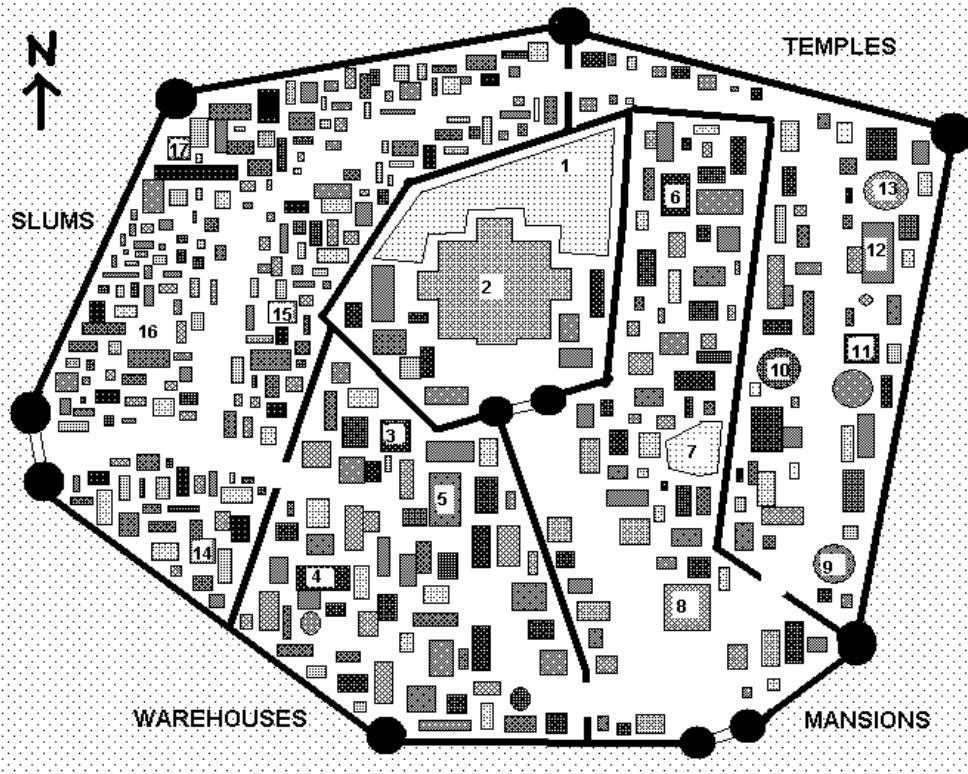


SAMURBIA, CITY OF SCHEMING SWORDS



Locations

- 1 **Walled Gardens:** Roll on Monster Encounters.
- 2 **Palace of the Warlord Geshaga:** Built inside ruins of ancient temple. Geshaga is always accompanied by bodyguard Raum, advisor Sariadon and first concubine Mylera.
- 3 **House of Vaskes:** Well-known Master-Merchant
- 4 **Auction House of Crote the Slaver:** 20 Slavers guard 2d20 slaves and Crote's fortune.
- 5 **Moot Hall:** Neutral ground, forum for meetings
- 6 **Walled Mansion of the Wizard Guolandis:** Great Sorcerer. Guarded by Monsters (roll on table)
- 7 **Park:** Meeting place for nobles and duellists.
- 8 **The City Guard Barracks/Jail:** 100 guards.
- 9 **Temple of Tusanjoh:** HQ of militant Priests Martial, 20 clerics led by Boash the Righteous.
- 10 **Temple of Hauk the Mad:** Eerie building with obsidian spires. Closed on Geshaga's orders, with 1d4 City Guards on duty at all times.
- 11 **House of Rapture:** expensive brothel. 2d6 women are managed by Mistress Ikandi. 5 Guards.
- 12 **Fight Pits:** owned by ex-gadiator Rhule, volunteers and prisoners fight monsters and each other for fame, fortune and freedom.
- 13 **Temple of Harapsis the Snake Goddess:** High Priestess Temuli is in charge of 30 Cultists and 1d4 Giant Snakes. Needs sacrificial victims.
- 14 **Duskarahnan's Shack:** Drunken Mage whom many citizens believe to be a charlatan.
- 15 **Ghuli's Den:** infamous drinking hole
- 16 **Bazaar:** 40% chance of pickpocket attempt.
- 17 **Shack:** 1d6 Beastmen have a lair beneath it.

