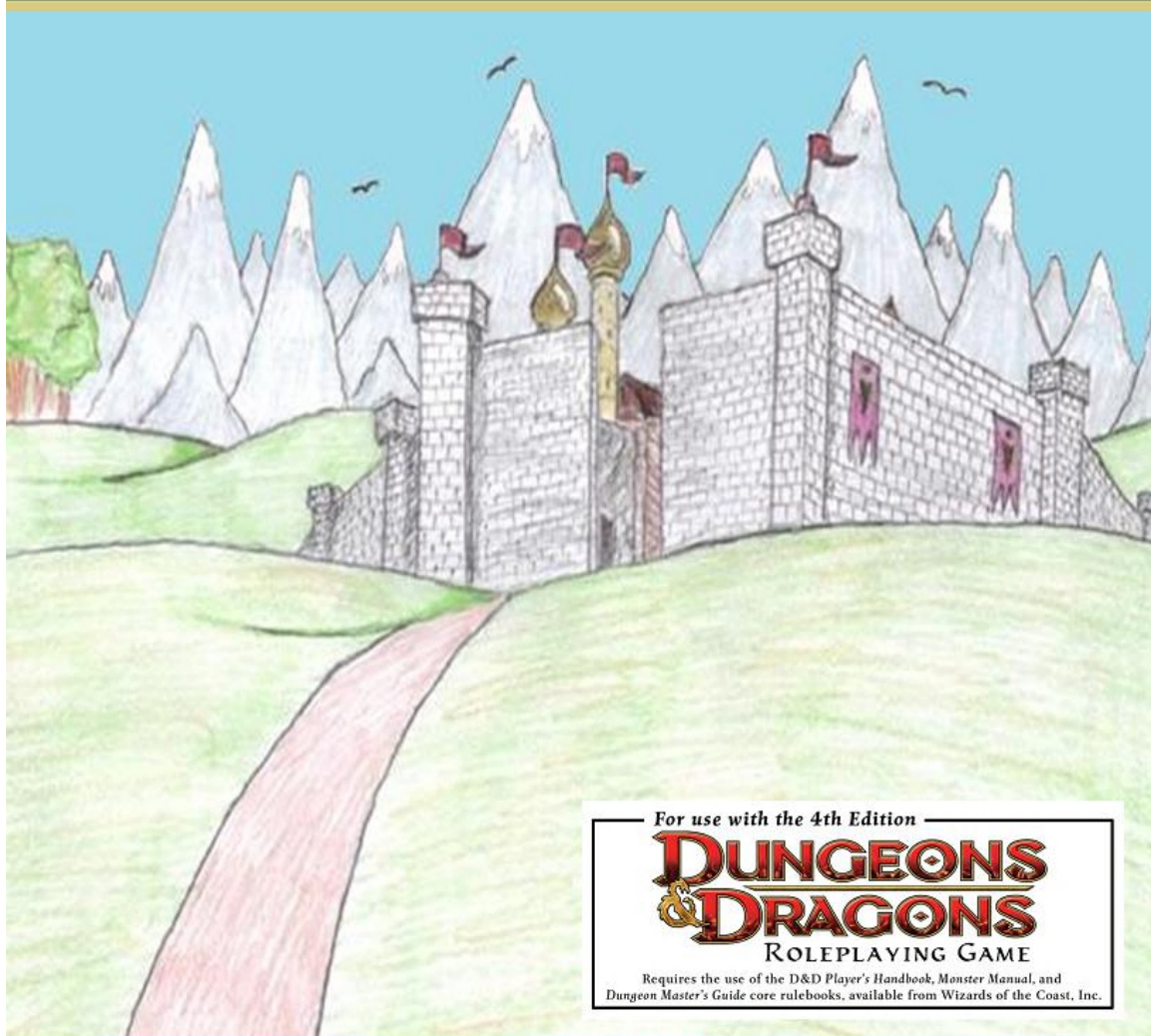


The City of Burden's Peak

FANTASY ROLEPLAYING GAME SUPPLEMENT



For use with the 4th Edition

**DUNGEONS
&
DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

DESIGNED AND CREATED BY
CHRISTOPHER J. KING

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt

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Burden's Peak

The city of Burden's Peak is a huge, bustling metropolis of approximately 10,000 inhabitants of every known PC race, including the more exotic ones, such as Tieflings, Dragonborn, Muls, and Thri-Kreen. Some adventures will make use of some of these exotic races.

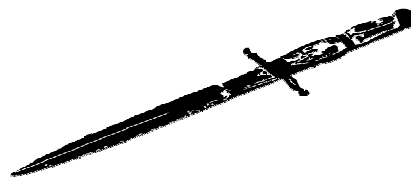
Read or paraphrase the following aloud to the players:

Upon entering the huge city of Burden's Peak, the smells of urban life fill your noses. The streets are crowded, and there are creatures here the likes of which you've never seen before. Tall mantis-looking beings walk proudly through the streets, and appear to interact socially with the more familiar races. Street vendors yell to you as you pass by, explaining how their wares and prices are better than their competitors. If approached, the residents are quite friendly and talkative. You quickly get the impression that whatever it is you might want, this town probably offers it.

The city of Burden's Peak does, indeed, offer most everything an adventurer could need. Refer to the attached map and legend for specific locales and shops.

The city itself is run under a human male called Duke Ferrar Geveau. He is the ruling authority of Burden's Peak, and acts as the city's judge. He lives in a palace in the center of town that is always heavily guarded. He controls the city guards through his right hand man,

the Constable Lorrs Manefree, also a human male. Under Lorrs is the city's guard, which is made up of 200 guards of various races and levels. Also at the Duke's disposal is the volunteer city militia, which is made up of 1,000 men, also of various races, classes, and levels.

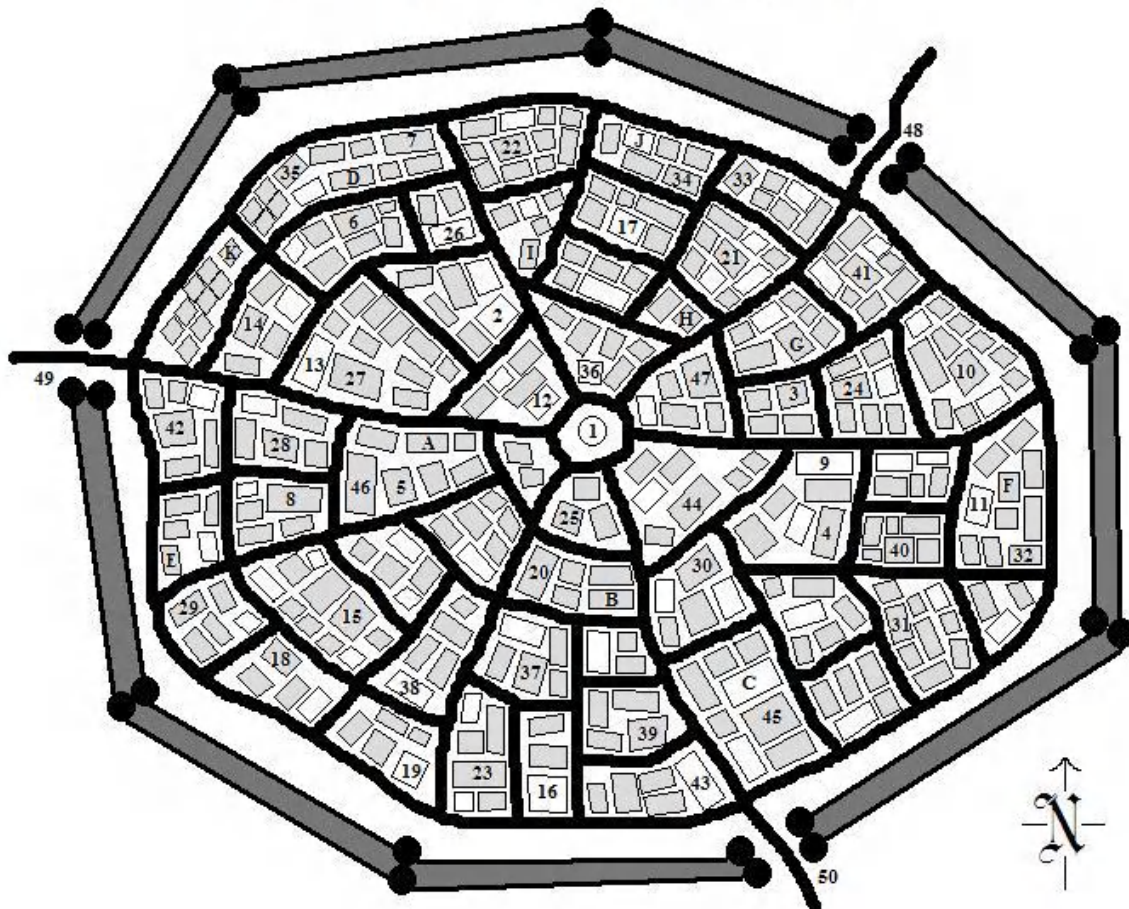


Ruling Nobles in Burden's Peak:

Duke Ferrar Geveau- Medium Natural Human	Lvl. 21 Elite Skirmisher XP- 7200
Initiative +19	Perception +7
HP: 450 Bloodied: 225	
AC: 35 Fortitude: 32 Reflex: 34 Will: 33	
Speed: 6	
☞ Short Sword +1 (Standard, Weapon)	
+26 vs AC; 3d8+7 damage	
Alignment: Good	Lang.: Common, Davek
Str: 16 (+8) Dex: 17 (+8) Wis: 15 (+7)	
Con: 14 (+7) Int: 17 (+8) Cha: 18 (+9)	
+1 Short Sword, 100GP, regal clothing	

Lorrs Manefree- Medium Natural Human	Lvl. 18 Elite Brute XP- 4000
Initiative +16	Perception +6
HP: 396 Bloodied: 198	
AC: 30 Fortitude: 32 Reflex: 32 Will: 30	
Speed: 6	
☞ Long Sword +1 (Standard, Weapon)	
+21 vs AC; 3d8+7 damage	
Alignment: Good	Lang.: Common
Str: 17 (+7) Dex: 17 (+7) Wis: 15 (+6)	
Con: 18 (+8) Int: 17 (+7) Cha: 14 (+6)	
+1 Long Sword, 50GP, Chain Mail	

The City of Burden's Peak



Scale: in feet |----|----|----|----|
 0 200 400 600 800 1000

Population Census:

Population: 14,000 +/-

Power Center: Feudal

Integrated; **Humans:** 4,500; **Halflings:** 2,000; **Elves:** 2,000; **Dwarves:** 1000; **Eladrin:** 1000; **Half-Elves:** 900; **Tieflings:** 500; **Dragonborn:** 400; **Others:** 300

Guards: 200; **Militia:** 1,000

1. Palace of Duke Ferrar Geveau
2. Tavern: The Singing Sword
3. Tavern: The Dragon's Head
4. Tavern: The Asp's Strike
5. Tavern: The Elfstone
6. Tavern: The Blue Jack
7. Tavern: The Sleepy Sylph
8. Tavern: The Sated Satyr
9. Tavern: The Fiery Flagon
10. Tavern: The Broken Lance
11. Inn: The Wyvern's Rest – 1 GP
12. Inn: The Golden Harp – 2 GP
13. Inn: The Pilgrim's Rest – 2 GP
14. Inn: The Splintered Stair – 1 GP
15. Inn: The Blackstar – 1 GP
16. Guild: Watchful Order of Magists
17. Guild: Splendid Order of Armorers
18. Guild: Fellowship of Bowyers/Fletchers
19. Guild: Dungeonsweeper's Guild
20. Weapons: Hortick's Arms
21. Weapons: The Razor Arms
22. Weapons: Derrin's Blade Shoppe
23. Armor: The Iron Shield
24. Armor: Kirn's Armory
25. Armor: Hortick's Armory
26. Shop: Turin's Sundries (General Store)
27. Shop: Dirufel's Oddities (Magic Items)
28. Shop: Garden of Delights (Imports)
29. Shop: Kario's Emporium (Clothing)
30. Shop: Madame Tallis (Seer)
31. Shop: The Grey Wind (Magic Items)
32. Shop: The Moondance (Tailor)
33. Shop: The Red Serpent (Tattoos)
34. Shop: Mapworks (Map Making)
35. Shop: The Sturdy Oak (Lumber)
36. Shop: The Waterclock (Clocks)
37. Shop: Frontier Clothing (Clothing)
38. Shop: The Crooked Shelf (General)
39. Shop: Stoutman's Pride (Brewery)
40. Shop: Silver Stars (Fine Clothing)
41. Shop: Moonlight Meadows (Stables)
42. Shop: The Stabled Mount (Stables)
43. Shop: The Rested Pony (Stables)
44. Main Guard House & Barracks
45. Secondary Guard House
46. Constable and Jail
47. Grand Court House
48. North gate
49. West Gate
50. South gate

Points of Interest in Burden's Peak:

