

Castle Zagyg, Volume 1 Yggsburgh

by
Gary Gygax

The author wishes to give special thanks to Darlene not only for her excellent artistic contributions to this work but also for her efforts to make sense of his text information in locating various places in and around the Town of Yggsburgh.

So thank you Darlene!

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The Table of Contents will likely become your best friend in this book, so familiarize yourself with it in order to more easily and quickly access those portions of the material you need or want.

Foreword



ONCE UPON A TIME there was a Mad Archmage whose castle and dungeons became synonymous with adventuring. That place remains today. Only the names have changed to protect the concerned parties for this publication. You are holding this product now, as it is a part of the changes necessary. In order to present the “abandoned” castle and its many dungeon levels, an area surrounding the place needs to be detailed. You have it! Note though that this base area is completely new, in order to facilitate the later addition of the old castle and dungeon material in revised form. Do not wonder why you never read or heard about Yggsburgh, and the other persons, places, and things in and around it. They are recent creations of mine and done with all of the spirit of the original work.

As you peruse the contents of this work, you will find all manner of adventure areas, even the location of Castle Zagyg. Unlike other places, though, that one locale, the castle and its dungeon levels, has no special encounters or details. Why? Because that part is massive. There are many floors of the fortification and even more underground maze levels yet to be done. What? Aren't those places already completed?! After all, scores, hundreds in fact, of players had their characters adventure in them in the past. Well, that assumption is correct, but as any Castle Keeper knows, material created that is ample for his own purposes is not at all suitable for commercial presentation in a module. A careful revision of the existing level maps and their brief notes is necessary. That is, of course, a monumental undertaking considering the projected size of the whole work. There are details of all encounters, cross-connections between many dungeon levels, and overall text descriptions to explain everything presented. So that's for later. A series of modules are also planned for the expansion of this base.

Right now what you have in hand is the environs of the Castle Zagyg complex. It is a complete playing module, a campaign setting unto itself. The area is large, so that characters can adventure in it sans the castle proper. To ensure this, the descriptions of many places are loaded with adventure hooks. The walled town for which the module is named, Yggsburgh, provides not only current playing opportunities, but it and its suburban area too, are meant to later serve as the base from which characters can operate in their dungeon delving. You will note that the greater community has all that is needed to supply and assist the adventuring team. It is developed with a history, economy, political structure, socio-economic information, and a detailed monetary system. There are also, as previously stated, many other areas on the map likewise ripe for derring-do, many detailed, some others purposefully left mainly for the able hands of the Castle Keeper to develop. A module wouldn't be complete, though, without a few dungeon-like areas, and this is a complete work. So you will find several herein. Check out the subterranean area maps!

Enough preliminary exposition. Let us move on to that which is here and now, Yggsburgh and environs. Enjoy the story and the action that follows and be sure to pick up the next installment of Castle Zagyg, The Dark Chateau, by Rob Kuntz. Gary Gygax

Notes for the Castle Keeper



This setting is recommended for two sets of characters per person. The ones initially adventuring in this module should begin at low mid-level, 4th to 6th. These characters can be created on the spot or else drawn from the players' existing ones of that level spread. The adventures in and around the town call for such advanced ability...and more! Several levels should be gained in the action presented herein. When play moves to the actual castle and its many dungeon levels, each player should then generate a new character of 1st level. These characters can be relatives, friends, or henchmen of the higher-level ones used initially. With new characters of beginning level, the proper spirit of the original dungeons will be captured and enjoyed. When they delve to the depths of the Castle Zagyg dungeons, they will be adventurers of considerable power.

When dealing with encounters (whether random or those set forth herein), feel free to adjust the difficulty level for the party. If the characters are relatively low-level, reduce the number and strength of their opposition to make the match more even. Where the adventurers are of high level, add more power to their opponents and increase their number without hesitation. For example, if the foes are 1 hit dice humanoids, add a stronger “associate” monster, make some of the humanoids tougher, perhaps 2 or more hit dice. Do just the same with humans and demi-humans by adding levels. Put as many additional opponents, hit dice or levels to create as much force as is needed to give the party a severe test. Make it a real challenge to them.

Be sure to familiarize yourself with the layout and contents of this book, though not necessarily the details. The Castle Keeper should know where to go to get the information they are after. Part I of Yggsburgh is a historical and cultural overview of the setting. Part II details many of the places within the free town of Yggsburgh while Part III details the environs about Yggsburgh. The appendices are a wealth of information for the Castle Keeper so be sure to examine them as they contain the Orders of Battle, encounter charts and new monsters, to mention a few things.

