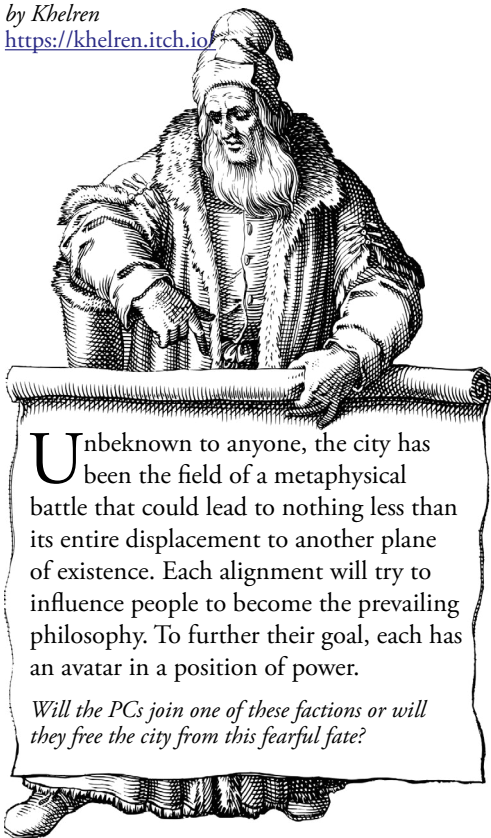


# A CITY OF PHILOSOPHERS WITH CLUBS

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Unbeknown to anyone, the city has been the field of a metaphysical battle that could lead to nothing less than its entire displacement to another plane of existence. Each alignment will try to influence people to become the prevailing philosophy. To further their goal, each has an avatar in a position of power.

Will the PCs join one of these factions or will they free the city from this fearful fate?

## AVATARS AND FACTIONS

<i>The Blind Maiden</i>	<i>The Father of Traditions</i>	<i>The Beggar King</i>	<i>The One-eyed Slayer</i>	<i>The Trickster Prince</i>	<i>The Horned Beast</i>
Loyal Good. War and Industry.	True Loyal. Fate and Laws.	Loyal Evil. Shadow and Secrets.	Chaotic Evil. Strength and Storm.	True Chaotic. Time and Eloquence.	Chaotic Good. Fertility and Life.

The Avatars pose as important people, acting as *de facto* leaders of each district. They never act by themselves; instead they always direct one of their affiliated factions to make a move. Make no mistake: they are not concerned by the fate of mere mortals. The city must fall in their realm of alignment!

### Factions (from the more to the less powerful)

1 Azure Paladins	The Seers	The Spymasters	The Warband	Docks' Lords	High Venator
2 Smith Guilds	The Creed	Ring o' Shadow	The Tempest	The Adversary	The Inner Circle
3 Iron Maidens	The Maestro	The Little Hand	The Red Barons	Brethren Court	Kennelmasters
4 The Masks	Vows of Prani	The Cant	Blood Brothers	The Poets' Circle	Tree of Worlds
5 The Forgiveness	The Weavers	The Cutthroats	The Bashers	The Gentlemen	The Snake
6 The Steel Tower	Scribes' Guild	Funerary	The Pigs	The Delirium	The Sharp Fang

### Actions

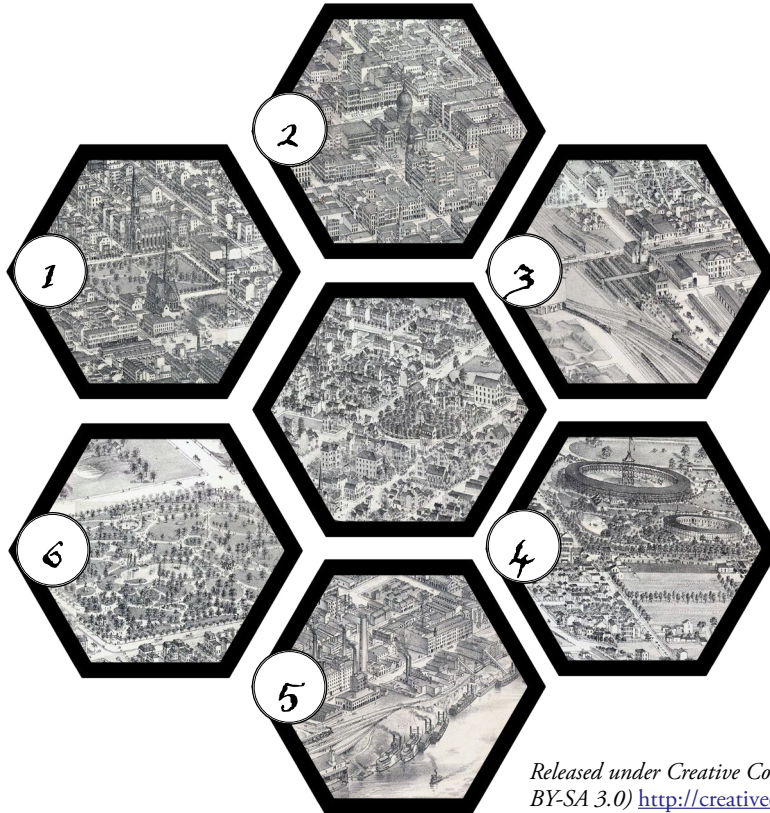
1 Punish	Punish	Subjugate	Assault	Spread rumours	Punish
2 Protect	Protect	Spy on	Steal	Quarrel with	Protect
3 Set free	Ally with	Threaten	Destroy	Disrupt	Overthrow
4 Ally with	Help	Enforce	Kill	Befoul	Disobey
5 Help	Enforce	Kill	Conquer	Lie about	Steal
6 Enforce	Rule on	Assault	Threaten	Overthrow	Set free