1. Palace of Duke Ferrar Geveau

The palace is a huge, four-story castle surrounded by a large iron fence 12 feet high. It is adorned with various banners of known and unknown symbolism. The palace is guarded by 50 men, all trained fighters of various races. The Duke is not married, nor does he have any children to pass his reign on to. Entrance to the palace is granted with the Duke's permission only, which is given as a scroll bearing the signature of the Duke himself. The guards are wary of any who approach, and will not tolerate suspicious activities in the vicinity of the palace. Several small ponds are in the palace yard, all of which contain odd, exotic species of various fish and aquatic life. For a small fee (1GP), visitors are granted access to the palace yard to view the ponds and gardens. A guard accompanies any who tour the grounds. As stated, the guards are of various races, but in case of encounters, use the following write-up:

Geveau Palace Guard- Medium Natural Humanoid	Lvl. 15 Soldier XP- 1200
Initiative +11	Perception +4
HP: 161 Bloodied: 80	
AC: 34 Fortitude: 28 Reflex: 26 Will: 26	
Speed: 6	
☞ Short Sword (Standard, Weapon) +25 vs AC; 3d6+6 damage	
Alignment: Good	Lang.: Common
Str: 14 (+4) Dex: 15 (+4) Wis: 15 (+4)	
Con: 13 (+3) Int: 12 (+3) Cha: 12 (+3)	
Short Sword, Chain mail	

2. The Singing Sword Tavern

Owner: Borrik Solloth-Human Male
Ale: 1 SP, Wine: 2 SP, Stout: 2 SP

3. The Dragon's Head Tavern

Owner: Daen Wolkot – Human Male
Ale: 1 SP, Wine: 2 SP, Stout: 2 SP

4. The Asp's Strike Tavern

Owner: Gort Simmerwind-Dwarf Male
Ale: 1 SP, Wine: 2 SP, Stout: 3 SP

5. The Elfstone Tavern

Owner: Deara Highwind-Elf Female
Ale: 1 SP, Wine: 2 SP, Stout: 2 SP

6. The Blue Jack Tavern

Owner: Felman Storn – Human Male
Ale: 1 SP, Wine: 2 SP, Stout: 2 SP

7. The Sleepy Sylph Tavern

Owner: Nora Mullins – Human Female
Ale: 1 SP, Wine: 2 SP, Stout: 2 SP

8. The Sated Satyr Tavern

Owner: Jorn Willmit- Gnome Male
Ale: 1 SP, Wine: 2 SP, Stout: 2 SP

9. The Fiery Flagon Tavern

Owner: Lizzen Helk-Dwarf Female
Ale: 1 SP, Wine: 2 SP, Stout: 3 SP

10. The Broken Lance Tavern

Owner: Will Rilland – Human Male
Ale: 1 SP, Wine: 2 SP, Stout: 2 SP

11. The Wyvern's Rest Inn

Owner: Ash Borell- Human Male
Per Night: 1GP, Per Week: 5GP

12. The Golden Harp Inn

Owner: Merry Fell – Halfling Male
Per Night: 2GP, Per Week: 10GP

13. The Pilgrim's Rest Inn

Owner: Gort Simmerwind-Dwarf Male
Per Night: 2GP, Per Week: 10GP

14. The Splintered Stair Inn

Owner: Burt Hammerhigh- Dwarf Male
Per Night: 1GP, Per Week: 5GP

15. The Blackstar Inn

Owner: Serra Dellman – Human Female

Per Night: 1GP, Per Week: 5GP

16. The Watchful Order of Magists

Master: Rellin Donar – Human Male
Members: 60

17. The Splendid Order of Armorists

Master: Jondar Hull – Dwarf Male
Members: 32

18. The Fellowship of Bowyers/Fletchers

Master: Orrin Prill- Elf Male
Members: 27

19. The Dungeonsweepers Guild

Master: Nuvak Highmoor-Human Male
Members: 54

20. Hortick's Arms

Owner: Hortick Allman- Dwarf Male
Stock: Standard/Non-Magical Arms

21. The Razor Arms

Owner: Kellik Orr – Mul Male
Stock: Magical/Non-Magical Arms

22. Derrin's Blade Shoppe

Owner: Derrin Grell – Half-elf Male
Stock: Standard/Non-Magical Blades

23. The Iron Shield Armorer

Owner: Jondar Hull – Dwarf Male
Stock: Standard/Non-Magical Armor

24. Kirn's Armory

Owner: Kirn Blackwell – Elf Male
Stock: Magical/Non-Magical Armor

25. Hortick's Armory

Owner: Hortick Allman- Dwarf Male
Stock: Standard/Non-Magical Armor

26. Turin's Sundries

Owner: Turin Wellway- Halfling Male
General Store- Traveling Supplies

27. Dirufel's Oddities

Owner: Dirufel Whitesky- Eladrin Male
Magical / Non-Artifact Items

28. Garden of Delights

Owner: Ella Firroll – Elf Female
Import General Goods

29. Kario's Emporium

Owner: Kario Nillitt- Gnome Male
Clothing Store

30. Madame Tallis

Owner: Madame Tallis – Eladrin Female
Seer / Fortune Teller

31. The Grey Wind

Owner: Dell Greywind-Human Male
Magical / Non-Artifact Items

32. The Moondance

Owner: Korra Fellway – Eladrin Female
Fine Clothing

33. The Red Serpent

Owner: Frinn Hallowhall- Mul Male
Tattoo Parlor

34. Mapworks

Owner: Borris Numore- Human Male
Cartographer / Scribe

35. The Sturdy Oak

Soloman Ell – Human Male
Lumber / Building Supplies

36. The Waterclock

Owner: Vallery Windsong-Elf Female
Clock Shop

37. Frontier Clothing

Owner: Sebastian Dall – Human Male
Clothing Store / Tailor

38. The Crooked Shelf

Owner: Bull Mullins – Human Male

General Store / Traveling Supplies

39. Stoutman's Pride

Owner: Dannick Deepore – Dwarf Male
Brewery

40. The Silver Stars

Owner: Filla Novawind – Elf Female
Tailor/Seamstress

41. Moonlight Meadows

Owner: Zerlin Lakewind – Elf Female
Stables

42. The Stabled Mount

Owner: Kadash Orrin – Human Male
Stables

43. The Rested Pony

Owner: Sorrin Highmount – Elf Male
Stables

44. Main Guard House & Barracks

Guards Housed: 90

45. Secondary Guard House

Guards Housed: 60

46. Constable and Jail

Constable: Lorrs Manefree-Human Male
Guards: 8

47: Grand Court House

Guards: 6

48: North Gate*

Guards: 20

49: West Gate*

Guards: 20

50: South Gate*

Guards: 20

* Gate Guards are to be considered
Geveau Palace Guards for the purposes
of encounters.

- A. The Church of Avandra**
- B. The Church of Bahamut**
- C. The Church of Corellon**
- D. The Church of Erathis**
- E. The Church of Ioun**
- F. The Church of Kord**
- G. The Church of Melora**
- H. The Church of Moradin**
- I. The Church of Pelor**
- J. The Church of the Raven Queen**
- K. The Church of Sehanine**

City Sectors

The Palace Sector:



The Burden's Peak Palace Sector is made up of the Palace of the Duke, the Golden Harp Inn, Hortick's Armory, The Waterclock, the Main Guardhouse & Barracks, the Grand Courthouse, and dwellings for the upper echelon of the city's elite and wealthy. This sector of the city generally has a higher concentration of guard activity, as well as being the judicial and ruling point of the entire city.

The North Sector:



The Burden's Peak North Sector is often referred to by locals as the Adventurer's Sector. The reason for this is because the shops located there. The North Sector contains The Splendid Order of Armorists Guild Hall, the Razor Arms, Derrin's Blade Shoppe, the Red Serpent, Mapworks, The Temple of Moradin, the Temple of Pelor, the Church of the Raven Queen, as well as dwellings for several of the listed shop owners.

The Northeast Sector:



The Burden's Peak Northeast Sector offers visitors and locals such shops and services as the Dragon's Head Tavern, The Broken Lance Tavern, Kirn's Armory, the Moonlight Meadows Stables, the Temple of Melora, and dwellings for the shop owners and their families, as well as several private residences.

The Southeast Sector:



Area wise, the Southeast Sector is one of the largest sectors in Burden's Peak. It offers such shops and services as the Asp's Strike Tavern, the Fiery Flagon Tavern, the Wyvern's Rest Inn, Madame Tallis's Shoppe, the Grey Wind, the Moondance, Silver Stars, the Secondary Guard House, the Church of Corellon, the Church of Kord, as well as lodging for many of the shop owners and their families. There is a large residential number of buildings, along with warehouses and storage buildings.

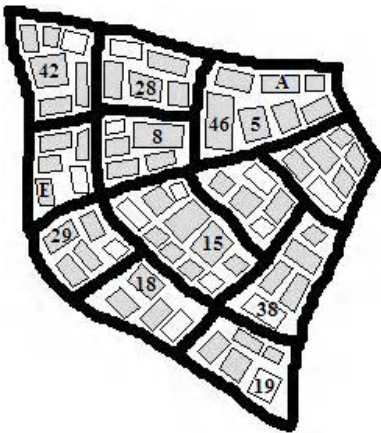
The South Sector:



The South Sector of Burden's Peak is home to such services and shops as The Watchful Order of Magists Guild Hall,

Hortick's Arms, the Iron Shield, Frontier Clothing, Stoutman's Pride Brewery, the Rested Pony Stables, the Church of Bahamut, and the homes and warehouses of those that reside there.

The Southwest Sector:



The Southwest Sector of Burden's Peak is one of the largest sectors in the city. It is home to such shops and services as the Elfstone Tavern, the Sated Satyr Tavern, the Blackstar Inn, the Fellowship of Bowyers and Fletchers Guild Hall, the famed Dungeonsweepers Guild Hall, the Garden of Delights, Kario's Emporium, the Crooked Shelf general store, the Stabled Mount stables, the Constable's Office and Jail, the Temple of Avandra, the Temple of Ioun, as well as lodging and warehouses for the shop owners, guards, and other residents of the sector.

The Northwest Sector:



The Northwest Sector of Burden's Peak has one of the larger residential areas of the city. It is also home to such shops and services as the Singing Sword Tavern, the Blue Jack Tavern, the Sleepy Sylph Tavern, the Pilgrim's Rest Inn, the Splintered Stair Inn, Turin's Sundries, Dirufel's Oddities, the Sturdy Oak lumber supply, the Church of Erathis, the Temple of Sehanine, as well as warehouses and homes for the shop owners, employees, and many, many other residents of Burden's Peak.

A Walking Tour of the City:

The North Sector:

Often referred to as the Adventurer's Sector by the locals, the North Sector offers traveling adventurers everything from maps to weapons. There are no taverns or inns in the North Sector, as the abundance of them elsewhere in the city would make it a low-profit venture for possible entrepreneurs.

The city guard presence in the North Sector has made for a low-crime area. That being said, there are still plenty of small-time pickpockets and hoodlums to deal with. The local street-vendors have teamed with the sector's shop owners to form a kind of neighborhood watch. Called the Watchful Eye, this neighborhood watch is responsible for the capture of many thieves and other troublemakers.

Among the notable members of the North Sector is the Splendid Order of Armorers. The dwarf Jondar Hull is the master of this guild, as well as its 32 current members. Their focus is the ancient art of armor and weapon

manufacturing. They are always on the lookout for new materials in which to practice their trade.

The Razor Arms is a popular stop for adventurers and travelers in the North Sector. Owned by Kellik Orr, a Mul, the Razor Arms offers many products manufactured by the nearby Armorers Guild. Due to the quality of the weapons and armor offered, there is always a demand for Kellik's wares. Kellik himself speaks very little, and when he does he talks with a thick, unfamiliar accent. While he looks as though he has

little intelligence, Kellik is tedious when it comes to his arms and armor.

Haggling with him usually just results in Kellik shaking his head quietly. If pushed or threatened, Kellik angers quickly, and will defend himself to the best of his ability.

Kellik-	Lvl. 12 Elite Brute
Medium Natural Humanoid (Mul)	XP- 1600
Initiative +10	Perception +3
HP: 282	Bloodied: 141
AC: 27	Fortitude: 27
	Reflex: 24
	Will: 24
Speed: 6	
Action Points: 1	
☞ Short Sword (Standard, Weapon)	
+15 vs AC; 3d6+5 damage	
M Pummel (Standard, Encounter, Natural)	
+13 vs Ref; 2d6+5 damage	
If a successful Pummel attack is made, Kellik may immediately make another Pummel attack against the same target. This continues until Kellik misses, or four Pummel attacks have been successfully made.	
Alignment: Good	Lang.: Common
Str: 21 (+7)	Dex: 15 (+4)
	Wis: 12 (+3)
Con: 28 (+11)	Int: 9 (+1)
	Cha: 12 (+3)
Short Sword, Leather Armor	

Kellik's only real competition in the North Sector is with Derrin's Blade Shoppe. This fine establishment is

owned by Derrin Grell, a half-elf man who prides himself on selling only the finest non-magical bladed weapons. If asked, Derrin will tell anyone that his blades are far superior to those sold by Kellik at the Razor Arms. He says that Kellik's low intellect prevents him from really knowing the difference between quality and quantity. Of course, this is just Derrin's way of carving his own niche in the highly competitive weapon trade of Burden's Peak. In fact, his weapons are no better or worse than anyone else's in the city.

An arrogant, boisterous man, Derrin Grell will talk for hours with any patron in the hopes of securing a sale. Derrin is not a warrior in any sense of the word, but it is well known that he dabbles in the magical arts. If threatened, Derrin will attempt to flee. If he is unable to leave, he will defend himself.

