

# Lendow's Berkshire

(AD&D setting for all characters level 1-10)  
By Jeremy Clay Fowler(-Lindemulder)

Gamemaster's notes

Townspeople of note:

1. Phinel Cromwell (the town watchman).  
3rd level fighter  
STR:16 INT:6 WIS:12 DEX:14 CON:14 CHA:11  
AC:8 HP:16 ALIGNMENT:chaotic neutral  
NOTES: Is married to wife Lisa Cromwell.
2. Frander Enn (seller of tanned hides).  
0 level fighter  
STR:12 INT:12 WIS:15 DEX:11 CON:11 CHA:14  
AC:10 HP:5 ALIGNMENT:chaotic neutral  
NOTES: The Enn family is very large, consisting of Frander and his wife Glenda with their children, Alina, Bess, Brenard, Harris, Inna, Petula, Pippin, Rester, and Xanthe.
3. Clement Farthing (blacksmith)  
1st level fighter  
STR:18/84 INT:9 WIS:8 DEX:11 CON:16 CHA:10  
AC:10 HP:9 ALIGNMENT:chaotic neutral  
NOTES: Clement is a compulsive gambler. He will bet almost any amount with a new traveler that he can shoe a horse in ten minutes. He can do it too.
4. Lenda Lena (Madam)  
2nd level thief  
STR:9 INT:12 WIS:11 DEX:13 CON:10 CHA:13  
AC:10 HP:7 ALIGNMENT:chaotic evil
5. Tredwater Lindwell (tavern owner and barkeep)  
0 level fighter  
STR:13 INT:14 WIS:13 DEX:10 CON:9 CHA:15  
AC:10 HP:10 ALIGNMENT:chaotic good  
NOTES: Tredwater is married to Celena Lindwell and has two adventurous sons, Boris and Michael.
6. Boris Lindwell  
4th level fighter  
STR:15 INT:12 WIS:8 DEX:10 CON:13 CHA:14  
AC:7 HP:23 ALIGNMENT:chaotic good  
NOTES: Boris wears studded leather armor, and would like to have much better. He is an upwardly mobile mercenary.

7. Michael Lindwell  
 3rd level fighter  
 STR:15 INT:10 WIS:9 DEX:9 CON:15 CHA:16  
 AC:7 HP:22 ALIGNMENT:chaotic good  
 NOTES: Unlike his brother, Boris, Michael is content with his lot and fights for the sake of others.
8. Prea Mana (cleric of Fanus)  
 5th level cleric  
 STR:10 INT:6 WIS:14 DEX:12 CON:12 CHA:15  
 AC:6 HP:22 ALIGNMENT:chaotic good  
 NOTES: Prea is wise, yet confused. If questioned about her religion, she will dogmatically relate the legend of Fanus. She has the few cleric spells that she does because of the pity of the local river goddess, Dartila. No one in Lendow's Berkshire would even begin to think that Fanus is not a god.  
 SPELLS:
- | <u>1st level</u>  | <u>2nd level</u> |
|-------------------|------------------|
| bless             | resist fire      |
| cure light wounds | resist fire      |
| cure light wounds | slow poison      |
9. Ipnus Marblem (hotheaded fighter and brother of Trenia Marblem)  
 5th level fighter  
 STR:13 INT:12 WIS:11 DEX:13 CON:15 CHA:14  
 AC:7 HP:33 ALIGNMENT:chaotic neutral  
 NOTES: Ipnus fights as a Berserking fighter (see monster manual).
10. Trenia Marblem (the 9th blue wizard)  
 8th level magic-user  
 STR:7 INT:17 WIS:9 DEX:16 CON:13 CHA:12  
 AC:8 HP:20 ALIGNMENT:chaotic neutral  
 NOTES: Trenia now holds the title of blue wizard, and therefore is the rightful ruler of Lendow's Berkshire. She is no great ruler, just a competent one. Much of her time is spent keeping her brother, Ipnus, out of trouble.  
 SPELLS:
- | <u>1st level</u> | <u>2nd level</u> |
|------------------|------------------|
| magic missile    | invisibility     |
| magic missile    | stinking cloud   |
| enlarge          | stinking cloud   |
| sleep            |                  |
- 
- | <u>3rd level</u> | <u>4th level</u> |
|------------------|------------------|
| lightning bolt   | fear             |
| lightning bolt   | confusion        |
| dispel magic     |                  |