Within, some encounter areas have non-player character stat blocks that are missing. These are located in Appendix I, Orders of Battle, as these non-player characters have a tendency to crop up in many places and in order to offer easy access to the stats they were placed together in one appendix. Further, within the stat blocks, HD is hit dice, AC is armor class, PA is prime attribute, SK is secondary skill and EQ is equipment. The remainder should be self-explanatory.

There is also a “Zagyg Adventure Reference” entry located with many area descriptions. This simply lists associated adventures, peoples and places and supplies a ready reference for Castle Keepers to allow them to make associations between places, peoples, and even events. There are varying levels of detail here reflecting the importance or significance of the encounter.

Finally, there are no rogues in Yggsburgh. There are just thieves. For all intents and purposes, the thief in this volume is like the rogue for Castles & Crusades, only more nefarious and not a tad bit evil.

Part 1 : Yggsburgh

Setting, History and Culture

Introduction



This section contains much information, that may or may not be common knowledge, about Yggsburgh. It is up to the Castle Keeper to decide what the characters know and how they came to know it. Should they be from a place far away from Yggsburgh, they may know little of its history and culture. Should the characters actually be from Yggsburgh, it is likely they will know a lot.

For those undertaking the task of running adventures in Yggsburgh, do not attempt to memorize all the remainder of the work. It is recommended, though, that you become familiar with the material in this section. Details of the town are needed when describing things to the players. Have the main map of the city handy as you scan the encounter information, and make a point of learning the general details of the city and its major features. There is also much room left for developing Yggsburgh to fit your needs as a Castle Keeper. Please examine Appendix A, Developing Yggsburgh for more details.

Background and Overview



The Free Town of Yggsburgh is a heavily fortified community of some 22,000 residents, with another 10,000 or so persons dwelling on the lands it claims as its own. The town is constructed on the rock bluff where the River Nemo is joined by the Urt River. The area encompassed by the community's walls is about one square mile. Because of the bluff Yggsburgh is built upon, its buildings climb from a street level of about 10 feet above the surrounding plain on the east edge to fully 40 feet above that plain at the western end of the town where its great citadel stands. Thus, one approaching from the east can see the place well, the incline of the bluff seeming to tilt the western end of Yggsburgh upwards for the viewer's inspection. The walls are built atop the solid rock of the bluff, the sides of the natural formation shelved at the waters' edges, then splayed to an upwards distance of about 10 feet, thereafter rising precipitously in near perpendicular face to the top. The town walls are set back an average of 20 feet from the edge of the bluff, but the many towers and bastions between them along its length are very near the rim, and have only a narrow path of some three to four feet around their verge.

As one comes nearer to the fortifications, it can be seen that there are war engines, scorpions and catapults on the gatehouse and tower roofs. A careful survey reveals a massive citadel at the west end of the town, it having two regular towers and a great one looming above the confluence of the Nemo and Urt Rivers. The thick town walls sprout 36 defensive towers by your count,

not including the pair that flanks each of the three gatehouses by which the place might be entered. The wall towers are set with about 500 feet distance between each. At the intervals between them are semi-circular wall bastions that thrust outwards from the walls, as do the towers. On each of these 36 bastions you can see a pair of scorpions and a catapult. One thing is certain: if Yggsburgh has a strong military garrison, this town can be defended against a massive attacking force.

Townbridge, the main approach to the walled community, is at its southeastern side. The bridge is something of a remarkable architectural achievement, as is the canal that serves as a moat on its eastern side. The town is well-known as an active trading center. In addition to the salt, gold, gems and jewelry, Yggsburgh's industries export quantities of flour, dried and salt fish, fine wood, furs, cloth, metal ware such as tools and cooking ware, and much good pottery. Its most famous buildings are the Grand Temple, its Citadel, the college complex, and the Mayor's Palace.

The town is particularly proud of its water and sewer systems, and its relatively straight, wide, and very clean streets. In the better districts, buildings have indoor plumbing and central heat, the streets lighted after dark. Yggsburgh also boasts two modest little parks, as well as two large and three small plazas, the latter just inside the three town gates. Most visitors remark on the fact that all of the buildings in the town are constructed of stone block, bricks, or a combination of the two. The newer structures in the eastern half of the town are mostly of brick and not particularly lovely, but not prone to fire even in crowded lower-class sections.

The town is ruled by a Lord Mayor and a council of eight important men. The Lord Mayor appoints officials to see to the administration of the community. A fair number of knights are vassal to the Lord Mayor, and with the regular military force employed by Yggsburgh, it is considered a strong and safe haven for honest folks. Thus the territory immediately around the town is prosperous, relatively quiet and free of raiders and bandits, so river and road commerce is active. That said, not a lot of questions are asked of strangers, and as long as local law is obeyed, "foreigners" are welcome in Yggsburgh. It has a large suburban area to the east, across the Yggsburgh Canal, this being called "The Outs." The population is modest, 4,000 or so, but all there are quite without the strictures of the town. The place isn't lawless, for the town law applies, but most of the time there is no town authority there to see to it that the law is obeyed.

