

# The Clocktower

This large clock tower was built nearly a century ago, and is greatly in need of repairs, but the ratfolk make it too dangerous for anyone to enter. They've been scavenging the area for years, using a grate under the tower to enter the sewers which run beneath the city. Flocks of pigeons made the top of the tower their home, and the ratfolk took a liking to them, feeding and taking care of them until after many generations of the short-lived ratfolk, the local pigeons grew larger. The ratfolk now worship the three very biggest pigeons, known as The Council.

## The Ratfolk:

A race of scavengers, living under cities and usually only going to the surface to steal food and supplies. They take whatever they can get, but prefer function over beauty and wealth. A ratfolk will eagerly drop a sack of coins so they can grab a toolbox instead. They're very resourceful, making weapons and armour out of whatever they can get, and are experts at improvising when in a tight spot. They share their supplies and skills fairly equally amongst each other, and rarely fight amongst themselves. Adult ratfolk stand roughly half as tall as an adult human. While bipedal, they usually drop to all-fours for travel.



## The Council:

A trio of pigeons larger than most bears, worshipped by the ratfolk who bring them twice-daily offerings. If the ratfolds have questions or arguments, they bring them before The Council and interpret their cooing and preening as guidance. They fly in from separate locations, roosting in the three now-empty clock faces of the tower.



## Floor One:

The door into the tower is sealed and barricaded, as the ratfolk enter and exit through a sewer grate in the floor. They use this area for storage after their raids, and regularly emerge from the sewers to grab some things to share around. If the ratfolk sound the alarm, reinforcements will swarm from below.

## Floor Two

A pair of ratfolk guards are stationed at the top of the stairs to this floor, which has been converted into a makeshift barracks, complete with training arena and mess hall (though piles of empty crates take the place of walls). The equipment is made from scavenged junk and is more effective than it looks. The stolen food at the tables varies in quality, some is mostly rot while some is fresh and expensive-looking. Ratfolk don't discriminate, food is food. If the guards are given the chance, they'll alert the rest of the tower that they're under attack.

## Floor Three

A huge archway opens up to a balcony outside, where flocks of pigeons like to roost. If startled, they'll fly off and alert the ratfolk. This part of the tower is a constantly shifting mass of cogs and gears, which can easily crush a careless adventurer. While there is a safe path through, the ratfolk have littered it with traps and broken glass, aiming to knock invaders down into the clockwork below. The ratfolk themselves use their claws to safely climb up and down the bricks.

## Floor Four

In this area the clockwork parts are centred around the middle. The surrounding empty space is utilised by ratfolk pigeon-riders who will attack from above, throwing crude javelins or just dropping heavy objects in their attempts to knock the adventurers down.

## Floor Five

The final floor of the tower is considered a holy place by the ratfolk and only their priests and top soldiers are allowed there. Offerings to The Council are left in the very middle of the floor, and they are summoned when the bell chimes, every day at noon and midnight. The ratfolk can also manually ring the bell to call them if required. While ratfolk typically have an overpowering sense of self-preservation, the priests will fight to the death to protect The Council and their home.

