular room measuring 20x40 feet. The walls of the room are lined with books. There is a good general collection (+1 on any and all Knowledge checks) and collections specifically for Architecture & Engineering, Geography and Nature (+2 Knowledge checks). There are four mahogany tables scattered about the room, each with a lamp and one or two chairs for readers. The library has wooden floors covered by a huge rectangular carpet. There are two small windows

with iron gratings and wooden shutters that can be opened for ventilation and for shooting arrows during an attack.

2.10 Kitchen

This fancy kitchen is set up to feed 30 people. The staff includes two full time cooks who live in rooms in the SW tower. There is a well in the kitchen where water can be drawn from the cistern below. There is a stair case down to the main level hallway near the stairs that go to the cellar since most of the food is stored there. In addition, there are two doors into the dining hall, a door to the rear storage room and another into the privy. The floors are wooden. The oven is in the NW corner backing up to the sauna.

2.11 Baronial Suite

The baronial suite has the main bedroom with a private privy and two small parlors where Svenny and Ximena dress. They store their clothing in ornately tooled leather chests (3'x1'x1'). Svenny and Ximena's chests are both checkered black and white with white stars in every second black square and red dragons and swords alternating in every 4th white square. The suite is furnished elegantly and beautifully polished hardwood floors, the open area being covered with carpet runners. The double bed with a cotton stuffed mattress, cotton sheets and wool blankets, a desk and two chairs a made of finely polished mahogany. The furniture has matching ornate designs of dragons and swords carved into the headboard, footboard, and legs. The privy includes a golden wash basin worth 700 GP, a huge, ornate golden mirror worth 1,400 GP, a towel rack, and a chamber pot. There is also a door to a 10'x20' foot balcony which overlooks the castle grounds. The balcony has a permanent, audible alarm spell cast upon it for added security. There is a small window with an iron grating and wooden shutters that can be opened for ventilation and for shooting arrows during an attack.

2.12 King's Suite

The King's Suite consists of a bedroom, dressing room and private privy for important guests very similar to the Baronial Suite; however, the mirror and wash basin are not so ornate. It also has a 10'x20' balcony overlooking the castle grounds. The balcony has a permanent, audible alarm spell cast upon it for added security. There is a small window with an iron grating and wooden shutters that can be opened for ventilation and for shooting arrows during an attack.

2.13 South Common Area

There is an oak table and three oak chairs in this open area. The floors are of polished wood with carpet runners in the main walk ways.

2.14 North Common Area

There are two oak tables each with four chairs in this open area. There is also a chest which contains a variety of games. The floors are of polished wood with carpet runners in the main walk ways.

2.15 Sauna

There two rooms in the sauna area. The first room is a changing room with nice oak benches, wooden floors (waterproofed with resin), a huge metal wash basin where someone could take a bath and pegs in the wall to hang clothing and towels. The inner room has a fireplace with stones over it in one corner, a raised wooden platform with benches to sit on and a bucket of water with a ladle to sprinkle water on the hot rocks to make the steam.

2.16 Priest's Quarters (Ule Walcrest)

This fancy bedroom is used by Ule Walcrest, the current priest of Henrin serving the chapel (in addition to being a member of Svenny's body guard). It has a handsome maple double bed with a cotton stuffed mattress, cotton sheets and wool blankets. There a matching maple desk and chair. There is a mirror, washbasin and chamber pot in the corner. He keeps his personal effects in a finely crafted black leather chest (18"x12"x12"). The floors are wooden with carpet runners in the main walking paths.

2.17 Sted Patro's Bedroom

This bedroom is used by Sted Patro, Svenny's Armiger. It has a handsome mahogany double bed with a cotton stuffed mattress, cotton sheets and wool blankets. There a matching mahogany desk and chair. There is a mirror, washbasin and chamber pot in the corner. He keeps his personal effects in a finely crafted black leather chest (2'x1'x1'). The floors are wooden with carpet runners in the main walking paths. There is a small window with an iron grating and wooden shutters that can be opened for ventilation and for shooting arrows during an attack.

2.18 Guest Bedroom

This bedroom is reserved for guests. It has two handsome maple twin beds with a cotton stuffed mattress, cotton sheets and wool blankets. There is a matching maple desk and chair. There is a mirror, washbasin and chamber pot in the corner. The floors are wooden with carpet runners in the main walking paths. There is a small window with an iron grating and wooden shutters that can be opened for ventilation and for shooting arrows during an attack.

2.19 Guest Bedroom

This bedroom is reserved for guests. It has two handsome maple twin beds with a cotton stuffed mattress, cotton sheets and wool blankets. There is a matching maple desk and chair. There is a mirror, washbasin and chamber pot in the corner. The floors are wooden with carpet runners in the main walking paths. There is a small window with an iron grating and wooden shutters that can be opened for ventilation and for shooting arrows during an attack.

2.20 Nona Trader's Bedroom

This fancy bedroom is used by Nona Trader, Svenny's sister. It has a handsome mahogany double bed with a cotton stuffed mattress, cotton sheets and wool blankets. There a matching mahogany set with a desk and a chair. There is a mirror, washbasin and chamber pot in the corner. Nona keeps her personal effects in a green finely tooled leather chest (2'x1'x1') at the foot of her bed. The floors are wooden with carpet runners in the main walking paths.

2.21 Guest Bedroom

This bedroom is reserved for guests. It has two handsome maple twin beds with a cotton stuffed mattress, cotton sheets and wool blankets. There is a matching maple desk and chair. There is a mirror, washbasin and chamber pot in the corner. The floors are wooden with carpet runners in the main walking paths.

2.22 Lady Katrina's Bedroom

This fancy bedroom is used by Lady Katrina (Fant) Zvenzen, Sol Zvenzen's widow (Svenny's son). It has a handsome mahogany double bed with a cotton stuffed mattress, cotton sheets and wool blankets. There a matching mahogany set with a desk and a chair. There is a mirror, washbasin and chamber pot in the corner. Katrina keeps her personal effects in a yellow finely tooled leather chest (2'x1'x1') at the foot of her bed. The floors are wooden with carpet runners in the main walking paths. There is a small window with an iron grating and wooden shutters that can be opened for ventilation and for shooting arrows during an attack.

2.23 The Girl's Bedroom

This fancy bedroom is used primarily by Neula Zvenzen. It has a twin bed and an extra bunk bed which is used by female cousins that are staying at the castle as noble apprentices in the House of Zvenzen. Currently, only Livia Trader is staying with Neula. The beds are handsomely made maple beds with a cotton stuffed mattress, cotton sheets and wool blankets. There are matching maple pieces including a desk, chair and a table with two chairs. Each of the girls has a finely tooled leather chest for their personal belongings, stashed under her bed. There is a mirror, washbasin and chamber pot in the corner. The floors are wooden with carpet runners in the main walking paths. There is a small window with an iron grating and wooden shutters that can be opened for ventilation and for shooting arrows during an attack.

2.24 The Boy's Bedroom

This fancy bedroom is used by Andor Zvenzen. It has a twin bed and a bunk bed which are used by male cousins that are staying at the castle as noble apprentices in the House of Zvenzen. Currently Vitulo Trader and Cid Mason are staying with Andor. The beds are handsomely made maple beds with a cotton stuffed mattress, cotton sheets and wool blankets. There are matching maple pieces including a desk and chair and a table with two chairs. Each of the boys has a finely tooled leather chest for their personal belongings which they keep under their beds. There is a mirror, washbasin and chamber pot in the corner. The floors are wooden with carpet runners in the main walking paths. There is a small window with an iron grating and wooden shutters that can be opened for ventilation and for shooting arrows during an attack.

2.25 Servants' Quarters

Gornor Loterman, the Baron's Herald, Nall Winslo, the Baron's cook, Fanez Gladair, the childrens' tutor, and Zoilo Florian, the head servant, live in small semi-private rooms on the second level of the SW tower. The rooms each have a bed, a small writing table, a chair, and a small leather chest to store personal effects. The floors are wooden. There is a circular staircase in the center of the room

going both up and down. The northwest, southwest, and southeast rooms each have a small window with an iron grating and wooden shutters that can be opened for ventilation and for shooting arrows during an attack.