The region is by no means idyllic, as there are three palatine nobles within three or four day's march of Yggsburgh, each of whom covets the town and its rich lands and would like to add them to his own demesne. Spies and agents provocateur are not uncommon in Yggsburgh, and thick in The Outs. The outlying areas are generally wild frontier, with bandits and humanoid raiders a menace, and dangerous creatures prowling.

History



The walled town of Yggsburgh is about 300 years old, but up until around 100 years ago it was no more than a large trading village with low walls and a lot of river traffic stopping at it to gain its salt and agricultural produce. When gold and valuable garnet and quartz gems were discovered in what is now known as the Glittering Knobs a century ago, there was an immediate dispute amongst three nobles whose lands were adjacent to the area—Huon (Baron Redfort), Delkart (Count Easmoor), and Edmund (Marquis Talworth). As there was no strong monarch ruling them, the dispute between the nobles soon broke into open warfare.

When Marquis Talworth managed to capture the area, he set his architect and engineers to work immediately. Soon Yggsburgh was aswarm with masons, other craftsmen, and laborers intent on building walls and towers around the burgeoning village. With the aid of various mages, the whole construction (including a considerable canal between the Urt and Nemo Rivers, serving as both a transport artery and vast moat for the new town) was accomplished in a mere five years. Costs were financed by the salt mine in the Serpent Ridge, and with ore and gems being mined from the Glittering Knobs.

Neither of Talworth's rivals was satisfied with the outcome, so Baron Redfort and Count Easmoor made common cause. Thus allied, their forces met and defeated those of the Marquis in what is known locally as the Battle of the Westfields. However, their victory did not bring the desired result. A local petty noble, Edward, Lord Yggs (to whom the village and salt mine had belonged), with a handful of knights, cut down the foreign garrison, closed the gates and defied the would-be conquerors. Because the local populace were heartily fed up with heavy-

handed rule and ruinous taxes, those in the community as well as those from the lands around flocked to the town in arms and swore vassalage to Lord Yggs, promising to defend it, him and his lands. Even so, there were scarcely enough warriors to man all the walls and towers properly. The massed forces of Baron Redfort and Count Easmoor laid siege to Yggsburgh.

Things looked grim for Lord Yggs, as the investing army managed to get across the canal and the Urt River, establish bridgeheads near the town walls, and attack both the Moatgate and the Rivergate by siege engine and magical spell. Although no spellcasters of note were within the walls, the attackers were driven back by great dweomers. Some unknown wizard had come to Yggsburgh, used his power to counter the assailants' magic, and used his own spells to rain destruction on the enemy. Having suffered great losses thus, the two nobles abandoned the field.

So it came to pass that the town was ruled by Lord Yggs for some 20 years, and under his guiding hand it grew and became wealthy from trade and manufacture, as well as exploitation of nearby mineral resources. As it prospered, he caused a great temple to be built in thanks for the deliverance, and the flourishing condition of town and lands around. When Lord Yggs died childless, his officers and knights were astonished at the contents of his will. Lewis Garmonde (Lord Yggs) commanded that his estates be kept as their own by those holding the lands, and that the town become a free one, the nobles owing vassalage to the community at large and its Lord Mayor. His will decreed that a council of eight great men of the community serve to make laws, and elect for a period of 10 years one other like man (who was not a council member) to serve as Lord Mayor and administer the town. At least six council members had to agree to the one to be chosen as Lord Mayor. The Lord Mayor was to see to the maintenance, policing and security of Yggsburgh, enforce the council's laws, and levy taxes approved by the council.

The eight members of the council had been named by the dying lord as: the chief priest of the grand temple to serve as president, the masters of the two largest town guilds, its wealthiest banker as its treasurer, the most able mage in the town, the president of Yggsburgh College as its secretary, and two knights who dwelled in the town and held the largest estates adjacent to town-held land.

Of course the citizens of the town and its surrounding lands were overjoyed at this bequest. Not all of the officers and knights of the deceased lord were so pleased, though. There was much muttering and clandestine meetings amongst the two dozen or so highly influential persons in Yggsburgh, but all came to naught in regards to declaration of Lord Lewis Garmonde's Last Will & Testament as invalid. The most powerful figures decided that being a permanent council member



was better than risking a many-sided fight for rulership of the town, for surely those who elected its Lord Mayor held the real reins of power. So the will of the last Lord Yggs was carried out, and Yggsburgh and its adjacent lands are free, ruled by an elected Lord Mayor, this condition existing for over 90 years.

It need not be stressed that the council is so divided amongst power and interest groups that it rarely acts in unity, so the Lord Mayor is quite secure in his 10-year office tenure as long as he performs reasonably well and avoids open graft and corruption.

