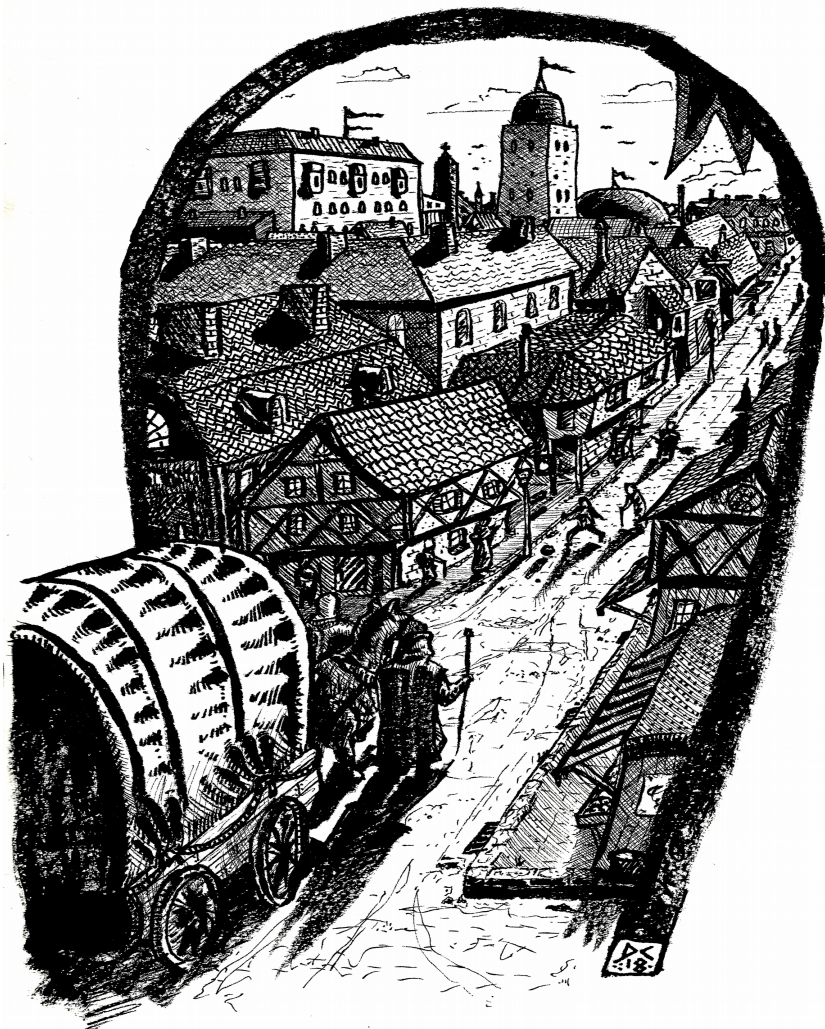


This document describes the various districts and temples of Ironwall. It is intended as a city supplement for any fantasy RPG, although the deities referenced in it are particular to DCC.



The City of Ironwall

Description: The City of Ironwall, Ritual City, the Fracture to Come: a place known by many names, full of stories, and stacked with souls waiting to escape. Ironwall was built after the most recent War of Balance, a cyclopean conflict between the forces of Law and Chaos. It is a generational ritual, perpetuated by the souls of those original inhabitants who pledged themselves and their progeny to the task of holding together the crossing of arcane leylines. The end of Ironwall would surely be an apocalypse for all sides, and so the truce between the scales still stands.

The City of Ironwall is a city supplement, based on a location I created for my DCC home game. The only content which references DCC is the deities forming the basis for the City, and they can be easily converted to other systems, or replaced by suitable proxies. The deities referenced are¹:

- **Amun Tor:** The God of Mysteries and Riddles, the Lord of the All-Seeing Eye (described [here](#)).
- **Daentharr:** The Mountain Lord, Greater God of Earth and Industry (described [here](#)).
- **Shul:** God of the Moon, Dancer of the Half-light Path (described [here](#)).
- **Malotoch:** The Carrion Crow God, Guardian of All Crossroads (described [here](#)).
- **Ulesh:** The God of Peace, the Immobile (described [here](#)).
- **Creostrax:** The Goddess of Excess, the Lady of Lechers (described [here](#)).