2.26 Storage Area

This area is used primarily to store food stuffs, cooking supplies and equipment. Examples would be ground flour, sugar, honey, spices, and eggs. The floors are wooden. There are doors to the kitchen, south common area and the tower where the servants live. There are two small windows with iron gratings and wooden shutters that can be opened for ventilation and for shooting arrows during an attack.

2.27 Barracks for Svenny's Body Guard

The second level of the NW tower has four small bedrooms for members of Svenny's body guard. Grall Morgan, Rodrigo Fant, Durik Benobond, and Strast Ibar live in the rooms on this level. The rooms each have a bed, table, chair and a small leather chest for personal items. The floors are wooden. There is a circular staircase in the center of the room going both up and down. The north and west rooms each have a small window with an iron grating and wooden shutters that can be opened for ventilation and for shooting arrows during an attack.

2.28 Privy

The privy is shared by the residents of the Baronial residence, Svenny's bodyguard, and any guests at the castle. The servants generally use the privy on the first level. The floors are wooden waterproofed with resin.

2.29 Stable Hand & Craftsmen's Apprentices' Quarters

Six other stable hands and apprentices live in large common room on the second level of the East tower with six beds each have a chair next to it along with two tables near the center. The floors are wooden. There is a circular staircase in the center of the room going both up and down. There two are small windows with an iron grating and wooden shutters overlooking the training grounds area and three more facing out of the castle that can be opened for ventilation and for shooting arrows during an attack.

2.30 Barbican

The barbican is accessed by a stairs up from the ground level on the south side of the area. There are six murder holes in the stone floor, used to fire on attackers who get inside the gate. There are two winches in the room, one to open and close the portcullis on the drawbridge side and the other to open and close the portcullis on the interior of the gate. There is also a stairs up to a guard post on the roof of the barbican, where there is a winch to raise and lower the drawbridge.

Newgate Castle's Third Level:



Floor plan of Newgate Castle's Third Level digitized by Andreas Claren

3. Third Level Description:

This level is surrounded by five foot thick, crenulated stone walls, except for the sections that are incomplete on the north side between the main building and the gate house and between the gate house and the east tower. The defenders would normally stand on a five foot wide stone parapet. The area over the castle's main building is covered with thick wooden planks that have been covered with pitch to water proof them. The wooden planks are gently sloped toward the walls where there are small drain holes every 10 feet for drainage. There are nine chimneys that come up through the wooden deck from the ovens, cooking hearths, sauna, and steam boiler below. The dining hall, throne room, treasure vault, chapel, and auditorium on the second level have high ceilings, so the walls of these rooms extend three feet up above the wooden deck and have pitched metal roofs extending about three and a half feet higher for the auditorium and chapel and about seven feet higher for the dining hall/throne room/treasurer vault area. There are two windows with wooden shutters into the dining hall, one on either side of the hearth. The windows in the towers are about three feet above the floor, measuring two feet wide and three feet high with wooden shutters.

3.1 Barracks for Svenny's Body Guard

The third level of the NW tower has one larger and three small bedrooms for members of Svenny's body guard. Alvir Grainger, Lain Mason, Gil Trader, Fanez Cork and Christina Veel each have their rooms on this level. The rooms each have a bed, table, chair and a small leather chest for personal items. The bed in the larger room is a bunk bed shared by Gil Trader and Fanez Cork. The floors are wooden. There is a circular staircase in the center of the room going both up and down. There are heavy wooden doors on either side going out to the top of the walls and five windows from the room for ventilation with iron grates and wooden shutters.

3.2 Servants' Quarters

Six other cooks and servants that serve the baron, his family, or the garrison live in large common room on the third level of the SW tower with six beds each have a chair next to it along with two tables near the center. The floors are wooden. There is a circular staircase in the center of the room going both up and down. There are heavy wooden doors on either side going out to the top of the walls and five windows from the room for ventilation with iron grates and wooden shutters.

3.3 Servants' & Craftsmen's Apprentices' Quarters

Six other servants and apprentices live in large common room on the third level of the East tower with six beds each have a chair next to it along with two tables near the center. The floors are wooden. There is a circular staircase in the center of the room going both up and down. There are heavy wooden doors on either side going out to the top of the walls and five windows from the room for ventilation with iron grates and wooden shutters.

3.4 Gate Guard Post

The guard post on top of the gate house is a large area with crenulated walls all around. There are gaps in the wall on either side where the guard post will meet the wall when it is completed. There

is a staircase from the barbican up to the guard post at the south end. There is a winch in the guard post which is used to raise and lower the drawbridge.



Floor plan of Newgate Castle's Tower Upper levels digitized by Andreas Claren

4. Fourth Level Description:

The windows in the towers are about three feet above the floor, measuring two feet wide and three feet high with wooden shutters.

4.1 Store Room

The northwest tower has a storage room on the fourth level which contains ammo for the ballistae and a supply of crossbow bolts. The floors are wooden. It has a circular staircase in the center going down to the third level and up to the guard post on the roof. There are five windows from the room for ventilation.

4.2 Store Room

The southwest tower has a storage room on the fourth level which contains ammo for the ballistae and a supply of crossbow bolts. The floors are wooden. It has a circular staircase in the center going down to the third level and up to the guard post on the roof. There are five windows from the room for ventilation.

4.3 Guard Post

The roof of the third level of the east tower is open, with crenulated walls. The floors are stone. It has a smaller tower in the center with a central circular staircase going up to an observation post on the top of the tower and down to the quarters below.

5. Fifth Level Description:

5.1 Guard Post

The northwest tower has a guard post on the fifth level with a ballistae setup to cover the river front. It has a wooden trap door to the circular staircase in the center going down to the store room on the fourth level. The walls are crenulated.

5.2 Guard Post

The southwest tower has a guard post on the fifth level with a ballistae setup to cover the river front. It has a wooden trap door to the circular staircase in the center going down to the store room on the fourth level. The walls are crenulated.

5.3 Observation Post

The east tower has a small observation post on the fifth level. It has a wooden trap door to the circular staircase in the center going down to the guard post on the fourth level. The walls are crenulated.



6. Basement Level Description:

The rooms in the basement level have stone walls and stone floors.

6.1 Store Room

This room is piled with miscellaneous junk; things that are no longer in use, but nobody is willing to throw them out, yet.

6.2 Store Room

This room has partial walls separating it into four sections, with the center being open. On the left, the front section is full of sacks of oats and the back section is about half full with sacks of hops. The front section on the right is full of sacks of barley while the back section is empty.

6.3 Store Room

This room has sacks of rye on both sides with an aisle down the center.

6.4 Store Room

This room has sacks of wheat on both sides with an aisle down the center.

6.5 Store Room

This room is piled with miscellaneous junk. Things that are no longer in use, but nobody is willing to throw out, yet.

6.6 Coal Bunker

This room is full of coal used to fuel the steam boiler in the next room. There is an opening in the wall between the coal bunker and the boiler room.

6.7 Boiler Room

This room contains a steam boiler used to provide heat through out the castle in the winter. The boiler is normally only in use during the winter when the castle needs to be kept heated. So, in the winter season, there is usually a fireman in the room to keep the fires burning. The water is piped in from the adjacent cistern. Warm water is then forced into radiators in the rooms on the first and second levels to warm the air.

6.8 Root Cellar

This room has open wooden shelves on both sides and two sets of shelves in the middle, with aisles between them where all sorts of vegetables are stored.

6.9 Meat Locker

This room is kept cool using cold water piped through the walls, floor, and ceiling. It has hooks hanging from the ceiling where meat is hung to keep it from spoiling before it is ready to be served.