11. Demel Ralor (blacksmith)  
 1st level fighter  
 STR:16 INT:13 WIS:12 DEX:9 CON:15 CHA:11  
 AC:6 HP:10 ALIGNMENT:chaotic good  
 NOTES: Demel's family consists of his wife, Rena, and his eight year old son, Clermont.
12. Rena Ralor (blacksmith's wife)  
 1st level fighter  
 STR:14 INT:10 WIS:13 DEX:15 CON:14 CHA:17  
 AC:5 HP:9 ALIGNMENT:chaotic good  
 NOTES: Rena is married to the blacksmith Demel Ralor, and the two of them have a young son, Clermont.
13. Timerman (captain of the city thieves)  
 7th level thief  
 STR:12 INT:12 WIS:10 DEX:16 CON:15 CHA:16  
 AC:5 HP:40 ALIGNMENT:chaotic evil  
 NOTES: He carries a medallion of ESP with him. It has a 30' range with the added power of empathy.
14. Penot Himmer Finn Tezler II (proprietor of mystic shop and local magiker)  
 6th level magicuser  
 STR:6 INT:16 WIS:8 DEX:14 CON:10 CHA:6  
 AC:10 HP:15 ALIGNMENT:chaotic evil  
 NOTES: Tezler's shop is a small dirty place, just as Tezler is a small dirty man. He manages to continue his studies while selling worthless trinkets, curealls, and a few good herbs to the more superstitious of the local populace. He wears a ring of free action.  
 SPELLS:
- | <u>1st level</u> | <u>2nd level</u> | <u>3rd level</u> |
|------------------|------------------|------------------|
| magic missile    | detect good      | lightning bolt   |
| magic missile    | fools gold       | lightning bolt   |
| read magic       |                  |                  |
| charm person     |                  |                  |
- The Three Transients
15. Jamioe (wandering mercenary)  
 6th level fighter  
 STR:16 INT:14 WIS:12 DEX:12 CON:11 CHA:15  
 AC:8 HP:45 ALIGNMENT:neutral good  
 NOTES: Jamioe fights with her traveling companion, Devil's bane the Neutral good +0 two handed sword. The sword will hit any creature vulnerable to +1 weapons, and does +1 damage to devils and undead. INT:12 EGO:3

16. Morgan (wandering ranger)  
4th level ranger  
STR:17 INT:13 WIS:15 DEX:14 CON:16 CHA:12  
AC:1 HP:32 ALIGNMENT:chaotic good  
NOTES: Morgan wears platemail made by Clement Farthing.

17. Minbar the Changer (wandering elvish wizard)  
11th level magicuser  
STR:11 INT:17 WIS:12 DEX:13 CON:9 CHA:13  
AC:10 HP:36 ALIGNMENT:chaotic neutral  
NOTES: The people of Lendow's Berkshire are distrustful of this elf, but they do respect the power that he appears to command. Unknown to the populace, Mesor owns a wand of illusion (24 charges) and a scroll of four spells: Charm Plants, Stone to Flesh, Permanency, and an Astral Spell.

SPELLS:

| <u>1st level</u> | <u>2nd level</u> |
|------------------|------------------|
| read magic       | levitate         |
| message          | continual light  |
| burning hands    | wizard lock      |
| burning hands    | pyrotechnics     |

| <u>3rd level</u>     | <u>4th level</u>               |
|----------------------|--------------------------------|
| lightning bolt       | minor globe of invulnerability |
| hold person          | wall of ice                    |
| hold person          | wall of ice                    |
| protection from evil |                                |

5th level  
monster summoning III  
animate dead  
animate dead

## Places of interest in Lendow's Berkshire

**A.** The town has two massive gates that are closed at dusk. Anyone approaching the gates is likely to be met by the city watchman, Phinel Cromwell (75% chance). After dark anyone approaching the gates will be met by three city guards in leather armor, carrying short swords. Cromwell will then be sent for.

**B.** These are the five guard houses and are virtually identical in appearance. Each will contain from 3 to 18 guards at any one time. Each house also has its own cook who sleeps in a separate kitchen. The guards sleep in a central sleeping hall with 20 beds. Next to each bed is a personal chest for the guard that sleeps there. Inside each chest will be found personal items and perhaps 1-6 silver pieces. Next to the sleeping hall is the armory which will contain 0 to 9 long swords and 0 to 5 suits of leather armor. A large vat in the corner may (5% of the time) contain a blue liquid sleeping poison for sword blades.

