

1: The Dragon and Oliphant

Gunnerman(f4) owner and operator.
Raimo in charge of bar.

The adventurers inn of choice. Good food, clean sheets, fine ale and stories of the fantastic around the open fire in the common rooms. With beds to sleep 24 a busy night can see over one hundred people in the common rooms and bars.

Gunnerman a retired adventurer and can be found most nights in the main common room telling stories of his adventures in the west.

2: Inn stables

Lien (f1) is in charge of the stable during the day.
Kna (t1) keeps watch at night.

Feed and pens for 24 beasts, rooms for both Lien and Kna. Depending on the number of animals in the stable additional stable hands may be sleeping among the hay.

3: Wheel and Hammer

Cosane owner and designer.
Esi (f2) Blacksmith wheelright.
Zogunu Carpentry cabinetmaking.
Sale and repare of carts, chariots and carriages for horse,donkey and bullock.

4: Miller and Grain seller

Delvalle runs the place.
Flour and some stock feed. Carts of grain from all over the kingdom arrive at Delvalle mill from first light to late into the night.

5: Uma's Beasts of Burden

Uma (f4) an ox of a man.
Reasonably priced beasts most are recently purchased from refugees arriving in town in need of funds. Uma is very keen on fast horses and will buy for himself anything fast.

6: Redmond's Pawnshop

Redmond (t2) owner.
Eric Redmonds son and shop assistant.
An offer will be made for any item always low. Items of all types are available for slightly less that retail with only minor use and/or damage.

7: Expeditions Unlimited

Ajax (f8) owner operator.
Strong northerners available as mercenaries and retainers. Reasonable rates for exceptional help.

8: Astrologer

Kurbis (c3) head star gazer.
Interpretations of the gods will and fortune telling. Many adventurers will not leave the city gates without consulting Kurbis.

Encounters roll 2d6

- 2: Rats
- 3: Beast of Burden
- 4: Adventurers
- 5-9:City Guards
With mail, sword.
- 10:Grain cart
- 11:Refugees
- 12:**Tentacle Thing**
Night only D1:10

9:Armorer

Itran (f3) armourer
Jasmin (f2)weapon smith
Tennon Blacksmith
Weapons and armor all basic types made, fit and mended.

10:Naomi's Cartography

Naomi cartographer owner.
Robin historian.
Naomi is well travelled apparently she was a navigator on a ship.

11: Lou's Place

Nico (t2) proprietor.
Anything that has arrived in the city and needs to be sold quick will be purchased by Nico. Bulk purchase and sales cash for packs. Nico works for Lou.

12: Hunter Dave (f4)

Dave arrived with Gunnerman back from the West they say, now hunter and meat transport.

13: Butcher Lathan.

14: Money Changer Yarrow (t1)
Bodyguards (t2).

15: Alchemist Isac (m3) Alchemist,
potion brewer and sage.

16: The Sol Sisters
Sister Surya (c4) healer.
Sister Helios (c2) healer.

D0

Encounters roll 2d6

- 2: **Giant Python**
D1:16
- 3: Gas,Smoke or Fog
- 4: Mice,Centepedes
- 5: Toads or Frogs
- 6: Leaches or Ants
- 7: Sounds of life.
- 8: **Rats**
- 9: **Giant Rats**
- 10: **Shadow**
D1:7
- 11: **Tentacle Thing**
D1:10
- 12: **Wererat**
D2:2

1: The Dragon and Oliphant

Cellar contains foodstuffs and drinks.

2: Inn stables

Animal feed, **Rats** and storage space for inn.

3: Study Area (decayed)

Giant Rats, 2 gems (25 gp each).

4: Alcove (empty)

5: Kitchen and Mess hall

Giant Rats nest, scrolls, potions.

6: Entrance Room

Of the stone a plinth bound to a circular tiled area in the center of the room is a **Babewyn** (flightless gargoyle, multiple attacks).

7: Sewer Passage

A **Shadow** awaiting another lone victim, body with a **cursed mace**.

8: Lou's Inventory

All of Lou's inventory is down here. Lou will have horrible things done to anyone entering.

9: Empty

10: The Dragon and Oliphant Secret Exit

Tentacle Thing

(n attacks, paralysis).

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11: Pens Rows of pens that once held living things, **Rats**, teeth and bones.

12: Bare Room (empty)

13: Wide Corridor The floor is a **Pit trap** containing a **Gray Ooze**.

14: The Vats Large troughs containing bones, **Giant Rats** and a spell book.

15: Experiments Slabs with drainage holes covered in years of mold and fungus.

16: Altar Guardian of the altar is a **Giant Python**, silver candlesticks (magic staves).

17: Stairs Down

The room and surrounds are covered in white sand **Invisible Guardians** bound to the room destroy those who do not carry silver staff from D1:16. Hard to spot in the sand is a key. The Wererat from D2:6 sneaks through here.

18: Kill Room

Steel rings in the floor, manacles, **Poison** gas trap.

19: Library

Books (deteriorated), scrolls and a **Babewyn** bound to the room.

20: Store

Racks of weapons some can be repaired. A **Babewyn** is bound to this room.