6.10 Store Room

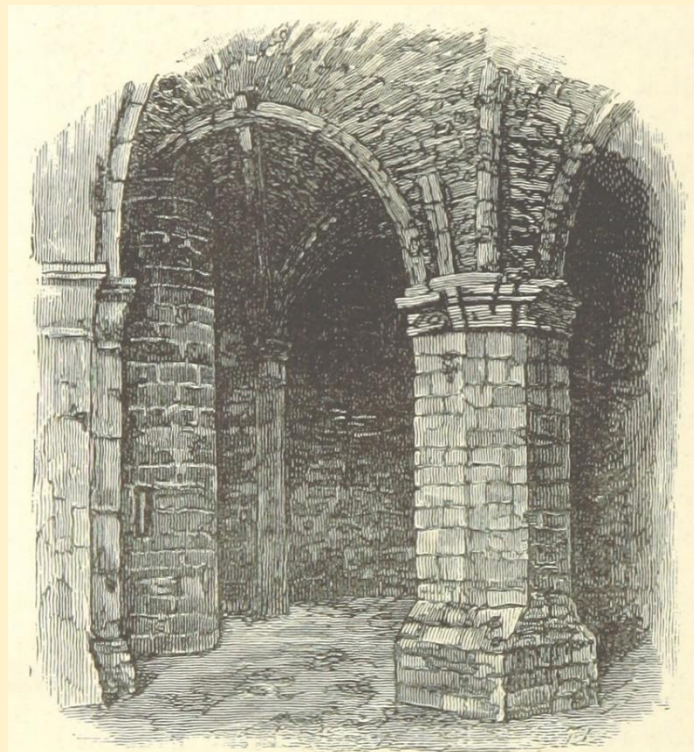
This storage room inside the SW tower is currently not used. It is entered via a circular staircase in the center of the room.

6.11 Zvenzen Family Crypt

The basement of the NW tower is the Zvenzen family crypt. Currently the only bodies interred there are Svenny's parents whose bodies were moved there recently. They were originally buried in the city of Blackmoor. It is accessed only through the door to the basement hall way.

6.12 Guard Room & Cells

The guard room could be used as a torture chamber, but there are currently no torture devices here, just two tables and six chairs for the guards to sit at. There are eight prison cells off of the main room, each with enough manacles to hold six prisoners. These are empty, as there are currently no prisoners held here.



Dungeon of the keep, Richmond Castle, Wikimedia Commons:

https://commons.wikimedia.org/wiki/File:Dungeon_of_the_keep,_Richmond_Castle.jpg

Newgate Castle Personalities

Lady Nona (Zvenzen) Trader

Nona Zvenzen married Yest Trader as a young woman. She and her husband lived in the city of Blackmoor proper where her husband was a local merchant. When her husband died at the Battle of the Downs during the invasion of the Northern Marches (now known as the Kingdom of Blackmoor) by the Egg of Coot, she moved with her family to Vestfold and later to Newgate where her younger brother, Svenny, could protect her. For a time she worked as a scribe when she lived in Vestfold. She is driven to help the poor and operates a small hospital within the city of Newgate. While she lives in Newgate castle, she spends most of her time at the hospital, including taking her meals there.

She is in her late 50's, a tall, heavy set woman with fair skin, long brown/gray hair and blue eyes. Should you meet her you will find that she is quite curious about many things and will ask lots of questions. She worships no deity.

She has two sons (Obi and Assur) and a daughter (Lucena) and numerous grandchildren. Obi, Assur and Lucena have each been made the lord or lady of new Tenian settlements that Svenny has established near Newgate for the numerous Tenian refugees that have come to the Newgate area. She lost a son, Jamiki, at the Battle of Glendower and a daughter, Clu, at the Battle of Crystal Peaks.

Nona Zvenzen, Female Thonian 3rd level Cleric/1st level *Noble*: CR 4; Medium Humanoid; HD 3d8 + 1d6; hp 17; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; base attack/grapple +2/+1; Atk +2 melee (1d6-1, MW light mace), Atk +3 missile (1d8 MW Light Crossbow), SV Fort +3, Ref +1, Will +8; AL N; Str 9, Dex 11, Con 10, Int 12, Wis 16, Cha 12.

Special Abilities: Divine Magic, Domains: Healing & Protection, Turn Undead 6/day, cast healing spells at caster level +1, Protective Ward, *Nobility points 1*.

Languages: Common, Halfling, *High Common [House of Zvenzen]*.

Skills: Heal +15, Concentration +6, Profession (scribe) +6, Spellcraft +5, Sense Motive +5, Diplomacy +5, Listen +5, Spot +5, Gather Information +5, Decipher Script +2, Knowledge (Religion) +2, Knowledge (Arcana) +2, Knowledge (Nature) +2, Knowledge (Nobility & Royalty) +2, Ride +1.

Spells: Level 0: 4/day, Level 1: 3+1/day, Level 2: 2+1/day.

Feats: Skill Focus [healing], *Acolyte*, Alertness, *Noble Blood [House of Zvenzen]*.

Possessions: Chain Shirt, MW Light Mace, Dagger, MW Light Crossbow, Potion of Healing, Healer's Kit, Hospital, 50 GP.

Sir Sted Patro, Warrior, Captain of Svenny's Bodyguard

Sted is the captain of Svenny's bodyguard and is with or near him all the time. He joined Svenny during Svenny's years in exile and gained renown during Svenny's conquest of Tonisberg. Svenny enjoys his companionship and values his advice when he is on the campaign trail. Svenny knighted him shortly after he became a baron. He is a tall, handsome, middle-aged man, with short brown hair and brown eyes. His horsemanship is outstanding and he learned to repair his own equipment while on campaign. He is known to be a proud man and does not take criticism very well. Sted lives in the castle with the rest of Svenny's bodyguard. He is a worshiper of Henrin.

Sted Patro, Male, Thonian 12th level fighter: CR 12; Medium Humanoid; HD 10 + 11d10; hp 65; Init +7; Spd 20 ft.; AC 29, touch 15, flat-footed 25; base attack/grapple +12/+13; Atk +17/12/7 melee (1d8+5 magic longsword +2), Atk +16/11/6 missile (1d6+2 - +1 Magic Mighty +1 Composite Shortbow), +14/9/4 melee (1d4+1 MW dagger), SV Fort +8, Ref +7, Will +6; AL LG; Str 12, Dex 17, Con 10, Int 12, Wis 14, Cha 18.

Languages: Common, Elven [*Westryn*].

Skills: Ride +18, Listen +8, Spot +8, Hide +6, Swim +6, Move Silently +6, Jump +5, Climb +5, Craft [Armorsmithing] +5.

Feats: Alertness, Weapon Focus [longsword], Greater Weapon Focus [longsword], Point Blank Shot, Improved Initiative, Weapon Specialization [longsword], Mounted Combat, Ride by Attack, Mounted Archery, Precise Shot, Rapid Shot, Improved Critical [longsword], Dodge.

Possessions: +2 magic mithral full plate, +1 magic large mithral shield, +2 magic longsword, Ring of Protection (+1), +1 Magic Mighty +1 Composite Shortbow, MW Dagger, *Slaying Bolt* (long range), MW Artisan's tools, Heavy War Horse, 450 GP.

Lord Grall Morgan, Noble-Knight, member of Svenny's bodyguard

Grall was born to the Morgan Tenian noble family of Silverbell. When the Afridhi invaded the Duchy of Ten, he served with the Duchy's forces where he distinguished himself and became known for his brave and valiant deeds. He came to Newgate as the protector for a band of Tenian refugees after Ten's defeat by the Afridhi. He longs to return to his homeland with an army of liberation and has devoted himself to trying to gain such an army. He is constantly visiting Svenny's court to seek the aid of the Regency Council against the Afridhi. While Svenny is sympathetic he can take no action without the support of the rest of the Regency Council which has so far refused to take action.

Grall is tall and lean with fair skin, long blonde hair tied in a pony tail and blue eyes. He has been made a knight in Svenny's bodyguard. He speaks with a lisp which annoys most people who converse with him. When he is nervous he will start flipping a coin to calm himself down. He lives in a villa in the Old Town district near the river front. He is a worshiper of Henrin.

Grall Morgan, Male *High-Thonian* 4th level Palidan/1st level *Noble*: CR 5; Medium Humanoid; HD 7 + 4d10 +4; hp 33; Init +2; Spd 20 ft.; AC 22, touch 12, flat-footed 20; base attack/grapple +4/+6; Atk +8 melee (1d8+4 +2 magic longsword), Atk +7 melee (1d8+2 Lance), Atk +7 missile (1d6+2 Mighty +2 composite short bow); SV Fort +5, Ref +3, Will +2; AL LG; Str 14, Dex 14, Con 12, Int 11, Wis 9, Cha 16.

Languages: Common, *Peshwahan*, *Afridhi*, Elven [*Westryn*], Dwarven, *Chale*, *High Common* [*House of Morgan*].