Derrin Grell-	Lvl. 10 Artillery
Medium Natural Humanoid (Half-Elf)	XP- 500
Initiative +11	Perception +6
HP: 69	Bloodied: 34
AC: 22	Fortitude: 21
	Reflex: 23
	Will: 22
Speed: 6	
☞ Hand Crossbow (Standard, At-Will, Ranged)	
+17 vs AC; 2d6+5 damage	
☞ Eldritch Blast	
☞ Warlock's Curse	
Alignment: Good	Lang.: Common
Str: 14 (+4)	Dex: 18 (+6)
	Wis: 18 (+6)
Con: 12 (+3)	Int: 15 (+4)
	Cha: 17 (+5)
100GP, Cloth Armor	

Also in the North Sector is the unique shop of the tattoo artist Frinn Hallowhall, a Mul of unsurpassed artistic talent. The shop, called the Red Serpent, offers a service that no other business in the city can, and as such, is quite profitable for Frinn. Unlike most Mul's, Frinn is talkative and social, always

willing to rumor-monger with those passing through.

His method of tattooing is what keeps competition at bay. His technique involves hundreds of tiny needles dipped in inks manufactured with the blood of various magical creatures. It is rumored that to acquire a tattoo from Frinn, the buyer might receive a slight touch of magical property from the blood used in his inks. Of course, the cost for such a masterwork of magical art is very high and also very time consuming. An average one-color tattoo the size of a man's fist normally takes a full day of work for Frinn, and costs anywhere from 500 gp to 2,000 gp., depending on the ink used, and the detail in the art. Some examples of the blood-inks that Frinn uses are:

<u>Blood Type:</u>	<u>Base Cost:</u>
Fomorian	500gp
Displacer Beast	500gp
Beholder	800gp
Dragon	1000gp
Devil	1500gp
Demon	1500gp
Archon	2000gp

Frinn Hallowhall, himself, is a proud, happy individual with a loud voice and a fierce sense of pride. If confronted, his initial instinct is to avoid any sort of combat and instead seek assistance from guards or the constabulary. However, if forced to fight, Frinn is a dangerous adversary.

Frinn Hallowhall-	Lvl. 16 Elite Brute
Medium Natural Humanoid (Mul)	XP- 3200
Initiative +15	Perception +4
HP: 360	Bloodied:180
AC: 31	Fortitude: 31 Reflex: 28 Will: 28
Speed: 6	
Action Points: 1	
⌘ Short Sword (Standard, Weapon)	
+19 vs AC; 3d8+7 damage	
M Pummel (Standard, Encounter, Natural)	
+17 vs Ref; 2d6+7	
If a successful Pummel attack is made, Frinn may immediately make another Pummel attack against the same target. This continues until Frinn misses, or four Pummel attacks have been successfully made.	
Alignment: Good	Lang.: Common
Str: 22 (+9)	Dex: 18 (+7) Wis: 12 (+4)
Con: 24 (+10)	Int: 12 (+4) Cha: 17 (+6)
Short Sword, Leather Armor, 20gp	

Another adventurer-friendly shop in the North Sector is Mapworks. Owned by Borris Numore, Mapworks specializes in all kinds of scribing services, from creating maps to writing official notices to recording adventurers' tales of daring. For very little money, an adventurer can acquire maps of the local area, from the Frostspine Mountains in the north to the Whitehorn Forest to the east. Maps are also available for portions of the Undermaze and a few other caverns and lairs in the area. Borris offer such services as:

City Map:	1gp
Frostspine Mountain Map:	2gp
Whitehorn Forest Map:	2gp
Letters/Summons:	1gp
Adventure Recording:	1gp – 3gp
Undermaze Map (portions):	3gp
Various Cavern/Lair Maps:	2gp

Among the various churches of Burden's Peak, the North Sector is home to the Church of Moradin. Being the patron God of Creation and Artisans, Moradin's

worshippers in the North Sector are numerous, to include most members of the Splendid Order of Armorers Guild and their families. It is by no coincidence that the Church of Moradin is located where it is. Almost every shop owner or worker in the North Sector can be seen wearing the holy symbol of Moradin around their necks or crafted into their armor and shields.

Another church in the North Sector is the Church of Pelor. The God of Summer and Time has several followers that live in the North Sector, but most members that are resident to Burden's Peak hail from other sectors of the city. A beautiful temple, the Church of Pelor is always highly decorated and meticulously maintained for best appearance.

Perhaps the most notable church in Burden's Peak, the Church of The Raven Queen stands proudly in the North Sector. A towering temple, the Church of the Raven Queen is almost onyx in color, with no visible windows. Its doors are made of pure black marble, and the members of the church are just as stolid. Worshippers come from all parts of the city to praise the Raven Queen, as well as journeying from other towns and villages far outside the walls of Burden's Peak.

The Northeast Sector:

Area-wise, the Northeast Sector is the smallest sector in all of Burden's Peak. Being one of the first areas of the city explored when visitors enter through the north gate, however, makes the Northeast Sector one of the more notable sections of Burden's Peak. Due to its location near a major city entrance, the

Northeast Sector has dozens of daily street vendors that greedily attempt to hawk their wares to visitors entering the city through the north gate.

Due to its location, and the constant presence of strangers to the city, the Northeast Sector has come to be referred to by the locals as Thief's Alley. The crime rate in this sector is much higher than other sectors of Burden's Peak, and as such, the city guard presence is also much higher. It is advisable to those who wish to walk the streets of Thief's Alley to guard their valuables closely, lest they be gone in an instant. The street urchins that prowl the Northeast Sector are unorganized, very young, and often quite clumsy in their attempts at thievery. A typical street thief in the Northeast Sector is described below.

Street Thief-	Lvl. 2 Lurker
Medium Natural Humanoid	XP- 125
Initiative +5	Perception +3
HP: 24 Bloodied: 12	
AC: 15 Fortitude: 13 Reflex: 15 Will: 13	
Speed: 6	
m Short Sword (Standard, Weapon)	
+12 vs AC; 1d6+3	
M Swift Strike (Standard, Encounter, Weapon)	
+12 vs Reflex; 1d8+3 dmg. and Street Thief shifts up to 2 squares as a free action.	
Alignment: Unaligned	Lang.: Common
Str: 11 (+1) Dex: 16 (+4) Wis: 11 (+1)	
Con: 12 (+2) Int: 12 (+2) Cha: 9 (+0)	
Short Sword, Leather Armor	

Among the various permanent shops of the Northeast Sector is the Dragon's Head Tavern. Owned and managed by Daen Wolkot, a human male, the Dragon's Head is a very popular tavern in Burden's Peak, and perhaps the most popular in the Northeast Sector.

While it does get rowdy from time to time, Daen attempts to keep things from

getting too out of hand. If need be, Daen will call the city guard, but usually a fight gets taken outside before the tavern gets too busted up. Daen Wolkot, himself, is an average sized human male 50 years old. He has never been seen in a fight, and will attempt to escape if it all possible if threatened. If he has no escape and combat is unavoidable, he is to be treated like a level one commoner in regards to statistics.

Not too far away is the Broken Lance tavern. Owned by Will Rilland, a human male, the Broken Lance is renowned throughout Burden's Peak as a rough and dangerous place. Almost every night at least one major fight breaks out, but usually there are several. It is not uncommon for people to be hurt very badly in the Broken Lance, and more than one person has been carried out dead. The patrons are of a rougher hue than most of the residents of Burden's Peak, and it takes almost nothing to insight a fight. Will Rilland himself is always up for a good fight, and will not hesitate to defend himself against a perceived threat. While he very rarely starts fights, he has been known to finish them quickly and efficiently.

Will Rilland-	Lvl. 18 Brute
Medium Natural Humanoid (Human)	XP- 2000
Initiative +14	Perception +6
HP: 197	Bloodied: 98
AC: 30	Fortitude: 31
	Reflex: 29
	Will: 30
Speed: 6	
m Mace (Standard, Weapon)	
+21 vs AC; 3d8+7 damage	
M Stunning Blow (Standard, Encounter, Weapon)	
+19 vs Fort; 2d6+7 damage and target is Stunned until the end of their next turn (save ends).	
Alignment: Unaligned	Lang.: Common
Str: 17 (+6)	Dex: 14 (+5)
	Wis: 16 (+6)
Con: 18 (+7)	Int: 12 (+4)
	Cha: 17 (+6)
Mace, 10GP, Cloth Armor	

Just a short distance away is Kirn's Armory. Kirn Blackwell, an elf male, is the owner. His selection of armor and weapons is quite nice, and as he is the only such shop in the Northeast Sector, Kirn does very well for himself.

While there is nothing particularly special about his wares, Kirn prides himself in having the "finest armor and weapons in Burden's Peak". While many would argue that armor and weapons produced by the Splendid Order of Armorers in the North Sector is of a higher quality, Kirn rejects this notion by stating that mass production makes for lower-quality merchandise.

Kirn, himself, is a thin, tall man with a low voice and ever-watchful eyes. Anyone caught stealing in his establishment is not immediately reported to the city guard, but usually dealt with personally by Kirn.

Kirn Blackwell-	Lvl. 11 Skirmisher
Medium Natural Humanoid (Elf)	XP- 600
Initiative +10	Perception +4
HP: 122	Bloodied: 61
AC: 25	Fortitude: 23
	Reflex: 24
	Will: 22
Speed: 6	
m Short Sword (Standard, Weapon)	
+16 vs AC; 2d6+5 damage	
M Swift Strike (Standard, Encounter, Weapon)	
+14 vs Ref; 2d6+5 damage and shift 1 square	
Alignment: Unaligned	Lang.: Common
Str: 12 (+3)	Dex: 18 (+6)
	Wis: 15 (+4)
Con: 12 (+3)	Int: 16 (+5)
	Cha: 15 (+4)
Short Sword, 10GP, Cloth Armor	

A welcome sight to the many daily visitors of Burden's Peak, the Moonlight Meadows Stables sits near the North Gate entrance and offers all the amenities of a good stable. Horses can be housed, fed, and groomed for only 1gp per day.

The owner, Zerine Lakewind, also sells all manner of tack and harness for mounts of various kinds. An elf female, Zerine is friendly and very receptive of all customers, despite their race or the mount they should bring to her. More exotic mounts, of course, will cost a bit more to house, as per their personal needs.

Just a short distance away is the grand Temple of Melora, Goddess of Nature, the Wilderness, and the Sea. A tall, thin tower, the temple is a welcoming center of sorts for visitors to Burden's Peak. Worshipers of Melora often walk the streets of the Northeast Sector, offering blessings and promises of good will to those that would care to listen.

Among the named permanent shops of the Northeast Sector, there are dozens of street vendors that line the main entrance road of the North Gate. All manner of items can be found among their stalls, from common food and clothing to rare and exotic magical items and artifacts. As an aid for DMs, consult the following chart to determine what items a random street vendor might have to offer from day to day.

<u>Roll (1d12):</u>	<u>Merchandise:</u>
01-02	Food
03-04	Clothing
05-06	Antiques
07-08	Art
09-10	Weapons/armor
11-12	Magic Items

The Northwest Sector:

Being the sector of Burden's Peak with the largest residential population, the Northwest Sector is usually filthy, and has a perpetual smell of garbage.

Though the guard presence in this sector is very high, it does not seem to dissuade the criminal element. The hundreds of residents of the Northwest Sector are always on the lookout for street thieves and other, darker criminals.

Among the many establishments of the Northwest Sector, the taverns seem to profit more than any other. The Singing Sword Tavern is a very well-known hang-out for adventurers. Owned by Borrik Solloth, the Singing Sword can often be a rough place to enjoy a drink, but it is also a great place to pick up information and share in the rumor-mongering. Borrik, a human male, is just as rough as many of the patrons that fill the barstools every day, and will not hesitate to defend his self against any threat.

Borrik Solloth- Medium Natural Humanoid (Human)	Lvl. 17 Brute XP- 1800
Initiative +13	Perception +6
HP: 187 Bloodied: 93	
AC: 29 Fortitude: 30 Reflex: 28 Will: 29	
Speed: 6	
m Morning Star (Standard, Weapon)	
+20 vs AC; 2d6+7 damage	
M Sweep Strike (Standard, Encounter, Weapon)	
+18 vs Fort; 2d6+7 damage and target is knocked prone. Recharge after Borrik is hit with a melee attack.	
Alignment: Unaligned	Lang.: Common
Str: 17 (+6) Dex: 14 (+5) Wis: 16 (+6)	
Con: 18 (+7) Int: 12 (+4) Cha: 17 (+6)	
Mace, 10GP, Cloth Armor	

Not too far from the Singing Sword Tavern is the Blue Jack Tavern. In the competitive market of local taverns, every one must be able to offer something the others don't to get walk-in business. The owner of the Blue Jack Tavern, Felman Storn, a human male, has set his tavern up like an old sailing ship. The waitresses all dress like ship crewmen and sailing songs can be heard day and night. Felman himself prefers to

dress as a pirate, and asks that guests refer to him as Captain Storn.

Interesting as this gimmick might be, it doesn't appear to have any real effect on his sales. It is said that the other tavern-owners in the Northwest Sector think Felman is a joke, and that his tavern won't be around too much longer. Felman, of course, rejects this rumor as nothing more than jealousy.

