

The Township of BOZE

It is recommended that you have the map open simultaneously while reading this.

Origin: Boze got it's beginnings shortly after the Black Days when survivors from the areas towns and cities came together under the leadership of Father Joseph Bozeinski. They started modestly with a few homes and farmsteads. Over the past 150 years the town has steadily grown to it's current size and grandeur.

Description: The town of Boze has a population of 540 full-time residents. The campaign begins in this township. Surrounding the township proper is a 15' stockade style wooden wall backed with earthen ramparts. Overlooking the wall at approx. 54m intervals are 30' wooden towers. There are three gates, the primary of which is on the North side of the town. The other two gates are seldom used for regular traffic and are on the East and West sides respectively. The front gate has a guard shack to the left side that is manned at all times. In addition, each gate has a tower placed to either side of the gate proper for defensive purposes. There are very few buildings tall enough to be seen over the walls, most of which are a single story. Inside the town you will generally find only a single example of any type of business, as Boze is not large enough to support more. There is a business sector to the left of Main Street as you enter the North gate. Most of Boze's business will be found along here. To the right are a few more business and residences of business owners. As you continue down Main St. you will come to a crossroads of Main St. and Divide St. , this is the center of town and is also the location of the end of week open markets. If you follow right onto Divide St. to your left are more businesses and residences and to the left you can make out Shack Town, which is what the locals call a group of small randomly built homes where the less financially stable residences reside. If you continue you will come to the West gate. Going back along Divide in the opposite direction and back to the Market area and continuing on Divide you will see some large residences to either side of the street which belong to some of the wealthier Bozean inhabitants. Continuing will bring you to the East gate. Back to Market and continuing South down Main you can see the Tannery and warehouses to your right and large residences to the left. Main ends at the South wall without continuing. Within Boze you can see the occasional water tower each joined by a network of elevated canals, which continually re-supply the towers. The canals themselves are fed by a small water pond who's source is the Silvs River.

Also, Just south of Boze proper, about 2.8km, is a fishing outpost maintained and affiliated with the township. This outpost has fishing and trade boats and a shipyard, and fish processing plant, but little else other than a few residences for some of the workers.

Location: Boze lies just 15Km southwest of the Black Days town of (Lorns) and 25Km west of (Kran) in old Oregon State About 2.8Km North of Mal'r Lake.

Demographics:

70% PSH

27% Humanoid Mutant or Nomen

3% Animal Mutants or Talkers

Notes:

Boze location descriptions have sequential numbered descriptions of all buildings within Boze, best to use in conjunction with the Boze township map.

* The numbers to the left correspond to map numbers. It is recommended that you have the Boze Township map open at the same time to refer to.

1. The General Store: Bazel and Henna run the store - live in H7
 - a. Stocks all common items
 - b. has a good variety of food items including long life trail foods
 - c. all specialty items roll % if Int + rank or less rolled item is there at triple prices
 - d. artifacts and antiques are very rare: roll as above
 - e. also sales seed stock , excellent variety and condition

2. Grover's Barbershop:
 - a. Grover is the hub of the rumor mill in Boze and a good haircut
 - b. D4 people will be here during daylight hours 'shoot'n the bull'.

3. Jonson's Weapons Repair: st14dx15cn12ws14in17ch13 hp25 level3 age25 5'10 180lbs
bodyweaponry / synaptic static 12gsawedoffshotgun, single barrel, breakload
 - a. The son of Jon isn't a genius but there aren't man weapons he can't repair
 - b. he may have an occasional special weapon or ammo for sale
 - c. firearms in general are almost never found for sale, but he does have a good assortment of melee and ancient missile weapons. 10%/visit/day of finding a tech III weapon or .5%/day for special requests max of 60%
 - d. Jon oversees the cap and ball rifle production of the town with his father. He does most of the delicate work

4. Boze Woodworks: run by a master carpenter named Kalen; 2 levels
 - a. there are about 3 carpenters, including Kalen and 10 laborers working there
 - b. They can make nearly anything from wood and often take special orders
 - c. they supply stocks for the weapons manufacturing plant of Boze
 - d. mostly just furniture items can be found here and a few liquor barrels and crates, etc

