



THE VICIOUS CRUCIBLE OF VILLA ARGENTATE

GM BOOKLET

WELCOME TO THE SILVER CITY

Sitting astride half a dozen trade routes, Villa Argentate earns its reputation throughout the Five Crowns as a thriving metropolis and hub of commerce. Like all Kotalian cities, it exists only by dint of its charter, won generations ago from the second Duke de Rodes. The nobles of his dynasty watched as the city grew in wealth and power, their own jealousy of the commoner citizens growing apace. If only their ancestor hadn't signed away the rights to the city for a paltry sum of taxes. If only the city could return to their hands.

Now the ninth Duke has his chance: the city's annual tax shipment has been hijacked by parties unknown. The charter dictates that a delinquent tax payment reverts the city back to ducal rule, but it is unclear what "delinquent" means. The mayor, Gilabert Obradors, might scrape together more funds, but it will take time. The Duke has dispatched his favored courtier, the Baron Alfons Berengeur, to negotiate while they are wriggling on a hook. But on the mayor's arm is the courtesan Margarida Paguer, the baron's long-lost love, who has her own agenda as well.

Outside the Palazzo Civitas and its halls of power, Margarida's sister Segimona begins her first day as the new Captain of the Guard. Waiting for her is the foreign trader Sarkeetan Black, who has lost her daughter in the city and has captured its preeminent Thief Lord, Gildun Massi. Despite his notorious reputation, there is no evidence against the crime lord. Massi may or may not know where the taxes have gone... and he may or may not care to help.

Will the citizens' solidarity fracture under the pressure? Will the taxes be recovered? Will families be united or torn asunder? Will this glorious city overcome or pass into history?

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THOSE RESPONSIBLE

The Vicious Crucible of Villa Argentate was written by Josh Roby, edited by Ryan Macklin, and illustrated by Khairul Hisham.

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RUNNING VILLA ARGENTATE

This is the GM's booklet for *The Vicious Crucible of Villa Argentate*, a compact, stand-alone roleplaying game.

MATERIALS

To play this game, you'll need Argentate's character sheets and rulesheets, which can be found at <http://viciouscrucible.joshroby.com>. The Basics and Influence rulesheets are required for this Vicious Crucible; the others are all optional. Lastly, you'll need polyhedral dice: at least six d4s, six d6s, and six d8s, although more makes things easier.

TIME

The Vicious Crucible of Villa Argentate takes about three sessions to complete, with each session running about four hours. This gives you time to get into character and ferret out all the nooks and crannies involved.

You can smash-cut your way through the whole scenario in a single session—such as at a convention—and this can be fun, too. It's just a different kind of fun, like reading about the setting lore of your favorite video game on a wiki compared with actually playing through all that content.

You can play out Villa Argentate a number of times, and the adventure will pan out a different way each time. You'll see different changes in the characters and the story as a whole as you struggle through the vicious crucible.

PLAYERS

The Vicious Crucible of Villa Argentate accommodates three to six player characters. Depending on how many players you have, choose one of the following setups:

ALL TOGETHER NOW (6): Gilabert, Margarida, Segimona, Gildun, Sarkeetan, Alfons

RESPECTABLE-LIKE (5): Gilabert, Margarida, Segimona, Sarkeetan, Alfons

WELCOME, TRADER (4): Gilabert, Gildun, Sarkeetan, Alfons

AND JUSTICE FOR...? (3): Segimona, Gildun, Sarkeetan

THOSE DAMN MEN (3): Margarida, Segimona, Sarkeetan

HIGH STAKES (3): Gilabert, Margarida, Alfons

If some players are bringing characters in from other Vicious Crucibles, use one of the above sets to give the remaining players Argentate characters.

Any of the main characters not selected as a player character becomes a NPC.

MORE VICIOUS CRUCIBLES

You can find more Vicious Crucibles at viciouscrucible.joshroby.com.

OPENING SCENES

Kick the game off with the following scenes. Use these only to get the action going; play through them until the player characters' initial intentions are clear, and then cut away to the next scene.

Use the questions listed in each scene to prompt players towards action and establishing their position and agenda. Don't be coy: ask the questions explicitly and demand decisive answers.

GILBERT, ALFONS, AND MARGARIDA: PALAZZO CIVITAS

The Baron Alfons Berengeur has come to the Palazzo Civitas to begin negotiations with mayor Gilbert Obradors. Alfons brought an honor guard to show he means business; he's left the bulk of his men in camp outside the city walls. Gilbert keeps him waiting with a few functionaries for a few minutes before making his own entrance. He comes down the steps in all his finery, with the restrained lilt of string music behind him. On his arm is Margarida Paguer, the lover Alfons left behind to pursue his political ambition.

MARGARIDA: your feelings for Alfons are... complicated. So when the Ducal Envoy turns out to be this man, how do you react?

ALFONS: you hoped to find time to look up Margarida, but you didn't expect to find her here. What do you do?

GILBERT: do you notice the look of recognition between the Baron and your consort, or are you focused on the negotiations? What do you do?

You may want to prompt the players to try Making an Impression or Cold Reads as things kick off. End the scene once the negotiations start in earnest. Be mercenary about cutting away before the players tie up everything in a neat little bow.

SEGIMONA, GILDUN, AND SARKEETAN: GUARD GARRISON

It's Segimona's first day as the Captain of the City Guard, and she's greeted bright and early by Sarkeetan Black, a foreign trader, who manhandles the crime lord Gildun Massi into the garrison. His hands are bound in front of him.

SARKEETAN: what do you want from Segimona? How do you present your case (or lack thereof)?

GILDUN: your hands are bound but you're not gagged. How do you insert yourself here?

SEGIMONA: so this outsider has kidnapped a citizen. How do you respond?

Play the scene out until either Segimona makes her decision or something short-circuits that from happening (like Gildun escaping).

GOING FORWARD

After that, frame scenes to share the spotlight around the table. If someone has been sitting around without acting for a while, check where they are in the city and frame the next scene there (or frame it in a location between where they were and where they're going).

GILBERT OBRADORS, MAYOR

A man of wealth and power, Obradors became a master of the Milliner's Guild at an early age and continued his rise to prominence in the city of his birth. After three consecutive terms as mayor, and he expects to win a fourth time in the election this week. Grown rich from skimming city franchises, his greatest possession is Margarida Paguer, the city's loveliest courtesan, his kept woman, and the jewel of his heart.