It is disturbing to the ruling elite of the town that the property owning burghers have recently proposed an elected Assembly to assist the Lord Mayor and Council through advice and consent, for matters pertaining to the common folk. All property owners would vote, and the 25 candidates for the Assembly receiving the most votes would be seated therein. Neither the Lord Mayor nor any Councilor has espoused the suggestion, and the property owners are becoming insistent. There is talk of withholding taxes and forming a Citizen's League with serjeants at arms to keep order.

Yggsburgh and the World at Large



Yggsburgh and its environs are large in content, but the area of land it covers is relatively small, a bit less than 1,700 square miles (or an area of some 50 miles east-to-west, 34 north-to-south). With some inclusion of areas "off the map," that size is sufficient for much adventuring but should be small enough, at most perhaps 3,000 or so square miles, if all the border areas described in the adventure text are included, to fit into any campaign world, whatever one is used by the Castle Keeper. The area is likewise suitable to serve as the core for building a complete campaign world around it should that be desired, a major undertaking to be sure and not a subject for further discussion here.

The society of Yggsburgh is assumed to be basically Western European, rather English in culture, and generally feudal in political structure. Feudalism is defined as lordship and vassalage, the vassal owing the lord fealty, service, and taxes from the fief granted. As in later medieval times, a fief of land is hereditary, as is the title that goes with it. Only treason or a like crime empowers the lord to reclaim the fief and title. Knighthood is non-hereditary,

Lords Mayor of Yggsburgh

- 1st Lord Mayor: Lewis Garmonde, Lord Yggs, two terms, died in office
- 2nd Lord Mayor: Sir Frederick Arleigh, one term
- 3rd Lord Mayor: The Supernal Harold Strong, two terms
- 4th Lord Mayor: Raymond Wright, Master of the Merchants' Guild, one term
- 5th Lord Mayor: Sir Hugh Burdock, one term
- 6th Lord Mayor: Brandon Proctor, President of Yggsburgh College, one term
- 7th Lord Mayor: Sir Maxwell Green, one term
- 8th Lord Mayor: Druid Lochinvar Beachwood, currently serving his 6th year in office

but lands granted to a knight pass on entire to his eldest male heir (primogeniture and entail). Feudalism is decentralized government, with vassals governing their fiefs, not the lord, and meting out even high justice (capital punishment included) in regards to villeins. Here the feudalism is a mix of the agrarian manorial fiefs and a kind of pension fief. That is, some of the vassals receive business enterprises in return for their vassalage instead of land. Such enterprise yields them an income for which they owe fealty, service, and taxes. In any case, both sorts of fiefs must be managed properly to support the vassals and generate a tax return.

The manorial fief includes villeins bound to the land and dwelling in villages, receiving all law and justice from their lord. The manorial fief also encompasses yeomen, freemen who own their land by having paid over money to the vassal for it, socmen, freemen who pay rent to the vassal for their land, and communities of such free folk. Freemen are entitled to high justice, that dispensed by the overlord, for major crimes, but they are subject to local (low) justice for ordinary misdemeanors.

Note that many places in this setting are independent of the Town of Yggsburgh, have an independent lord, or are free of any vassalage. Garham, for example, is just such a place. For purposes of this setting, the communities of free folk are classed as "thorps," settlements of some 100 persons, and "hamlets," communities of 200 or more persons, but under 1,000 (where "town" becomes proper name). The Castle Keeper can assume one craft or trade business for every 50 inhabitants over 100 persons in a community. So, a thorp of 150 persons might well have a blacksmith or an ale house, while a hamlet of 250 population would have both and perhaps a general store as well. The business fief does not include all of that, but the workers are employed at the whim of the vassal and he dispenses low justice to them, including life and death, and might have the power of taxation.

The cultural level is that of the High Middle Ages, and early Renaissance in developed states. Technology is at least on a par with that general period, more advanced in areas of agriculture, transportation and engineering, but lacking chemical explosives as is usual in a fantasy world setting. As the Romans of our real world built fine roads, bridges, and aqueducts, used concrete and had central heating, indoor plumbing, and underground sewers, including such amenities in the larger communities of civilized states is not a stretch, especially in a fantasy milieu that does not assume a total collapse of a former advanced civilization, the loss of virtually all of its important books and records, and a vast decline in knowledge that only time and great effort can regain. This was, of course, what happened to Europe when the Roman Empire fell to the invading Teutonic peoples.

Keep that in mind as you place this module in your campaign world, and there should be no problems. Further guidance as to the best locale for Yggsburgh and environs can be gained from the history section below. Of course the Castle Keeper is free to alter such information so as to suit his campaign.

