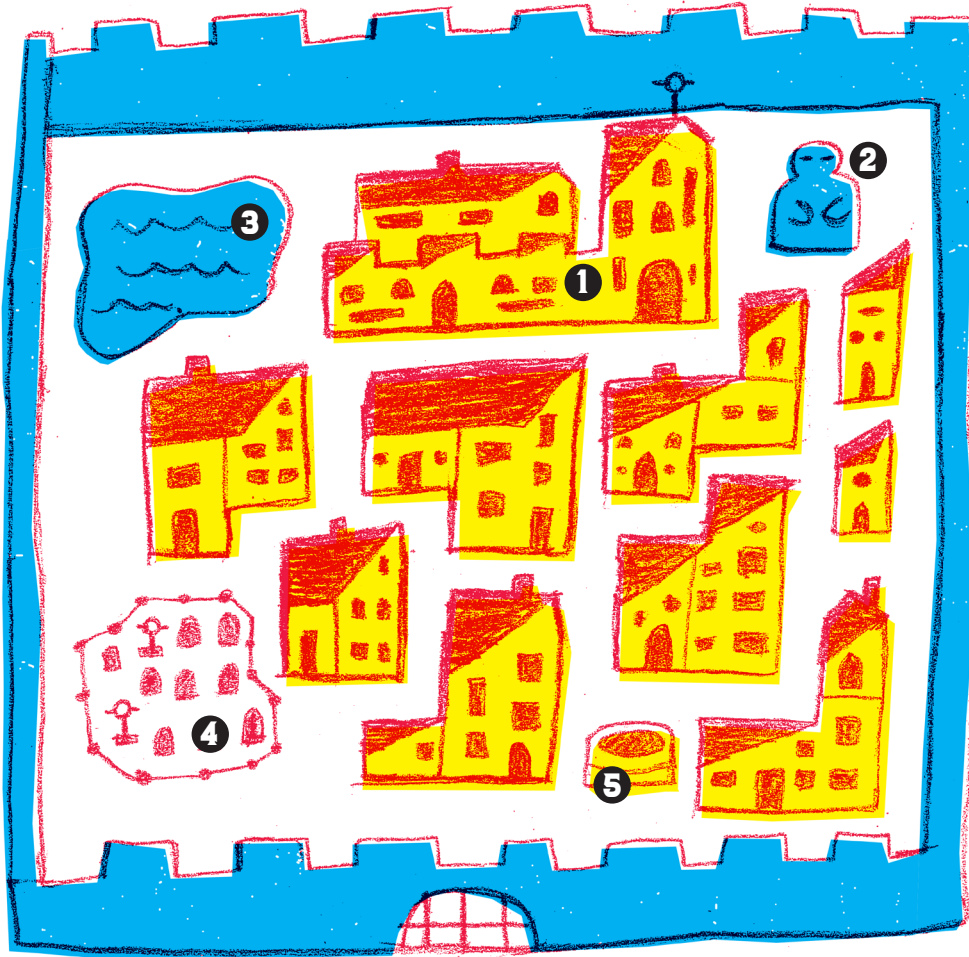


WELCOME TO LODEN



The walls of Loden make it a rare safe stop in the Southern Wilds. A former mission of the Church of Gears, its Temple offers modest beds for all wanderers.

D6 ALLEY ENCOUNTERS

1. A mob of salamanders blocks the alley.
2. A gang of 1d6 children throw salamanders at the PCs and run away giggling.
3. Nana Mel sells yam cakes slathered with gorbleswurm butter for one silver each.
4. A couple of old men on a walk complain about the annoying Gear Organ and apologize to the PCs for the nuisance.
5. Two Lodites in a high-speed pogo stick race come bouncing down the alley with 2d6 squealing children in pursuit. Dodge or be trampled.
6. A fisherman spills a jug of gorbleswurm butter. Roll to avoid slipping.

1. The Temple of Gears. Every hour, **Sibling Reggie**, a kind, pious, and massive priest, turns the heavy crank that grinds the temple's Gear Organ. The teeth-rattling sound annoys the town greatly but Reggie will not be dissuaded from his duty. In fact, if he skipped even an hour, skeletons would rise from the cemetery. Reggie keeps this secret to not scare the rest of the town. He is also happy to perform the traditional Whirling Blessing Dance for any parishioner who asks. Every third morning, the temple provides a breakfast of yam cakes open to all.

2. A prediluvian statue, older than the town, of a regal **Ogre Necromancer**. Black flowers grow around it. Eating the flowers make one's eyes more welcoming of starlight, so night seems clearer than day. The eater can also hear a low humming tune, emanating from the statue. The Ogre transformed itself into a statue to survive a cataclysmic event.

3. A pond rich with red gorbleswurm. The eel-like mollusk is a main staple of the Lodish diet. The butter in their neck sacs is a prized delicacy and useful grease. **1d6 Lodites are fishing here at any given time.** They will offer a jar of gorbleswurm butter to the player characters if they'll stop the Gear Organ for at least an hour.

4. The cemetery is a glum barren plot of dirt surrounded by a rusty wrought iron fence. All plants wither within the fence. The Ogre Statue hums a silent magical tune that is **calling the dead to rise** and come dance around it. This will complete an **ancient spell** and restore the Ogre to its living form. The holy sound of the grinding Gear Organ counters the ogre's tune. One day, Reggie noticed a skeleton digging its way out and not knowing what else to do ran and played his dear organ. When he calmed down and came back to investigate he saw that the skeleton had climbed back into its grave. If awakened, the Ogre will destroy the Gear Organ but otherwise be friendly and happy to not be a statue anymore. Its main desire is to create an amazing skeleton marching band and tour from town to town.

5. A well of ice-cold water. It was cursed long ago and now every bucket pulled from it contains at least one salamander. No one minds this much, but many salamanders crawl about the town. It is also enchanted, if one tosses in a coin and wishes to change the color of any part of their body or any object they are holding, it will come true. **1d4 Lodites can be found here during the day**, with a hand mirror, trying new hair and eye colors.