5. Boze Hostelry:
 - a. 2 levels of rooms, downstairs is a visitor lounge and check-in desk. (9 rooms)
 - b. The hotel is cit run with 1 clerk: Dala and 1 maid: Menora and 1 handiman: Val
 - c. the hotel has no room service or meals
 - d. cost is 8gp/day for a private room or 4 gp for the common area

6. Mili's Lounge:
 - a. Beer and rotgut are the usual fare here
 - b. old brew and liquor can be had for a high price
 - c. d4 people here during the day - d20+10 people here during the evenings
 - d. Costs: beer = 5sp lrg shot of rotgut = 10sp
old brew = 1gp lrg shot of liquor = 10gp
 - e. this place is not the rough and ready type of bar, most of the towns social life centers here and Boze is a quiet hardworking community.

7. Moma Jova's Kitchen:
 - a. Moma can and will cook just about anything, given the ingredients that is
 - b. if Moma finds out you have a favorite dish she'll whip it up for you
 - c. lots of the town folk meet here for lunch, d4 people here for any given meal
 - d. breakfast - 1sp 7:00am
lunch - 5sp 1:00 pm
dinner - 6sp 7:00 pm
midrats - 1sp 12:00 am

8. Jon's Armor Shop: st12dx17cn11ws15in19ch11 hp25 level5 age51 5'10 175lbs
Psychometry / Genius Brain, Mechanical uzi submg
- Jon is a genius, he can repair any armor or weapon made by mortals. He is a mutant of course. He will almost always send weapon repairs to his son. He loves his work, it is his passion
 - He is with his son, in charge of the rifle and powder production in town and in fact started the factories up as a way to help the town.
 - any tech II armor or lower can be found here for normal prices
 - tech III armor costs 2Xnormal and can be found only 30% of the time. Tech IV and above costs 4Xnormal and can be found only 5% of the time
9. Boze Jail: PSH st16dx16cn12ws12in13ch16 hp50 level6 age32 6'4 205lbs blond/blue
Ambidextrous / (2X)Pearl handled .45 revolvers
- The jail is usually occupied nightly by 'Old Man Igre' the town drunk
 - The town constable is 'Evret Kenwood', everyone knows and likes Kenwood
 - Kenwood is very proud of his family name, knowing that it goes back to ancient times before the Black Days
 - Old Man Igre will act as an informant to anyone with a drink or the money for one
10. Boze Fine Clothes: Miira the beautiful lives here and runs her business from her home
- The store is well stocked with various types of home spun work clothes. In lesser amount and at higher prices can be found nice clothing and even a few costumes.
 - Since Miira is more than a little self conscious of her beauty she can also be counted on for a variety of cosmetics and perfumes.
 - Miira is being courted by nearly every available man in the area and knows a great deal of the happenings of the area, these goings-on don't particularly interest her as much as her social life does.
11. The Stable:
- Owned by Flany M'Gorny, friend of Saden Mox(local horsebreeder), but Flany is a lush and is rarely present. 40% at Gastino's pub or 40% at Mili's lounge, just 20% can he be found here.
 - 2 levels - 1st is where various riding animals can be stabled. The 2nd level is where fodder and feeds are stored.
 - They do not allow aggressive animals to stable here.
 - Rates: 1day - 1gp 1week - 6gp 1month - 20gp
 - Behind the stables is a fenced enclosure to allow a small amount of exercise for penned animals.
 - Jhaster, a spy for Gastino works here and lives at H10
12. Woler's Leatherworks: PSH st11dx13cn13ws12in14ch14 HP20 level3 age35 5'6 150lbs
snub .38 special
- Woler does special orders and wholesale work only
 - Woler supplies saddles/handbags/backpacks, etc to the general store and cut pieces to Jon's armor shop
 - Special orders will be taken for a high price, usually about 2Xnormal for a like item. The quality is excellent
 - Woler also owns the Tannery at 38 it is run by a hired staff, usually from Shack Town

13. Devin's Antiques:

- a. Devin is the artifact and junk collector of the area
- b. Devin has contacts in Don Don so he may be able to acquire specially requested items. There is only a 10% chance of finding any specific item in the store. Unless it was a common item which has a 30% chance of being found.
- c. If an item is specifically requested and not in the store he will use his Don Don sources. Chances = 15% +/-20% according to tech level and item requested.
- d. Devin has made quite a bit of money selling his antiques and has a large home H11

14. Boze Library: Wyndi the librarian lives on the premises

- a. The Boze library is run by Wyndi, an intellectual in every sense. She is likely to know the answer to any question if a source can be found in here library (50% chance). She has a keen interest in the history before the Black Days, but an even keener fear of the outside world.
- b. Wyndi is a seemingly cold and aloof person except when talking about the past when she becomes animate and passionate.
- c. Boze library is open to any citizen of the city. Outsiders need special permission from The Father to enter the premises.