Local Palatine Nobles



The lands near Yggsburgh are controlled by local Palatine Nobles. They are: to the West, Lyle Baron of Redfort, to the Northeast Bertram Count of Easmoor, to the East Edgar Marquis of Talworth, and Talworth's vassal, the Wizard Lord Uvöll Darktarn.

The Castle Keeper is left to develop the majority of chief henchmen of these competing nobles if they are to play a significant role in the campaign. The Wizard Uvöll Darktarn, the main agent of Marquis Talworth, is described further on in the text and repeated in the Orders of Battle appendix. Each of the noblemen will have a wizard, cleric, and several lesser lords and/or knights as liegemen. They might well have a thief spymaster and an assassin serving them as well.

Using the information supplied in the Appendix I, Orders of Battle, the troops available to Yggsburgh and to Lord Uvöll, one can develop extensive orders of battle for the three rival nobles, or simply have such details as amorphous and inconsequential to play because no large-scale invasion will be dealt with in the campaign. If military details are undertaken, make sure that the forces fielded by the three are considerably larger than those available to Yggsburgh, as an attacker confronting a foe in a fortified city needs to have a superior force to have a chance of prevailing. Of course, the basic forces of the three might be only slightly superior to those the Lord Mayor can muster, with the attacking noble or nobles using mercenaries and humanoid troop additions as the means for one or the other to attempt conquest.

The Culture of Yggsburgh



The Castle Keeper should not consider this frivolous information. Where more than hack & slash play is involved, social custom and dress are important for setting the stage for role-play activity. One's character is judged initially by apparel and manners. Of course, informing players of fashion and customs means they should have their characters be concerned about such things as hygiene and grooming, proper costume and accessories, and the right sort of weapon to have when appearing in the town's better areas. Even if they do not become involved in "bettering" their social standing, the players will be likely to want their characters accepted by those in power so as to at least not be hunted as criminals. Having connections in high places pays off.

On the plus side from the Castle Keeper's standpoint, this not only encourages a lot of interaction with the business establishments of the town (costing the characters considerable sums of money), but in the process makes them a target for cutpurses, pickpockets, and all manner of other thieves and swindlers.

The exception to the following is the military man who wears

his uniform sans heavy armor and weapons when socializing. See Appendix I, Orders of Battle, The Citadel, and Yggsburgh Encounter, 7. The Citadel hereafter for uniform descriptions.

Population

The following lists the approximate population of Yggsburgh and the racial identity of its inhabitants.

Humans: 22,000 (plus underclass of 2,000)
Demi-humans: 1,100 (about 5% of total population)
Dwarves: 260
Elves: 90
Gnomes: 350
Half-Elves: 120
Halflings: 200
Half-Orcs: 30

Social Classes

There are four socioeconomic classes or standings described herein, each class having tiers within it: underclass, lower class, middle class, upper class. The incomes are high, the society is well-to-do, and that makes plenty of opportunity for underclass theft, as well as for covetousness in neighboring nobles. (For a thorough exposition of this subject the reader is referred to the book *Living Fantasy*, also published by Troll Lord Games.)

Underclass This includes non-free persons such as slaves, villeins, free persons without property and unemployed (beggars, masterless men and vagabonds), and all known criminals, even those who practice an approved or licensed wrongful activity such as theft, prostitution, or begging. There are three standard tiers—lower, middle, and upper. The upper class is comprised of the most successful criminal element. Most in this class are not numerate or literate. Average annual income is indeterminate, but the members of the uppermost tier of the criminal underclass are wealthy.

Lower Class Free folk of little economic means who range from common laborers in the lower tier, through peddlers in the middle, to servants of the upper class at the top tier. The least clerics, friars, monks, and nuns are in this class, but in the upper tier of it. Because of ecclesiastic educators, assume some of the persons here are numerate, barely so in the lowest tier, in the middle barely literate, and in the upper tier most persons numerate and literate as would be provided by a fourth grade education. Average annual income for this strata, from lowest tier to highest, excluding the clergy, is: 500-800gp, 1,000-1,700gp, 2,000-3,000gp.

Middle Class Free folk of moderate economic means who range from small tradesmen in the lower tier, through craftsmen in the middle, to wealthy merchants at the top tier. The average local cleric is in this class. The middle and upper tiers of this class are fully numerate and generally literate, as would be provided by an eighth grade or higher education. Average annual income for this area, from lowest tier to highest, is: 1,500-3,000gp, 3,700-6,200gp, 700-25,000gp.

Upper Class The very wealthy freemen and aristocrats who range from great landowners and bankers and gentle folk in the lower tier, knights and petty nobles in the middle, to the great nobility of the town and its Lord Mayor in the top tier. The high clerics are in this class. The average education of this class is greater in the lower tier than in much of those above, with an average educational level equal to completion of high school. Average annual income for this area, from lowest tier to highest: 23,000-45,000gp, 37,000-100,000gp, 63,000-140,000gp.

