

Bonus Content for the Dm of Candlelight

This page should be read by the DM, and ideally not by the players. Though if a player reads it, it's not the end of the world by any means. Probably not at least.

About the City

Large parts of the city have been destroyed, either by fire, man, or monster. Ruined buildings are common, as are the occasional small fire (which almost always has a human or two huddled near it).

The people who are left are a mixed bag. Many are visibly insane, while others are just as mad but hide it well. There are looters, murderers, and rogue guards roaming around. Some are taking riches. Others, slaves.

There are only two organized forces in the city. Operating out of his mansion on Crow Hill is the Marquis Langeville with his men-at-arms. They are trying to keep a semblance of society alive, orderly and peaceable, in order to keep the torches burning.

Down in the Burrows, the poorest area of town, are the Four Knuckles, the last surviving thieves guild. Working out of an abandoned warehouse they are systematically looting the city.

There are sewers, but anyone who spends more than an hour within them vanishes. It's not clear if it's the monsters that get them.

Some people say they have seen strange, crackling blue lights atop the Wizard Crosiius' tower. None have gone within to see if he is still alive.

Finally the gates have all been sealed. It's not clear by who, but those who try to force them open tend to vanish. Anyone trying to escape the city has to either climb the wall, or brave the sewers.

What are the Creatures?

No one knows for sure, not even me. Because whatever I could come up with, your own imagination could come up with something creepier if left to its own devices. Which is what I intend to do.

Each DM has the freedom to make the creatures whatever they need them to be. If you know your players are scared of spiders, maybe describe the sound of their passing as a spider-like scuttling.

And at least at first, that's what you should be doing. Describe the sounds, the scents, not what these things actually look like. Try to build tension. Just like me letting your imagination run wild is better than me making up something specific, the same thing goes for your players imagination.

Generally though, the creatures are meant to be actual physical entities. Not invisible ghosts, or something incorporeal, though feel free to do that if you want. You're in charge. Just as written the thought is they are some sort of animal most likely, though with more than your average animal intelligence.

As for where they came from? You can edit that to fit whatever idea you have. My initial thought though is a spell from the Wizard Crosiius went awry, and invited creatures from another dimension in. If so, it's likely that the only way to reverse this lies in his tower. Inside the tower the creatures are strangely absent, but in their place are a huge number of arcane traps that would act an equal amount of danger.

Really though, the more mystery the better. It will also make more room for replay-ability I think. Keep luring your players into the city, and each time have them solve a little more of the mystery!