Not all's simple when one plays King of the Hill. He constantly contends with challengers to both his power and his carefully cultivated city council. Some of these threats come from Mistress Delara or Gildun Massi, petitioning their petty "guilds" to be recognized on the city charter. The very future of the city rests on his shoulders like an anvil, weighing heavily on him.

Some fiends have made off with city's tax shipment due to Duke de Rodes. The city's charter, and thus its very existence, depends on prompt payment. The Duke has sent the Baron Berenguer to negotiate a resolution that will not end in poverty of bloodshed. While his rival Councilman Nabet pressures for reconciliation, Obradors knows the Duke seeks only to destabilize the city, and the Baron is here to ensure such doom.

ARC: KING OF THE HILL

ESTABLISH YOUR SUPERIORITY: claim a Heat and mark a Flux

ALIGN ANOTHER'S GOALS WITH YOURS: spend five Flux to unlock a new Element

ABDICATE : buy a new arc

ELEMENTS

MASTER MILLINER: reroll a die whenever you are interacting with citizens of Villa Argentate

ELDER: claim two Heat instead of one for this Element

POLITICIAN: shift a point between dice when you make promises or call on favors owed

CHARISMATIC: claim one Heat for each of your unrepresented dice whenever anyone accepts one of your offers

OVER-EXTENDED: claim two Heat instead of one for this Element

UNSCRUPULOUS: shift a point between dice when you use underhanded tactics

TOOLS

- ◇ MAYOR'S CHAIN OF OFFICE: You may make offers which give other characters city titles and franchises (both as tools)
- ◇ MASTERWORK BEFEATHERED CAP
- ◇ GUILDMASTER'S RING
- ◇ SCARLET AND GOLD ERMINE STOLE
- ◇ WALLET STUFFED WITH CREDIT-MARKS
- ◇ MARKER: Gildun Massi's Ring

MARGARIDA PAGUER, COURTESAN

An icon of the city, Margarida is widely regarded as the most talented and beautiful of the unofficial Courtesan's Guild. She's also off the market due to her standing contract with Mayor Obradors. Of course, there's an ulterior motive in play: Mistress Delara, proprietor of the Courtesan's Guild, has placed her there to lobby Obradors to admit them as a proper city guild.

Which makes things complicated when the Ducal Envoy arrives looking for the city's misplaced taxes. The Envoy is the Baron Alfons Berenguer, who once nearly married Margarida before he was elevated to the nobility. The courtesan still harbors strong feelings for him, and Obradors is certain to ask her to influence him, perhaps even trick him, in the city's favor.

If all this was not enough, Margarida's sister Segimona has returned from the battlefields of the West, hired as the city's new Captain of the Guard. Segimona disdains Margarida's occupation and insists that their aging mother come to live with her "instead of in a brothel." Segimona has made it clear that she will not have a "whore" in her house, which will preclude Margarida ever seeing her mother again...

ARC: PAWN

ASK FOR TRUE INTENTIONS: claim a Heat and mark a Flux

SACRIFICE FOR ANOTHER CHARACTER: spend five Flux to unlock a new Element

MOVE TO TAKE WHAT YOU WANT: buy a new arc

ELEMENTS

CELEBRITY: shift a point between dice whenever you make an impression.

POETESS: claim two Heat instead of one for this Element

COURTESAN: You may make offers which give other characters the tools "Confidence (emotion)," "Infatuation (emotion)," and "Beloved (emotion)"

GENEROUS: claim two Heat instead of one for this Element

FAVORMONGER: whenever someone makes you an offer, roll an extra d6 into your unrepresented dice

SECRET KEEPER: never roll against the GM when creating blackmail leverage; you always succeed

TOOLS

- ◇ DIAPHANOUS GOWN
- ◇ SAFFRON PERFUME
- ◇ BEGUILING RUBY PENDANT: (sorcery: red) while this is in your possession, you have the Beguiling Element
- ◇ HOLDOUT DAGGER
- ◇ PURSE OF SOME WEIGHT
- ◇ I AM OBRADORS' WHOLE WORLD: (impression)

SEGIMONA PAGUER, CAPTAIN

Returned from the battlefields of the West with a healthy reputation as a fierce fighter and bold leader, Segimona accepted a lucrative contract as the new Captain of the City Guard. She hopes to build a stable life that will allow her to care for her aging mother, presently living with her whore of a sister Margarida.

Segimona's first day on the job is already proving more difficult than she expected. It began with the report that the city's tax shipment has gone missing. Segimona can't be blamed for its disappearance, but she knows that she'll be held accountable for whether or not it is recovered.

And in the face of this, a Qikkasau trader, Sarkeetan Black, has planted herself in Segimona's office. She demands Segimona arrest Gildun Massi, Argentate's slippery crime-lord, who Sarkeetan's caravan guards have captured. Sarkeetan has no evidence with which to convict Massi, but is adamant that he must be punished.

ARC: HOUSE IN ORDER

DEMAND ANOTHER SHAPES UP: claim a Heat and mark a Flux

ACCEPT A MESSY SOLUTION: spend five Flux to unlock a new Element

SETTLE DOWN, OR ABANDON BOTH THE CITY AND YOUR POST: buy a new arc

ELEMENTS

COMMANDING: reroll a die when you give orders

RENOWNED: shift a point between dice when your reputation comes into play.

PRODIGAL: claim two Heat instead of one for this Element

LEADER: when you convince someone, you may offer them an extra Flux to be convinced

HARDASS: claim two Heat instead of one for this Element

CORRUPT: roll a new d6 into your unrepresented dice when you offer to abuse your position

TOOLS

- ◇ ARGENTATE GUARD TABARD: shift a point between dice when you are backed by your guards
- ◇ SUIT OF PLATE MAIL
- ◇ LONGSWORD
- ◇ YOUR FATHER'S BATTERED SHORTSWORD
- ◇ SOME COIN AND CREDIT-MARKS
- ◇ CITY GUARD: (track location separately) shift one point between dice to counter any wound when surrounded by her guardsmen

GILDUN MASSI, THIEF-LORD

The undisputed kingpin of all crime in Villa Argentate, Gildun Massi is a public figure known for his stylish living, total lack of morals, and immaculate public record. Everyone knows he's the "Thief-Lord," but nothing has ever been proven in a court of law.

So it's somewhat amusing that Sarkeetan Black, a foreign caravaner, has brought him before the new Captain of the Guard and demands that he be arrested. Her caravan guards jumped him in an alley, an offense that certainly can't go unpunished.

Gildun was ambushed right after one of his informants told him about a big heist that went down without his approval. Tariq Zidane robbed the entire city's tax shipment, which would be laudable if he'd had the Thief-Lord's blessing. Gildun finds it somewhat troubling that he is operating behind his back.