What few people know is, in fact, Felman actually was a pirate for a great number of years, and the reason he is in Burden's Peak is because he was banished from his old country under penalty of death. If confronted, he will not hesitate to prove this.

Felman Storn-	Lvl. 12 Skirmisher
Medium Natural Humanoid (Human)	XP- 700
Initiative +13	Perception +5
HP: 133	Bloodied: 66
AC: 26	Fortitude: 24
	Reflex: 25
	Will: 23
Speed: 6	
m Rapier (Standard, Weapon) +17 vs AC; 2d6+5 damage	
M Slash Run (Standard, Encounter, Weapon) +15 vs Ref; 1d8+5 damage and Felman may shift up to 2 squares. Recharge every time Felman takes melee damage.	
Alignment: Unaligned	Lang.: Common
Str: 14 (+5)	Dex: 18 (+7)
	Wis: 14 (+5)
Con: 14 (+5)	Int: 17 (+6)
	Cha: 15 (+5)
Rapier, 10GP, Cloth Armor	

Further down the streets of the Northwest Sector is the Sleepy Sylph tavern. The owner, Nora Mullins, a human female, prides herself on running a clean, safe tavern. Rough and combative patrons are asked to leave immediately. If they resist, Nora will attempt to call for the city guard. Nora is not a combatant, and will try to flee if personally confronted. It rarely comes down to that, thankfully, and most of the regular patrons will gladly step up to

defend her if the occasion should call for it. Her husband, Bull Mullins, runs the Crooked Shelf general store in the Southwest Sector. Almost daily, Bull is seen in the Sleepy Sylph after his general store has closed, and he tries to help with the running of the tavern as much as possible.

Also among the many shops of the Northwest Sector is the Pilgrim's Rest Inn. Owned by the dwarf male Gort Simmerwind, the Pilgrim's Rest is one of the nicest inns in all of Burden's Peak. The slightly higher nightly price reflects the extra amenities that patrons will receive for their stay. Gort tolerates absolutely no shady behavior, and will immediately evict any patrons he suspects are up to no good. Typically very pleasant and approachable, when Gort is angered, he gets very combative, and will not hesitate to become physical if he feels threatened.

Gort Simmerwind-	Lvl. 5 Brute
Medium Natural Humanoid (Dwarf)	XP- 200
Initiative +4	Perception +3
HP: 78	Bloodied: 39
AC: 17	Fortitude: 18
	Reflex: 16
	Will: 17
Speed: 6	
m War Hammer (Standard, Weapon) +8 vs AC; 1d10+4 damage	
M Thunder Strike (Standard, Encounter, Weapon) +8 vs Fort; 2d6+5 damage and target is knocked prone. Recharge any time Gort is hit with a melee attack.	
Alignment: Unaligned	Lang.: Common
Str: 17 (+5)	Dex: 10 (+2)
	Wis: 12 (+3)
Con: 18 (+6)	Int: 11 (+2)
	Cha: 14 (+4)
War Hammer, 20GP, Cloth Armor	

Among the other offerings in the Northwest Sector is the Splintered Stair Inn. Ran by the dwarf male Burt Hammerhigh, the Splintered Stair Inn is not nearly as fancy as the Pilgrim's Rest, but it still has everything a weary traveler needs to feel right at home.

Burt is a grim, gruff man, but is still hospitable to all of his patrons. Raised a farmer's son, Burt has no combat training. If confronted, his presence alone is usually enough to dissuade common riff-raff from going too far. If pushed, though, Burt will attempt to flee and summon the city guard who are never too far away.

Further along in the Northwest Sector is Turin's Sundries, a general store that caters mostly to travelers and adventurers. The owner, a Halfling male named Turin Wellway, always has a pleasant disposition. He deals mostly in traveling supplies from rope and packs to tents and wagons.

Turin is not combative in the slightest, and will not hesitate to summon a city guard if he feels threatened or perceives a thief to be in his shop.

On rare occasions, Turin will acquire magical items that would assist in traveling or adventuring. All an adventurer need do is ask, and Turin will tell them what, if anything, he has in stock. If he does not, chances are good that he can recommend where to locate the item.

Rare indeed is the next stop on the walking tour of the Northwest Sector. Called Dirufel's Oddities, this shop sells only magical items, or items of extreme rarity and high worth. The owner, Dirufel Whitesky, an Eladrin male, is a very quiet, reserved man. When not engaged with a customer, Dirufel is busy pouring over his extensive supply of magical items. Being a wizard himself, Dirufel knows all too well the value of the items in his shop.

Consult the PHB for level-appropriate magical items. There is a 75% chance that Dirufel has it in his shop, aside from magical artifacts of extreme worth or uniqueness.

Dirufel might be a quiet, reserved man, but if threatened he is a very apt adversary. He will attempt to summon help from the city guards, but if a threat is imminent, Dirufel will act accordingly.

Dirufel Whitesky- Medium Natural Humanoid (Eladrin)	Lvl. 15 Artillery XP- 1200
Initiative +13	Perception +5
HP: 100	Bloodied: 50
AC: 27	Fortitude: 26 Reflex: 27 Will: 28
Speed: 6	
A Scorching Burst (Standard, Arcane, Implement) +20 vs Reflex; burst 1 within 10 square; 1d6+6 fire damage.	
C Fire Shroud (Standard, Encounter, Implement) +20 vs Fort; Close burst 3; 1d8+6 fire damage, and ongoing 5 fire damage. Recharge 6	
Alignment: Unaligned	Lang.: Common
Str: 12 (+3)	Dex: 18 (+6) Wis: 16 (+5)
Con: 14 (+4)	Int: 19 (+6) Cha: 14 (+4)
Robes, 20GP, Magic Wand +2	

Further along on the tour is the Sturdy Oak lumber supply store. Owned and operated by Soloman Ell, a human male, the Sturdy Oak sells lumber and simple building supplies. Soloman employs many local residents to help mill his lumber, and his reputation for quality products is very high. Most of the buildings in Burden's Peak have materials that came from Soloman, and he is considered one of the older residents of Burden's Peak.

Of the two churches in the Northwest Sector, the first one visited is the Church of Erathis. The Goddess of Civilization, Erathis' worshippers are many and proud of the glory of Burden's Peak.

Their primary goal is the taming of the wilderness, and any large city is a testament to Erathis.

The other church in the Northwest Sector is the Temple of Sehanine. Being the Goddess of Trickery, Illusions, the Moon, and Autumn, Sehanine's worshippers are seen as shadowy folk. Reserved and shy, her followers are usually suspected of wrong-doings, but seldom is this the case. Striving for neutrality, Sehanine's worshippers fight against zealous good and evil, but rarely does it manifest into physical confrontation. Her followers are instructed to seek out new experiences, and to make their own destinies.

The Palace Sector:

The most attractive of all the city sectors, the Palace Sector is a testament to the appreciation of finer things by Duke Ferrar Geveau. The palace lawn is filled with lush, tropical plants and beautiful fountains. Statues of long-forgotten heroes dot the landscape of the palace, and the smells of blossoming flowers fill the streets.

The palace, of course, is the most attention-drawing landmark in the Palace Sector. As mentioned before, tours are offered for visitors willing to pay the small 1gp fee to walk the palace grounds. Even though accompanied by a palace guard, rumor has it that the tour is very breathtaking, and more often than not young lovers can be seen walking hand in hand near the fountains and gardens of the palace grounds.

To capitalize on the romance-inspiring gardens and sights of the Palace Sector, the Golden Harp Inn sits ready to receive

all visitors. Its owner, Merry Fell, a Halfling male, is a pleasant, boisterous man who prides himself on owning the most beautiful inn in all of Burden's Peak. The nightly price is a bit higher in the Golden Harp than other inns in the city, but Merry insures that the money is well-spent, as the amenities are worth far more than the extra gold piece they cost.

Though small in stature, Merry Fell is not to be trifled with. Not only will Merry attempt to summon some of the numerous city guards that are always present in the Palace Sector, he is quite a dangerous man when threatened.

Merry Fell-	Lvl. 10 Artillery
Medium Natural Humanoid (Halfling)	XP- 500
Initiative +10	Perception +2
HP: 67	Bloodied: 33
AC: 22	Fortitude: 22
	Reflex: 23
	Will: 21
Speed: 6	
⌞ Hand Crossbow (Standard, Weapon)	
+17 vs AC; 2d6+5 damage	
⌞ Double Shot (Standard, Encounter, Weapon)	
+15 vs Ref; 1d8+5 and Merry makes another ⌞	
attack if the first attack hits. Recharge 5 or 6.	
Alignment: Good	Lang.: Common
Str: 10 (+1)	Dex: 18 (+5)
	Wis: 12 (+2)
Con: 10 (+1)	Int: 14 (+3)
	Cha: 17 (+4)
Hand Crossbow, 10GP, Cloth Armor	

Just a short distance away is the Palace Sector's premier arms and armor shop, Hortick's Armory. Specializing in the more exotic weapons and armor of the lands, Hortick Allman, a dwarf male, takes his role very seriously. He is quite passionate about the quality of his equipment, and dares to compare their quality and craftsmanship to any of the other shops in Burden's Peak.

On occasion, Hortick gets a small shipment of magical equipment, and these are the selling points by which he gauges his entire stock. Normally, any

magical items are of lower-level magic, but they are quite rare nonetheless.

Hortick himself is an old, overweight, grizzly man with a gruff attitude and no patience for shenanigans in his place of business. He will attempt to call the city guard if trouble should arise, but he is not afraid to get personally involved should he feel threatened.

Hortick Allman- Medium Natural Humanoid (Dwarf)	Lvl. 5 Brute XP- 200
Initiative +4	Perception +3
HP: 78 Bloodied: 39	
AC: 17 Fortitude: 18 Reflex: 16 Will: 17	
Speed: 6	
m Short Sword (Standard, Weapon) +8 vs AC; 1d10+4 damage	
M Low Blow (Standard, Encounter, Weapon) +8 vs Ref; 2d6+5 damage and target is knocked prone. Recharge any time Hortick is hit with a melee attack.	
Alignment: Unaligned	Lang.: Common
Str: 17 (+5) Dex: 10 (+2) Wis: 12 (+3)	
Con: 18 (+6) Int: 11 (+2) Cha: 14 (+4)	
Short Sword, 10GP, Cloth Armor	

Not too far away is a unique shop among all the standard array of merchants called the Waterclock. Very rare, the Waterclock offers high-quality clocks to those with the means to afford them. A typical waterclock is a large glass bottle or jar that contains smaller glass balls filled with water. The position of the glass balls inside the large bottle states the time of day due to their position. Often, the glass balls are of different colors, and various markings on the outside of the waterclock tell the viewer the approximate time.

Owned by the artisan Vallery Windsong, an elderly elf woman, waterclocks are prized possessions by those that purchase them. Valley will make a clock to the specifications of the purchaser, as long they leave a substantial down-payment. The process for making a

waterclock is a long, tedious one, and Vallery likes to make sure that the purchaser is serious about their desire to have one before beginning work. A typical waterclock sells for anywhere from 50gp to 2,000gp, depending on the size and the amount of detail the purchaser wishes to have. Vallery's clocks have become family heirlooms and are usually worth much more than the original purchase price.

Just around the corner is the Main Guardhouse and Barracks for Burden's Peak city guard. Overseen directly by Duke Ferrar Geveau's right-hand man, the Constable Lorr's Manefree, the Main Guardhouse typically houses 90 city guards, and acts as the main training center for them. Of course, many other guards are present, but only about 90 live in the Barracks; the others have their own homes throughout Burden's Peak.

A typical city guard is a moderately-trained individual with fierce loyalty to the Constable and the Duke. The shop owners and residents of Burden's Peak know that, at any time, they can summon a city guard to help them, and they will do their best to assist.

Burden's Peak City Guard- Medium Natural Humanoid	Lvl. 14 Soldier XP- 1000
Initiative +11	Perception +4
HP: 152 Bloodied: 76	
AC: 30 Fortitude: 27 Reflex: 26 Will: 25	
Speed: 6	
m Short Sword (Standard, Weapon) +21 vs AC; 2d8+6	
Alignment: Good	Lang.: Common
Str: 14 (+4) Dex: 15 (+4) Wis: 15 (+4)	
Con: 14 (+4) Int: 12 (+3) Cha: 12 (+3)	
Short Sword, Cloth Armor, 10gp	

Serving as the judiciary epicenter for Burden's Peak, the Grand Courthouse

sits proudly amongst the buildings of the Palace Sector. Duke Ferrar Geveau himself acts as the city's judge. Justice is usually very swift, and more often than not, the punishments handed out are reflective of the crimes committed. If a person is caught stealing, a hand is cut off. If someone is caught lying to the court, their tongues are cut out. As severe as these punishments are, they serve as good deterrents for those contemplating breaking the laws of the city.

Typically, a person formally accuses another of a crime against them, their family, or their property. The accused is brought before the Duke, where the accuser and the accused each take a turn explaining their side of the story. Witnesses are often present for both sides, and can drastically alter the outcome of trials. After all information has been spoken and presented, the Duke retires to his chambers to ponder the outcome. Shortly, the Duke will return and render his verdict. If the accused is found innocent, he or she is free to go. However, if they are found guilty, punishment is usually immediately handed down.