History of the City of Ironwall: Ironwall was built in conglomeration by the worshipers of six deities, after the previous War of Balance. When the dust settled after that conflict of titans these six came together around a leyline cross-point: the world had become thin here, and all of the deities realized that such a fracture could collapse and implode, ending all that is. They set aside their differences, as their worshipers would surely suffer in such an event, and came together to build Ironwall, the Ritual City.

The Ironwall was built around the fracture, and inside it, the City.

Amun Tor's efficacious bureaucrats provided the census readings, creatively interpreted by the inspirational leaders from Daentharr's faithful. Shul's strange eyed ululations were received by the dirge singers of Malotoch. Ulesh's stoic belief in peace kept Crostrax's wild pleasure in check. The six Districts were built around the Castle Hexagonal.

Below the Castle the crossing of magical earth energy still pulses as the last words of Graenn of Stone and Earth gnaw at the crossing of everlasting ley power.

Graenn was the primal titan of nature, also known as the Old God of Nature. He perished in the last throes of the War of Balance and with his last words cursed the world to perish: "*A knot on you, a knot in the soul of the Earth you walk.*" As the Scion of the Ground he controlled the flow of magic through the leylines, and with his curse they formed a dangerous crux: six lines crossing, where three is enough to destroy empires.

Ironwall still stands as a rare point where the deities of Chaos, Balance and Law find a tenuous peace. The progenitors are far gone, but most of the current citizens of Ironwall are their descendants, sadly unaware of the true reason of their families' sacrifice. Most of the current Wallers only know they're not allowed to leave the City, on penalty of death.

Customs of Ironwall: In Ironwall, those Belonging to the City wear red. Some piece of clothing on the locals is very prominently crimson red, always. They are indoctrinated to this from childhood, and follow the

¹ The links reference my versions of these DCC deities, only Crostrax is my own (and could easily be replaced with another Slaanesh-proxy, for Warhammer fans). Other versions of these deities are sure to exist, but the linked ones are at least relevant in to the concept domains of the City. Note that some of them have had their alignment tweaked for purposes of balance within my campaign world and vary from those presented in the DCC rulebook.

custom religiously regardless of their alignment or target of worship. It is quite acceptable to switch deities within the City, as long as you follow one of the original gods, for:

“The City owns those who Belong.”

Allegiance to the City and the Hexagonal comes before everything else. Beyond that crime for those Belonging is dealt in two ways. The criminal either suffers a public execution in the the Gallows Market, or is forcibly driven to another district and brought under a new deity, hopefully better fitting their nature. Excommunications and executions are both quite frequent, as the City Peace is integral to upholding the Ritual, as is blood sacrifice and souls.

Outsiders are judged with different laws. Most offenses are met with exile, combined with a fitting punishment to the crime: whipping for blasphemy, dismemberment for thievery and so on. Among travelers, Ironwall has a reputation for harsh fairness: keep to yourself, enjoy your stay and avoid leaving a mark on the City.

Population of Ironwall: Ironwall has some 120 000 residents at any given time. A little less than a third of this population are visitors from outside the city, and the rest Belong to the City. Most inhabitants are human, and the next largest racial segment are dwarves, who are roughly twice as common in Ironwall than in other human settlements.

Government and organization of Ironwall: As mentioned above, the city is ruled by a governing council formed out of the high officials of each of the six ruling temples. This group is called the Hexagonal. The central castle of the city houses the chambers of the Hexagonal, although the high council convenes very rarely. Usually the castle is only inhabited by bureaucrats, petty officials, and their servants. There is always a small contingent of the Ironwall Guard present, and their force is bolstered by the elite temple guards of the Six Gods when the Hexagonal is present.

The Ironwall Guard is roughly 20 000 man strong, with the same number draftable as militia from the general populace. The Guard has watch houses in each of the six districts, but mainly operates from within the Ironwall. The city is mostly well regulated and guarded, with exceptions in some of the districts.

The day to day government of the city is ran by the temples and their district officials. This of course means that rules and regulations vary wildly between different areas of Ironwall, as the deities have different ideas about what is right and wrong.

Local expressions: Those who Belong to the City see everything within the Ironwall as regular and normal. Their expressions are often shortened versions of the names given in this article. The six districts are simply known as Scrolls, Makers, Songs, Gallows, Accords and Vices. The Hexagonal Council is simply called the Council, or the Hex. The Ironwall Guard is just the Guard. Outsiders are often spoken of as the Blanks, while those who Belong to the City are spoken of as Wallers. Each of the districts have a colour associated with them as well, and these groups are often identified by their district's colour (blue for Amun Tor, orange for Daentharr, white for Shul, green for Malotoch, grey for Ulesh and purple for Creostrax).