**C.** This is the residence of Phinel Cromwell. The building has two floors: the first floor has a large living room, a dining room, and a kitchen. The second floor contains two guest bedrooms, the master bedroom and a little used study. In the study is an iron chest with a big lock. Inside it is 300 gold pieces, 250 silver pieces, and 22 copper pieces. This is the Cromwell's life savings. In the bedroom there are fine sheets, and about 2 gold pieces worth of jewelry. The living room is also Cromwell's trophy room. There are two suits of platemail here with battle axes and there is a 15% chance that Phinel left his favorite longsword in a rack on the wall.

**D.** The "wooden nail" blacksmith's shop is here. Being an excellent blacksmith, Clement Farthing feels obliged to sell his products for 1 to 20% more than standard prices. He makes the weapons for the town guard, but he specializes in armor. Given a few weeks he can construct a suit of platemail (AC:1) for twice the normal cost.

**E.** The "Iron Horse" blacksmith's shop is owned by Demel Ralor. He is a fair blacksmith who charges reasonable prices. He is especially proficient at reforging broken swords (the price will be about 20% of the original price of the sword), and if someone can describe a weapon to him, he can forge it for them. At any time he will have one shortsword and two suits of chainmail for sale. Anything else must be made.

**F.** This is "Enn's Tannery." Mr. Frander Enn makes most of the armor in Lendow's Berkshire; he makes all the armor for the city guard. Heaven forbid that the actual tannery should be in such a highly populated area of the city. This building is actually just a merchandise outlet and storage place, as well as the Enn family house. Because the tannery is a family business, Mr. Enn will seldom be found inside. In fact, he can often be found at the "Cutpurse and Rhinewine" tavern (H). When one walks into the store front, someone will be in the front room standing behind the counter. Inside the counter is 3 to 18 gold pieces, 2 to 12 silver pieces, and 2 to 20 copper pieces. The only other money in the building can be found in a chest with no lock under the bed in the master bedroom: 50 gold pieces and 90 silver pieces. When occupied, the actual living space for the Enn family is much too small. This is only because the family is so large.

**G.** Here stands the temple of Fanus. The local clergy is composed of one confused cleric, Prea Mana. She worships Fanus, the 8th Blue Wizard. The temple is very spartan. Wooden benches face a stone altar with no discernible markings. In the back of the building is Mana's room and room for four others. She sleeps on a grass mat and has little material wealth. The entire temple is meticulously clean.

**H.** The "Cutpurse and Rhinewine" is the only tavern in town. Rooms are inexpensive, and company is not difficult to find. The owner of the tavern also doubles as the barkeep. His name is Tredwater Lindwell. The first floor of the tavern is a large open room with tables and a bar. The kitchen is in the back through a hanging curtain. The basement contains a wine cellar with many bottles of wine (none exceptional). Also in the basement is a meat locker in a cool corner. The second and third floors are rooms for the guests and small staff. The outside of the building is stone and fairly new, it is also very hard to climb (-15% climbing walls). An easier access to the upper floors may be found through a dumb waiter apparatus that never has worked right. It has openings on each floor in the kitchen, meat locker, and at the end of two halls. There is also a clever entrance to it from the back of the building through some boards loosened by a couple of clever thieves. Most patrons prefer to use the stairs. The tavern acts as a boarding house around the clock, but the bar does close. The bar hours are from about three hours past noon until eight to ten hours after sundown (3pm to 2am). After dark, about seven or eight people frequent the tavern on a fairly regular basis, and there are usually 1 to 4 more around for the evening. Madam Lena usually sends a few of her newer girls here too. Lindwell does a pretty good business in this town. In the till each night one might find as much as 20 gold pieces value in various coinage. The "Cutpurse and Rhinewine" is a prime target for thieves, and Lindwell is always on the look out for a good bouncer and mercenary guards.

The basic menu for the tavern

|  |       |          |
|--|-------|----------|
| Unrecognizable stew (leftovers in broth)                             |       | 1sp      |
| Roast bird (of some local variety<br>if someone caught one recently) |       | 2sp      |
| Everything else  | about | 1 or 2sp |
| wine   |       | 9sp      |
| thick mead   |       | 3sp      |
| beer   |       | 7-9cp    |

**I.** The town stables charges 2sp per day to feed and groom horses. This is a common working place for the town's youth. Trenia Marblem has set it up as a part of her public works program. Enough travelers pass through to make it a mildly profitable endeavor.