Unique among the various sectors of the city, the Palace Sector is the only sector of the city to not have a church or temple in its area. This is very intentional, as Duke Geveau does not want the influences of any religion interfering with the carrying out of the city's laws. The Duke, himself, is said to worship none, and claims that law is his only master. Whether or not there is truth behind this claim is very subjective. The Duke does take his position very seriously, a fact that none who live in the city will argue.

The South Sector:

One of the nicest sectors of the city, aside from the Palace Sector, the South Sector has a constant air of pride and, at times, arrogance. The citizens are always dressed in the nicest attire, the streets are well-maintained, and the cleanliness of the sector is one of the nicest in all of Burden's Peak.

Sitting proudly in the South Sector is the Watchful Order of Magists Guild Hall. Made up entirely of magic-users, the Order is mastered by the human male Rellin Donar. He leads the Order sternly, and his orders are never questioned. Magical information of all kinds is available through the Order, but information is not cheap. Magical items can be identified, created, dispelled, or altered... for a high price.

Rellin Donar is an elderly man of approximately 70 years old.. If confronted, it is unlikely that Rellin will engage in combat directly, but instead command the other magic-users in the Order to do it for him.

Order of Magists Member- Medium Natural Humanoid (Human)	Lvl. 13 Artillery XP- 900
Initiative +9	Perception +5
HP: 88	Bloodied: 44
AC: 25	Fortitude: 24 Reflex: 26 Will: 25
Speed: 6	
A Scorching Burst (Standard, Arcane, Implement) +18 vs Reflex; burst 1 within 10 square; 2d8+6 fire damage.	
C Fire Shroud (Standard, Encounter, Implement) +18 vs Fort; Close burst 3; 2d8+6 fire damage, and ongoing 5 fire damage. Recharge 6	
Alignment: Unaligned	Lang.: Common
Str: 12 (+3)	Dex: 12 (+3) Wis: 17 (+5)
Con: 14 (+4)	Int: 19 (+6) Cha: 14 (+4)
Robes, 10GP, Magic Wand +1	

Among the other various shops of the South Sector is Hortick's Arms. Hortick Allman, the male dwarf, runs this establishment as well as the store of the same name in the Palace Sector. The items sold here are the same as in the Palace Sector store. For full details on Hortick, please consult the Palace Sector entries.

Further on in the South Sector is the Iron Shield Armorers. Owned and operated by the dwarf male Jondar Hull, the Iron Shield sells only armor. Jondar is very proud of his selection of high-quality armor, and has in stock an extensive selection of rare and exotic protective items, some of which are magical. Jondar himself is very docile and non-combative. If confronted or threatened, Jondar will attempt to flee and call for the city guard.

The Frontier Clothing shop is a well-maintained store owned by the human male Sebastian Dall. Sebastian is a small, light-footed, flighty man that caters to the wealthy of Burden's Peak. Fine clothing made from exotic materials such as silk are the main stock of Frontier Clothing. Many of the elite in Burden's Peak wear clothing purchased from Sebastian, who acts as tailor and retailer both. His services include the manufacturing and repair of any kind of clothing.

Sebastian is a nervous man, and will flee immediately at the first sign of danger. His calls for the city guard have been heard many times; unfortunately, most of those calls were made for no reason other than Sebastian's easily frightened nature.

Not too far away is Stoutman's Pride Brewery. This fine ale-brewery is owned and operated by the dwarf male Dannick Deepore. Stoutman's Pride ale is highly favored among the citizens of Burden's Peak, and every tavern in the city offers it. Dannick does not sell his excellent brew directly to customers, but instead sells it in bulk to the many, various taverns in the city. A fine price can be had for Stoutman's Ale even far away from the towering walls of Burden's Peak.

Just down the street is the Rested Pony Stables. Owned by Sorrin Highmount, an elf male, the Rested Pony is one of the nicest stables in Burden's Peak. All manner of amenities are available for an adventurer's mount, to include tack, harness, grooming, feeding, and lodging. Sorrin prides himself on having the finest stables in the entire city, though the other stable owners might argue that point.

One of the biggest draws to the South Sector is the mighty Church of Bahamut. Its members are arrogant, pompous, and have an overall air of mightiness, whether it is deserved or not. The church itself is a huge building, adorned with all manner of plants and sculptures that towers above all the other buildings of the South Sector. Almost everyone who thinks they're someone in the South Sector is a proud member of the most holy Church of Bahamut.

The Southeast Sector:

Similar to the Northwest Sector in regards to the large residential population, the Southeast Sector is almost a city to itself. Usually quite filthy and in a constant state of disrepair,

the Southeast Sector is not always a first stop for visitors to the city. Due to the huge population, the crime rate is quite high, as is the presence of city guards.

The first stop on the walking tour of the Southeast Sector is the Asp's Strike Tavern. Owned by the dwarf male Gort Simmerwind, who also owns the Pilgrim's Rest Inn in the Northwest Sector. The Asp's Strike is a rare establishment in the Southeast Sector as it is clean and well-maintained. Gort runs the tavern as he does his inn. The guard presence in this sector makes it too easy for Gort to summon them. For more descriptive statistics on Gort himself, consult the Northwest Sector details.

Not too far away is one of Gort's competitors, the Fiery Flagon Tavern. Owned by the dwarf female Lizen Helk, the Fiery Flagon is a much more rough and tumble establishment than the Asp's Strike. Fights are all too common, and there have been many killings to have to explain. Lizen, herself, is no push-over in battle. When a fight breaks out, Lizen is usually right in the middle of it, swinging away.

Lizen Helk-	Lvl. 5 Brute
Medium Natural Humanoid (Dwarf)	XP- 200
Initiative +4	Perception +3
HP: 78 Bloodied: 39	
AC: 17 Fortitude: 18 Reflex: 16 Will: 17	
Speed: 6	
m Mace (Standard, Weapon)	
+8 vs AC; 1d10+4 damage	
M Crippling Blow (Standard, Encounter, Weapon)	
+8 vs Fort; 2d6+5 damage and target is knocked prone. Recharge any time Lizen is hit with a melee attack.	
Alignment: Unaligned	Lang.: Common
Str: 17 (+5) Dex: 10 (+2) Wis: 12 (+3)	
Con: 18 (+6) Int: 11 (+2) Cha: 14 (+4)	
Mace, 20GP, Cloth Armor	

Just down the street is the only inn in the Southeast Sector. The Wyvern's Rest Inn is owned and operated by the human male Ash Borell. Catering to the lower-end patrons of the sector, the Wyvern's Rest has no amenities to offer aside from a roof and a bed. Ash Borell makes no bones about the need for his inn in the sector, as there is no other choice.

A gruff, ill-mannered man, Ash does not engage in physical confrontations, but instead lets the city guard do his dirty work for him.

A unique addition to the Southeast Sector is Madame Tallis's shop. Specializing in fortune-telling and all manner of seer services, Madame Tallis is renowned throughout the city as the woman to see for other-worldly knowledge.

Very old, possibly older than anyone can guess, Madame Tellis is soft-spoken and very pleasant to deal with. An Eladrin female, she has long, ankle-length white hair, silver eyes, and long, slender fingers. Her services vary, as do her fees. No one would dare cheat her, as she is rumored to be able to curse her enemies...and possibly worse. Some of her services and fees are as follows:

Near-future sight:	10gp
Far-future sight:	20gp
General advice:	5gp
Spirit communication:	10gp
Other-plane communication:	15gp

Further down the street is the Grey Wind magic-shop. Owned by the human male Dell Greywind, the Grey Wind offers a huge variety of magical items, from the mundane to the exotic. There are always city guards not too far away due to the

constant threat of theft, whether they are needed or not.

In all actuality, Dell does not need the guards at all. When the slightest bit of threat is perceived, Dell immediately implements some of the store's more potent magical items. While he is not a magic-user of any kind, Dell knows his stock of magical items all too well.

Protective items blend seamlessly with offensive ones to create a very dangerous environment for any would-be charlatan. The DM should feel free to implement any and all magical items available in the Player's Handbook to assist Dell.

Further on our tour is the Moondance fine clothing shop. Owned and operated by the Eladrin female Korra Fellway, the Moondance sells quite exotic clothing and apparel to the wealthy of Burden's Peak.

Korra, herself, is a dainty, non-aggressive woman, and will immediately call for help or flee from the slightest bit of perceived danger. The guard presence is quite high around her shop, but it is not by her request. Korra is very proud and will not admit defeat easily, so the guard presence is a mild blessing to her.

Not too far away is the Silver Stars seamstress shop. Often working alongside Korra Fellway, the elf female Filla Novawind is an expert seamstress. Her work is exquisite, and her fees are low, thus making her very popular in Burden's Peak.

Standing tall amongst the large apartment-houses of the Southeast Sector sits the secondary guard-house.

Housing up to 60 guards at any one time, the guard-house is the main center of law and order in the Southeast Sector. While 60 guards make their home in the guard-house, many, many others live amongst the cramped conditions of the apartments of the Southeast Sector.

Of the two churches in the Southeast Sector, the first on the walking tour is the Church of Corellon. Oddly placed in the filth of the Southeast Sector, the church of the God of Art, Spring, and Beauty sits as a beacon amidst the rubbish. Its members are proud, despite their lowly positions, and their status as wizards and fey-born make them stand out brightly among the other peasantry of the sector. In their never-ending quest of the pursuit of Lolth, followers of Corellon are always seeking out magical items and long-lost artifacts to aid in their destinies.

The other church in the Southeast Sector is the Church of Kord. The God of Battles and Storms has a fiercely devoted following. Worshipers are mostly fighters and warriors of all kinds, and never hesitate to engage in battle, especially in the name of Kord.

The Southwest Sector:

Another huge addition to Burden's Peak is the Southwest Sector. One of the largest sectors in the city, the Southwest Sector has a large residential population. Despite this, the sector is remarkably clean and well-maintained. The crime-rate is fairly low, and may be explained by the presence of the main City Jail and the Constable's Office.

To begin the tour of the Southwest Sector, we'll visit the first of two

taverns. The Elfstone tavern is owned and operated by the elf female Deara Highwind, the Elfstone is nice, well-maintained tavern that offers a huge variety of alcoholic beverages, some of which are quite exotic. Deara stakes her reputation on the nice environment and hospitable waitresses that make the Elfstone stand out amongst the other taverns in Burden's Peak. Delightful music can be heard almost any time, and performers are always welcome to use the Elfstone's Stage free of charge.

Deara, herself, is a thin, frail-seeming elf that is much tougher than her appearance and fair voice let on. Little known to most of Burden's Peak, Deara used to be a well-established warrior, known for her prowess with a bow. If threatened, she will first attempt to summon the city guard. Should that not be effective, Deara keeps a crossbow behind her bar to use as an equalizer.

Daera Highwind-	Lvl. 4 Artillery
Medium Natural Humanoid (Elf)	XP- 175
Initiative +8	Perception +3
HP: 42	Bloodied: 24
AC: 16	Fortitude: 16
	Reflex: 18
	Will: 15
Speed: 6	
r Crossbow (Standard, Weapon)	
+11 vs AC; 1d8+6 damage	
R Arrow Storm (Standard, Encounter, Weapon)	
+11 vs Ref; 1d8+6 damage and Daera makes another	
r attack. Recharge 5 , 6	
Alignment: Good	Lang.: Common
Str: 11 (+2)	Dex: 19 (+6)
	Wis: 12 (+3)
Con: 12 (+3)	Int: 17 (+5)
	Cha: 18 (+6)
Crossbow, 10GP, Cloth Armor	

Further down the street is the other tavern of the Southwest Sector. The

Sated Satyr is run by the Gnome male Jorn Willmit. A fun, festive tavern, the Sated Satyr always offers a good time to any and all patrons. Jesters, musicians, and performers of all kinds can be found daily performing on the Sated Satyr's stage.

Jorn, himself, is a happy, jovial gnome with a big heart and a penchant for practical jokes. More than one patron has ended up with a worm in their drink or a bucket of water on their head. All in good fun, Jorn's jokes are usually taken very lightly. Some, however, don't find Jorn or his antics too funny, and the guards get summoned on occasion to remove an irate customer.

If personally threatened, Jorn is quite capable of defending himself. He rarely needs to, as the city guards are normally very close at call. From time to time, however, Jorn gets into a confrontation.

Jorn Willmit-	Lvl. 3 Skirmisher
Medium Natural Humanoid (Gnome)	XP- 150
Initiative +6	Perception +2
HP: 40	Bloodied: 20
AC: 17	Fortitude: 14
	Reflex: 17
	Will: 14
Speed: 5	
m Short Sword (Standard, Weapon)	
+8 vs AC; 1d8damage	
M Swift Tactics (Standard, Encounter, Weapon)	
+8 vs Fort; 1d8 damage and Jorn makes another m	
attack. Recharge 5 , 6	
Alignment: Good	Lang.: Common
Str: 9 (+0)	Dex: 18 (+5)
	Wis: 12 (+2)
Con: 12 (+2)	Int: 13 (+2)
	Cha: 18 (+5)
Short Sword, 10GP, Cloth Armor	

Not too far away is the Southwest Sector's only inn, the Blackstar Inn. Owned and operated by the human

female Serra Dellman, the Blackstar Inn is not as high in quality as other, more expensive inns in Burden's Peak, but it is not shabby, either. Serra tries her best to make the Blackstar a peaceful, quiet inn for relaxing patrons.