In addition to this, like any other city of any magnitude, Ironwall has its own slang and style of expression, which is left up to the Judge to devise.

In your campaign: Ironwall can be set more or less anywhere. The architecture and lifestyle assumes a temperate continental climate, and the map assumes an inland location, but beyond that there are no particulars.

As mentioned above, the City is an unlikely convergence of six deities: two of Law, two of Balance, and two of Chaos. The balance between the deities is the only integral thing for the running of the location, but you can certainly replace them with other gods as long as the basic concept holds.

Areas of Note

1. The Gates of Ironwall

The gates of Ironwall are massive. Set in the gargantuan wall, the actual gates reach up to a height of 30 metres (~100'). The actual main gates are of course rarely opened. Usually all traffic in and out of the city is guided through a smaller aperture set into the actual gate. Testament to the venerable age of the city itself, the gates are built out of ancient oak, fossilized and greyed by age. The wrought fittings and hinges of the gate are massive and old as well, but strangely untarnished by time: crafted with the inspiration of Daentharr combined with the skills of dwarven smiths, the metal alloys stand time and wear extremely well.

Entrance to Ironwall is gained only after careful interviews with the census officials at the gates. The caravan gate is guarded by a vigilant contingent of the Ironwall Guard at all times, and more guardsmen are always available from within the Wall.

After declaring themselves and the cargo, prospective visitors are either turned away or led into the gate passage. Ironwall Guard is disciplined and law-abiding, and will try to avoid confrontation at the gates if possible: unsuitable visitors are simply told to leave, and forced to leave if necessary (such persons may gain entry through the sewers, see *19. The Sewers*). The gate passage is a 100 metres (~300') long, passing through the wall into the main avenue of the city. There are multiple drop-gates along the way, along with murder holes, guard doors and other defensive measures along this stretch. By this point the guarded nature of the city should be apparent to anyone walking in.

Clerics, dwarves and elves notice that the gate and the wall are exceptional. In addition to the description of the gates above, the whole construction of the wall is full of the symbols of all six gods along with the maker's marks of esteemed dwarven craftsmen. The place is obviously strange.

Suggestions for Judges: Passing the gates should feel safe, strange and regimented. Violence at the gates is extremely rare, but the power of order is apparent even though all of the guards may wear the colours and sigils of different deities.

2. The Ironwall

The first thing observers notice from a distance is that the Ironwall Guard patrols both sides of the wall equally, armed with heavy crossbows. Even a short observation from the surrounding hills makes it obvious that the intention is to both deter outside incursion as well as to make sure that no one leaves Ironwall unsupervised.

The Ironwall itself is a massive fortification. The wall is a little under 4 km (2,5 miles) long in total, a 100 metres (300') thick and some 40 metres high (~130'). The construction contains innumerable chambers and corridors, and is home to the Ironwall Guard along with many abandoned, mysterious rooms, and the ritual chambers upholding the city itself.

The Ironwall Guard uses much of the space inside the wall as barracks, utility rooms and prison cells. But not even the guard knows all of the nooks and crannies, as some chambers are permanently sealed as part of the leyline ritual the city was built for, and a large amount of the space is simply abandoned. The passages start from the top of the wall, and extend well below the city, connecting with the ancient dwarven sewer system. In addition to this, prisoners tend to mushroom farms within the wall, reputedly able to sustain those Belonging for at least a generation, should a siege occur.

In addition to the main gates, there are numerous entrances into the wall itself from inside the city (and a few, well-guarded ones leading in from without). Most of these are known and guarded, but some are forgotten by all but the thieves and skulks of the city. The Wall is a massive fortification, ruling the lives of locals and filling the horizon. Most respect it, some fear it, and a few dream to escape its bounds.

Suggestions for Judges: Anyone viewing Ironwall from afar is sure to notice that the guards seem to pay equal attention to both sides of the wall, perhaps even more so to the inside. Passing through the wall into the city should make the strange nature of the wall and the city within apparent, and raise questions in all but the thickest of visitors. Also, the Ironwall can serve as a dungeon location on its own right: prison breaks, destructive tendencies or a simple escape gone wrong can all happen within the confines of the construction.

3. The Avenue

The Avenue opens up from the end of the gate passage, towards the Castle Hexagonal. It is a lively thoroughfare, with caravan yards spreading to both sides, and all sorts of mercantile establishments along its way. The main causeway is reserved for carriages, with separate paths for pedestrian traffic on either side.

