

# How to Start a Campaign

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Maps drawn using DungeonFu by  
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## Inns

1. Black Serpent Inn
2. Wild Man Tavern
3. Dwarven Fortress
4. Brawl Pit Alehouse
5. Charon's Ferry
6. Delikatessen

## Names

1. Elsevel Amri
2. Pierre of East
3. Gorknok
4. Inagha Lies
5. Old Omnom
6. Angra Ifelshom

## Conspicuous People

1. Krah, a one legged tengu hiring guards (HD 4)
2. Zara, well armed woman wanting to start a gang (F4)
3. Mogblob, a grumbling troll trying to fit in (HD 4)
4. Ælvig, a singing huldra looking for a man (HD 3)
5. Isssht, a quiet serpent man in metal armor (F4)
6. Fiona, a sorceress entertaining the guests (M3)

## Magic Items in Use

1. simple *elven sword* +1 with the emblems of a house now extinct (did they own land?)
2. *bane cards* that stun anybody who sees one up close; every use has a 5% chance of summoning a bone devil (6HD)
3. *tome of aquatic anatomy* which teaches the grafting of shark gills to another being; this provides permanent *water breathing*, might cause lycanthropy (were shark, 5%)
4. *poseidon's trident*, grants ability to *speak with sea born creatures* at will and *summon fish* 1\*/day, eg. 3 sharks (4 HD)
5. *ring of djinn mastery*, grants permanent control over an *invisible servant*, flies, carries up to 5 lb., fades for a minute if hit; bestows enmity of all elemental creatures
6. *bracers of the snake*, grants Dex 18; broadcasts your actions to all servants of Sets within one mile

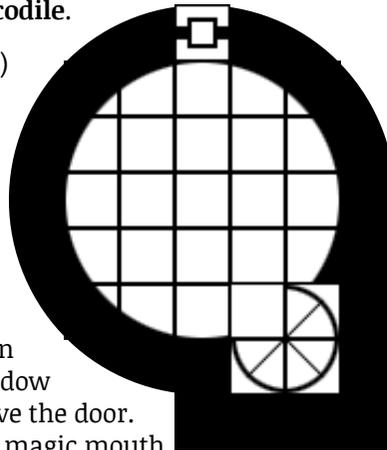
## Quickstart:

- three factions with headquarter
  - three leaders with traits & goals
  - some non-player characters
  - some treasure, some magic items
- Add details between sessions.

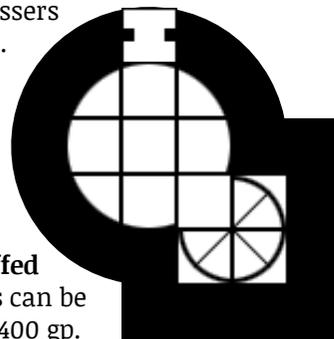
## Faction Headquarters

### 1. Wizard Tower

A **magic mouth** greets visitors and asks their name and business. The first floor is guarded by 5 animated objects (2 HD) at the command of the magic mouth. Top floor also houses a talking, mean **crocodile**.



Open window above the door. The magic mouth will alert inhabitants if trespassers are seen. It never sleeps.



**Love potions** and **stuffed animals** can be sold for 400 gp.

## Faction Leaders

1. One Eye Sam (T5)
2. Spider Ali (M5)
3. Pesh, black fae (E5)
4. Blue Balls Berd (H5)
5. Silent Sereina (C5)
6. Patra the Good (F5)

Miracles: *light, light cure, detect magic, paralyze person, silence, living weapon* (+1d6)

Spells: *light, charm object (HD 2), read thoughts, magic mouth, thunderbolt* (5d6)

Abbreviations: Cleric, Dwarf, Elf, Fighter, Halfling, Mage, Thief, Hit Dice.

## Traits

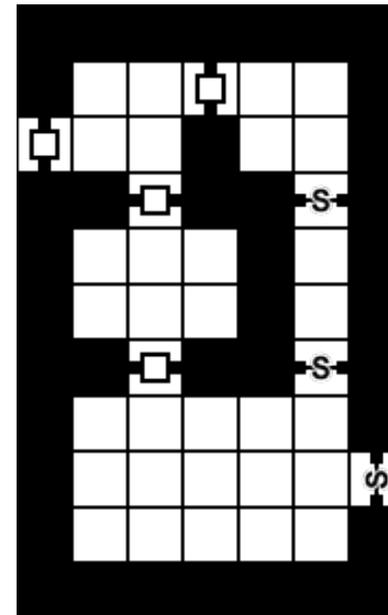
1. notoriously cruel, +1 to morale
2. generous now, but a traitor
3. careful, has escape planned
4. charismatic, add 50% minions
5. funny, friendly (join them?)
6. well educated (help you later?)

## Goals

1. punish Orgfon
2. return my book
3. map enemy HQ
4. defend my HQ
5. hire this person
6. kill this person

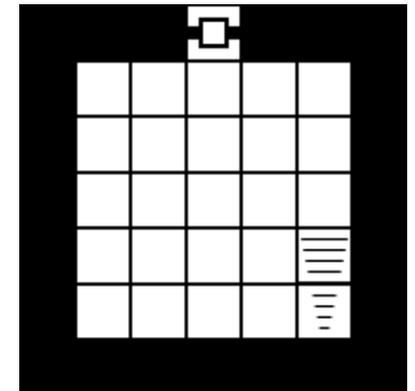
### 2. Thieves' Den

The front room is a fake taylor's shop with an **old man** doing needlework. He points to the right and locks the door if any pass into the trapped room: **one big pit** (1d6). Members ignore the nod and go straight through. They know the secret doors (through hearth). Big room in the back has a **chest** with 500 gp. **10 thieves** hang out and watch the doors. Secret door to the sewers in the back.

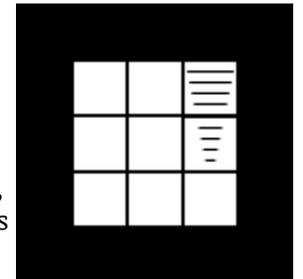


### 3. Bakery

Starting a fight in the bakery attracts a lot of hungry looters in 10 rds. **6 apprentices** work here, armed with clubs (F1). They use flour to blind intruders (-4), save to avoid.



Big bags of flour, two ovens, piles of fire wood, buckets of water, salt, a large table, wooden tools to use as clubs.



In the cellar, pots of yeast, blankets, some extra clothes, and the owner's **chest** with 200 gp in it.