Rumours (roll 1d4 once per week)

- 1 The noble Arulain of Chune is being held to ransom by the Veiled Blades.
- 2 The Wizard Guolandis has been cursed by a witch and lies dying.
- 3 The Tombs of Antiquity lie beneath the Palace.
- 4 Ghuli has been threatened by Shem's Boys.

Summary

Ruled by the ageing Warlord Geshaga, Samurbia is in the midst of a power struggle between various shadowy factions who conspire against the status quo.

Ascendency

Each week, roll 1d6 for each faction to see which group has the most power, highest wins, +1 if in power the week before, with +1/-1 for significant action for/against faction by the PCs, then apply the consequences below. If a faction is dominant for over a month, Geshaga will order a purge of its members giving it a -3 penalty to be dominant during the next month.

Factions

- 1 **Red Locust (Death Cult):** Insects swarm around city in daytime. Food starts becoming scarce and triples in value. Street prophets preach of the coming apocalypse.
- 2 **Veiled Blades (Assassins):** all night-time encounters are with 1d6 Assassins, as there is a dusk-till-dawn curfew. Citizens are confined to the city quarter they're in.
- 3 **Green Moon (Anti-Mage Cabal):** Green Mist lies over city, increasing the likelihood of surprise and getting lost. All magic cast is only ½ as effective. 50% chance per day that PC Magic Users are attacked.
- 4 **Shem's Boys (Thieves Guild):** 75% chance of pickpocket attempt made each day PCs are in the Slums. Prices in city rise by 20%.

Random Daytime Encounters

Pick appropriate table then roll 1d4, add 1 if the PCs have angered a faction.

Slums

- 1 City Guards (2d6)*
- 2 Thieves (1d6)
- 3 Peddler
- 4 Beggars (2d6)
- 5 Mercenaries (2d6)

Bazaar

- 1 Town Crier
- 2 Nomads (2d6)
- 3 Fortune Teller
- 4 Entertainers (1d6)
- 5 Mercenaries (2d6)

Temples

- 1 City Guards (2d6)*
- 2 Pilgrims (4d6)
- 3 Priests Martial (1d6)
- 4 Nobles (1d6) and Guards (2d6)
- 5 Mercenaries (2d6)

Warehouses

- 1 City Guards (2d6)*
- 2 Merchants (1d6)
- 3 Slavers (1d6) and Slaves (3d6)
- 4 Monster
- 5 Mercenaries (2d6)

Mansions

- 1 Mounted City Guards (2d6)*
- 2 Noble and Bodyguards (1d6)
- 3 Messenger
- 4 Servants (1d6)
- 5 Mercenaries (2d6)

Palace

- 1 Palace Guards (3d6)
- 2 Nobles (2d6)
- 3 Concubines (1d6)
- 4 Advisors (1d6)
- 5 Palace Guards (3d6) will try to arrest PCs

Random Night-time Encounters

- 1 City Guards (2d6)*
- 2 Prostitutes (1d6)
- 3 Slavers (1d6)
- 4 Monster
- 5 Assassins (1d6)

* 50% chance they belong to a faction, (roll 1d4 to see which one) demanding 1gp toll per PC or will arrest them. All other NPCs have a 30% chance of belonging to a faction (If NPC does belong to one, roll 1d4 on 'Factions' to see which one.)

Monster Encounters (roll 1d4, add +2 if in Locations 1 or 6)

- 1 Giant Bats (1d4)
- 2 Wild Dogs (1d6)
- 3 Giant Rats (1d6)
- 4 Beastmen (1d6)
- 5 Flying Apes (1d4)
- 6 Giant Lizard

Interaction

If the PCs receive a positive reaction from those they encounter they may be employed to carry out a task for the NPC(s), roll 1d4:

- 1 Retrieve Object
- 2 Escort Person
- 3 Deliver Object
- 4 Trace Person