Most visitors to Ironwall don't venture much further from here. To one side is the District of Vice, with all manner of pleasures awaiting the weary caravaner. To the other opens the safe, calm and dull corridors of the District of Scrolls. Both districts have inns, caravan yards and flophouses set up for transient merchants.

Suggestions for Judges: If using Ironwall as a campaign location for outsiders, it may make sense to initially confine their exploration to the Avenue and it's surroundings, and only later introduce the deeper parts of the city. The crossbows and arbalests pointed inwards from the walls and the contrast between the decadent raucosity of Creostrax' district and the solemn bureaucracy offered by Amun Tor's faithful in the District of Scrolls should easily fill a session. All services expected from a large city are available within a few blocks of the Avenue.

4. Castle Hexagonal

Castle Hexagonal sits at the center of the city. It is surrounded by a parapet patrolled by the Guard at all times, and contains convoluted passages leading to all manner of bureaucratic chambers and offices necessary to the running of the Ritual City. There is also a number of sealed and open ritual halls, as the magics sustaining the lock on the ley-line breach requires a variety of sacrifices to sustain itself.

Atop the castle are six towers, and the Domicile. Each of the towers acts as the residence of a high priest of one of the Six Gods at times when the Hexagonal convenes, and the Domicile is a large domed building where the council is held. Usually this area is entirely abandoned, as the Hexagonal only meets when they must.

Suggestions for Judges: The Castle Hexagonal can be anything you put in it. The bureaucrats in it hold little to no actual power, as all of the districts more or less run themselves, but the Castle is the official locus of power in the city. It is also the central point of the ritual, extending below ground level considerably, and containing many of the necessary ritual points holding the ley-lines together.

5. District of Scrolls

The District of Scrolls is governed by the temple of Amun Tor. It contains countless grey buildings, originally built for efficiency and later expanded due to necessity. The District of Scrolls is the bureaucratic center of the city, with archives dating back to the earliest days of the settlement. It is an important seat of the temple of Amun Tor, and one of their larger operational sites.

The District of Scrolls is a somber, dull and calm area, and compared to many of the other locations of the city it may seem uninteresting to most travelers. Little commerce happens here, and most of the services cater to locals, who in turn are mostly employed in menial tasks in the various archives and offices of Amun Tor's systematic but convoluted temple order. Still, perceptive eyes may notice Amun Tor's Greycloaks coming and going discreetly from some of the larger office buildings: the covert order is formed from the foremost spies and information agents the deity of mysteries has in his employ. And of course those interested in the literary arts and histories will find almost unlimited information in the grand libraries and archives here, all available for a price of secrets of equal importance.

Suggestions for Judges: The District of Scrolls is the perfect place for some spy intrigue, or a simple archive search to find more information about the next dungeon or evil nemesis. Just remember that Amun Tor deals in secrets and mysteries: nothing can be bought with gold, but rather all searches have to be paid in kind. The Greycloaks of Amun Tor are a neutral spy organization, mostly focused on information gathering and surveillance, and are a good alternative for a Thieves' Guild connection for more scrupulous thieves.

6. Temple of Amun Tor

Ironwall's temple of Amun Tor can be found in the District of Scrolls. It is an odd combination of flamboyant cathedral architecture and utilitarian offices. The central building is a high, domed oblong, decorated with pillars and reliefs like any other great temple. The wings of the temple are dull, grey blocks, several stories high and quite massive, but lacking in decoration and artistry. The building has been constructed in stages, and it is obvious that its sprawling mass was designed by multiple architects.

The old central part of the temple contains everything relevant to daily worship, and is open to the public at all hours of the day. Temple services can be accessed there, and the custodians are quite friendly, if a little dry. The offices and living quarters (in the western and eastern wings, respectively) are off limits even to the laymembers of the temple, and temple guards patrol these areas vigilantly.

Suggestions for Judges: Temple services can be acquired from the temple proper: tithes are paid there, items are identified, curses are removed and healing can be acquired. The temple of Amun Tor approaches all worldly toil as riddles to solve, and can assist travelers in most things, but it must be remembered that the temple does not accept gold or treasure as payment: it only deals in secrets and information. The offices and living quarters attached to the temple serve as excellent locations for heist-style urban adventures.