15. The School House:

- a. The school house is primarily run by Tol and Agatha, husband and wife. Teaching is a community responsibility with different townfolk teaching many of the practical skills. Though Tol and Agatha handle the day to day teaching.
- b. Tol and Agatha teach the basic and advanced knowledge skills such as reading, writing and arithmetic
- c. Communities from all over the area send their children to Boze to receive at least a minimal education which is paid for by city funds.
- d. The school has one functioning 'Dream Teacher' with a few basic skills on disk. Approx. 25% of total skills can be found, but are stored at the library under Wyndi's control.

16. Gia's Kitchen:

- a. Gia supplies the town with all the baked goods anybody could want.
- b. Even pastries and such can be had for a high price, as sugar is very hard to come by. But fruit fritters and the like can be readily found in season.

17. Boze Town Armory:

- a. Stores of weaponry and armor are kept here for the towns defense. Whenever the alarm is sounded, the towns militia of which most townsmen are members, gather to receive weapons and armor before manning pre-assigned positions.
- b. Supplies:

Weapons

15Xfrag grenades -----3Xneedlers -----2X10mm Glock -----10XL.crossbows
5Xchem grenades -----2XslugA P. -----6X.22 8s Revolver ---10XH.crossbows
5Xcunc grenades -----1Xlaser P. -----1X.30-30 bolt R. ----30XS.bow
1Xmuzzle loaded Can -----1Xstun R. -----1X.30-06 bolt R. ----20XL.bow
1Xshoulder launch Mini Missile ---2Xparalysis rods ---2Xvibroblades
1XM203 -----2Xm16A2 -----1XM1(sniper kit) ----40Xcap&ball R.
2X12g R. -----1X10g R. -----40Xshort swords ----60Xspears
30Xhand axes -----10Xflails -----10Xsabers

*all weapons have 100 rounds of ammo or 2 full reloads for ultra modern weapons

Armor

25Xleather -----25Xstudded leather -----10Xchainmail
1Xforce field belt -----1Xfull plastic armor w/ combat helm
2X hercuweave jump suits ---3Xarmorlon jump suits

18. Boze Militia HeadQuarters:

a. This building is where the planning and training of militia actions are done. It also doubles as the war room during conflict.

b. militia officers are: Jon - Field General
Kenwood - Town Defense Marshal
Woler - C squad commander
Osk Hesler- D squad commander

Rindol- Logistician
Agram - B squad commander
Jonson - A squad commander

c. The town musters about 200 militia fighters from within the town and another 50 scattered across the rural areas. Boze also has a defense pact with Enir Ville, Emerson Ville, the Crabmen, and Don Don.

19. The Arms Factory:

a. the arms factory started by Jon has made Boze relatively wealthy.

b. Boze does not sell it's arms indiscriminately, it sells them only to it's allies Emerson Ville and Don Don.

c. The factory is capable of producing 4 rifles a day and also has plans for producing handgun variants at the same rate of production.

d. Jonson is in overall charge of the project but will defer to Jon in all matters that he cares to intercede upon.

e. No finished weapons are ever stored here, but at the Armory building.

f. Don Don has just placed an order for 100 rifles for it's own militia.

20. Gastino's Pub:

a. a rougher cut of individual hangs out here. If there is trouble in town it generally originates from here.

b. Prices are generally the same as at 6. Mili's Lounge, but without any pre-Black Days beer or liquor. The main stay at this pub is local rotgut.

c. Gastino runs this pub as a spy fron for the Ravox War Baron, operating in the area. Gastino's candle often burns late at night with secret meetings. Another true spy is Jhaster who works at the stables. Gastino is a mutant with the power of mindshield, though he looks normal if somewhat dark and rough.

d. D4 people can be found here during the day and d10 in the evening.

21. Town Hall:

a. all the towns administrative functions are done here. Courthouse/License/Permits, etc

b. The town vault resides within: Money exchanges, licenses and permits are handled by Rindol son of The Father (Therlen).