Skills: Diplomacy +9, Ride +8, Gather Information +7, Concentration +6, Knowledge [Nobility] +4, Knowledge [Religion] +4, Bluff +4, Handle Animal +4, Intimidate +4, Knowledge [Duchy of Ten] +2, Appraise +2, Decipher Script +1, Sense Motive +1.

Special Abilities: *Nobility Points*: 4, Aura of Good, Detect Evil & Smite Evil 1/day, Divine Grace (+3 saves), Lay on Hands: 7 HP, Aura of Courage, Divine Health, Turn Undead 6/day.

Feats: *Noble Blood* [*House of Morgan*], Skill Focus: Concentration, Mounted Combat, Ride By Attack.

Spells: 3 - 1st level divine Paladin spells per day.

Possessions: Magic +2 Longsword, MW Lance, MW Mighty +2 composite short bow, MW full plate, large MW metal shield, *Slaying Bolt*, "Robby" Heavy War Horse, 800 GP.

Sir Durik Benobond, Warrior, member of Svenny's bodyguard

Durik is originally from Nall's Crossing in the Stormkiller Mountains. He began to follow Svenny before the War for the Kingdom of Blackmoor's Independence. Early on Svenny recognized his prowess as a fighter and offered him a position in his bodyguard. He has been a loyal follower of Svenny ever since. Svenny knighted him about six years ago, when he had proved invaluable to Svenny when they were trying to rescue Baron Uberstar Khazakhum after he had been captured by the Orcs of the Blackhand. Durik lives in the castle in Newgate. He enjoys working with metal as a hobby and can usually be found at the castle's smithy stand working on armor pieces.

Durik Benobond, Dwarven male, 6th level Fighter: CR 6; Medium Humanoid; HD 6D10 +12; hp 45; Init +2; Spd 15 ft.; AC 24; touch 13, flat-footed 21; base attack/grapple +6/+1 / +10/+5; Atk +11/+6 melee (1d8/1d6 +7 magic waraxe), Atk +8/+3 missile (1d12 MW Dwarven slug thrower); SV Fort +6, Ref +4, Will +2; AL LN; Str 18, Dex 14, Con 14, Int 10, Wis 7, Cha 5.

Special Abilities: +2 Con, -2 Cha, Darkvision, Stonecunning, Stability, +2 vs. poison & spells, +1 vs. goblinoids, +4 dodge vs. giants, +2 appraise & craft (stone or metal).

Languages: Common, Dwarven.

Skills: Jump +8, Climb +8, Craft [Armorsmith] +6, Ride +6, Appraise +3, Search +3.

Feats: Weapon Focus Urgrosh, Power Attack, Cleave, Blind Fight, Weapon Specialization Urgrosh, Dodge, Great Cleave.

Possessions: +1 Magic Waraxe, MW Dwarven Slug Thrower, Dagger, +1 Magic Plate Armor, MW Heavy Shield, *Slaying Bolt*, Heavy Warhorse, MW Armorsmithing tools, 1250 GP.

Lord Rodrigo Fant, Noble-Warrior, member of Svenny's bodyguard

Rodrigo is Minaya Fant's son. He was initially a page for his father during the war for the Kingdom of Blackmoor's independence and was offered a place in Svenny's bodyguard as a reward for his bravery in battle (and as a favor to his father). He is a tall handsome, man in his late 20's, with short honey-blond hair, fair skin, and blue eyes. He lives in the castle in Newgate. He enjoys a good party and loves to sing, dance, and play his lute. He tends to be a bit of a bully, especially when dealing with his social inferiors.

Rodrigo Fant, *High-Thonian* male, 3rd level Fighter/2nd level *Noble*: CR 5; Medium Humanoid; HD 3d10 + 2D6; hp 24; Init +0; Spd 20 ft.; AC 22, touch 12, flat-footed 20; base attack/grapple +4/+4; Atk +6 melee (1d8+2 +2 magic longsword), Atk +8 missile (1d6 MW short bow); SV Fort +3, Ref +3, Will +2; AL LN; Str 11, Dex 14, Con 10, Int 12, Wis 6, Cha 16.

Special Abilities: *Nobility Points*: 5.

Languages: Common, *Chale*, *High Common [House of Fant]*, Dwarven, Elven [*Cumasti*], *Docrae*.

Skills: Intimidate +11, Ride +10, Perform [Song] +8, Perform [Stringed Instrument] +8, Perform [Dance] +8, Diplomacy +8, Knowledge [Nobility] +6, Knowledge [Kingdom of Blackmoor] +6, Handle Animal +4, Gather Information +4, Appraise +4, Jump +3, Climb +3.

Feats: *Noble Blood [House of Fant]*, Skill Focus [Intimidate], Mounted Combat, Point Blank Shot, Mounted Archery, Precise Shot.

Possessions: +2 magic longsword, MW composite short bow, dagger, full plate, heavy shield, *Slaying Bolt*, MW lute & case, heavy warhorse, 150 GP.

Lord Ule Walcrest, Priest of Henrin at the Newgate Castle chapel, member of Svenny's bodyguard

Ule is a cousin of Katrina Fant's. He is a tall, handsome man of about 30 years with fair skin, short brown hair, and brown eyes. When you see him you can't help but be impressed by his posture. He loves to paint, so he has set up a painting studio in his quarters. He also enjoys playing the trumpet. He worships Henrin and has been made the priest of Henrin's chapel in the castle. He has been a member of Svenny's bodyguard for about six years. He has become a close friend of Avell Oland, the chief priest of Henrin at the new temple Svenny built for Henrin in the town.

Ule Walcrest, *High-Thonian* male, 3rd level Cleric/1st level *Noble*: CR 4; Medium Humanoid; HD 3d8 + 1D6; hp 17; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; base attack/grapple +2/+3; Atk +4 melee (1d8+2 +1 magic heavy mace), Atk +3 missile (1d6 MW short bow); SV Fort +3, Ref +1, Will +7; AL LG; Str 12, Dex 11, Con 10, Int 16, Wis 15, Cha 18.

Special Abilities: Divine Magic, Domains of *Nobility (Determine Lineage)* and Good (good spells at +1 caster level), Turn Undead 11 times/day, *Nobility Points*: 3.

Spells: Level 0: 4; Level 1: 3+1 (Charm Person, Protection from Evil); Level 2: 2+1 (Detect Thoughts, Aid).

Languages: Common, *Chale*, *High Common [House of Walcrest]*, Dwarven, Elven [*Cumasti*], Celestial.

Skills: Diplomacy +11, Concentration +10, Knowledge [Religion] +10, Craft [Painting] +10, Perform [Wind Instrument] +8, Knowledge [Nobility] +7, Knowledge [Arcana] +7, Knowledge [The Planes] +7, Perform [Song] +6, Perform [Dance] +6, Sense Motive +6, Spell Craft +6, Heal +5, Ride +4, Decipher Script +4.

Feats: *Noble Blood [House of Walcrest]*, Skill Focus [Concentration], Skill Focus [Craft – Painting], Extra Turning.

Possessions: +1 magic heavy mace with ghost touch, MW composite short bow, dagger, full plate, heavy shield, Slaying Bolt, MW trumpet & case, heavy warhorse, MW Artisan's tools, 100 GP.

Sir Jigimy Jogram, Baron's Herald

Jigimy is the castle's Herald, serving in the throne room whenever Svenny or a major noble guest is there. He was knighted and given his position by Svenny, as a reward for his valiant efforts to protect Svenny's grandson, Sven Ithamis, during Sven's time of adventuring in the Duchy of Ten. He enjoys telling stories, singing, and especially playing his harmonica. He has become adept at finding out what a visitor's purpose in coming to see the Baron is and has learned to be very persuasive when he has to be. He is a close friend of Draussa, the High Priestess of Pathmere here in the city of Newgate.

Jigimy Jogram, Halfling male, 5th level Bard: CR 5; Small Humanoid; HD 5d6; hp 22; Init +2; Spd 20 ft.; AC 21, touch 13, flat-footed 18; base attack/grapple +3/+3; Atk +4 melee (1d4+1 Magic club), Atk +6 (1d8 MW light crossbow), Atk +4 melee (1d3 MW small dagger); SV Fort +1, Ref +6, Will +4; AL CG; Str 10, Dex 14, Con 10, Int 12, Wis 10, Cha 18.