**J.** This is the house of Trenia Marblem. Like most of the Local architecture, it stands only one story tall. It does cover enough area as befits the residence of the town's leader, and it provides enough room for both Trenia and her brother, Ipnus. Ipnus keeps a sack of 15 gold pieces under his bed, and in the basement there is a firetraped trunk (8th level) containing 250 gold pieces. In the back of the house Trenia has her own study and small library. In it can be found all of her spells:

**SPELLS:**

| 1st level     | 2nd level      | 3rd level        | 4th level |
|---------------|----------------|------------------|-----------|
| magic missile | invisibility   | lightning bolt   | fear      |
| read magic    | magic mouth    | phantasmal force | confusion |
| enlarge       | stinking cloud | dispel magic     | firetrap  |
| sleep         | knock          |                  |           |

Also in her study is wand of wonder brought to her by Ipnus some time ago. She knows that it is magical, yet she does not know the command word. Unknown to her it has 15 charges and the following

| <u>%</u> | <u>effects:</u>  |
|----------|--|
| 01-15    | Frighten creatures as a wand of fear.  |
| 16-22    | Freeze 1-3 creatures as the third level magic user spell, hold person.   |
| 23-44    | The wand turns into a two handed sword for 1 to 10 rounds. This sword may be used by a magic user and confers an armor class of 2 on the wielder.          |
| 45-80    | From 4 to 24 magic missiles may fly at the target.   |
| 81-90    | A cream pie will fly at the target and hit without error, doing no damage, but totally messing up any spells that might have been cast by that individual. |
| 91-97    | Summons an elephant.   |
| 98-99    | 1000 small white mice spring from the tip of the wand, and proceed to crawl over everything within sight.  |
| 00       | The wielder loses 1-10 hit points, as the wand fails this round.   |

**K.** Morgan lives here on occasion. He is the designated protector of this area. He considers anyone on this map to be under his legal Jurisdiction. He spends very little time in his house because he is usually living in the woods to the south. There is little of interest here. Morgan keeps no valuables.

**L.** Madam Lena's house of pleasures is always open for business. Anyone wanting company can find it with no trouble, for a price. There are at least two waiting rooms, several (fifteen) smaller bedrooms, and one small kitchen. Most of the rooms will be occupied at any one time, and wandering around is heartily discouraged by the "staff." Another known property of Madam Lena's is the fact that no one leaves wealthy. Those flaunting great wealth will often wake up much poorer, even if they sleep at home. Many people believe that a local gang of thieves uses Madam Lena's as a way to spot "pigeons." No one has been able to prove this accusation. Above all, the working girls at Madam Lena's are polite. If someone becomes irate, they do not get angry, they get efficient. Rude customers will be "requested" not to return.

**M.** The local cutpurses and burglars only have about a dozen members, but the gang will always accept more. Thievery is not common within the town gates. Outside, however... To join, one must pledge homage to Timerman, the captain of the gang. It is a sort of mock ceremonial organization filled with disillusioned thieves. In actuality this "guild hall" is Timerman's house. In the back room he sleeps on a cot. Beneath a trap door, however, there is an elaborate, richly decorated room reminiscent of a palace treasure room. Timerman feigns poverty very well.

**N.** Penot Tezler II owns this small, dirty magic shop. Most common magical herbs can be found here at extravagant prices, but the worthless talismans and trinkets are inexpensive. Normally Tezler Keeps about 80 copper pieces and 15 silver pieces in the cash box behind his counter. In the back room, Tezler has his own laboratory for his private research. In it can be found the notes for all of his spells. The spells are unbound yet neatly piled on a clean shelf among the clutter of the dark abode.

**SPELLS:**

| <u>1st level</u> | <u>2nd level</u> | <u>3rd level</u>    |
|------------------|------------------|---------------------|
| mending          | detect good      | monster summoning 1 |
| magic missile    | fools gold       | lightning bolt      |
| read magic       |                  |                     |
| charm person     |                  |                     |