And of course there's the girl, Meely, who just turned up in town and came at Gildun like a moth to the flame. They spent the night together and made plans to do so again. But Gildun just heard Sarkeetan asking about her missing daughter, and he's pretty sure Meely said her surname was Black...

ARC: SCOUNDREL

TELL SOMEONE WHAT (YOU THINK) THEY WANT: claim a Heat and mark a Flux

MAKE A TEMPTING OFFER: spend five Flux to unlock a new Element

ACT NOBLY OR UNSELFISHLY: buy a new arc

ELEMENTS

PERCEPTIVE: reroll a die whenever you make a cold read of another character

STYLISH: claim two Heat instead of one for this Element

CRIME LORD: shift a point between dice whenever you rely on your reputation as a ruthless crime lord

DEVILISH: reroll a die whenever you make an offer

BESOTTED: claim two Heat instead of one for this Element

CONNECTED: shift a point between dice whenever you call upon your various underworld connections

TOOLS

- ◇ CLOAK OF RICH OCHRE
- ◇ FISTFUL OF GLITTERING RINGS
- ◇ CONCEALED SHORTSWORD
- ◇ BULGING COIN POUCH

SARKEETAN BLACK, CARAVANEER

After a long journey from her native Qikkas, Sarkeetan Black has arrived in Villa Argentate to make connections and expand her network of trading posts into Kotalia. Approaching the city, her caravan was ambushed by Tariq Zidane, who tried to shake Sarkeetan down for protection money in the name of Villa Argentate's crime kingpin, Gildun Massi.

The extortion was interrupted, however, by a column of soldiers, who ran off Zidane without much effort. In the chaos, Sarkeetan's young, rebellious daughter went missing. The soldiers' commander, Baron Berenguer, escorted the caravan the rest of the way to the city. When they parted, he entreated her to come to him if she needed any further assistance.

Once in the city proper, Sarkeetan and her caravan guards easily captured the so-called "Thief-Lord," Gildun Massi. She brought him to the offices of the Captain of the Guard, hoping to turn him over for justice, and with that begin to build a reputation in this trading city. And perhaps Gildun knows what Zidane did with Meely.

ARC: ENTREPRENEUR

ASK ANOTHER WHAT THEY WANT: claim a Heat and mark a Flux

MAKE A SERIOUS OFFER: spend five Flux to unlock a new Element

PICK A SIDE: buy a new arc

ELEMENTS

WELL-TRAVELED: reroll a die when you change tack based on your travel experiences

TRADER: whenever someone makes you an offer, roll an extra d6 into your unrepresented dice

OUTSIDER: claim two Heat instead of one for this Element

MATERNAL: reroll a die when you are working in the interests of those you love

VENGEFUL: claim two Heat instead of one for this Element

CONSPIRATOR: shift a point between dice whenever you collaborate with another character or act on that collaboration

TOOLS

- ◇ TRAVELLER'S LONG SURCOAT
- ◇ UNSIGNED TRADE CONTRACTS
- ◇ CARAVAN WAGON TRAIN: reveal you are transporting any exotic good; you may make offers with it as a tool
- ◇ CARAVAN GUARDS: (track location separately) claim a Heat when your Guards are disallowed from following you.
- ◇ CONCEALED, HALF-EMPTY COIN POUCH
- ◇ HALF-STAR PENDANT: (Meely has the other half)

ALFONS BERENGUER, ENVOY

The Duke de Rodes' favored courtier, Alfons Berenguer has won commendations and honors for his service, most recently being elevated to the Barony of Seggar, near Villa Argentate. So it is only natural that Berenguer has been sent to the city to resolve the matter of its unpaid taxes.

Using the threat of invalidating the charter entirely, Berenguer hopes to serve his liege by destabilizing the city and make it more dependent on the Duke by extracting concessions, promises, and loan agreements.

If, while he's here, Berenguer can cripple the city's trade so that more might flow through Seggar, so much the better. He rescued Sarkeetan Black, a Qikkasau trader on his way in, and hasn't decided if he will use her as a catspaw or simply convince her to abandon Argentate in favor of Seggar. And there's no reason he can't use her for both purposes.

But when he first meets with mayor Obradors, on his arm was Margarida Paguer. Margarida—the woman he gave up to pursue the Duke's favor. The woman who he never stopped loving.

ARC: MINION

IMPLY REWARDS OR CONSEQUENCES BEYOND YOUR PERSONAL POWER: claim a Heat and mark a Flux
SEIZE A PERSONAL BENEFIT: spend five Flux to unlock a new Element
STOP NEGOTIATING: buy a new arc

ELEMENTS

AMBITIOUS: reroll a die when you risk your personal reputation
VAIN: claim two Heat instead of one for this Element
BARON: claim one Heat when you refuse an offer from a commoner
ROMANTIC: roll a new d6 into your unrepresented dice when you make an offer dealing with love
UNSCRUPULOUS: shift a point between dice when you use underhanded tactics
MAGNANIMOUS: shift a point between dice when you act with apparent altruism

TOOLS

- ◇ BROCADE VEST
- ◇ BARONIAL BROOCH: you may make offers which give other characters courtly titles and baronial franchises (both as tools)
- ◇ LONGSWORD
- ◇ WALLET STUFFED WITH CREDIT-MARKS
- ◇ SMALL ARMY: (track location separately) shift one point between dice to counter any wound when surrounded by his soldiers

ALDINÍCIA PAGUER, MOTHER

When her husband went off to war and left Aldinicia Paguer behind with two young girls, she was worried he would never come back. But he did come back—seriously wounded. The city was an unforgiving place for an unskilled cripple, and providing for their family fell to Aldinicia. She took in laundry, worked as seasonal help in kitchens, did anything to make ends meet. When her husband took his own life, it was no surprise, and almost a blessing. The man she loved was long since gone, and now she had one less mouth to feed.

The morning after her eldest daughter's sixteenth birthday, Aldinicia woke to find Segimona gone. Her husband's sword and leathers were similarly missing. She and Margarida struggled on, occasionally receiving letters from Segimona about her adventures in the West. The enclosed money went a long way to overcome the hardships of poverty. As Margarida became an adult, she chose a different path, becoming one of the city's courtesans and staying close to her mother. A few years ago, Margarida and her mother moved into better lodgings, paid for by Margarida's admirers. And then the letters from the West began to talk about returning home, and "Mother" Paguer realized that she finally has a chance to reunite her family once more. She is old, and knows in her bones that she will not see another summer.