7. District of Makers

The District of Makers is governed by the faithful of Daentharr: the deity of inspiration and craftsmanship. The area is a paragon of urban planning, with straight streets, open plan bazaars, and a boulevard with a novel tram construction. The district is well lit at all times with gaslamps of curious manufacture, and all manner of contraptions and gizmos can be purchased here.

The District of Makers is the commercial hub of the city, with most of the city's craftsmen and merchants calling it home. Many of the city's dwarven residents live here, as Daentharr has long been a friend of the ingenious race. The area is safe and orderly, with very few public houses or inns along its clean streets: visitors to the city are encouraged to find their abodes elsewhere.

Suggestions for Judges: The District of Makers has a distinctly steampunk-vibe: it is the place where the most recent scientific and alchemical creations can be purchased, all powered with divine inspiration. Should your players desire access to unlikely gizmos and specialist equipment², this is the place.

8. Temple of Daentharr

The temple of Daentharr is a combination of a church, alchemical laboratory, engineer's workshop, smeltery, brewery, smithy, and whatever else his inspired worshipers may need. Gleaming brass, pure granite and polished oak can be seen everywhere, and the temple is always well lit with the lights of inspiration. The main vestibule of the temple is reserved for layman worship, but each workshop area in the wings of the temple contains a shrine to Daentharr as well: creation is worship for Daentharr's faithful. Masses are held each midday.

The temple of Daentharr is actually the largest building in the city apart for the Castle Hexagonal itself. The aboveground construction is just a small part of the structure itself, as the dwarves in the service of the god have expanded the temple several levels below ground. The lower levels contain the living quarters of the faithful, along with workspaces for all crafts imaginable.

Suggestions for Judges: Part cathedral and part steampunk workshop, the temple of Daentharr is an exceptional place. Should your party come across strange items from beyond time this is the place to identify them. Craft-oriented characters will certainly also find interesting interactions in the temple.

² Such as the items described [here](#) on KitN.

9. District of Songs

The District of Songs is dedicated to Shul³, and the strange architecture of the moon-people of the previous aeon govern its construction. All buildings are built out of gleaming white marble and resplendent quartz, forming oddly airy organic shapes. The street design is unearthly, but oddly intuitive, and the district resembles a park as much as an urban tenement.

Artists, poets and madmen frequent the streets, and the area is dreamily harmonious. Of note here is the Bazaar of the Moon, a strange building, resembling a wing or a shell of some long forgotten creature: its winding passages contain all manner of odd wonders and hidden treasures.

Suggestions for Judges: The District of Songs is the most alien of the areas of Ironwall. The architecture is quite unearthly, and the inhabitants are much less coherent. The Bazaar is a perfect place for some strange shopping, and out of all of the districts of the city here the party is most likely to get lost in time and space. Note that the faithful of Shul are forbidden from handling gold, as it is anathema to their god.

10. Temple of Shul

The temple of Shul is a high ziggurat: soft, polished forms created out of gleaming quartz and engraved with the stories of a forgotten people. The worship within is at times solemn and at others bacchanalian, as is suitable for the god of the mad and the lost.

The temple offers many services, but only accepts silver as payment. The temple of Shul isn't particularly well ordered or efficient, but this is one of their main sites of worship, and as such many pilgrims converge here on the larger festival days of the calendar.

Suggestions for Judges: The ziggurat temple of Shul is an excellent pilgrimage site for believers, and offers many services. I've also used it as a replacement location for the Temple of the Moon in *DCC #74: Blades Against Death* (the gates to the the underworld were later found in the District of Gallows, under Malotoch's care).

11. District of Gallows

The District of Gallows is sacred to Malotoch⁴, the Carrion Crow God. It houses his temple, along with the Ironwall Necropolis, an ancient graveyard from before the founding of the city itself. The Gallows is a sombre, silent district, full of sallow faces and bleak fates. Most of Ironwall's labouring poor live here, and their wealth is reflected in the worn-down architecture and character of the area.

The population of the District of Gallows is a little standoffish, but ultimately friendly in a gruff, rustic fashion. The area is not very popular among visitors, and most of the services and shops cater mainly to the locals. The Gallows Market, set between the gates of Malotoch's temple and the Necropolis, is the set location for public justice, with the execution platform at the middle of the marketplace. While the priesthood of

3 It should be noted here that the version of Shul I've linked to above is a chaotic deity, and not lawful as the DCC rulebook suggests.

