

Swords of the Serpentine

Kevin Kulp
Emily Dresner



Pelgrane Press

EVERSINK



1. Opera House
2. Glass Garden
3. Promenade of Swans
4. Lighthouse
5. Carrubba's Casino
6. Alderhall City Watch

7. Guild Houses
8. Prophecy Hall
9. Imperator University
10. The Hermitage & Courthouses
11. Sages' Guild
12. Steeple Cove
13. Sunken Tower
14. Architects' Guild
15. Revelation Belltower
16. Effigy Square
17. Advocates' Guild
18. Well of Tears
19. Counting House Row

20. Silver Bridge
21. Founders' Square
22. Haven
23. Mausoleum
24. Monastery
25. The Waiting Tree
26. Temple Market City Watch House

27. Inactive Lighthouse
28. Rabble Pond
29. Hospital
30. Orphanage
31. Sunrise Gates
32. Sunken Arena

33. Stormhall
34. Lighthouse
35. The Arsenal
36. Old Summer Palace
37. Church Militant Barracks
38. New Foundry
39. Old Foundry
40. Swan's Vault

41. Rospo's Fight Club
42. Watch House
43. House of Broken Wings
44. Downwind Warehouses
45. Parish Church
46. Night Markets

ONCROSS

ALDERHALL

THE FOREIGN DISTRICT

THE GODDESS' ISLE

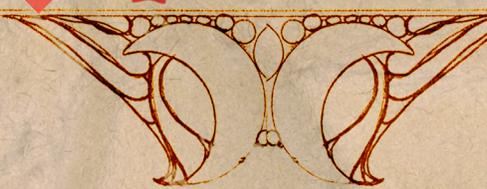
THE TANGLE







Swords of the serpentine



A GUMSHOE-powered fantasy roleplaying game
of swords, sorcery, cities, and secrets

By Kevin Kulp and Emily Dresner

“Serpentine! Serpentine! It may attack at any time!”

Children’s nursery rhyme, origin unknown

*Seek respite, traveler
For all with coin are welcome*

Carved into the threshold of a Dockside temple in Eversink

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Dedications

Emily: To my husband, Eric, who is always a font of the very best and craziest ideas.

Kevin: To Peggy, now and always. Pins, Abigail.

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