Use Mother Paguer if her daughters Segimona or Margarida are in play.

PLAN

Reconcile your daughters before you die.

EQUIVOCATE: As long as the question of where you're going to live is open, your daughters will have to talk to each other. Don't make a final decision; continually change your mind.

TALK UP HER SISTER: Tell Margarida about Segimona's exploits. Tell Segimona about Margarida's respected position in society. You're the only one who will get them to appreciate each other's decisions and lifestyles.

PESTER: Tell them they look skinny and should eat more. Ask when they're getting married. Demand grandchildren. Make it clear that despite not understanding either of your daughters, you still love them.

ELEMENTS

INSISTENT: reroll any die when you are repeating an argument you've already made

UNDERFOOT: join any scene

MOTHER: shift one point between dice whenever you are giving counsel or care to another

TOOLS

SEGIMONA'S LETTERS: reroll any die when appealing to Segimona's dreams or history

PLAIN WEDDING RING

HACKING COUGH

GUIMOND FABRI, MERCHANT

Despite not being Kotalian, Guimond Fabri is a native-born Argentate citizen. His Ossitani grandparents immigrated to the city forty years ago and settled into the fabric of the city by operating a warehouse and merchant outlet for incoming traders from their homeland. Over time, the business has grown and now the House of Fabri is a well-regarded anchor of the city's trade, with Guimond at its head.

Disinterested in resting on his family's laurels, Guimond works hard to expand his business, always seeking new opportunities. Last year, he financed Michaela Colom's proposed expedition into Pashuan lands and beyond. He supplies the far-off Eburnean Tower and Cinereal Lake with much-needed comestibles. And today, he has heard of a caravan arriving from Qikkas, led by Sarkeetan Black.

Use Guimond if Sarkeetan or Alfons are in play.

PLAN

Get Sarkeetan to sign on the dotted line, no matter what it takes.

BEGUILE SARKEETAN: Welcome Sarkeetan into the city, show her around, help her in any way you possibly can... right up until she depends on you, and then start pressuring her to sign with your trading house.

BLOCK ALFONS: Keep Alfons away from Sarkeetan and poison her opinion of the Baron. He's out to take Argentate's trade, and you can't stand for that!

LOBBY GILBERT AND SEGIMONA: Use your connections with the city's officials to forward your plans.

ELEMENTS

RESPECTED: shift one point between dice when dealing with other Argentate citizens

MERCHANT: add a new d6 to your unrepresented dice when you make an offer dealing with trade or finance

CITIZEN: reroll any die when you work for the benefit of the city

TOOLS

WAREHOUSE LEDGER

FINE DOUBLET

RUBY-BLADED HOLDOUT DAGGER: (sorcery: red) inflict two wounds instead of one with this weapon

WALLET STUFFED WITH CREDIT-MARKS

MEELY BLACK, RUNAWAY

Sixteen years old, Meely Black is along for the ride on her first caravan... and she doesn't plan on ever going home again. After a lifetime spent hearing tales about the world outside her native Qikkas, she knows that life is always better and more interesting out there, and she plans to live her life accordingly. So when Tariq Zidane held up her mother's caravan, Meely slipped away in the confusion.

She made her own way to Villa Argentate and found herself in Marstown. A chance encounter with Gildun Massi turned into explosive infatuation on the girl's part; she introduced herself, "seduced" him, and ended up in his bed. This morning was the Best Morning Ever in her estimation. Now Meely has resolved to make her home in Villa Argentate, preferably at the side of its powerful, stylish, and attractive crime lord.

Use Meely if Sarkeetan or Gildun are in play.

PLAN

City air makes you free! Get away from Sarkeetan to discover the wonders of life in the city.

EVADE MOM: There's nothing that Sarkeetan can do to make you leave, so why have that fight in the first place? Or if you do, make sure it's loudly and publicly so she'll leave you alone once everyone starts staring.

LIVE LIFE!: You're finally in a city and ready to start living life. Go everywhere, especially where you're not supposed to. Do everything, regardless of legalities. Don't let anybody stop you.

MAKE YOURSELF AT HOME: You like it here. Charm your way into the hearts, pockets, and lives of the city's denizens. Ask Margarida for an introduction with Delara. Tell Segimona you'll be an informant for her. Get Gildun to propose.

ELEMENTS

IMPETUOUS: reroll any die when you are doing something without thinking it through

CUTE: shift one point between dice when you turn on the charm.

WILLFUL: reroll any die when you put your foot down

TOOLS

LOW-CUT BODICE

HALF-STAR PENDANT: (Sarkeetan has the other half)

DOESKIN BOOTS

PURSE WITH TWO COINS CLINKING INSIDE

PERE NABET, CITY ELDER

Born to wealthy fabrics traders, Master Pere Nabet grew up in Villa Argentate determined to climb its social ladder or break free of the confines of common blood entirely. His life has been dedicated to this ambition, from his marriage to Gilbert's daughter to his cut-throat business dealings that amassed him an embarrassing fortune. When his wife died in the city riots four years ago, he hardly even blinked. He married off one daughter and sent the other to study sorcery; once they were out of his hair, he redoubled his scheming.

Now the city has fallen into crisis, and Pere is attempting to profit from that chaos. His rival Gilbert is in a tenuous position, having hired cut-rate mercenaries, the Dawn Guard, to escort the tax shipment. The mayor then pocketed the difference. Pere plans to take Gilbert's place when he comes crashing down. At the same time, if he assists Alfons in crippling the city, he might find his way into the world of the nobility. And as those two outcomes are not mutually exclusive, Pere is happily playing on both sides.

Use Pere if Gilbert or Alfons are in play.

PLAN

Sell out and/or buy in. The only way up the ladder is stepping on some and clutching the coat-tails of others.

LAMBAST GILBERT: Tell Gilbert that he's to blame for everything that goes wrong in the city. Do so in front of other people as often as possible.

ASSIST ALFONS: If Alfons went from commoner to baron, you can, too. Curry favor with him by serving as his guide and concierge.

RECRUIT SEGIMONA: Welcome Segimona to the city and suggest that she needs friends in high places. Ask her to help you embarrass Gilbert; promise that you'll back her when you're mayor.