4 This version of Malotoch is written as a neutral deity, governing cross-roads and passings.

Amun Tor is responsible for the reading of the law, Malotoch's clergy handles meting out the correct sentences, which often boil down to simple executions, the blood of which fuels the ritual upholding the City.

Suggestions for Judges: The District of Gallows is distinctly the least friendly of all of the six districts of the city. It offers a stark contrast to the rest of Ironwall, and really the main point of interest are the semi-frequent public executions in the square. Those who Belong to the City toil under harsh laws, and justice is often swift and unkind to locals.

12. Temple of Malotoch

The temple of Malotoch resembles a large Y-shaped longhouse: it's roof consists of carved bronze made to resemble sheaves of thatching, and the walls are heavy, uncut blocks of natural stone. The top floor of the temple is reserved for worship and justice, and the Crow Garden behind the building is a popular spot for solemn meditation.

The single-storey building aboveground belies the true size of the temple of the Crow God: the site has multiple floors below ground.

The secret rites of the Crossroads are performed here, and the underground levels contain a mortuary, prison cells, the living quarters and offices of the clergy, and so on. The temple is rumoured to be connected to the deepest reaches of the Necropolis through winding underground tunnels leading to the ancient tombs of the Old Kings buried there. Most of the services of the temple relate to death and the passing from this world to whatever awaits beyond, and the clergy of Malotoch is also responsible for the upkeep of the city's executioners, most of whom are adherents to Malotoch's faith.

Suggestions for Judges: The temple of Malotoch is quite well suited for a heist, much like most of the other temples in the city. The underground levels are indeed connected to the Necropolis, and the fact that the temple contains Ironwall's approximation of official dungeons offers a proliferation of reasons why character's would be compelled to infiltrate the location.

13. The Necropolis

The Necropolis of Ironwall is older than the City itself. The massive menhir tombs below the hills form labyrinthine passages, rarely traversed by any caretakers or guards. Aboveground the Necropolis is a beautiful



but solemn park, with tombstones and crypts, gravel paths and shrubberies. The Necropolis is cared for by a large family of gravediggers. They live among the tombs, and know many forgotten stories about the dead in their charge.

Suggestions for Judges: The Necropolis is a natural place to set any tomb-oriented adventure module; even the classic *Portal Under the Stars* (from the DCC rulebook itself) could be set here, should a Judge desire to shorten the trek between civilization and dungeon exploration. The old tombs below the Necropolis are connected to the temple of Malotoch, which may be critical for successful heists or rescue missions.

14. District of Accords

The District of Accords is home to the insular worshipers of Ulesh. The God of Peace preaches accord at any cost, and to most residents of his district this means life in well-fortified family compounds and limited contact with those outside of the faith. The tone of the Accords is very much that of forced civility: they treat strangers well enough, provided the same courtesy is provided to them.

The Accords is possibly the least interesting and hospitable of the districts. While it has competent smiths and basic services, the nightlife is virtually non-existent, taverns and hostelries are very sparse, and a strict curfew is in place. The life of the locals is regulated by very strict rules to guarantee absolute peace, and visitors often find it hard to adhere to them. More or less the only real place of interest in the community is the huge temple of Ulesh. Ulesh's temple has no dedicated guard. Instead, all of the residents of the district are expected to be armed at all times, and are quite skillful with their chosen weapons.

Suggestions for Judges: The District of Accords is essentially a very insular religious community, and as such parallels can be drawn with modern religious communities all over the world. The worshipers of Ulesh are friendly enough, provided strangers can adhere to their simple-but-strict rules. The basic mantra of Ulesh's faithful is "speak softly, but carry a big stick". However, accord at any cost often means that weaker positions are difficult to argue, and the district is essentially ran by a consortium consisting of the more powerful families: there is palpable tension in paradise, and careless player characters can easily trigger outright war within the peaceful district.

15. Temple of Ulesh

A massive cathedral of conservative design, the temple of Ulesh is a prime spot for pilgrimage for the faithful. The clergy of Ulesh prides itself as a sect of diplomats and mediators, skilled at the art of peace, often through superior firepower.

Apart for the relics and statues of the God of Peace and his saints, the temple houses the Armory of Peace: a vault full of legendary weapons and armor. Many of the items have been sequestered here because they've been deemed too dangerous for use, and the rest have simply been gathered here to guarantee Ulesh's power and glory in the case of conflict. The temple offers healing services to those willing to hear Ulesh's strict scripture, but this demand makes it less than inviting to those not already adhering to his principles.