Serra Dellman is a pleasant, accommodating host, and her reputation is very important to her. She will try everything she knows to please her patrons, sometimes even at her own expense. Because of this, not many patrons have ever left the Blackstar inn unsatisfied. Serra, herself, is not combative in the slightest, and at the first sign of a threat, she will attempt to flee and summon the city guards.

Just down the street is the popular Fellowship of Bowyers and Fletchers Guild Hall. The guild-master, an elf man named Orrin Prill, keeps the high reputation of the Fellowship close to his heart.

Always striving to make better quality products, the Fellowship is constantly searching for better materials to manufacture their prized bows and arrows. Orrin and the other 27 members of the Fellowship are a very tight-knit organization, usually keeping to themselves and producing their wares for sale to the various arms dealers in Burden's Peak.

No attempts at violence have ever been attempted in side the guild walls, but suffice to say, the first person to attempt it will need a lot of heavy protection against ranged attacks.

Close by is the famed Dungeonsweepers Guild. Ran by the guild-master Nuvak Highmoor, a human male, the

Dungeonsweepers are renown throughout the region as the go-to organization for monster-eviction, exploration, and personal protection.

The 54 current members strive to keep the name of their guild well-spoken, and will defend the intentions of the Dungeonsweepers to the death. Inclusion into the guild is very exclusive, and all applicants must answer to Nuvak himself.

Nuvak Highmoor is a loud, boisterous man. Fierce and proud, it is ill-advised that anyone with good sense attempt to attack Nuvak, unless they are prepared to battle to the death. Nuvak has left more than a few bodies lying in the streets of Burden's Peak, and he is not above doing it again.

Nuvak Highmoor-	Lvl. 29 Brute
Medium Natural Humanoid (Human)	XP- 17000
Initiative +20	Perception +5
HP: 307	Bloodied: 153
AC: 41	Fortitude: 42 Reflex: 41 Will: 40
Speed: 6	
m Long Sword (Standard, Weapon)	
+32 vs AC; 4d8+10 damage	
M Cyclone Spin (Standard, Encounter, Weapon)	
+30 vs Fort; 3d8+10 damage and Nuvak makes another basic melee attack. Recharge 5 or 6	
Alignment: Good	Lang.: Common
Str: 18 (+7)	Dex: 16 (+6) Wis: 14 (+5)
Con: 18 (+7)	Int: 13 (+4) Cha: 16 (+6)
Long Sword, 10GP, Cloth Armor	

A short distance away is the oddly named Garden of Delights general store. Owned by the elf female Ella Firroll, the Garden of Delights' stock is very eclectic. Specializing in rare import items, the unique general store offers

rarities from the far corners of the world, all at drastically inflated prices.

Ella claims the reason for the high prices is because of the rarity of her goods. A simple leather bag at another store might cost 2 silver pieces. At the Garden of Delights, it would cost 5 gold pieces. She would tell the customer that the leather is actually imported leather from a rare, sacred animal, and that the danger involved in acquiring it demands the price be higher.

As to the validity of those claims, no one seems to know for sure. What is known is that every couple of months a small wagon driven by odd-looking people that speak an unknown language delivers items to Ella. They are courteous to other residents, but not outwardly talkative or friendly. Ells claims this is because of the unfamiliarity of the visitors to the customs and languages of the local people.

Our next stop on the tour of the Southwest Sector is Kario's Emporium. A clothing store owned and operated by Kario Nillitt, a gnome male, the Emporium has a very nice selection of clothing at quite reasonable prices. Nothing fine or fancy, Kario caters to the working class people of Burden's Peak. While his clothing is not made from exotic or rare materials, they are sturdy, well-made, and nice-looking.

Kario, himself, is a good-natured little man. He speaks in a friendly voice, and always has a smile for his customers. He has been known, on occasion, to offer donations of large bundles of clothes to the many poor families in the city, especially when holidays or special events happen. While he never admits to

the donations, he has been seen many times walking the streets of the poorest parts of the city with a large bundle on his back. The next day, many families would wake to have new clothing on their doorstep.

Further along on the tour is the Crooked Shelf general store. Owned by the human male Bull Mullins, the Crooked Shelf has a simple, but thorough, stock of common general items. His prices are low, and his goods are well-made, thus making him a staple of the Southwest Sector.

Bull's wife, Nora, owns and operates the Sleepy Sylph tavern in the Northwest Sector. With both of them owning a profitable business, Bull and Nora eke out a handsome living in Burden's Peak.

A large, gruff man, Bull Mullins is quite intimidating when approached. His pleasant disposition does little to alter this perception, but he doesn't seem to mind. When properly pushed, Bull will defend himself. He normally never has to do that, but a few patrons have ended up flat on their backs after angering Bull.

Bull Mullins-	Lvl. 14 Brute
Medium Natural Humanoid (Human)	XP- 1000
Initiative +10	Perception +3
HP: 155	Bloodied: 77
AC: 26	Fortitude: 27
	Reflex: 25
	Will: 26
Speed: 6	
☞ Punch (Standard, Natural)	
+17 vs AC; 2d8+6 damage	
☞ Haymaker (Standard, Encounter, Natural)	
+15 vs Fort; 2d8+6 damage and target is knocked prone. Recharge 5 or 6	
Alignment: Good	Lang.: Common
Str: 18 (+6)	Dex: 12 (+3)
	Wis: 12 (+3)
Con: 17 (+5)	Int: 10 (+2)
	Cha: 11 (+2)
10GP, Cloth Armor	

Another fine location in the Southwest Sector is the Stabled Mount stables. Owned by the human male Kadash Orrin, the Stabled Mount is a welcome sight to many weary travelers entering the city gates.

Orrin is a well-liked, trusted member of the community, and his treatment of his customers' mounts is a testament as to why. Nearly pampering the animals, Orrin and his small staff make sure the stable's good name remains untarnished. All the amenities of a good stable are available, such as feeding, grooming, housing, and the sell of good quality tack and harness.

One of the most notable and important points in the Southwest Sector is the city's Constabulary and Jail. Ran by the city constable Lorrs Manefree, the city Constabulary acts as the main arresting force in Burden's Peak.

The attached jail rarely has any occupants due to the Duke's penchant for handing down swift, hard justice. There is a rotating shift of 8 city guards that man the jail, whether there are any current occupants or not.

Of the two churches in the Southwest Sector, the first is the Temple of Avandra. The Goddess of Luck has few organized temples in civilized locations, and therefore the members are always happy to induct a new worshipper. The temple itself is a small one, and only moderately adorned with various symbols of Avandra.

The other church in the Southwest Sector is the Church of Ioun. Very particular about its worshippers, the Church of Ioun only accepts those who are wizards, scribes, or scholars. The

Goddess of Knowledge is very adamant in her pursuit of the destruction of the evil Vecna and all of his followers. Members of Ioun's church are expected to gather and distribute knowledge freely, as the thought is: knowledge is power. The church itself is a modest, but large building with very little adornments, aside from a large banner bearing the symbol of Ioun.

The City Gates:

The two huge towers of the city's gates welcome visitors entering Burden's Peak. Fully forty feet high, the city gates' entrance towers are manned by no less than ten guards per tower, and ten on the ground. There is a series of complicated wheels and pulleys on the inside of the city gate entrances that allow for a huge door to be rolled into place should the city need to be locked down. These doors are twenty feet high, four feet thick, and reinforced with thick metal straps. Once shut, they render entrance to Burden's Peak through the main roads almost impossible, aside from flying over the walls.

Local History:

Burden's Peak and the surrounding areas have a sordid and shadowy past. About 400 years ago the city was all but destroyed by raiding trolls out for revenge.

It seems that the ruler at the time, Duke Fellingner Marthos, had put a bounty out on the head of any troll caught in the general area outside of town. The bounty was very high, and trolls were being slain almost to the point of extinction.

The few survivors left the area and headed north into the mountains. There,

out of necessity, the trolls befriended a race of mountain giants who also shared a hatred for the growing civilization to the south.

After much planning and organization, the trolls and the giants attacked the town, destroying almost every building and collapsing every wall. The races of the town were not prepared for such an onslaught, and many were killed in what would later be called the Harvest Massacre.

In the end, the trolls and giants were defeated, but only through high magic and at the cost of hundreds of lives. It was then that the small, unnamed town gained the title of Burden's Peak.

Throughout the years that have followed, the old law still stands that a troll's head has a price on it, but seldom is the bounty pursued. The majority of the residents of Burden's Peak wish a peaceful existence, free from blood and war. None want a repeat of what happened those centuries ago.

Surroundings:

To the south of Burden's Peak is a thick, foul swamp with very few trails leading through the dangerous marshes to the city's southern gate. This discourages any who might want to attack the city from approaching from the south to do so. The swamp has many deadly inhabitants, but the majority of them wish to be left alone. They do not worry with the city, and the city does not worry with them. Naturally, the occasional small raid will happen, but they are very few and far between, and rarely make it past the guarded southern gate.

To the west of Burden's Peak is a flatland area of high-grass plains. One major road winds through the plains to the city's western gate. Due to the height of the city's guard towers, visibility over the plains is far-reaching, and any who might attack Burden's Peak from the west will give away their positions very quickly. To date, an attack on the city has never occurred from the west. Even so, the city guards are on constant watch across the open plains.

To the east of the city is a dense, hilly woodland area. Thick pines and evergreens serve as natural barriers to large attacks, as is the lack of a gate, but the guard presence is there just the same. The Duke wants no excuse for an attack on the city to go unseen, so the city's walls are manned night and day by roving guards. Many creatures inhabit the woodlands east of the city, most of which are better left undisturbed.

To the north of Burden's Peak lies a large mountain range. It was this range that facilitated the troll and giant attacks so many generations ago. That attack has never been forgotten, and guard presence at the north gate is large. The road that winds through the mountains and into town is often ambushed by small bands of goblins, hobgoblins, trolls, and the occasional giant. Nevertheless, the north entrance is one of the most heavily utilized gates in the city.

Laws of the City:

Most laws are enforced by the city's guards and constabulary. If a person is caught breaking a law by one of these groups, the punishment is usually immediate. If someone is brought up on charges by another party, a trial is set.

The accused must serve as their own council, as do the accusers. All trials are presided over by Duke Geveau himself. If the accused is found guilty, he or she must pay penance for their crimes immediately. As such, the jails of the city are usually empty or have only a few residents awaiting trial. Placed at heavily traveled intersections throughout the city are signs bearing the common laws of Burden's Peak.

If thou stealest, thou shalt lose the offending hand.

If thou liest, thou shalt lose the offending tongue.

If thou attackest a guard or ruling member of the city, thou wilt be killed on sight for treason.

If thou art accused of any of these wrongs by other members of the city, thou wilt stand trial, and the ruling handed down wilt be immediate.

Only four main laws, but due to the severity of the punishment, it does seem to keep the crime rate in Burden's Peak at a minimum. It is said, however, through whispered rumor, that the Duke is bribable with enough coin. Whether this is true or not is yet to be proven, and those foolish enough to try it have not reported their findings. The city guard is another story altogether. They are, indeed, bribable, as can be seen throughout the city. The Duke is aware of this, but does little to stop it. It is said that, should a guard accept a bribe, he is to give a portion to the Duke himself. Of course, this is strictly a trust system, so the Duke sees very little money come his way from this activity.

Strange Residents of Burden's Peak:

Thri-Kreen are perhaps the oddest looking residents of the city. They stand about seven feet in height, and have a

mantis-look to them. They have four arms, an insect-like head, and a hard exoskeleton. They speak their own language, as well as Common and Davek. They are not as sociable as other residents of the city, but they are not rude or impolite if spoken to. No Thri-Kreen are known to own shops or offer services within the city, but their presence is there, just the same.

Thri-Kreen	Lvl. 10 Brute
Medium Natural Humanoid	XP- 500
Initiative +9	Perception +7
HP: 113	Bloodied: 56
AC: 22	Fortitude: 21
Reflex: 23	Will: 22
Speed: 7	
⌘ Short Sword (Standard, Weapon) +13 vs AC; 2d6+5	
M Flurry Strike (Standard, Encounter, Weapon) +11 vs. Ref; 2d6+5 and Thri-Kreen makes another basic melee attack.	
Alignment: Good Lang.: Common, Davek, Special	
Str: 17 (+3)	Dex: 18 (+4)
Wis: 15 (+3)	Con: 16 (+3)
Int: 18 (+4)	Cha: 15 (+3)
Short Sword, 10GP	

Muls are another odd race of Burden's Peak. They are a mix of human and dwarf. They have the physical appearance of dwarves, but the height of humans, making them look very stocky and large. They are sterile creatures, so they are very few in quantity. They speak very slowly, and can speak Common and Davek.

Mul	Lvl. 10 Brute
Medium Natural Humanoid	XP- 500
Initiative +6	Perception +4
HP: 114	Bloodied: 57
AC: 22	Fortitude: 23
Reflex: 22	Will: 21
Speed: 5	
⌘ Short Sword (Standard, Weapon) +13 vs AC; 2d6+5	
Alignment: Good Lang.: Common, Davek	
Str: 18 (+4)	Dex: 12 (+1)
Wis: 12 (+1)	Con: 18 (+4)
Int: 12 (+1)	Cha: 15 (+2)
Short Sword, 10GP	

The city is also known to house Drow, gnomes, orcs, and many other lesser-known species. It is the DMs discretion as to who exactly make their residence in Burden's Peak.