ELEMENTS

AMBITIOUS: reroll a die when you risk your personal reputation

UNSCRUPULOUS: shift a point between dice when you use underhanded tactics

MASTER DRAPER: reroll any die when you imply your position or wealth can help your opponent out

TOOLS

COUNCILMAN'S CHAIN OF OFFICE

TAILORED DOUBLET: shift a point between dice when you are dressed better than your opponent

DAWN GUARD MERCENARY INVOICE: (leverage against Gilbert)

HEFTY COIN PURSE

DELARA, QUEEN OF THE BROTHEL

Pashuan culture has very little place for women of ambition, and so it was that the young Delara abandoned her people long ago. Travelling throughout the Five Crowns, Delara also discovered there was also very little place for women raised to cook on the steppes, weave baskets, skin game, and breed a new generation of Pashuan warriors. She resorted to selling her body for bread.

However, when she leapt to the defense of her fellow prostitutes, she finally found an avenue for her ambition. She became a madame, and later sponsored other madames opening their own brothels. In short order, she became Villa Argentate's famous "Queen of the Brothel." She began calling her girls "courtesans," and thereby established an elite class among the city's sex workers. Now she faces her last obstacle: winning recognition as a city guild.

Use Delara if Gilbert or Margarida are in play.

PLAN

Win recognition and respect. Fight for the city, but only if it gives you a place in it.

PRESSURE MARGARIDA: You've groomed Margarida for this role, and now it's time for her to pay you back for all the luxuries she's enjoyed. Demand she delivers Gilbert's influence.

WELCOME SEGIMONA: Having the Captain of the Guard in your back pocket is never a bad thing. Find out what she wants and give it to her (without turning Margarida against you...).

HEDGE YOUR BETS: Make sure the Baron Alfons is comfortable while he stays in the city, and that you have some sort of hold over him (infatuation? blackmail?) before he leaves. Make sure the Baron lets Pere know you're to be treated well if the city's politics shift.

ELEMENTS

PERCEPTIVE: reroll a die whenever you make a cold read of another character

PERSUASIVE: when you sweeten the pot Against Their Better Judgment, add an additional Flux and a Heat

PERVERSE: reroll a die when you push someone's buttons to unsettle them

TOOLS

PERIDOT DIADEM

PERFECTLY CHASTE TAILORED GOWN

PEREGRINE BROOCH: (sorcery: wild)

PERMITS AND CREDIT-MARKS

TARIQ ZIDANE, BANDIT

Like many members of Argentate's underworld, Tariq is neither native nor Kotalian, but a drifter from the Amasey lands. He has spent little more than a year in the city, which accounts for his plan to go after its entrenched crime lord, Gildun Massi.

Three days ago, Tariq held up the city's tax shipment. Despite the run-in with Sarkeetan Black's caravan (and Alfons' column of soldiers) on the way back, he's arrived in the city with a profound amount of wealth. With the shipment stashed in his bolt-hole in Marstown, he plans to spread the wealth around, unseat Gildun, and take the reins of the city's underworld.

Always use Tariq.

PLAN

Protect your nest egg long enough to spend it on dethroning Gildun.

BRIBERY: Make an offer to buy the loyalty of certain influential people: Segimona, Alfons, even Gilabert. If you need something specific (a new bolt hole, an escort across the city, a city franchise), ask for that; otherwise just ask for future unspecified "favors."

DEFLECT: Sarkeetan doesn't want to deal with you, but you can tell her where you last saw Meely: on the arm of Gildun Massi, or lurking through the dregs of Marstown.

And if you offer her that information, maybe she'll smuggle in some longswords for your underworld takeover...

ELEMENTS

RECKLESS: shift one point between dice when taking a significant risk

CONNIVING: roll a new d6 into your unrepresented dice whenever you make an offer to someone with more power than you

THUG: shift one point between dice whenever you're hurting someone

TOOLS

BAND OF THUGS: reroll any die when they cover your exit from a scene

SHIV

DISHEVELLED LEATHERS

POCKETFUL OF STOLEN COIN

TAX SHIPMENT: (hidden; track location separately) refresh any coin pouch, purse, or similar tool to "full" status

THE CITY OF VILLA ARGENTATE

The city sits at the meeting of three rivers: the Segre from the East meets the Cinca from the West; together they flow south into the Erbe. The Erbe is navigable, meaning ocean-going ships can make it upriver to Villa Argentate. This, combined with the trade routes between the capital at Palau Porpra, the Eburnean Tower, and the Verdigris frontier, have long been the cornerstone of Villa Argentate's prosperity.

The rivers divide the city into three districts: Hightown, Market, and Marshstown. Hightown is the home of the city's elite, the finest businesses, and the city's government. Market District is the largest of the three districts, boasting a vast amount of housing as well as robust trading, warehousing, and travel accommodations. Marshstown is a mess of soggy land and poorly-built tenements; it does double duty as the city's dumpster for the lower classes as well as the elite's playground for disreputable and clandestine amusements.

The city proper is bounded by a tall and well-built defensive wall, the result of literally centuries of work and improvements. The three rivers each have river gates, which can hoist spiked chains across their breadth to prevent ships from entry (or exit). It has, however, been generations since such measures have been taken. The city guard is a highly-trained, professional organization with a long history of honorable duty and quiet bribery; they concern themselves both with the city's defense and law enforcement.

USING LOCATIONS AND THE MAP

Villa Argentate is described in thirty-five locations listed below; the GM might read the location descriptions at the top of each scene set there, or paraphrase what is listed. If you return to a location, describe what's changed since the last time the characters were here. Not describing the location at all is usually a bad idea. Everybody at the table should be able to paint a picture of what's happening in their mind's eye, and the location is an essential backdrop to this.

The map shows the locations as a network of nodes connected by white lines. These lines describe the obvious and easy ways through the city. Other ways might be available. Locals can pass around locations they wish to skip, or manage to slip from one end of the city to the other through back-alleys and secret ways, with a simple contest.

DAY AND NIGHT ELEMENTS

Many of the locations listed below have dual elements for day and night. The East Docks, for instance, are Bustling during the day and Patrolled at night. Generally, the GM and players may only use the day elements during the day, and night elements in scenes set at night. However, some characters may during a daytime scene make reference to conditions that will occur that night ("Come now, we can't hide this here; the patrols will certainly find it!"), in which case the night elements can be leveraged. Regardless, there will always be three elements available for use if the GM needs to roll the location's dice.

LOCATIONS

ARGENTATE BRIDGE

A solid construction of weathered stone, the Argentate Bridge spans the Rio Segre and connects the luxurious Hightown District with its modest cousin, the Market District. It also connects the Road of the Wise to the King's Road, and is arguably this bridge which accounts for the entire city's existence. A great deal of trade crosses the Rio Segre here, which means the bridge is always thronged with traffic well into the night and early each morning. There was once a bridge toll, but the city elders decided twenty years ago that the bother and bureaucracy of collecting a toll was too onerous; they preferred to make the city's money through hosting merchants attracted by a policy of "free" trade. The toll booths, however, still sit on the Market side of the bridge.