Languages: Common, Halfling, Elven [*Cumasti*], Dwarven, *Docrae*.

Special Abilities: Cha +2, Str -2, +1 AC, +4 hide, +2 for Bluff, Diplomacy, Slight of Hand, and Listen, +1 for saving throws (+2 for fear) and thrown missile attacks, Bardic music & knowledge, countersong, fascinate, inspire courage +1, inspire confidence.

Skills: Perform [wind instrument]+14, Diplomacy +12, Bluff +12, Gather Information +12, Intimidate +12, Perform [song]+10, Hide +10, Listen +6, Perform [oratory]+5, Ride +5, Knowledge [nobility]+4, Knowledge [Duchy of Ten] +4, Appraise +3.

Feats: Entertainer, Persuasive.

Known Spells: Caltrips: 3 of 6; 1st level: 3 of 4; 2nd level: 1 of 3.

Possessions: Magic +1 Club, MW small Full Plate of Blue Gems (50% of normal weight), MW small dagger, MW small light crossbow, Helm of Fear, MW Harmonica, Courtier's clothing & jewelry, Explorer's clothing, Riding Dog, 400 GP.

Strast Ibar, Warrior & Evoker, member of Svenny's bodyguard

Strast joined Svenny's followers after being impressed by him when he met Svenny at Baetho and Elvira's wedding. He started as one of the warriors in Svenny's army. Over time he advanced up the ranks becoming one of the leaders, which led to his promotion to the Baron's bodyguard. He has honey colored hair and emerald green eyes that match the emerald medallion he wears around his neck (his spell focus). He is a young elf being only 175 years old. At 4' 8" and weighing only 100 pounds he is very small for an elf. Even so, he is tough to overcome in a struggle, being adept at casting spells in combat as well as using his sword. He is also unusually stealthy. He is very polite and well mannered in social settings. He is a follower of Aeros. He currently does not have a familiar.

Strast Ibar, *Cumasti* Elf male, 2nd level Wizard/2nd level Fighter: CR 4; Medium Humanoid; HD 2D10+2D4-4; hp 14; Init +2; Spd 30 ft.; AC 16; touch 13, flat-footed 13; base attack/grapple +3; Atk +4 melee (1d8 +1 magic elven Longblade), Atk +5 missile (1d8 MW Elven Longbow); SV Fort +2, Ref +2, Will +3; AL N; Str 10, Dex 14, Con 8, Int 17, Wis 11, Cha 10.

Special Abilities: Low light vision, Immune to sleep spells, +2 save vs. spells, -2 Con, +2 Int, +2 Listen, Spot, & Search, Detect Secret Doors, Arcane Magic (Evocation specialty, no Illusion or Necromancy), Summon Familiar.

Languages: Common, Elven [*Cumasti*, *Westryn*], Draconic, Sylvan.

Skills: Decipher Script +8, Knowledge [Arcana] +8, Knowledge [The Planes] +8, Spellcraft +8, Concentration +6, Hide +6, Move Silently +6, Knowledge [Cumasti Realm]+4, Knowledge [Kingdom of Blackmoor]+4, Ride +4, Listen (cc) +3, Spot (cc) +3.

Feats: Scribe Scroll, Combat Casting, Dodge, Point Blank Shot, *Armor Casting*.

Spells: Cantrips: 4/day, Level 1: 3/day.

Spellbook: All Cantrips; 1st level: Elemental Orb, Elemental Bolt, Magic Dagger, Identify, True Strike, Burning Hands.

Possessions: +1 bracers of armor, +1 magic Elven Longblade with ki focus, MW Elven Longbow, Dagger, *Slaying Bolt*, Padded Spidersilk Armor, Light Warhorse, Emerald spell focus, Spellbook, 150 GP.

Alvir Grainger, Warrior & Paladin, member of Svenny's bodyguard

Alvir is the brother of Svenny's nephew, Lord Assur Trader's wife, Lady Patrice Grainger. Serving initially as one of the warriors in Svenny's army when he became the Baron of Newgate, Alvir proved himself to be a dependable man in a clutch and found himself being promoted to become part of the baron's bodyguard several years ago. He is a very tall, heavy, powerful, and handsome young man with dark skin, brown eyes and a bald head. When you talk to him you will notice that he seems to use the same phrases over and over again, which can make conversations with him quite boring. He loves to ride on horseback and seems to be good at training his own mount. He is a worshipper of Henrin.

Alvir Grainger, Thonian male, 2nd level Paladin/2nd level Fighter: CR 4; Medium Humanoid; HD 4D10; hp 22; Init +6; Spd 20 ft.; AC 22; touch 12, flat-footed 20; base attack/grapple +4/+7; Atk +9 melee (1d8 +6 magic Longsword), Atk +7 missile (1d6 MW composite shortbow); SV Fort +6, Ref +2, Will +0; AL LG; Str 16, Dex 14, Con 11, Int 8, Wis 11, Cha 12.

Special Abilities: Aura of Good, Detect Evil, Smite Evil 1/day, Divine Grace, Lay on Hands.

Languages: Common.

Skills: Ride +9, Handle Animal +5, Intimidate +4.

Feats: Weapon Focus Longsword, Improved Initiative, Ride by Attack, Mounted Combat, Weapon Specialization Longsword.

Possessions: +1 Magic Longsword, MW composite shortbow, Dagger, Slaying Bolt, Plate Armor, heavy shield, Heavy Warhorse, 50 GP.

Lain Mason, Warrior, Member of Svenny's bodyguard

Lain is a cousin of Svenny's nephew, Braddle Zvenzen's wife, Lady Glinda Mason. He joined Svenny's army as a cavalryman during the War for the Kingdom of Blackmoor's independence and served well. Despite his appearance, he was promoted to a leadership position with the army and became a member of the Baron's bodyguard about five years ago. He is a healthy, though ugly, man of average height and weight with dark skin, short black hair, and blue eyes. He has a reputation for being very brave. He enjoys hunting wild animals from both on horseback and on foot when he has free time. He tends to stutter when he talks. He is a worshipper of Baldin.

Lain Mason, Thonian Male, 4th level Fighter: CR 4; Medium Humanoid; HD 4D10+4; hp 26; Init +6; Spd 20 ft.; AC 22; touch 12, flat-footed 20; base attack/grapple +4/+7; Atk +9 melee (1d8 +6 Magic +1 Longsword), Atk +6 missile (1d6 MW composite shortbow); SV Fort +5, Ref +3, Will +1; AL NG; Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 6.

Languages: Common.

Skills: Ride +9, Jumping +7, Climbing +7, Swimming +7, Survival (cc) +1.

Feats: Weapon Focus Longsword, Point Blank Shot, Mounted Combat, Mounted Archery, Ride by Attack, Weapon Specialization Longsword.

Possessions: +1 Magic Longsword, MW composite shortbow, Dagger, Slaying Bolt, Plate Armor, heavy shield, Heavy Warhorse, 50 GP.

Gil Trader, Warrior, member of Svenny's bodyguard

Gil is a distant cousin of Svenny's sister's husband's family. He joined Svenny's service during the War for the Kingdom of Blackmoor's Independence and has stayed with him ever since. He distinguished himself with his alertness and skill with a bow during the securing of the region around Newgate in the early days, earning his promotion to the bodyguard, but he has done little to distinguish himself lately. He is very tall and heavyset, but very muscular, as well, with dark skin,

black hair and brown eyes. He always seems to see the bad side of things, making him come across as being very pessimistic. He also has a speech impediment, making him slur his words when he talks. He is a worshipper of Tsartha.

Gil Trader, Thonian male, 3rd level Fighter: CR 3; Medium Humanoid; HD 3d10 + 3; hp 20; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 19; base attack/grapple +3/+6; Atk +7 melee (1d8+3 MW longsword), Atk +6 missile (1d6 +3 MW mighty +3 composite shortbow), SV Fort +4, Ref +3, Will +2; AL N; Str 16, Dex 14, Con 13, Int 10, Wis 13, Cha 8.

Languages: Common.

Skills: Ride +8, Spot (cc) +6, Listen (cc) +6.

Feats: Alertness, Mounted Combat, Mounted Archery, Point Blank Shot, Combat Expertise.

Possessions: MW Longsword, MW Mighty +3 Composite Shortbow, Half-plate, Heavy Shield, Heavy Warhorse, 195 GP.