Suggestions for Judges: The temple of Ulesh is probably best used as a non-standard antagonist for delvers and reavers. The life of an adventurer is never peaceful, and the strict rules of the God of Peace are often anathema to player characters. The Armory of Peace is an obvious target for a daring raid for ancient

magic, and it is actually more than likely that Ulesh's clerics simply confiscate dangerous magical items brought into the cathedral for whatever reason.

16. District of Vices



The District of Vices is the sultry, chaotic gem of Ironwall. Most of the visitors to the city end up spending their time among the many enticing pleasures offered along the winding alleys. The Vices never sleeps, and anything a heart might desire is always available, for a price.

Taverns, hostels, gambling halls, brothels, street kitchens full of the richest and most decadent foods imaginable: the District of Vices is a heady mix of any and all pleasures imaginable. Such a place is not without its dangers of course, and an unwary traveler will find themselves soon parted from their gold, and sometimes, their decency. The temple of the Pleasure Goddess Creostrax hums and shrieks at the center of the district, and the clamour of the fighting pits can be heard blocks away from the fray itself. The District of Vices is also home to the headquarters of the Ironwall Thieves' Guild, which can be found in one of the huge pleasure-clubs standing aside the central plaza.

Suggestions for Judges: The Vices is the ultimate font of decadence. This of course makes it especially enticing and dangerous for reavers returning from the darkest dungeons with purses full of pilfered coin. Any carousing activity in Ironwall likely results in a confusing binge within the confines of the Vices. Also, any characters wishing to contact the Thieves' Guild of Ironwall must brave the temptations of the district.