GP = 1000

EP = 1300

SP = 6000

CP = 5000

DO = 3000

DA = 800

Jewels = 3000

Total = 9275

- c. In front is a well groomed flower garden with more than a few varieties of rose. Roses are Father Therlen's hobby.
- d. This building doubles as an infirmary during emergencies.

22. Gunpowder Factory:

- a. Agram Wilam is in charge here. He with Jon made the rifle production possible. Agram knows the secret of gunpowder making and brought it back with him after a short and spectacular adventuring stint. He is a minor hero in town.
- b. The factory is capable of producing approx. 5 lbs of powder a day.
- c. The building is enclosed by a 7' wooden fence backed by earthworks to prevent accidental explosions from demolishing surrounding buildings.

23. The Grainary:

- a. Stores ground and whole grains. Ground grain is stored in sacks in the building proper with whole grains in the two attached silos.
- b. the building stores about 5 months of whole and ground grain.
- c. all ground grain is received from the mill North of Boze along the Silv's River.

24. Warehouses:

- a. the warehouses are leased to the various business and merchants throughout town.
- b. there will always be a single guard within each warehouse and 1 roaming guard that patrols the grounds between and around all the towns warehouses.

25. War Barracks:

- a. These barracks are only used during times of open conflict. They are used to house the militia members from outside the city proper.
- b. The barracks have only narrow slits for windows.

26. GateGuard Shack:

- a. there is always 1 guard on duty here at all times. 2 guards that patrol the parameter of the wall also report here.
- b. another roving patrol of 1 guard that patrols the Out Houses also reports here.

27. Out Houses:

- a. There are 2 groups of 4 sections for a total of 40 homes in each group 10 homes in each section. These homes were recently built in response to Boze's recent rapid growth according to an expansion plan drawn-up by Father Therlen with council from the cities leading members.
- b. These homes are a divisive subject for some members of the community, namely those citizens that reside within Shack Town. They feel that their homes should have been upgraded first before the new homes were built. They were given first choice in selecting a home in the Out Houses but most refused pointing out the lack of city walls for protection as a primary reason. Though this is true enough, most residents of Shack Town seem to be members of a local cult (The Flame) and the town leaders and Father Therlen believe that they have more insidious reasons for not leaving their current location.

28. Defensive Towers: 30'

- a. These towers remain largely unmanned during peace time. Only 1 tower at each gate is manned during the day and none at night, as all gates but the primary North Gate are closed during night time.

29. Defensive Walls: 15'

a. The walls are made of cut and fitted logs backed by earthen ramparts.

30. Water Towers:

a. each tower stores approx 600gal of potable water for everyday and emergency use. These towers are fed from #41 through a series of elevated water flues approx 10' above ground.

b. There are plans to pipe certain locations throughout town and create large sinks for easy access by citizens for water. There are currently only spouts at each tower location.

31. Fenced Storage Area:

a. Patrolled same as warehouses and used for same purposes

b. only used for those items that will be shortly moved or do not require weather proof storage facilities

32. Storage Units:

a. smaller storage spaces for merchant who need less space than a warehouse. Costs substantially less also.

33. Sacred Temple of The Flame:

a. The center of a Shack Town cult. Their beliefs are not widely known as well as their intentions and motives. The cult started with a certain immigrant only known as Maaroni 'The Master'. He is of Githyanki origins and is otherwise a mysterious figure.

b. The temple was built from donations and labor of the Shack Town residents. The cult members' beliefs are known to include celibacy, poverty (they donate all excess wages to the Cult of the Flame), and the study of a strange form of unarmed combat which includes a spiritual component. They are always polite and rarely cause trouble. Nonetheless town leaders are concerned about the cult and its parallel social and leadership structure which they feel detracts from the traditional Bozean values.

34. Shack Town:

a. Shack Town is a group of shanty's within the walls of Boze proper. They were formerly the dwelling places of Boze's poor and though they still serve this purpose they now are also the center of a new cult that threatens Boze's conservative lifestyle.

b. Shack Town is a very crowded maze of closely built shanties and shacks. These homes are small and crowded with Boze's poor. They were built with little regard for movement of traffic and have no streets. House facings and layouts show little regard to proper planning practices of the rest of the town.