Fanez Cork, Scout, member of Svenny's bodyguard

Fanez is a local of the Newgate area who began to serve Svenny as a scout when Svenny was first granted Newgate as a fief, before he was made the Baron of Newgate. Fanez helped Svenny's force find and destroy the monsters located in the Newgate area as he cleansed the land to make it safe. He is skinny, middle aged man of average height with long brown hair and dark skin. His glowing red eyes are hard to miss. He is a fanatic about keeping himself clean. He enjoys horseback riding and hunting. He is a worshipper of Henrin.

Fanez Cork, Thonian male, 3rd level Ranger: CR 3; Medium Humanoid; HD 3d8 + 3; hp 20; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; base attack/grapple +3/+3; Atk +4 melee (1d8 MW longsword), Atk +6 missile (1d6 MW composite shortbow), SV Fort +6, Ref +5, Will +4; AL LG; Str 11, Dex 14, Con 13, Int 10, Wis 16, Cha 9.

Special Abilities: Favored Enemy: Thonians, Wild Empathy, Combat Style Archery (Rapid Shot).

Languages: Common.

Skills: Survival +9, Spot +9, Listen +9, Ride +8, Hide +8, Move Silently +8, Use Rope +5, Concentration +4.

Feats: Mounted Combat, Point Blank Shot, Track, Endurance, Mounted Archery.

Possessions: MW Longsword, MW Composite Shortbow, +1 Magic Studded Leather Armor, Buckler, Light Warhorse, 100 GP.

Cristina Veel, Warrior, member of Svenny's bodyguard

She is the daughter of Alvito Veel, the garrison's head cook. She grew up in the castle, learning to fight in the process. When she reached maturity, she joined the garrison, where she was recognized for her skill with her sword and her alertness. As a result, she was offered a place in the bodyguard. At 19 years of age, she is the youngest member of the bodyguard. She is a short, attractive woman, with long black hair (kept in a bun) and brown eyes. She is all business, spending most of her free time practicing riding and training with her favorite weapons. Her one true hobby is drawing; she has kept a sketchbook since she was a young girl, in which she draws the interesting things she has seen or imagined. She holds herself aloof from the other warriors, avoiding any and all close relationships. She takes everything too seriously, so she has no sense of humor. She is a worshipper of Henrin.

Cristina Veel, Thonian female, 3rd level Fighter: CR 3; Medium Humanoid; HD 3d10; hp 17; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 16; base attack/grapple +3/+3; Atk +7 melee (1d8 MW Longsword), Atk +3 melee (1d6 Shortsword), Atk +7 missile (1d6 MW composite shortbow), SV Fort +3, Ref +4, Will +3; AL LG; Str 11, Dex 16, Con 10, Int 9, Wis 15, Cha 8.

Languages: Common.

Skills: Ride +7, Spot (cc) +5, Listen (cc) +5, Craft [Sketching]+3.

Feats: Alertness, Two Weapon Combat, Mounted Combat, Ride By Attack, Weapon Expertise Longsword.

Possessions: MW Longsword, Shortsword, MW Composite Shortbow, +1 Magic Chainshirt, Buckler, Sketchbook, Light Warhorse, 45 GP.

Rahman Winslo, Cavalry Leader

Rahman is a relatively new member of Svenny's followers. He has only been leading the cavalry for a few years. He is a handsome young man of about 20 years. He is short and stocky with black hair and blue eyes. He likes to wear perfumes. For a hobby, he enjoys carving things out of wood. He has been 'seeing' Lucena Shew (one of the assistant stable hands) and gets very jealous when other men pay attention to her. He is a follower of Henrin.

Rahman Winslo, Thonian male, 2nd level Paladin of Good: CR 2; Medium Humanoid; HD 2d10; hp 11; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 16; base attack/grapple +2/+3; Atk +4 melee (1d8+1 Longsword), Atk +4 missile (1d6 +1 mighty composite shortbow), SV Fort +3, Ref +1, Will -1; AL LG; Str 12, Dex 13, Con 10, Int 10, Wis 9, Cha 14.

Special Abilities: Aura of Good, Detect Evil, Smite Evil 1/day, Divine Grace (+2 saves), Lay on Hands: 4 HP.

Languages: Common.

Skills: Diplomacy +7, Ride +5, Knowledge [Religion]+3, Craft [woodcarving]+2, Knowledge [Nobility]+1.

Feats: Mounted Combat, Ride by Attack.

Possessions: MW Longsword, MW +1 Mighty Composite Shortbow, Chainshirt, Light Shield, MW carving knife, light warhorse, military saddle, saddlebags, bit & bridle, 5 GP.

Tirso Veel, Medium Foot Leader

Tirso is Lady Awna Veel's (Lord Obi Trader's wife) brother. As a youth, he fought under Svenny's banner in the War for the Kingdom of Blackmoor's Independence and has remained in his service ever since. He is very brave and ever alert, always listening and scanning for danger. He is a short man, but surprisingly powerful with long, wild black hair and green eyes. He sweats profusely when he is working, training or just out in the summer sun. He is a worshiper of Sollus.

Tirso Veel, Thonian male, 3rd level Fighter: CR 3; Medium Humanoid; HD 3d10 + 3; hp 20; Init +1; Spd 30 ft.; AC 21, touch 12, flat-footed 19; base attack/grapple +3/+5; Atk +7 melee (1d8+2 longsword), Atk +4 missile (1d8+2 mighty +2 composite longbow), SV Fort +4, Ref +2, Will +1; AL NG; Str 14, Dex 13, Con 12, Int 10, Wis 11, Cha 8.

Languages: Common.

Skills: Climb +5, Jump +5, Spot (cc) +5, Listen (cc) +4, Ride +3.

Feats: Dodge, Power Attack, Alertness, Weapon Focus [Longsword], Cleave.

Possessions: MW Longsword, MW Mighty +2 Composite Longbow, +1 magic Breastplate, Heavy Shield, 40 GP.

Lain Trader, Light Foot Leader

Lain is a tough character, he has been a warrior all of his life. He was a cavalryman before he was offered the chance to lead the light foot. He is a nephew of Nona (Zvenzen) Trader's husband, Yest. He is a handsome man, of average height and weight, with dark skin, brown hair and brown eyes. While he is generally a good man, Lain has earned the reputation of being hot tempered. He lives in the barracks. He is a follower of Phellia.

Lain Trader, Thonian male, 6th level Warrior: CR 3; Medium Humanoid; HD 6d8 + 6; hp 33; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 16; base attack/grapple +6/+1/+8/+3; Atk +9/+4 melee (1d8+2 Longsword), Atk +7/+2 missile (1d8 Light Crossbow), SV Fort +6, Ref +3, Will +1; AL NG; Str 14, Dex 13, Con 12, Int 8, Wis 9, Cha 12.

Languages: Common.

Skills: Intimidate +10, Ride +5, climb +5, Jump +4.

Feats: Dodge, Mounted Combat, Weapon Focus [Longsword], Ride By Attack.

Possessions: Longsword, Light Crossbow, Chainshirt, Heavy Shield, 140 GP.

Nall Winslo, Baron's Head Cook

Nall is of typical height and weight for a Thonian with dark skin, short black hair and brown eyes. He is considered an excellent cook and often does the shopping for the castle in the local markets. He has an assistant to help him with food preparation. He was an innkeeper in Sweetwater before he took his current position. Should there be a threat, he will serve in the militia defending the castle. He is often heard singing while he is working in the kitchen. He enjoys brewing his own ales as a hobby. He seems to have a speech impediment since he slurs his speech; others think he drinks too much of his home brew. He is also considered to be a bit of a klutz. He is a worshiper of Mwajin.

Nall Winslo, Thonian male, 2nd level Expert: CR 1; Medium Humanoid; HD 2d6 + 2; hp 9; Init -2; Spd 30 ft.; AC 12, touch 8, flat-footed 14; base attack/grapple +1/+1; Atk +1 melee (1d4 dagger), Atk -1 missile (1d8 Light Crossbow), SV Fort +1, Ref -2, Will +5; AL NG; Str 10, Dex 6, Con 12, Int 10, Wis 14, Cha 8.

Languages: Common.

Skills: Profession [Cook] +10, Profession [Innkeeper] +9, Diplomacy +4, Sense Motive +7, Craft [brewing] +5, Perform [sing] +4.