Dress, Style, Appearance and Manners

Both males and females in Yggsburgh wear particular styles of clothing and have precise manners of dressing their hair. These are discussed below. It is suggested the Castle Keeper be at least nominally aware of this and describe those encounters in some detail to impart this upon those playing in the game. This heightens the detail and adds depth to any game. Most players appreciate this, and it would be a shame not to capitalize on the information provided to create a better game.

Males

Hair Wigs of blonde and red-blond color at shoulder length, with curls before the ears, are the fashion for all aristocrats and well-to-do citizens of the town, so men's hair beneath them is close-cropped. This includes demi-humans, as well as humans. The less-affluent of the lower middle and upper lower class, that are unable to afford a proper wig, wear their natural hair in like style. The commoners of the middle lower and lower lower class, and the underclass, of course, wear their hair in bowl-like cuts that have been the style for a decade or more now.

Beard No proper gentleman has more facial hair than perhaps a small moustache and short beard on chin. The majority of the aristocrats and well-to-do citizens are clean-shaven. Only dwarf citizens now wear beards, and those dwarves wishing to retain social status trim their moustache and beard to but a few inches length.

Hat The latest mode is a square-crowned hat, one corner forward, with a moderately broad up-curved brim all round save for the forepart where a long, pointed visor protrudes. The color of the hat must either match or contrast in complimentary manner with the cloak, or in warmer weather the coat, of the wearer. The usual hat colors are brown red, dark orange red, dark amber, sage green, brown ranging from the darkest to a very light hue, sand yellow, and dove gray.

A band at the base of the crown holds feathers or plumes. Sedate nobles and gentlemen wear tall upstanding feathers of a suitable color at the back of the hat, the more thus sported the higher the station proclaimed. The Lord Mayor has five in a fan, but even the wealthiest commoner would not dare to wear more than one.

Knights, esquires, and bravos wear plumes, usually one or two on the right side of the hat if titled, on the left otherwise (by

gentlemen and rich young gallants, or one to the forepart of the band if a bravo spoiling for a duel or other sort of armed combat).

Outer Garment Now in vogue for when the weather is cooler is a three-quarter length velvet cloak worn in toga-like manner, with the left side of the body covered and the right open. This cloak is fastened at the right shoulder by a large, broach-like pin.

Gold is the sign of wealth, and the nobles and very wealthy have precious stones set into the gold. The less affluent have silver set with ornamental stones such as agate. Only the least affluent have plain silver or brass cloak pins with glass "stones." To be proper the color of the cloak must be an earth tone regardless of the hue of other garments beneath it, so terra cotta, red and yellow ochre, gray green, various browns from very dark to near tan, sand color, and medium gray are typical.

Other Clothing The man of means wears a fine satin or silk frock coat under his cloak. This garment has a buttock-length skirt, and is cut away in front. The most fashionable models have lace at the collar and cuff, the sleeves being rather large so as to accommodate a lace-frilled handkerchief in one, a nosegay in the other. Most models have both outside and inside pockets, but inner bulges are a sign of baseness, as if the wearer has his coat's pockets filled with papers and the like that imply common work.

A tight, long sleeved cuirass-like doublet covering the body from neck to waist is worn under the frock coat. Note that while appearing to be expensive clothing, this garment might well be actual body armor of padded cloth or cloth-covered oil-boiled and hardened leather. A baldric for a sword is usually worn over the shoulder of the doublet, although the most recent fad amongst young bravos is to omit this sword hanger and sword in favor of a walking staff, as explained hereafter under Weapons.

Around the waist is wrapped a sash held in place by a leather belt that is narrower than the sash, and from which the wearer depends such things as purse and dagger.

Knee-length britches, tied tightly at the knee and matching the color of the doublet, are worn with hose and low, slipper-like shoes by some, but the more dashing have boots that reach the top of the britches.

Completing the outfit are a pair of tight-fitting fine gloves of the thinnest sort of leather—kidskin or the like. These must be of light color such as cream or buff and unsoiled, of course.

A fashionable young gentleman might be arrayed in matching cloak and hat of dark orange red, the hat with a black plume in front. His frock coat beneath the cloak might also be of black with a pattern of embroidered lions in a dark orange red, with black leather belt and knee-length boots. With doublet and britches of golden yellow, a scarlet sash separating the

Castles Zagyg: Yggsburgh

two matching garments, this fellow presents a dashing image that all will recognize as someone of high station and some considerable means.