**O.** This building is the town courthouse. In it is also the jail and local meeting hall.

Lendow's Berkshire Encounter Matrix

roll 1D100

| <u>daytime</u> | <u>nighttime</u> | <u>result</u> |
|----------------|------------------|---------------|
| 01             | 01-02            | assasin       |
| 02-04          | 03-04            | beggar        |
| 05-09          | 05-15            | brigrand      |
| 10-20          | 16-28            | town guard    |
| 21             | 29               | town watchman |
| 22             | 30               | cleric        |
| 23-30          | 31-38            | fighter       |
| 31-39          | 39-40            | gentleman     |
| 40-45          | 41               | goodwife      |
| 46-50          | 42-52            | harlot        |
| 51-55          | -                | laborer       |
| 56-58          | 53-55            | magic user    |
| 59-64          | 56-59            | mercenary     |
| 65-69          | -                | rake          |
| 70-72          | 60-65            | ruffian       |
| 73             | 66               | ranger        |
| 74             | 67-90            | thief         |
| 75-99          | 91-95            | personality   |
| 00             | 96-00            | special       |

**ASSASSIN:** someone has issued a contract on one of the players lives. Determine who the target is randomly, or if, circumstances dictate, reasonably. An assassin will then begin stalking the character until either he is either slain or the assassin is. An assassin in Lendow's Berkshire will be 1st to 3rd level.

**BEGGAR:** There are only a few beggars in Lender's berkshire and subsequent rolls of this category may (70% likelihood) be the same beggar(s) as the last time.

**BRIGRAND:** daytime encounters should be called something else like mercenaries or gentleman. In actuality they will be checking the party out for future theft. Nighttime encounters will be with 2 to 8 thieves and fighters (50%/50%) of 1st level, plus one of 2nd level who will act as an informal leader.

**TOWN GUARD:** the town guard always travels in threes when it can. That way, if there is any large scale trouble, two can try to settle matters while the third goes for aid. Encounters of this nature will be with 3 fighters wearing leather armor and carrying shortswords. They may also bear the badge of Fanus which will mean nothing to strangers. All guardsmen are 1st level.

**TOWN WATCHMAN:** this will always be Phinel Cromwell. Under this category, however, he will always be accompanied by 2 guardsmen carrying longswords.

**CLERIC:** this will usually be Prea Mana alone (80% of the time), but other clerics may visit the town from time to time. If this is one of the rarer cases, then encounters will be with one cleric of 2nd to 8th level accompanied by 1 to 4 lesser clerics of 1st and 2nd level. Most encounters of this kind will be just matter of fact, because the clerics will have little interest in the party.

**FIGHTER:** Encounters with a fighter are determined from the following chart.

#### roll 1d6

- 1 Ipnus Marblem: he is never pleased with strangers.
- 2 Boris and/or Michael Lindwell: commonly found in their father's tavern.
- 3 Jamoie: he will be just passing through.
- 4 Morgan: the party will have pleased (60%) or displeased (40%) him.
- 5 or 6 a single fighter of 1st or 2nd level.

**GENTLEMAN:** This will be a stranger to Lendow's Berkshire. There will be 2-8 traveling companions of 0 to 5th level.

**GOODWIFE:** any nondescript woman.

**HARLOT:** In all probability this is one of Madam Lena's girls (90% likely). If she is not, then she is probably a laborer's daughter trying to make some money for her family.

**LABORER:** These are 2 to 5 uninteresting towns people, probably on their way to or from the tavern.

MAGIC USER: This is an encounter with one of the following:

roll 1D6

- 1 or 2 Trenia Marblem
- 3 or 4 Penot Tezler II
- 5 Minbar the Changer
- 6 A traveling magic user of 1st to 5th level  
with a party of companions (see gentleman above).

MERCENARY: From 2 to 8 fighters of 0 and 1st level. One will be 2nd or 3rd level and act as a leader.

RAKE: Local boys who have too much time on their hands. They will irrationally dislike strangers. All will be 0 level and there will be 2 to 5 of them in a group.

RUFFIAN: From 2 to 5 local boys who not only dislike strangers, but like to bully them to. They will all be 0 level and will carry clubs.

RANGER: This will usually be Morgan (95% of the time). The rest of the time it will be a single traveler of 1st to 6th level.