ELEMENTS

STONE
THRONGED WITH TRAFFIC
HIGH

BARO TOWER

Usually unoccupied, Baro Tower is a dark finger thrust into Argentate's skyline. The modest gardens that surround the base of the tower are unkempt and overgrown; the iron gate is rusted shut. And yet, every few weeks lights shine from the windows, and the city's regular denizens know that one of the sorcerous Baro clan has taken up residence, arriving via means unknown and inevitably leaving the same way in a few day's time.

ELEMENTS

EMPTY
IMPOSING
WARDED (D8)

BARONIAL CAMP

As regimented and raucous as one might expect, this encampment of mercenaries marching under the banner of a new baron is spread out across the city's primary grazing fields. Soldiers sit and wait for orders they don't expect to come. Some drill or mend armor, others patrol the perimeter when it's their shift. The rest sit, drink, and gamble. The citizens know well to avoid the place or risk abuse (if not outright assault).

ELEMENTS

BORED SOLDIERS (D8)
ORDERLY
TENT CITY

COLLEGIUM OF SIGILS

While the campus is large and venerable-looking, the Collegium is actually a new institution. The city elders established this center for legal and clerical training just fifty years ago; most literate and numerate citizens received education here, whether they attended the free rudimentary classes or spent three years working toward one of its prestigious degrees. The campus was created out of a handful of palazzo seized from traitors to the city. Creating the collegium has provided the city's business with a valuable surplus of clerks, lawyers, and accountants.

ELEMENTS

SCENIC
THRONGED (DAY)
DESERTED (NIGHT)
MAZE-LIKE

EAST DOCKS

The River Ebre flows out of Villa Argentate to the sea, and is navigable its entire length. Thus seagoing vessels travel up the river to put to port here, and choose between the East and West docks. Assuming their cargo is legal, any sensible captain prefers the older and more established East Docks, which are as well-kept and safe as docks can be. The docks are sturdy constructions and behind them rise rank upon rank of warehouses ready to take delivery of cargo. During the day, dockworkers move cargo ceaselessly; at night, the ships' crews visit the area's many taverns and brothels.

ELEMENTS

BUSTLING (DAY)
PATROLLED (NIGHT)
SALTY AIR
STACKS OF CARGO

THE EMPTY TEMPLE

Originally built by a now-defunct cult of stonecutters, the temple lost its original adherents generations ago. Even its name is lost, and the locals dubbed it the "Empty Temple" some time ago. However, the temple today doesn't live up to that moniker, as clergy and worshippers of many faiths have taken up residence. Following a byzantine schedule only they seem to fully understand, the priests and priestesses of the Empty Temple hold their individual services in rotation. Consequently, there's almost always a service in session, whether it's a thronged and raucous celebration or a handful of penitents holding silent vigil.

ELEMENTS

AWE-INSPIRING
COSMOPOLITAIN
SUPPLICANTS

FOGET PARK

A broad swath of greenery set behind the guildhalls of Palazzo Civitas, Foget Park (commonly just "The Park") is the only large green space within the city walls. One crushed gravel path rings the oval green while two more crisscross its heart; broadleaf trees tower over each path, draping the walking and riding routes in dappled shade. The park's location effectively restricts access to the park to the city's well-to-do, but the city guard also patrols discretely to remove undesirables.

ELEMENTS

OPEN
MANICURED
FASHIONABLE

GILDUN'S ESTATE

Sitting on the River Cinca, this modest estate exhibits delusions of grandeur. With a facade fitting for a mansion twice its size, it boasts impressive-looking columns facing both the river and Mustus Road. What appear to be wings are in fact single rooms tacked on to the building's structure. Within, the rooms are lavishly crammed with rich rugs, portraiture, mirrors, and gold fittings—fine decorations to be sure, but far too much in any given room. The estate even boasts a small pier just barely large enough to moor a single gondola. Its staff of three—footman Clark, cook Violet, and maid Beatrice—come off as equally inept and overwhelmed.

ELEMENTS

OSTENTATIOUS
LAVISHLY DECORATED
ILL-KEPT

GUARD GARRISON

Set atop a low hill where the three rivers meet, the Guard's primary garrison is an ugly, squat building intended to house barracks rather than withstand a siege. That's why the city has walls, after all. The garrison is still a potential target, though, so the barracks, armory, and drilling grounds all sit behind a high wall patrolled day and night. The Captain's Office occupies a ground-floor corner in one of the barracks, but Captain Paguer hasn't even moved in yet—not that she has much in the way of bric-a-brac at her new house.

ELEMENTS

PATROLLED (D8)
UGLY
FORTIFIED (D8)

HOUSE OF FABRI

Strategically located where the Road of the Wise meets Via Fortalesca, the House of Fabri is a massive trading center featuring two mammoth warehouses and a colossal three-story showroom. The whole complex is walled, with one gate for the public and a second gate for incoming and departing caravans. Guards ensure that only “reputable” customers enter; riffraff is not welcome. Guimond Fabri keeps his offices here, preferring not to do business out of his family's estate in Hightown.

ELEMENTS

WALLED (D8)
BUSY
RACKS OF MERCHANDISE

KINGSBRIDGE

A venerable remnant of a distant time, this bridge boasts a string of shops built along either side of the thoroughfare. The rent is atrocious, so only high-end shops survive there: jewelers, delicatessens, and haute couture fashion boutiques. The shops also constrict the traffic across the bridge, turning it into a slow-moving, jam-packed slog for its two hundred foot length. The Kingsbridge is a constant source of griping in the city, but its maintenance or expansion is actually out of the city's hands: as part of the King's Road, it's a royal franchise controlled by the court at Palau Purpra. A small detachment of the Kings guard keeps the peace here.

ELEMENTS

CRAMPED
EXPENSIVE
ROYAL FRANCHISE

KING'S GATE

Built to express the city's grandeur, the King's Gate is a broad, solid fortification facing the King's Road and eventually the kingdom's capital at Palau Porpra. A sizable amount of trade passes through these yawning iron gates, the traffic always moving at a rushed clip. Stragglers or overturned carts may be fined as obstructing the King's Road. Helpful citizens (inevitably disreputable-looking and hailing from Marstown) are often on hand to help such a beleaguered cart; they're also on hand to receive a tip for doing so. And some “tipsters” aren't above tipping over a cart to initiate such a transaction.