Jewelry In addition to a cloak pin as already detailed, the most important piece of men's jewelry is a neck chain that should be worn atop the doublet. This chain should be of gold (both red and white gold are acceptable) and set with gemstones. To indicate highest status, the center medallion is one's badge of knighthood or symbol of town, college, or guild office. Otherwise, a larger stone will do. The less affluent have fewer gems, or none at all, but only the least of the middle class would dream of wearing a silver neck chain. Next comes a jewel-studded watch kept in the pocket, with a gold chain pinned to the frock coat's front, depending from this chain a bejeweled fob of gold and gems to show that the unseen timepiece is also of the most expensive sort. As with the neck chain, the metal and jewels of watch, chain, and fob indicate class and social status. Lastly, the proper aristocrat should wear a ring with a large precious stone on the forefinger of the left hand, this fitting over the glove.

Weapons A dagger depending from the belt is *de rigueur*. No heavy sword is proper. The only fashionably acceptable weapon of this sort is a small sword with an overall length of no more than two and a half feet. The scabbard for it must be fancy, and the weapon's quillions and pommel must display inset stones of at least semi-precious sort if status is to be maintained.

Many young bravos have abandoned the baldric and small sword in favor of a walking stick called a feather staff. It is of about four feet length with a metal head portion, thus suitable for use in offense and defense. The wielder can at will depress a catch near the end knob, and with a firm rap of the butt of the feather staff release three blades that fan out from the upper portion. These blades are slender, sharp-edged, and thinly pointed; the central one is of 18 or more inches in length, the two angling side blades of five or six inches in length meant to catch an opponent's weapon, or deliver slashing damage if a thrust with the main blade misses its mark.

Females

Hair Following masculine fashion, women of quality in Yggsburgh have also adopted the wig. These wigs are curled, long and attractive, generally of either palest platinum blonde or blue-black in color. Natural hair is worn relatively long and pinned up under the wig. Those women that are socially conscious but unable to afford an expensive wig wear their tresses in a manner meant to come as close to looking like a wig as possible. Those commoners not concerned with fashion continue to braid their hair, either in a long queue of broad plaits worn down the back or as two tightly braided strands worn in front.

Cosmetics A lady's complexion is meant to show her status, and as it is now fashionable for women of quality to engage in the chase, and play at outdoor games such as croquet and badminton, a light tan is the correct thing. Those socially

conscious females who do not have one use powder to convey this effect. The usual range of other beauty enhancing cosmetics are also employed—eyeliner and eyelid pigments (blue if a white wig is worn, green or rose if the wig is black), mascara, and rouge for lips and to add color to the cheek. However, as red is considered *passé*, the colors in vogue are scarlet orange and mauve for the lips.

Hat When engaging in outdoor activities such as sports, no wig is worn, and the head is covered by a cap with a low, pointed crown and a short, likewise pointed visor. When at home or out and in town the lady of fashion wears a velvet or silk cap sewn with metallic threads of gold and or silver, set with seed pearls of small figures such as butterflies or flowers of bright, tiny beadwork. This is fastened with long, bejeweled pins atop her wig. When at a more formal activity or occasion, she wears a silk or satin hat of the same color as her dress or gown. Such hats are broad-brimmed with a large, puffy crown to accommodate the wig beneath it. These are removed when indoors at a banquet or other sort of party, so that the wig and its adornment can be properly displayed. Common females wear linen caps that are flounced and unfastened, or plain and tie beneath the chin.

Outer Garment Velvet cloaks of near floor-length and generally of a pastel color are worn when the weather is inclement or colder. The cloak is held closed below the throat by a gold chain that clasps to either side of the material, all three of the fastening parts set with gems and pearls, of course. As with men's cloak pins, only the lower income folks don't have gold and gems, the less affluent having plain gold or silver set with ornamental stones such as turquoise, and the least moneyed having only ordinary wrought silver. The inside of such cloaks is lined with a bright silk cloth of the same color as the outer velvet, but of strong hue; thus, for example, a pale yellow one will be lined with saffron-colored silk. The ordinary women make due with ordinary cloaks that tie shut, these garments usually worn with a cowl in cooler weather.

Other Garments Dress fashion dictates that a daytime garment cover the throat and the arms to the elbows or the wrist, the top rather like a doublet, while evening ones have a low, square bodice, a back that leaves the lower neck exposed, and nearly no sleeves. All such dresses worn by ladies of quality have a considerable indrawn waist to accommodate a broad belt in daytime, and gowns with no waistline in the evening. Dresses have skirts that fall well below the knee, the leg being covered by hose and calf-high boots; gowns fall to the top of the slippers worn for evening. In the daytime a mantle or shawl is generally worn over the shoulders. The lady's hands are free to clasp a goblet, small bouquet, fan, or the like, as her broad leather belt holds purse and chatelaine by day, while at night a small bag for lace handkerchief, cosmetics, and perfume vial is attached to left wrist by a slender strap. Fabric materials for daytime wear are of more ordinary sort cotton or linen, finest wool in winter. Daytime wear is usually patterned or embroidered, while evening wear of silk, satin, or finest velvet is plain or brocaded. In warm

seasons colors are pale and cool, blues, greens, and lavenders. In cooler seasons colors are bright and warm, the yellows, oranges, reds to deep red-purples.