Getting Along in the City:

Adventurers who enter the city are expected to do one of four things:

1. Buy supplies, lodging, etc.
2. Sell supplies, trade goods, etc.
3. Look for employment.
4. Offer employment opportunities.

If a person is not willing to do one of the above, they are seen as nothing more than drifters. Pariahs. Beggars whose only agenda is to fleece the city and its residents. An adventurer who is suspected of doing this will undoubtedly draw the attention of the guards, and will promptly be shown to the gate. However, should a visitor fulfill any of the four expectations, they will be welcome in Burden's Peak for as long as their money holds out.

1. Buy supplies, lodging, etc.:

There are many, many shops in the city that would appreciate the business, and have most anything that an adventurer could need.

2. Sell supplies, trade goods, etc.:

Adventurers are allowed to sell things within the city walls. That being said, there are a few rules a visitor must follow. Anyone can sell to the current local shops that will buy from them, but it is up to the discretion of each shop owner whether or not they purchase the goods being offered. A person can set up a street-stall for vending their goods, but

a portion (usually 5%) of the money they make must be returned to the city via the tax collectors office in the Grand Courthouse. If someone is caught not contributing a fair share to the city, they are removed and banned from returning.

3. Look for employment:

A visitor may inquire about employment at any shop, or with the various guilds in Burden's Peak. If a person is granted employment, they are expected to abide by the rules set by their employers. If they do not, employment can be terminated at any time, and the visitor asked to leave.

4. Offer employment opportunities:

A person can come to Burden's Peak seeking to hire those willing to do what is required of them. Whether it be manual labor or adventuring activities, there are always more than enough people willing to do it for the right price.

Joining a Church:

The various churches and temples of Burden's Peak are always open to new members. However, there are criteria that must be met before a new member is considered for enrollment.

The Church of Avandra:

The Goddess of Luck demands very few things of her worshippers. Having so few temples in civilized areas, the Church of Avandra is willing to accept any who will:

- Tithe 5GP per month
- Swear allegiance to Avandra
- Wear the symbol of Avandra

The Church of Bahamut:

The justly order of Bahamut is quite selective when it comes to membership. If someone wants to join the Church of Bahamut, they must meet the following criteria:

- Be of Lawful Good alignment
- Assist the downtrodden
- Wear the symbol of Bahamut

The Church of Corellon:

The God of Spring, Beauty, and the Arts has a very selective membership. To be accepted into the Church of Corellon, a visitor must meet the following criteria:

- Be either a wizard or Fey-born
- Seek out lost magical items
- Oppose Lolth at every turn
- Wear the symbol of Corellon

The Church of Erathis:

Entry into the church of the Goddess of Civilization is fairly easy. All a new member needs to be willing to do is:

- Community involvement
- Tame the wilderness when able
- Seek out new inventions
- Wear the symbol of Erathis

The Church of Ioun:

Any who wish to enter the order of the Goddess of Knowledge must be willing to do the following:

- Be a wizard, scribe, or scholar
- Try to find personal peace
- Gather and distribute knowledge
- Oppose Vecna at every turn
- Wear the symbol of Ioun

The Church of Kord:

The God of Battle and Storms always has openings in his church for those who wish to follow him. To gain acceptance into the Church of Kord, the following criteria must be met and upheld:

- Be strong, but not destructive

- Be brave and scorn cowardice
- Prove might in battle for glory
- Wear the symbol of Kord

The Church of Melora:

The Goddess of Nature, the Wilderness, and the Sea will accept any into her church that meet the following criteria:

- Protect nature from destruction
- Hunt abominations of nature
- Live in harmony with the world
- Wear the symbol of Melora

The Church of Moradin:

The patron God of Creation and Artisans allows all into his service who meet the following criteria:

- Meet adversity with tenacity
- Loyalty to family and clan
- Make a lasting mark on the world
- Wear the symbol of Moradin

The Church of Pelor:

The patron God of Summer and Time, Pelor accept all those into his order that meet the following criteria:

- Be of Good alignment
- Alleviate suffering when found
- Show kindness and mercy
- Be watchful against evil
- Wear the symbol of Pelor

The Church of the Raven Queen:

The Goddess of Death and Winter, whose name is long forgotten, accepts those into her order who are willing to do the following:

- Hold no pity for the dead
- Bring down the prideful
- Oppose Orcus at every turn
- Wear her symbol always

The Church of Sehanine:

The Goddess of Trickery, Illusions, the Moon, and Autumn accepts all into her church that meet the following criteria:

- Seek your own destiny
- Keep to the shadows
- Avoid zealous good and evil
- Seek new experiences
- Wear the symbol of Sheanine

The Guilds of Burden's Peak:

The Watchful Order of Magists:

The guild known as the Watchful Order of Magists is run by a human male named Rellin Donar. He is about 70 years old, but is surprisingly spry for his age. He speaks with a low, whispery voice, and commands the guild members entirely and without question. The Order is made up of 60 magic-users, from wizards to warlocks, and of several different races. Inclusion into the Order of Magists is very difficult. There are a myriad of different tasks and prerequisites a person must go through to even be considered for the Order.

The Splendid Order of Armorers:

A dwarf man called Jondar Hull is the master of the Armorers Guild and its 32 members. They focus exclusively on the creation of armor and weapons, with much detail to finding new ways to produce high quality wares with rare, more exotic materials. Acceptance into the guild is exclusive to those whose only career is creating arms and armor.

The Fellowship of Bowyers/Fletchers:

Orrin Prill, an elven male, is the master of the Bowyer/Fletcher Guild. He and his 27 guild members are devoted to the crafting of fine quality bows and arrows. They are always on the lookout for new materials and new members to join their fellowship. All a prospective member

need do is create bows, crossbows, arrows, and shafts for a career.

The Dungeonsweepers Guild:

Without a doubt the most popular guild in Burden's Peak, the Dungeonsweepers Guild is ran by a human male named Nuvak Highmoor, and currently has 54 active members. Inclusion into the Dungeonsweepers's Guild is totally up to the discretion of Nuvak himself. Prospective hopefuls often seek out Nuvak to receive quests and adventures to prove their worth and raise their chances of being accepted into the guild.

Benefits of Guild Membership:

For those fortunate enough to belong to one of Burden's Peak famous guilds, the benefits far outweigh the drawbacks. If a person is accepted into one of the city's guilds, the following benefits are granted upon inclusion:

The Watchful Order of Magists:

- Access to the city's records
- Access to other magic-users
- Access to magical items
- Access to spell research

The Splendid Order of Armorers:

- Access to the city's smithies
- Access to rare materials
- Access to other Armorers

The Fellowship of Bowyers/Fletchers:

- Access to the cities fletchers
- Access to the cities bowyers
- Access to rare materials

The Dungeonsweepers Guild:

- Access to maps
- Access to information

- Access to special weaponry
- Access to special armor
- Serve as militia for the city
- Support the cities guards
- Area-wide respect

The City Below:

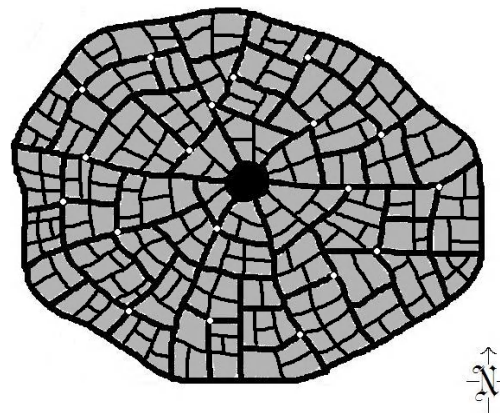
Just below the busy streets and shops of Burden's Peak is a dark, foul-smelling series of tunnels that make up the city's sewer system and underground. All manner of creatures make their homes in the underground of Burden's Peak. The locals call this vast network of tunnels the Undermaze. The city guards do not go down into the Undermaze, as it is very easy to get disoriented and lost. The residents of the city speak of the Undermaze with looks of disgust. They hear rumors of entire races of beings that make the sewers of the city their home. They hear that to venture underground most likely means to disappear. If asked about, refer to the following results about the rumors of the Undermaze.

- There is a guild of thieves that live in the Undermaze. They send their member to the surface at night to steal from the locals.
- There are races of creatures as of yet unseen by the majority of surface-dwellers, some of which will kill intruders on sight.
- The spiders and insects of the Undermaze are abnormally large and oddly aggressive.
- The sewer system empties out into the dark swamp south of Burden's Peak, and sometimes, things from the swamp enter into the Undermaze for food.

The majority of the above statements are purely rumor-driven, and nobody seems

to know many actual facts. What is known by all is that a person can enter the Undermaze by way of the many manholes that dot the streets of the city. Many of these manholes have been welded in place, but several are still usable. All a person needs to do is try to open one. There are ladders that lead from the manhole entrances down into the Undermaze.

Burden's Peak Sewer Network:



The white dots shown on the map indicate manholes from the surface. The grey areas indicate solid ground, with the tunnels shown in black. Each main tunnel is almost twenty feet wide and high with lesser supply tunnels closer to 10 feet in width and height. There are literally hundreds of miles of tunnels that make up the labyrinthine Undermaze. It is recommended that anyone who thinks about entering the Undermaze bring with them some sort of device to mark where they've been, lest they get lost in twisting, black tunnels. It is also implied that adventurers bring with them plenty of sources of light, such as torches, as there is no natural light in the sewer systems. Creatures with low-light vision or darkvision will not have these

problems, but creatures with normal sight will otherwise be blind while in the Undermaze.

Many creatures inhabit the Undermaze. Refer to the Monster Manual for encounter statistics for the following sample creatures:

Shadowhunter Bat – p.27
Fire Beetle – p.30
Carrion Crawler – p.40
Ettercap – p.107
Grick – p.145
Human Bandit – p.162
Otyugh – p.211
Dire Rat – p.219
Rat Swarm – p.219
Deathjump Spider – p.246
Stirge – p.248

The above creatures are only examples of the lower-level inhabitants of the Undermaze. Other examples of creatures would be:

Beholders
Skeletons
Zombies
Liches
Snakes
Oozes

The DM should feel free to use their discretion when assigning creatures for the PCs to encounter. Just because a very high level creature is present does not necessarily mean the PCs are required to engage it in combat. Running away is never seen as cowardly, but is instead wise. Not only does it let the adventurers live to fight another day, it gives them ideas about what is awaiting them in the mysterious tunnels of the Undermaze.

Adventures in Burden's Peak:

Church-Based Adventures:

- The Church of Corellon has received word of a small but fanatical following of the spider-queen Lolth's devotees taking root in the Undermaze. The PCs are offered payment to eliminate the evil following.
- The Church of Ioun has received word that a small following of Vecna zealots has taken up in the Undermaze. The PCs are offered payment to root them out.
- The Church of the Raven Queen has received word that followers of Orcus are forming in the Undermaze. The PCs are offered payment to eliminate them.
- Members of the Church of Erathis have been attacked while surveying the dark swamps south of Burden's Peak. The PCs are offered payment to help protect the church members on their outings into the swamp.
- Members of the Church of Melora have heard rumors of undead growing in number in the Undermaze. The PCs are offered payment to investigate the unnatural events.

Guild-Based Adventures:

- Members of the Watchful Order of Magists have found a very

precious, ancient relic called the Planar Orb in the mountains to the north. They will pay the PCs to guard a small band of the guild's members retrieving the relic.

- Members of the Splendid Order of Armorers have found a very precious metal called mythrill in caves far to the east of Burden's Peak in the deep forests. The PCs are offered payment to guard a small band of guild members sent to retrieve the metal.
- Members of the Fellowship of Bowyers and Fletchers have discovered that onyx ironwood makes nearly indestructible arrow-shafts. They are sending a small band of their members to retrieve a large quantity of the wood in the forests to the east of Burden's Peak. They offer to pay the PCs to guard their guild-members.
- The Dungeonsweeper's Guild is having difficulty with small thief raids in the night in the Southwest Sector. They think the thieves might be coming up from the sewers, and will pay the PCs to investigate the raids.

Example Adventure:

Dungeonsweeper's Guild Entry:

For Level 4 and Higher PCs

During their walks, the PCs will see a large building with a wooden sign hanging in the front proclaiming it as the Dungeonsweeper's Guild Hall. There is a large human standing at the door. He

appears to be guarding the entrance. If approached, the man says, "None are allowed in the guild hall without prior permission from Nuvak." Any attempts at Diplomacy or Intimidation fail. If Intimidation is attempted more than once, the man states that he will call for the city guards and have the PCs removed from Burden's Peak. If asked about Nuvak, the man states that he is scouting for hopeful guild member prospects at the Singing Sword tavern. He will give the PCs basic directions to the tavern, and then will say no more. He will not discuss the Guild in any way.

If the PCs go to the Singing Sword tavern, they are greeted by a huge variety of beings. At least one of every PC race is present, and most are intermingling with others not of their race. A Thri-Kreen is conversing with what appears to be an overgrown dwarf. A Drow is talking to what appears to be a bald, heavily-tattooed orc with strikingly human features. The sounds of music and laughing intermingle with the sight of such a bizarre group of beings.

The bartender, named Borrik, asks the PCs what they want if they approach the bar. If they instead take a seat at a table, a barmaid approaches them and asks for their order. If the PCs inquire about Nuvak, the bartender and barmaid will both point out a human in the corner who is currently talking to what looks like a large, heavily muscled dwarf.