Feats: Skill Focus Profession Cook, *Worker*.

Possessions: Dagger, Light Crossbow, Chainshirt, cooking tools, hourglass, 170 GP.

Hayan Cork, Chief Stable Hand

Hayan is the head man in the castle stables. He about 50 years old; he is a bit short, but very agile. He has long, flowing grey-brown hair and brown eyes. He knows horses and is an outstanding trainer. He loves to ride whenever he has a chance, frequently with Fruela Sallo, whom he has been courting. He also enjoys telling jokes and playing tricks on people. When there is trouble he is the leader of the castle militia. He was badly burned as a young man and has visible scars on the left side of his neck and shoulder. He worships Mwajin. He has two assistants, Lucena Shew and Ruy Winslo (2nd level Commoners) who have rooms in the east tower, and three apprentices (1st level Commoners) who live in the barracks.

Hayan Cork, Thonian male, 10th level Commoner: CR 5; Medium Humanoid; HD 10d4; hp 25; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; base attack/grapple +5/+4; Atk +4 melee (1d8-1 longsword), Atk +7 missile (1d8 Light Crossbow), SV Fort +3, Ref +5, Will +5; AL NG; .Str 9, Dex 15, Con 11, Int 11, Wis 14, Cha 12.

Languages: Common.

Skills: Profession [Stable Hand] +18, Handle Animal +13, Ride +14, Perform [Comedy] +5, Use Rope +6.

Feats: Skill Focus Profession Stable Hand, Martial Weapon Proficiency Longsword, Light Armor Proficiency, Light shield Proficiency, *Born Rider*.

Possessions: Longsword, Light Crossbow, Chainshirt, Light Shield, 100 GP.

Fanez Gladair, Teacher

Fanez was hired to educate the children and noble apprentices at the castle. He is a young man of typical height, a bit overweight with fair skin, blond hair and blue eyes. He is handsome, well educated and well spoken. He enjoys sketching during his free time and will take walks in the wilderness to find interesting subjects to draw. He is a teetotaler, totally avoiding alcoholic drinks. He is very even tempered, never getting excited about anything. He is a worshiper of Henrin. He will serve in the militia should there be some danger. He lives in a room in the east tower.

Fanez Gladair, Half-Elf male, 2nd level Expert: CR 1; Medium Humanoid; HD 2d6-2; hp 5; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; base attack/grapple +1/+0; Atk +0 melee (1d6-1 shortsword), Atk +1 missile (1d8 Light Crossbow), SV Fort -1, Ref +0, Will +2; AL LG; Str 9, Dex 10, Con 9, Int 14, Wis 8, Cha 12.

Special Abilities: Immune to sleep spells, +2 save vs. spells, low light vision, +2 Diplomacy & Gather Information, +1 Listen, Spot & Search, Cumasti Blood.

Languages: Common, Elven [*Cumasti*], Dwarven, Halfling.

Skills: Knowledge [History] +9, Knowledge [Geography] +9, Craft [Sketching] +7, Diplomacy +7, Knowledge [Nature] +6, Knowledge [Nobility] +6, Knowledge [Religion] +6, *Research* +6, Search +5, Gather Information +5.

Feats: *Educated*.

Possessions: Shortsword, Light Crossbow, Chainshirt, MW Artisan's Tools, 145 GP.

Zoilo Florian, Head Servant

Zoilo is the head server for the family and guests. He also is the castle's barber. He is in his mid 20's, of average height and very thin with black hair and brown eyes. He stays focused on his job and takes no personal time for recreation. He is well mannered, but can get moody sometimes. His health is fragile, so he is often ill. In a crisis he will serve as a crossbowman with the castle militia. He is a follower of Henrin. He has a room in the SW tower of the castle. He has a helper, Salinas Sallo (1st level Commoner) who lives in the barracks.

Zoilo Florian, Thonian male, 2nd level Commoner: CR 1; Medium Humanoid; HD 2d4 -2; hp 2; Init -2; Spd 30 ft.; AC 15, touch 11, flat-footed 14; base attack/grapple +1/+0; Atk +0 melee (1d4-1 dagger), Atk +2 missile (1d8 Light Crossbow), SV Fort -2, Ref +1, Will +3; AL LG; Str 8, Dex 13, Con 7, Int 10, Wis 16, Cha 11.

Languages: Common.

Skills: Profession [Servant] +10, Profession [Barber] +9, Spot +6, Listen +6.

Feats: *Worker*, Light Armor Proficiency.

Possessions: Dagger, Light Crossbow, Chainshirt, MW barber's tools, 45 GP.

Teresa Grainger, Maid

Teresa cleans and makes up the bed rooms on the second level of the castle. She also does the Baroness' hair. She is very tall and portly with dark skin, brown hair that goes down past her waist and brown eyes. She has an assistant, Evora Cork (1st level Commoner), who helps her with her duties. She doesn't like men and can be intimidating at times when dealing with them. She keeps a dagger hidden in her clothing for protection. She enjoys weaving on her free time, sometimes the Baroness allows her to weave in the craft room. She is a worshiper of Khoronus. She has a room in the SW tower of the castle.

Teresa Grainger, Thonian female, 2nd level Commoner: CR 1; Medium Humanoid; HD 2d6 + 2; hp 9; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 10; base attack/grapple +1/+0; Atk +0 melee (1d4-1 dagger), SV Fort +0, Ref -1, Will +1; AL LN; Str 8, Dex 8, Con 10, Int 10, Wis 13, Cha 11.

Languages: Common.

Skills: Profession [Maid]+11, Profession [Hairdresser]+7, Spot +4, Craft [Weaving]+3.

Feats: *Worker*, Skill Focus Profession Maid.

Possessions: Dagger, MW hairdressers' tools, artisan's tools, 40 GP.

Alvito Veel, Garrison's Head Cook

Alvito is a middle aged Thonian man of typical height, but a little overweight. He is a cousin of Mandle Veel (Lady Lucena Trader's husband). He is a good cook and works hard to keep the troops fed. He has four other cooks working under him (one is a 2nd level Commoner, the rest are 1st level Commoners). He serves in the castle militia when there is a threat. He enjoys telling stories. While he is not very handsome he thinks he is and he considers himself quite the ladies man. He walks with a limp and has a missing front tooth. He worships Phellia. His daughter, Cristina Veel, is a member of Svenny's bodyguard.

Alvito Veel, Thonian male, 5th level Commoner: CR 2½ ; Medium Humanoid; HD 5d4; hp 13; Init -2; Spd 30 ft.; AC 11, touch 11, flat-footed 10; base attack/grapple +2/+2; Atk +2 melee (1d8 longsword), Atk +3 missile (1d8 Light Crossbow), SV Fort +0, Ref +2, Will +4; AL NG; Str 10, Dex 12, Con 8, Int 10, Wis 16, Cha 9.

Languages: Common.

Skills: Profession [Cook] +16, *Taste* +9, *Smell* +9, Profession [Bartender] +9, Perform [oratory] +4.

Feats: Skill Focus Profession Cook, *Worker*, *Connoisseur*.

Possessions: Light Crossbow, MW cooking tools, 195 GP.

Zomdu Nokvorm, Weapon/Armor Smith

Zomdu is the master Weaponsmith at the castle. He is of average height, but very thin with dark red hair, a full beard, and black eyes. He will gladly take his place on the castle walls, should Newgate be threatened. He naturally stutters when he speaks. When he is nervous his left eye twitches. He is a worshiper of Hemgrid. His wife, Dewna Nokvorm (Dwarven female 1st level Expert), is also his helper in the shop. They share a small private room in the craftsmen's quarters.

Zomdu Nokvorm, Dwarven male, 5th level Expert/1st level Warrior: CR 3; Medium Humanoid; HD 1d8 + 5d6 +6; hp 28; Init +0; Spd 20 ft.; AC 16; touch 10, flat-footed 16; base attack/grapple +4/+5; Atk +5 melee (1d10+1 dwarven waraxe), Atk +4 missile (1d12 MW dwarven slug bow); SV Fort +4, Ref +1, Will +3; AL N; Str 12, Dex 10, Con 13, Int 14, Wis 8, Cha 9.