## HOW TO USE THIS?

Roll 3d6. The first two dices indicates which faction or avatar is making a move (→ Avatars and Factions). The third says which action they are undertaking (→ Actions).

Roll another 2d6. The first die indicates on which district they are planning to make their move (if you roll this district number, then they make a move against The Hill district). The second die says against which target of that district they are making their move (→ Specific locations).

With that information, bring the city to life. Make it a constantly evolving battleground. Use those events to give something to do to the PCs, to send them on a mission, for example to counter an hostile faction.



## THE DARK OF THE CITY

The truth is that The Hill district, at the centre of the city, is decisive to the cosmic balance. If the Lady in the Mirror, a true neutral avatar, were to be defeated, then her district would merge with the district of the avatar that defeated her.

Hopefully, she can count on her two only factions, albeit very powerful: The Undead and the Wizards' Guild.

### The Hill

Rich district. Colourful houses. A disturbing eeriness. Muffled sounds. Arcane amenities, like public magic lights and void sewers. A neutral ground, a haven. Strange crows everywhere.

### The Lady in the Mirror

True Neutral.  
Magic and Undead.

- 1 The Monumental Spire
- 2 The Obsidian Mirror
- 3 Carnival Row
- 4 The Jack of all spells
- 5 Dream and Runes
- 6 The Nameless

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## A QUICK TOUR OF THE CITY

### 1. The University district

Middle-class district. Smog and noxious fumes. Cosmopolitan. Inebriated students. The white robes of the Brothers of Compassion.

### 2. The Tribunal district

Rich district. Seat of power and government. Noble houses. Hackney cabs. The black attire of uncountable clerks. Sweet music coming from an open window.

### 3. The Rail district

Poor district. Beggars everywhere. The puffing, hissing and whistling of trains. Slang. Small dilapidated houses. Narrow shadowy streets. Ale that tastes like piss.

### 4. The Arena district

Middle-class district. Bragging idle military. Rioting bloodsports fans. A dead body in the street. Blood and shit. A summoned demon, business as usual.

### 5. The Docks

Middle-class district. Crowded markets. Fresh air. Turning a corner, the tense atmosphere of a ghetto with different laws. The bells every twelve hours.

### 6 The Park

Middle-class district. Exquisite fragrance. Colourful flowers. A distant howl. Grazing herds. Gatherings for druidic rituals, hunting or simply relaxation.

### Specific locations

1 The Royal University	1 The Tribunal	1 Zeleznic Rail Station	1 The Krev Arena	1 The Docks	1 The Silver Gardens
2 All Saints Orphanage	2 The Queen's Ice Palace	2 The Court of Miracles	2 Mercenary Guild	2 Alzbeth's Clock Tower	2 Leto Hunting Pavilion
3 Mor Sisters' Dispensary	3 The Scripturium	3 The Threshold	3 Duelists' Plaza	3 The Flesh Palace	3 The Wild Stones
4 The Leper House	4 Ivory Tower	4 Old Slavers' Market	4 The Demonborn Inn	4 Black Kings Bridge	4 Exotic Botanical Garden
5 The Gnomish Factory	5 The Jade House	5 The Underworld Inn	5 The Crematorium	5 Vylet's Lodging House	5 The Sun Canals
6 The Dwarven Furnace	6 The Memory Lapse	6 The End of the Line	6 Hell's Bazaar	6 The Elvish Ghetto	6 The Ruins