ELEMENTS

IRON GATE
BUSTLING TRAFFIC
UNRULY TIPSTERS

KING'S ROAD

This broad avenue, kept in meticulously cobbled order, cuts a long arc across the west side of Hightown. Traffic is always thick with wagons, soldiers, and carts. The real estate is too expensive for warehouses, so trade moves through here without stopping. Instead, a variety of first-rate public houses, professional offices, luxury shops, and estates line either side.

ELEMENTS

BROAD
HIGH CLASS
THOROUGHFARE

THE LOW MARKET

This sprawling mess of stalls and tents that lines a handful of streets in the middle of the city is called “The Low Market” to distinguish it from the many markets dealing in goods that are bound for places outside of Villa Argentate. Here, people buy simple and immediate needs: meats, produce, cheeses, and clothing. A few odd stalls also offer wooden toys, palm reading, soaps, kitchenware, and the like. All stalls must be removed by sunset, and no space may be reserved, so no stall is ever where it was the day before. Add to this that the only means of attracting business is shouting or singing, and the Argentate saying, “No mess like the Low Market” makes perfect sense.

ELEMENTS

LOW-CLASS
CHAOTIC
LOUD

MARGARIDA'S BUNGALOW

This quiet, little one-story house is tucked away on a plot a hundred yards off of Mustus Road, occupying a little spit of land thrust out into the River Cinca. The grounds are well kept, if plain, lined with planters full of colorful flowers out to the muddy bank of the river. The house's entryway opens to a parlor draped in rich fabrics and suffused with heady incense. The rest of the house is a simple affair, however: a handful of spartan bedrooms, a modest dining room overlooking the riverbank, and a spacious and capable kitchen.

ELEMENTS

COLORFUL
COMFORTABLE
RIVERSIDE

MARSH SQUARE

The nucleus of Villa Argentate's poorest district, Marstown, this cobblestone square has weathered more years than the city's charter. The fishing village that once huddled around this low hill spent years ignored and disdained by the city proper while it quietly absorbed the city's poor, criminal, and outcast. With the construction of Mollsway and the draining of the marsh, a great deal of real estate suddenly opened up, and the Marstown “District” was born. Conditions have barely changed: the Square is surrounded by slums, dives, and flophouses. Those who can't afford even that lie penniless and begging on the cobbles. Occasionally the Guard marches through and sends the itinerants scurrying out of sight, but never for long.

ELEMENTS

DISREPUTABLE
HILLTOP
COBBLESTONE PLAZA

MEL'S DIVE

Perched on a natural outcropping on the east side of Mollsway, this shack houses a dive with a colorful reputation for larceny and murder. Its location makes it something of a landmark, easily seen from the docks and affording a panoramic view of the slums of Marstown. The owner, Mel, is a hard-eyed bartender who doesn't mind a mess as long as you clean up afterward.

ELEMENTS

DIM
STENCH OF SALT AND SWEAT
STAINED WOODEN FLOORS

MOLLSWAY

High above the slums of Marstown, Mollsway is a raised road that parallels the length of the River Erbe. This ambitious construction project, paired with a dredging of the river, opened up the marshy west bank to docking concerns a hundred and fifty years ago. On its east side are a host of docks, warehouses, and sailor's dives. To the west, however, is nothing but a sharp slope twenty feet down into Marstown. Carts and wagons are more than a little careful along this route—at least once a week, an overloaded wagon goes over the edge. Wise pedestrians stick to the 'dock' side of the road.

ELEMENTS

SLOW-MOVING CARTS
STONE FLAGSTONES
PRECIPITOUS DROP

MUSTUS ROAD

This modest cobblestone road diverges from the King's Road to parallel the River Cinca through the north end of Marstown. Along its route sits what passes for respectable housing on this side of the river. The estates are sizable and impressive—indeed, some are even larger than those in Hightown—but they will forever be on “the wrong side of town.” Even though they are fine homes, no one of status would be caught dead saying they're from Mustus Road. These are thus the residences of merchants of small fortunes, foreigners of large wallets and short history in the city, and the upper crust of the city's criminals, including of course the Thief-Lord Gildun Massi.

ELEMENTS

PEACEFUL
IMPRESSIVE
WRONG SIDE OF THE RIVER

NEW BRIDGE

Just a few years shy of a hundred years old, the New Bridge spans the Erbe and connects the Market District to Marstown. Built wide to avoid the traffic issues of Kingsbridge and the Argentate Bridge, the city planners' foresight was overly optimistic: the bridge never sees more than a trickle of carts, wagons, and pedestrians at any given time. The bridge has become a costly failure for the city, and residents usually say “New” with a sneer. The architects and councilmen involved with the project quietly removed their names from the bridge's trusses years ago.

ELEMENTS

WIDE
NEGLECTED
STONE BRIDGE

NORTH GATE

A massive construction of native grey granite, the North Gate yawns wide over the King's Road as it proceeds northward towards Verdigris Valley. With ramparts on either side and a heavy portcullis, the gate was built to withstand a Pashuan assault that never materialized. A steady flow of traffic to the northlands and beyond constantly fills the gate's interior.

ELEMENTS

FORTIFIED (D8)
MANNED (D8)
BUSY

OTHMAN

CARAVANSERAI

It is no mean feat to host a caravan. This caravanserai consists of two long buildings with rooms for rent flanking a wide courtyard constantly jam-packed with parked wagons, each weaseling in to find a place to park, and wagons jostling to get out and onto the road. A capacious stable stretches across the back of the enclosed space. The Othmani brothers, a trio of Amassey caravaneers long since retired, own and operate the place. They commonly host two or three caravans at a time. Presently there are three, including Sarkeetan Black's.

ELEMENTS

JAM-PACKED
PACK ANIMAL STINK
CONSTANTLY OBSERVED

PALAZZO CIVITAS

Truly a remarkable vista, the center of the Palazzo Civitas is slightly raised, its perfectly spaced cobblestones stretching out in all directions to the great guildhalls of the city, which form a ring around this plaza. City business is conducted here: the most public matters are handled out in the open space, and the rest is dealt with inside the individual guildhalls. Whichever guild currently boasts the mayor—presently the milliner's—is usually the hub of activity, but each guildhall maintains a mayor's office and conference rooms capable of running the city when it's their turn.

ELEMENTS

OPEN
COBBLED
INSPIRING

PALAZZO NABET

This riverside estate only boasts a wall fronting the street; the verdant grounds slowly roll down to meet the water of the Rio Segre. A gondola rests at a small dock. This affords the house gorgeous views of the tree-lined riverbank, placid water, and occasional pleasure boat. Inside, the house is stringently maintained by Nabet's bustling staff. Of special note in the main hall are three portraits of Nabet's late wife and his two daughters, Tecla and Beulah, all done in contemporary style and in rich, vibrant colors. The staff is quite accustomed to replacing these portraits with pastoral scenes when women come calling on their master.