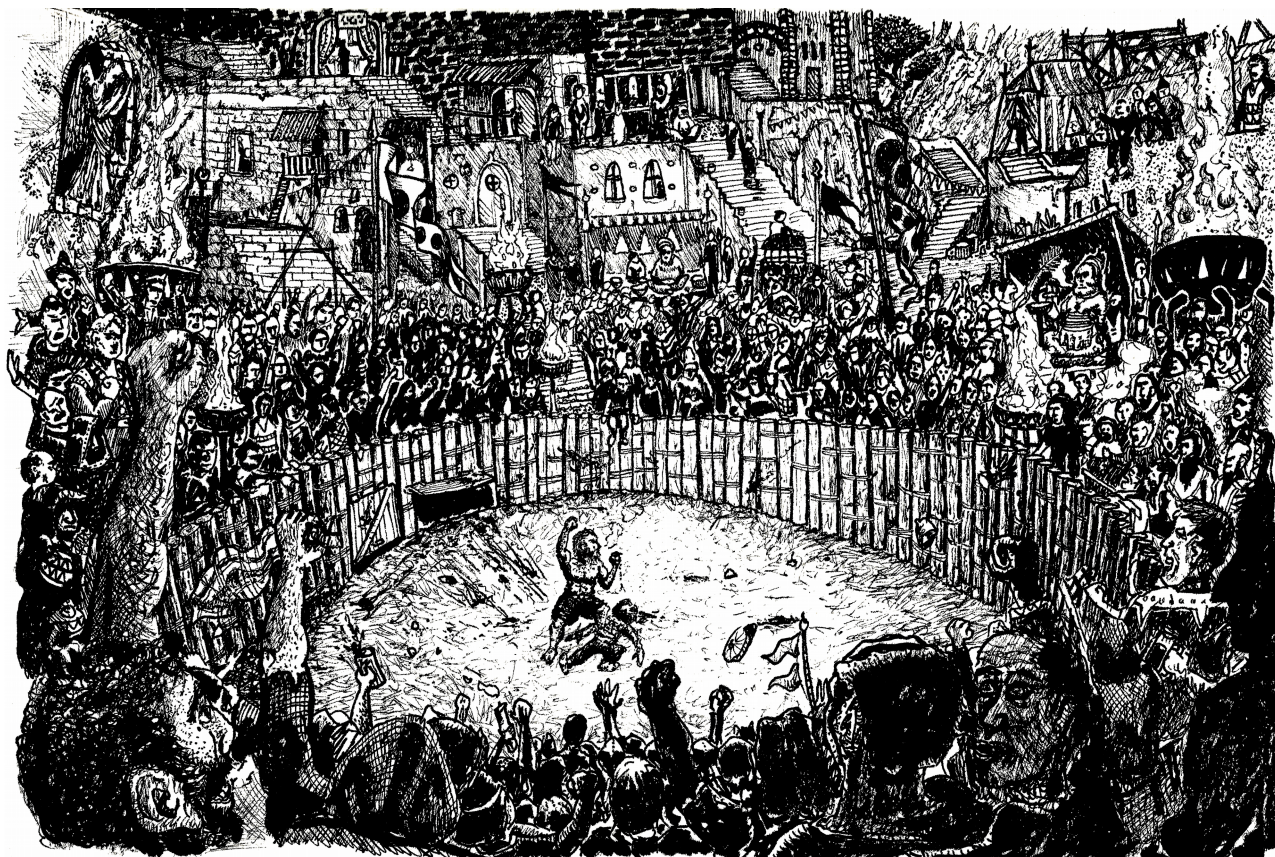
17. Temple of Creostrax

The temple of Creostrax is a massive, sprawling complex. The building looks like a half dozen opulent villas were simply mashed together in a fit of ecstatic creation. The walls are decorated with bas-relief depictions of every decadence and lasciviousness imaginable. The balconies and halls are full of endless revelry and lust. The moans and screams of pleasure and pain are constant, and a heady smell of abandon emanates from the building into the surrounding plaza.

The temple never sleeps, its celebration and decadence setting a constant rhythm which pulsates through the rest of the district of Vices. The clergy within offers any and all services a temple would, with the added benefit of any and all pleasures. A rather unnerving detail of the service of Creostrax is the fact that petitioners lacking funds may exchange their body for services of the temple: such poor souls are hypnotized

and put to task within the temple, and may find that the service they promised to perform is rather more than what they bargained for.

Suggestions for Judges: The Goddess of Excess is a harsh mistress at best, and the wild abandon with which her faithful perform their acts of service to the Kissing Whip is likely too much for all but the most decadent characters. The heart of the temple is a constant debauched orgy, and Judges should feel free to play up this unnerving state of constant lechery and decadence as much as they feel comfortable. Creostrax actually makes for a quite an interesting antagonist, as lawful parties will certainly find her worship anathema to their morals.



18. The Fighting Pits

The fighting pits in the district of Vices are legendary, and warriors come from the far reaches of the world to test their mettle here. In addition to the semi-organized fights in the main gladiatorial arena the pits hold many types of contests of less deadly nature. The pits are organized in tiers, with the higher circles hosting arm-wrestling and drinking competitions; the bottom of the pit is a great arena, where warriors fight monsters and challengers in a constant stream of bloody battle.

Generally, bouts are not fought to the death: rules vary, but usually the winner is decided by submission, unconsciousness or first blood. This is not to say that accidents don't happen, and while the clerics of Creostrax are available for the treatment of injuries those incapable of paying for such services may find themselves bound to the Empress of Urges in order to settle their debts with the church of Excess.

Suggestions for Judges: Players running martial classes often desire the chance to test their strength even during downtime. The fighting pits offer a chance for this, and hold a myriad of contests for any and all martial talents. The main event each night is the Champion's Fight, where the previous night's winner takes on as many challengers as they can, and the night is awarded to the last man standing.

19. The Sewers

It is said that the sewers are the urban adventurer's dungeon, and no less so in the great city of Ironwall. The sewer system of the city was built by the dwarves in ages past: it is well made and reliable, but most of its reaches are unmapped, and known only to the intrepid tunnel-sneaks of the Thieves' Guild. Traversing the sewers is also complicated by the underground river bisecting the city, and the fact that many of the tunnels underground connect to the various temples, the Necropolis and even the dungeons below Castle Hexagonal.

It is a commonly known secret that the sewer system is the easiest way to enter or leave the city unnoticed. Many of these passages are known to the Ironwall Guard, and still more are managed by the Thieves' Guild of Ironwall, who are known to smuggle people and goods to and from the fortress-city through these hidden ways. Unknown things lurk in the forgotten cisterns, and a hidden war between the Thieves' Guild and the Ironwall Guard is waged among the shadows.

Suggestions for Judges: The passages of the sewers are an excellent key for infiltration scenarios, as well as the easiest way to leave the city for any characters unfortunate enough to belong to the City: residents of Ironwall cannot pass the gates, but sometimes people cannot stay in the city despite the grand ritual it holds together. Judges are encouraged to set any urban dungeon adventures in the sewer system, and leaving the city through these passages should certainly count as an adventure in itself.