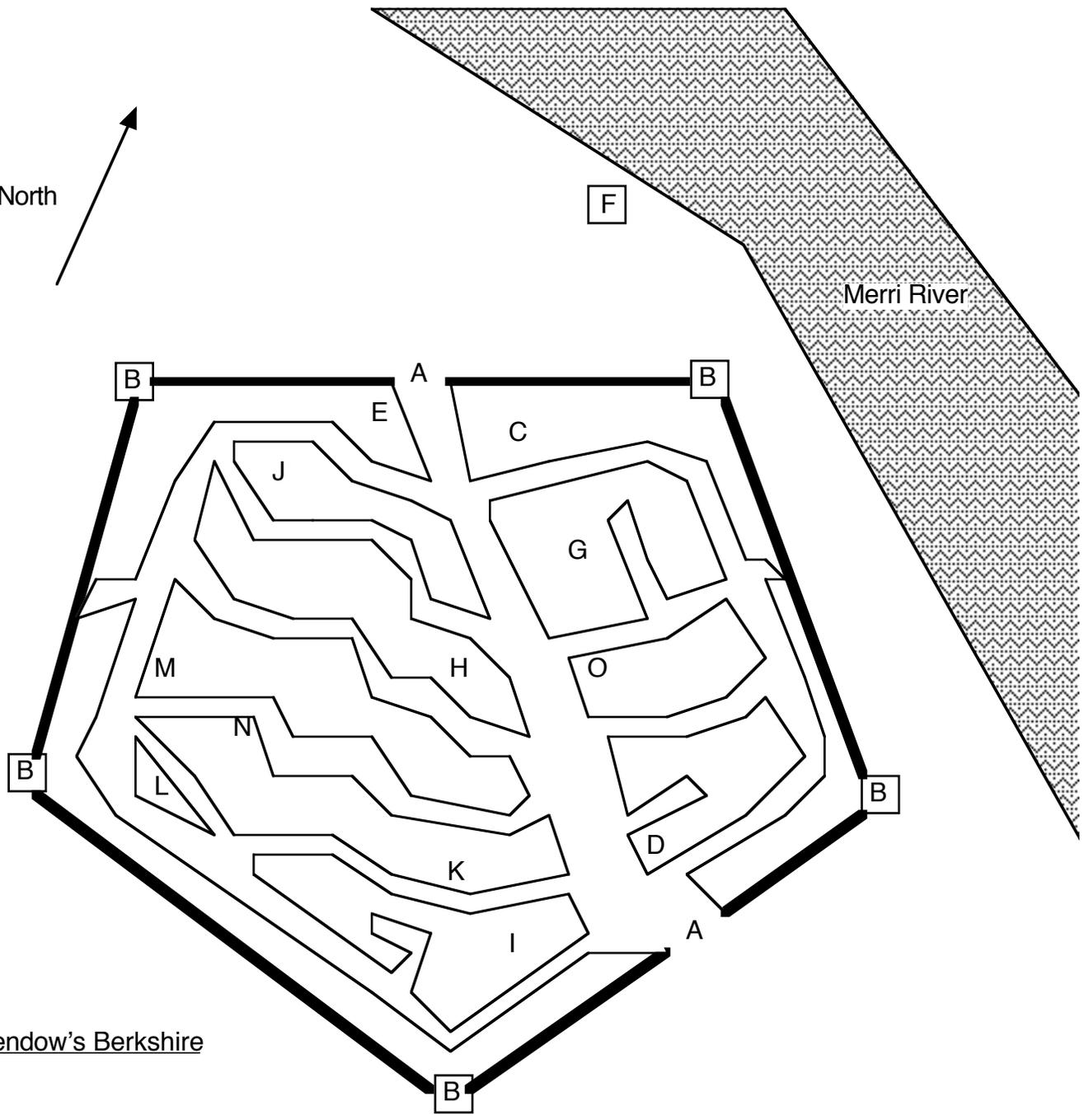
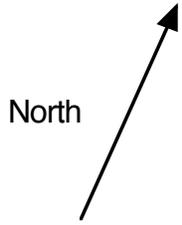
THIEF: One of Timmerman's light-fingered gang. Encounters will be with 1 or 2 thieves of 1st to 3rd level. They may work as a team.

PERSONALITY: This will be one of the personalities outlined in the first section describing the town:

roll 1D20

- 1 or 2 Phinel Cromwell
- 3 or 4 one of the many Enns
- 5 Clement Farthing
- 6 Lenda Lena
- 7 Tredwater Lindwell
- 8 Biris Lindwell
- 9 Michael Lindwell
- 10 Prea Mana
- 11 Ipnus Marblem
- 12 Trenia Marblem
- 13 or 14 one of the Ralors
- 15 or 16 Timerman
- 17 Penot Himmer Finn Tezler II
- 18 Jamoie
- 19 Morgan
- 20 Minbar the changer

SPECIAL: This is some improbable, unnatural event or creature. It could perhaps be a Vampire or werewolf. It could also be a magic battle between Trenia Marblem and Penot Tezler II.



Lendow's Berkshire