ELEMENTS

SCENIC
SPACIOUS
METICULOUSLY MAINTAINED

PALAZZO OBRADORS

Behind a high wall, this miniature fortress nestles in a sprawling maze of formal gardens. The interior is richly decorated, every room and corner a reminder of the wealth of both the Obradors clan and Villa Argentate. The mayor's residence is well equipped to host negotiations and delegates in rooms designed to give Obradors the home field advantage.

ELEMENTS

LUXURIOUS
ATTENTIVE STAFF
SECRET PASSAGES AND PEEPHOLES

RIVER GATE

The smallest of the city's gates, only one cart can fit through either of the River Gate's two arches. Although there is much debate about which should be in and which out, no reliable consensus has been established. A shouting match between drivers erupts every hour or so. Beyond the gate, the River Road follows the Erbe all the way to the port of Aiga Blau on the Ossitani Sea. The damp ground both inside and outside the gate and the churn of feet and wheels produces a muddy quagmire every day.

ELEMENTS

STONE GATE
MUDDY GROUND
ARGUMENTS

THE RED MILL

With a slowly rotating windmill propped high above, this compound of buildings surrounds a central courtyard and hall filled day and night with an ongoing party. Music plays, revelers dance and cavort, and drink pours into tankards and down gullets in a steady stream. Off to one side is an opening, with a garish sign overhead offering "private shows." Behind it rises a staircase into the surrounding buildings, with many smaller stages and private boudoirs which afford for stranger acts than are on display in the common area.

ELEMENTS

RAUCOUS
LIVELY
LASCIVIOUS

SAGE'S GATE

The city's eastern gate opens onto the Road of the Wise, which winds its way through the hills to the sorcerous academy of the Eburnean Tower. For all that, though, the gate is rather plain: a broad, blocky structure hunched over a portcullis-toothed passage through the wall. Traffic is only bad around dawn and dusk, when the caravans leave and enter the city.

ELEMENTS

PLAIN
FORTIFIED (D8)
TRAVELLED BY SORCERERS

SEGIMONA'S HOUSE THE SUMP

This modest wattle-and-daub construction under a thatched roof has the air of a rental property recently swept out and scoured in preparation for new renters, which is pretty close to the truth. The house comes with the Captaincy of the Guard, and while Segimona has technically taken up residence, the possessions from her soldiering life barely fill half a closet upstairs. Still, it's a solid little house with a stocked kitchen and pantry, dining room, study, and three bedrooms upstairs. Behind the house is a minuscule garden, just large enough for two to take tea.

ELEMENTS

PERFECTLY CLEAN
WELL-STOCKED KITCHEN
EMPTY

SLUMLANDS

The city's less fortunate live here, in the ramshackle fire-trap slums of Marstown. The name is apt, since this is drained marshland, and any heavy rain turns the streets and alleys of this district into a muddy mess. The houses are haphazard affairs slapped together of weathered wood and patchy thatch; most buildings are divided and subdivided into minuscule apartments. The city and the Empty Temple both have charity outreaches that feed the poor when work is scarce; the other alternative is crime, which is more than commonplace here.

Zidane has hidden the tax shipment in a safehouse here, an abandoned tenement with a collapsing roof so dangerous even the locals keep out of it.

ELEMENTS

SOGGY
SLUMPED ARCHITECTURE
DARK ALLEYWAYS

The lowlands to the south of the city lie just a few feet above the river's water line; the porous soil draws the waterways up across the ground like a blanket. This creates a network of standing pools and rivulets across this marshland, making travel across it annoying at best and impossible when it rains. Drifts of white mist roll across the terrain all day, growing into an impenetrable murk from dusk to dawn.

If all else fails, Zidane will move the tax shipment into the Sump, hidden within a pile of fallen and rotting trees. This will only be a temporary hiding place, as he will flee the city the following evening.

ELEMENTS

WET
SUCKING GROUND
DRIFTS OF FOG

TEATRO ARGENTO

Once the players of the Teatro Argento entertained and beguiled the populace for years. Now, the theater is shuttered and empty. Infighting among the troupe resulted in an ugly murder-suicide between the headliners who were also the owners of the venue. The remaining actors abandoned the place, knowing the spectre of the murders would forever haunt the theater and sour its box office take. So now this round theater, bearing three tiers of seats and a groundlings area open to the sky collects dust behind the boards hammered over the doors and windows.

This is Zidane's back-up bolthole, in case he feels it is necessary to move the tax shipment from the safehouse in the Marstown slums.

ELEMENTS

EMPTY
NEGLECTED
PERFECT ACOUSTICS

VIA FORTALESCA

This poor cobblestone road was never intended to handle the amount of traffic that rolls and tramps its way down its length. Originally intended to connect the garrison to the Palazzo Civitas and the Docks, it quickly became the conduit between Civitas and the Docks that happened to have a garrison in between. Tall wooden buildings line the sides of the road, nearly all of them housing the offices of traders, merchants, and shipping magnates. The buildings perch right at the edge of the road; there are no stoops, porches, or walkways, mostly because experience has proven the traffic will scour anything out of existence in a matter of months.

ELEMENTS

NARROW
CROWDED
MAN-MADE CANYON

WEST DOCKS

The docks of Marstown are notoriously seedy and disreputable, a tangled mess of hastily-built and poorly-maintained wooden wharves, cargo platforms, and warehouses. The ground here is reclaimed marshland, which means those buildings not built on pile-driven masts slowly sink into the soft, moist soil. The water has hardly any current, which encourages drifts of rotting offal. During the day there is swift business loading and unloading cargo, naturally not all of it legal. But once night falls, each ship becomes an armed camp and visiting sailors travel only in groups. Banditry and worse are common here.

ELEMENTS

WOODEN PLANKING
WINCHES, ROPES, AND PULLEYS
FETID WATER

VINTNER DOWNS

The low rolling hills that make up the city's view to the north stretch to the horizon, laying out a quilt work of scrub pasture land and striped patches of vineyards. Eventually the land rises up to the plateau leading into the Verdigris Valley. Very little of this land is available to the city; much of it the direct holding of the Duke and managed by his subjects.

ELEMENTS

RURAL
ENDLESS HILLS
DUCAL LANDS

LICENSED CREATIVELY & COMMONLY



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