If approached, Nuvak will talk to the PCs. If asked about the Dungeonsweeper's Guild, Nuvak will appear to ponder it for a bit. He rubs the small beard on his chin for a minute, and then gets a gleam in his eye and a smirk

on his face. Read the following statement aloud to the PCs:

Aye, we have openings in the Guild. Of course, you must prove yourselves worthy of the title of Dungeonsweeper. As aids to the city's guard, the guild has heavy responsibilities to Burden's Peak. In the last couple of weeks, there have been rumors of a thief's guild taking root under the city in the sewers. They are said to be lead by a man named Fain. He is rumored to be of the Eladrin race, and as such, is very fleet of foot. Find out what you can about this supposed guild and bring back any proof to back up your claims. Then, maybe, we will talk about induction into the guild.

Nuvak will instruct the PCs as to how to enter the city's sewers. They are given no map and no real advice as to where to begin looking for the thieves. All he tells the PCs is to be careful, and that the sewers of the city are almost a labyrinth of tunnels. He says it is very easy to get lost down there, and the PCs should consider some way to mark where they have been, lest they become lost.

Encounters in this adventure can include the following creatures:

Human Expert Rogue

Eladrin Vile Rogue

Fire Beetle

Dire Rat

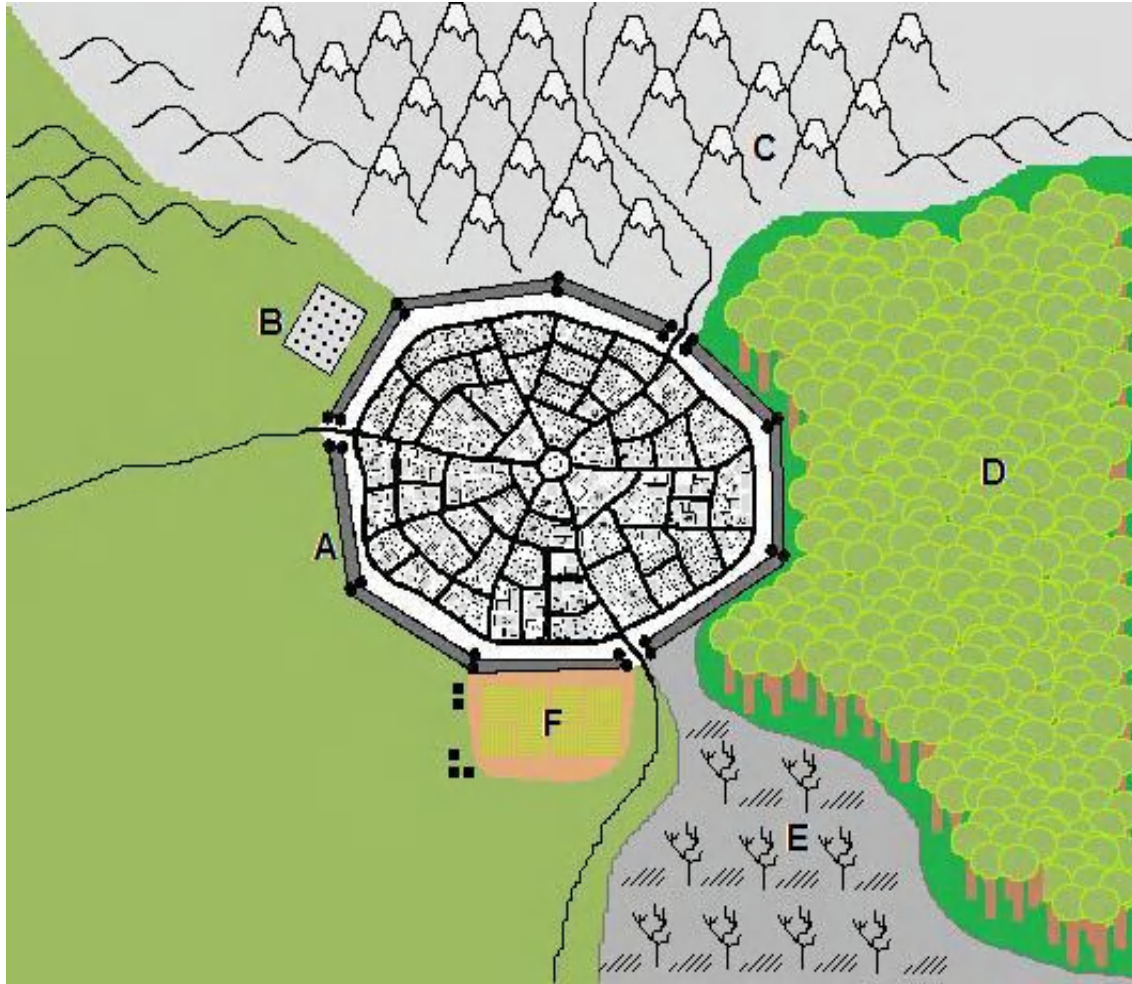
Rat Swarm

Deathjump Spider

Human Expert Rogue	Lvl. 4 Skirmisher
Medium Natural Humanoid	XP- 150
Initiative +7	Perception +1
HP: 50 Bloodied: 25	
AC: 20 Fortitude: 18 Reflex: 20 Will: 18	
Speed: 7	
<p>☞ Mace (Standard, at-will) Weapon Damage: +6 vs AC; 1d8+1 dmg</p>	
<p>☞ Dazing Strike (Standard, encounter) +6 vs AC; 1d8+1 dmg., the target is dazed until the end of the bandit's next turn, and the bandit shifts 2 squares.</p>	
Alignment: Unaligned	Lang.: Common,
Str: 12 (+2) Dex: 19 (+4) Wis: 12 (+1)	
Con: 13 (+2) Int: 12 (+2) Cha: 17 (+4)	
Equipment: Leather Armor, mace, 20GP	

Eladrin Vile Rogue	Lvl. 5 Skirmisher
Medium Natural Humanoid	XP-200
Initiative +8	Perception +4
HP: 80 Bloodied: 40	
AC: 22 Fortitude: 20 Reflex: 22 Will: 20	
Speed: 7	
<p>☞ +1 Flaming Dagger (standard, at-will) +8 vs AC; 1d8+1 dmg</p>	
Special – (Standard, encounter)	
All damage from the dagger is fire damage with ongoing 5 fire damage (save ends)	
Secondary: Fey Step (Standard, encounter)	
Eladrin Rogue can teleport up to 5 squares	
Alignment: Unaligned	Lang.: Common,
Str: 12 (+2) Dex: 20 (+5) Wis: 14 (+2)	
Con: 15 (+3) Int: 15 (+3) Cha: 18 (+4)	
Leather Armor, +1 Flaming Dagger, 30GP	

Burden's Peak Surrounding Areas:



- A: Burden's Peak
- B: Cemetery
- C: Frostspine Mountains
- D: Whitethorn Forest
- E: Direfell Swamp
- F: Farmland

2,000 past residents are interred here, going back in history all the way to the bare beginnings of the mighty city. A thick, 8-foot tall iron fence surrounds the cemetery, and attendants maintain the burial ground daily. The large iron gates are locked at nightfall, and guards patrol the outskirts of the cemetery.

Burden's Peak Cemetery:

An ancient, multi-acre burial ground for the citizens of Burden's Peak. Over

New Monsters for Burden's Peak:

Imputoth-

Imputoth are native only to the Undermaze and certain portions of the Underdark. They have pale-white skin with long, gangly arms that end in flat hands with black, sharp claws. Their legs are short and thick, as are their feet. They have bloated stomachs and short, thick necks. Their heads are bald, with very tiny ears and fat, purple lips. Their eyes are milky-clear, and will sparkle in torchlight.

Imputoth-	Lvl. 3 Skirmisher
Medium Natural Humanoid	XP- 80
Initiative +4	Perception +2; Darkvision
HP: 35	Bloodied: 17
AC: 18	Fortitude: 15
Speed: 6	Reflex: 17
	Will: 15
m Claw (Standard, At-will, Natural) +8 vs AC ; 1d8+2 damage	
Alignment: Unaligned	Lang.: Common
Str: 17 (+4)	Dex: 17 (+4)
Con: 14 (+3)	Int: 14 (+3)
	Cha: 10 (+2)
No equipment	

Imputoth are considered blind in regards to effects that would otherwise cause blindness. They rely on a quasi-sonic kind of darkvision to find their way. Light neither helps nor hampers them. Despite their supposed handicap, Imputoth are vicious fighters when cornered or confronted in a hunting pack.

Encounter Groups:

Imputoth are usually encountered in small hunting packs, but have been known to take other cavern dwelling creatures as allies or pets.

Level 4 Encounter (XP 900)

- ◆ 2 Imputoths (level 3 skirmisher)
- ◆ 1 Dire Rat (level 1 brute)
- ◆ 2 Giant Rats (level 1 minion)



Offal Larva-

Offal Larvae are loathsome, corpulent slug-like beings that feed off of the waste of other creatures. Due to their size, however, Offal Larvae have been seen feeding on corpses and, in very rare instances, small living creatures such as Giant Rats. Their small glint of intelligence makes the Offal Larvae dangerous to medium-sized creatures when the larvae travel in large gathering swarms.

Offal Larvae Swarm	Lvl. 2 Skirmisher
Medium Natural Beast (swarm)	XP- 100
Initiative +5	Perception +2; Darkvision
HP: 30	Bloodied: 15
AC: 15	Fortitude: 13
Speed: 4	Reflex: 15
	Will: 12
m Swarm Bite (Standard, At-will) +6 vs AC ; 1d6+3 damage and ongoing 3 damage (save ends)	
Alignment: Unaligned	Lang.: None
Str: 12 (+2)	Dex: 17 (+4)
Con: 12 (+2)	Int: 1 (-4)
	Cha: 9 (+0)
No equipment	

Encounter Groups:

Offal larvae travel implicitly in gathering swarms, and will attempt to subdue and kill any medium-sized creature or smaller that they see.

Level 3 Encounter (XP 750)

- ◆ 1 Offal Larvae Swarm (level 2 Skirmisher)
- ◆ 2 Giant Rats (level 1 minion)
- ◆ 1 Giant Rat (level 1 brute)



Sample Map of a Local Tavern:

The Singing Sword Tavern



The Singing Sword Tavern Cellar



The Singing Sword Tavern

Owner: Borrik Solloth (Human – Male)

Employees: Barmaid: Leena Gillorn (Human – Female)
Barmaid: Saela Freewind (Elf – Female)
Barmaid: Phelia Direhill (Human – Female)
Stock Boy: Halth Penbridge (Human – Male)

Regular Patrons: Nuvak Highmoor (Human – Male) Guildmaster of the
Dungeonsweepers Guild
Dorian Fell (Elf – Male) Level 8 Fighter
Jurris Opalvein (Dwarf – Male) Level 7 Fighter
Karl Kellion (Half-Elf – Male) Level 9 Rogue

Features: Ale: 1 SP, Wine: 2 SP, Stout: 2 SP, Food

Events: On any given day, the Performing Stage is in use by local and visiting musicians and performers. Anyone may use the stage if it is unoccupied, as long as they get permission from Borrik beforehand. It is well known that Borrik enjoys dances by talented performers, and will pay well for a good performance.

General Mood: Borrik runs a clean tavern. The usual atmosphere is one of laughter and good cheer. If the patrons get too rowdy, Borrik also acts as the tavern's bouncer. Most nights, the tavern is filled with patrons drinking, singing, and enjoying each others' company. If patrons refuse to leave, or are found to be up to no good, Borrik will call on the Guard which he has close ties to as he himself was a City Guard for over twenty years.

Ambience: Hung on the walls of the tavern are various melee weapons, none of which are of any real worth or special value. Along with the weapons are the heads of several different creatures, from mundane animals like deer and elk to exotic creatures such as hydras and giant spiders. The fireplace is always lit, yet the tavern is never too warm, even in the hot months of the year.

Rumors: Adventurers looking for opportunities can usually hear tall tales of all kinds in the Singing Sword tavern. One must be wary, though, as all too often the stories contain as much fiction as fact...if not more. If nothing else, the tavern is a comfortable, safe place for adventurers to unwind and gather themselves.

The City of Burden's Peak

Sitting proudly, like an unfound jewel in the middle of a dark world, is the bustling city of Burden's Peak. This Point-of-Light setting for use with the Dungeons & Dragons 4th Edition rules is a complete adventuring accessory. Entire campaigns can be played within Burden's Peak towering walls. Guilds can be joined, shops can be visited, and the vast, mysterious underground of the city can be explored. Complete with new monsters, full-color maps, and fully-realized NPCs, Burden's Peak is the perfect city-based setting for the new edition of Dungeons & Dragons.

In the future, look for exciting expansions for Burden's Peak, including the entire layout and description for the dark, labyrinth-like Undermaze and detailed descriptions of the city's outside surroundings. Towering mountains, deep forests, foul swamps, and rolling plains encircle the secluded city, posing as a secure barrier to outside invasions, but harboring enough dangerous enemies to be a powerful threat by themselves.

For use with the 4th Edition

DUNGEONS & DRAGONS ROLEPLAYING GAME

Requires the use of the D&D *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide* core rulebooks, available from Wizards of the Coast, Inc.