Special Abilities: +2 Con, -2 Cha, Darkvision, Stonecunning, Stability, +2 vs. poison & spells, +1 vs. goblinoids, +4 dodge vs. giants, +2 appraise & craft (stone or metal).

Languages: Common, Dwarven, Gnome, Orc [Black speak].

Skills: Craft [Weaponsmith] +16, Appraise +12, Search +10, Climb +10, Jump +10, Disable Device +10, Knowledge [Stonekiller Mountains] +6, Knowledge [Kingdom of Blackmoor] +7, Hide +4, Ride +4.

Feats: Skill Focus Craft Weaponsmith.

Possessions: Dwarven Waraxe, Dwarven Slug Bow, Dagger, Chainshirt, Heavy Shield, MW Artisan's tools, 280 GP.

Fruela Sallo, Carpenter

Fruela is a master carpenter and makes the furnishings for the castle, in addition to weapon shafts and the like. She is a tall, middle aged woman, with dark skin, raven black hair and blue eyes. She is hard of hearing, so everyone speaks loudly when they are around her. She serves in the castle militia when the castle is threatened. She enjoys horseback riding and swimming on her free time. She is an individualist, trying to do everything without the help of others. She is a worshiper of Henrin. She lives in a small private room in the craftsmen's quarters of the main building. Her apprentice is Cenal Zeltar (Gnome female 1st level expert).

Fruela Sallo, Thonian female, 5th level Commoner: CR 2½ ; Medium Humanoid; HD 5d4; hp 13; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 10; base attack/grapple +2/+2; Atk +2 melee (1d8 longsword), Atk +3 missile (1d8 Light Crossbow), SV Fort +1, Ref +2, Will +0; AL LG; Str 11, Dex 12, Con 10, Int 12, Wis 9, Cha 10.

Languages: Common, Gnome.

Skills: Craft [Woodworking] +12, Ride +9, Use Rope +9, Swim +8.

Feats: Skill Focus Craft Woodworking, Dodge, Point Blank Shot.

Possessions: Light Crossbow, MW artisan's tools, 195 GP.

Royolo Oland, Saddler

Royolo is a master leatherworker and saddler. He is well educated and enjoys making things out of animal horns, as well. He is rather tall with dark skin, brown hair and brown eyes. He speaks in a very bass tone. He gladly serves in the castle militia when the city is threatened. He likes to swim or dance when he has free time. He has very strong body odor. He is a worshiper of Kadis. His apprentice is Freg Shew (1st level Expert). He has a small private room in the craftsmen's quarters.

Royolo Oland, Thonian male, 3rd level Expert/1st level Warrior: CR 2; Medium Humanoid; HD 1d8 + 3d6 + 4; hp 19; Init -1; Spd 30 ft.; AC 14, touch 9, flat-footed 15; base attack/grapple +3/+5; Atk +5 melee (1d8+2 longsword), Atk +2 missile (1d6+2 Javelin), SV Fort +4, Ref +0, Will -1; AL NG; Str 14, Dex 9, Con 12, Int 14, Wis 6, Cha 11.

Languages: Common, Dwarven, Halfling.

Skills: Craft [Leatherworking] +14, Search +9, Knowledge [Kingdom of Blackmoor] +11, Knowledge [Nature] +11, Perform [Dance] +7, Swim +9, Craft [Hornworking] +11, Jump +6, Climb +5.

Feats: Skill Focus Craft Leatherworking, *Builder*, *Educated*.

Possessions: Longsword, three Javelins, Chainshirt, Light Shield, MW artisan's tools, 245 GP.

Mansur Mason, Blacksmith

Mansur is an excellent craftsman, in addition to blacksmithing; he enjoys making things out of brass. He is a tiny but strong man, with dark skin, black hair and green eyes. He is alert and quick witted. When he is focused on something it is hard to get his attention. He is particularly interested in studying the planes, reading anything he can find on the topic. He has a tendency to squint when he looks at you. He is a worshiper of Khoronus. His apprentice is Kudgum Gorduhendo (Dwarven male 1st level Expert). He has a small private room in the craftsmen's quarters which he shares with his wife Aisa Mason.

Mansur Mason, Thonian male, 3rd level Commoner/1st level Warrior: CR 2 ; Medium Humanoid; HD 1d8 + 3d4 +8; hp 20; Init -1; Spd 30 ft.; AC 15, touch 9, flat-footed 16; base attack/grapple +2/+3; Atk +3 melee (1d8+1 longsword), Atk +1 missile (1d4 +1 darts), SV Fort +4, Ref +1, Will +2; AL LN; Str 13, Dex 8, Con 15, Int 16, Wis 11, Cha 8.

Languages: Common, Gnome, Dwarven, Peshwahan.

Skills: Craft [Blacksmithing] +15, Craft [Brassmaking] +12, Listen +9, Spot +9, Knowledge [The Planes] (cc) +6½, Concentration (cc) +6½.

Feats: Skill Focus Craft Blacksmithing, *Builder*, *Alertness*.

Possessions: Longsword, 10 Darts, Chainshirt, Heavy Shield, MW artisan's tools, 95 GP.

Mallune Soavedin, Bowyer

Mallune is an excellent bowmaker. She is very tall for an Elf, with fair skin, honey colored hair and rich green eyes. She wears flamboyant, flashy clothing. While she is an accomplished archer and is part of the militia, she is quite cowardly and would run from a melee. She is very alert and enjoys hiking in the wilderness on her free time. She is a worshiper of Ordana. Her husband, Mede Soavedin (Cumasti male 1st level Expert) is her helper.

Mallune Soavedin, *Cumasti* female, 3rd level Commoner/1st level Wizard: CR 2½; Medium Humanoid; HD 4d4 -4; hp 6; Init +0; Spd 20 ft.; AC 14; touch 10, flat-footed 14; base attack/grapple +1/+1; Atk +1 melee (1d8 Elven longblade), Atk +3 missile (1d8 composite longbow); SV Fort +0, Ref +3, Will +5; AL NG; Str 11, Dex 14, Con 9, Int 18, Wis 14, Cha 9.

Special Abilities: -2 Con, +2 Int, Immune to sleep spells, +2 save vs. spells, low light vision, +2 Diplomacy & Gather Information, +1 Listen, Spot & Search, summon Familiar.

Languages: Common, Elven [*Cumasti*, *Westryn*], Draconic, Dwarven, Sylvan.

Skills: Craft [Bowyer] +14, Decipher Script +11, Knowledge [Arcana] +11, Hide +9, Spellcraft +11, Concentration +6.

Spells: Level 0: 3; Level 1: 2.

Feats: Skill Focus Craft Bowyer, Scribe Scroll, Point Blank Shot.

Possessions: Elven Longblade, Composite Longbow, MW artisan's tools, 95 GP.

Aisa Mason, Healer

Aisa is the healer and midwife for the castle. She is skilled at using and preparing herbal medicines. She is an attractive woman in her mid 30's, of average height and a little overweight with dark skin, blue eyes, and long strikingly orangish-red hair. She tends to be a bit careless about things when she is busy. As a girl, she grew up in a remote settlement and learned to take care of herself in the wild. Aisa is married to the castle's blacksmith, Mansur Mason. They share a room in the craftsmen's quarters by the armory. She is a worshiper of Henrin. She also has a 'pet' weasel.

Aisa Mason, Thonian female, 2nd level Adept: CR 1; Medium Humanoid; HD 2d4; hp 5; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; base attack/grapple +1/-1; Atk -1 melee (1d4-2 dagger), Atk +3 missile (1d8 MW Light Crossbow), SV Fort +0, Ref +3, Will +5; AL LG; Str 7, Dex 12, Con 10, Int 12, Wis 14, Cha 12.

Special Abilities: Cast Divine Spells, Summon Familiar.

Languages: Common, Dwarven.

Skills: Heal +10, Profession [Herbalist] +9, Profession [Midwife] +9, Spellcraft +4, Survival +4.

Feats: Skill Focus Heal, *Worker*.

Spells: Level 0: 3; Level 1: 2.

Possessions: Dagger, MW Light Crossbow, Silver Holy Symbol, Herbalists Lab, Healers Kit, 69 GP.

Appendix 1: Regional Map by Andreas Claren



This map by Andreas Claren was based on Greg Svenson's original sketch. The region was renamed Southgate for copyright reasons.

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