35. Blacksmith/Cobbler/Wheelwright:

a. This facility is shared by several craftsmen who often work together to accomplish work orders.

36. Market Square:

a. This is the site of Boze's market on 3rd day. All kinds of items can be found here but mostly run to seasonal food items.

b. The Market Square is at the intersection of Main and Divide

c. The merchants frequent nearly all the major towns within a hundred mile radius, each one on a different day of the week. The market closes at noon of each day, and opens at first light.

37. ?

38. Tannery:

- a. This is the processing center that turns pelts, hides and skins into leather for resale and for Woler's Leather Works.
- b. Many of Boze's residents would like to see this facility moved outside of Boze's walls, FAR outside. The place has a very distinctive and nasty odor that wafts across town depending on which direction the wind is blowing. Since it's large size would necessitate a great expenditure of time and resources, this has been put off for an underterminate period.

39. Observatory:

- a. This observatory is used to follow the heavenly bodies and to research the rumors of Black Days technologies in the skies.
- b. This facility stands approx. 60' and is the most prominent site outside of Boze's walls.

40. Order of the Hand Meeting Lodge:

- a. This location is the headquarters of a group of individuals who travel the outlands healing and aiding all species of creatures. Almost every intelligent creature society will allow access to their villes to the individuals of this group as almost all have benefited from their abilities at one time or another.
- b. there is almost always someone here but members seem to change frequently and no one seems to be looked to as 'the leader' of this group. Very little is known of this group in general, though anyone displaying healing talents or powers will be approached for membership.

41. Water Source:

- a. This pond is refilled by a canal that originates from Tooly Reservoir which is itself fed by the Silvs River.
- b. at its edge is an animal powered pump that continually passes water to the elevated system of shoots that refill Boze's water tanks.

Homes:

H1: Father Jhol Therlen and his wife Iman and son's Rindol and Galon(late-teen) reside here. It is 2 levels.

H2: The Honored Elder lives here. Gaylon is honored as the oldest living resident of Boze. He is a great source of stories and adventures. Some believe that Gaylon has been around since the Black Days itself. Nobody knows his true age or origins. He is secretly only about 65 and has been released from a stasis chamber approximately 25 years ago. He seems to know a LOT about the way things were before the Black Days.

H3: Trade Masters Quarters: This position is currently held by Therlen's son Rindol. Rindol acts as the towns representative on all trade matter's within Boze and all villes that wish to trade or barter for Boze's excess products.

H4: Bolan Family residence. The Bolan family are headed by a famous adventuring father and mother (Kazar and Marta) who have settled down to start a family. The Bolan's and their progeny are often in the thick of all political decisions and processes within Boze.

H5: Heslar Family compound. The Heslar family claim the blood of the founder Joseph Bozeinski through Karol and Jasta and are involved in Boze's politics. Ben and Jasta Hesler, their son Osk, and daughter Lara(pre-teen), as well Karol, Jasta's mother.

H6: Leon's Home: This man is the elected representative of those recent immigrants that are known as outsiders and who live primarily in the Out Houses. He also figures prominently in Bozean politics.

H7: Bazel and Henna's place. General Store owners.

H8: Menora and Val live here. Work at the Boze Hostelary.

H9: Kenwoods place. Kenwood is the town Constable as well as the towns defense Marshal.

H10: Jhaster's place. Jhaster works at the stables and is also a spy for Gastino.

H11: Devin's place. Devin is the antique dealer and is frequently out of town.

H12: Tol and Agatha's place. Boze's teachers

H13: Gia's place. Baker and owner of Gia's Kitchen

Town Council Members

Jhol Therlen –Council Head

Rindol Therlen

Kazar Bolan

Ben Hesler

Jasta Hesler

Leon Harmen

Exports:

- a. Gun Powder - Allies only
- b. Grain - Whole or flour
- c. Education - On site
- d. Finished wood products
- e. Beer - In season
- f. Lake fish
- g. Tanned hides

Future Plans:

- a. Extend wall to enclose OutHouses
 - b. Find a Master Quarryman and Master Mason to build stone fortifications
 - c. Acquire technology
 - d. Extend Education services
 - e. Build a wind generator
 - f. Begin a program of cannon and grenade manufacturing
 - g. Relocate the tannery outside of Boze
 - h. Begin a program of cap and ball pistol manufacturing
-