When sporting, ladies don light leather gloves, typically of suede, otherwise when outside short white ones cover their hands in the daytime. In the evenings high fashion demands elbow-length gloves that match the color of the gown be worn at grand soirées, otherwise hands are leather gloved outside, bare indoors.

All that said, the female common folk usually wear blouses and belted skirts, an apron or smock over them if working. These are of linen or wool, the colors plain—unbleached, white, or pale blue blouse, skirts of dark blue or black. When needed, they might have a plain cloak to don, otherwise make do with a heavy shawl or folded blanket as an outer garment. Their feet are bare and sandal-clad in warm weather, or covered by stockings over which ankle-high shoes are worn in winter. If working on a boat or other place where a skirt would be a hindrance to them, it is replaced by wide-legged knee britches known as locally as “skirt-breeks.” This sort of garment is frequently seen in the countryside where women are working outdoors.

Jewelry In addition to the cloak clasp and hat pins already mentioned, women of fashion wear small earrings and some sort of necklace in the daytime. All of the jewels come out at night—possibly a tiara set upon the wig, a choker of diamonds or pearls, or a many-gemmed necklace with matching earrings and bracelet, complimentary rings if no gloves are to be worn, and if the gown is plain, a broach or pin set with some exceptional stone.

Women of ordinary sort wear ivory or silver necklaces, rings, and bangles when showing off their jewelry. Those of more means might have such items set with ornamental stones such as amethysts and red garnets. Commoners of little means have glass beads, copper bangles, jewelry of shells and the like.

Weapons Only when at the chase or traveling does a lady of quality don a sheath and poniard on her belt. Some few might also include a small sword at that time. Women of less social status generally have on their person a dagger or knife.

As should be obvious from the above, it is unusual for a female to be engaged in warrior-like activities in this region. If one is actually an able fighter or the like, this fact is generally concealed except when actually practicing such occupation.

Common Names in Yggsburgh

The following table contains lists of names for use in and around Yggsburgh. The players are encouraged to use this or similar sounding names to better mesh with the culture and setting.

Human Male Names

Alan	Ernest	Kenneth	Robert
Albert	Everett	Kirby	Ronald
Alfred	Frank	Lester	Roy
Archibald	Garth	Martin	Stanley
Arthur	George	Marvin	Steven
Bradley	Gerald	Morris	Theodore
Byron	Gilbert	Norbert	Thomas
Charles	Glavin	Oliver	Victor
Clarence	Harold	Oswald	Walter
Donald	Herbert	Owen	William
Edgar	Howard	Philip	
Edward	Jasper	Ralph	
Edwin	Jerome	Richard	

Human Female Names

Alice	Emma	Laura	Roberta
Amy	Florence	Lily	Rose
Annabel	Helen	Lois	Sally
Anne	Hermione	Louise	Vanessa
Catherine	Iris	Marion	Velma
Daisy	Ivy	Marva	Victoria
Dorothy	Jane	Nelda	Violet
Emily	Joan	Nellie	Wilma

Demi-human Names

Dwarf	Gnome	Elf	Halfling
Bearkin	Agater	Archer	Banks
Bigaxe	Badger	Ashgrove	Bantam
Burley	Burrows	Boles	Cockerel
Clefter	Chalkley	Bowers	Cutbank
Craigs	Claywell	Brooks	Dunley
Deepmine	Curt	Burdock	Glen
Driller	Dellheim	Catswalk	Hillside
Flinthand	Diggs	Chancy	Holman
Goodarm	Foxglove	Deepwood	Little
Goodcrystal	Gneisskin	Glade	Peregrine
Goldeye	Grotto	Greenup	Pondside
Greatbeard	Limestone	Ferret	Neargrove
Graniteseat	Marlpile	Jackdaw	Safehollow
Hewer	Moles	Kestral	Short
Inburgh	Mosstone	Mead	Small
Ironforge	Onyx	Meadow	Snugden
Mounthold	Ravine	Oaks	Thicketter
Oldhammer	Rockpool	Owlsing	Trout
Olivine	Sandstone	Pebblespring	
Orseeker	Schister	Ravensly	
Shaftly	Seamfinder	Robin	
Silverpick	Shalehand	Rookwood	
Stonehall	Sharp	Shadebough	
Stoutback	Slate	Shrike	
	Surenose	Thistleleaf	
	Tunneler	Thornhedge	
	Warren	Underwood	
		Wilder	