



Centaurus

Adventurer!

Apollo has answered our prayers at last! Centaurus has been challenged by a Knight of the Order Zer. One fortnight ago, this Zer-knight planted his Order's flag in our town center and claimed our population under his control. He decreed that in return for his protection, the town owed him three gold pieces for every door within the town walls. We neither asked for his "protection" nor needed it. In the protest that followed, the Zer-knight slew three of our bravest warriors in plain sight. Please free us of this illegal and immoral threat. Rid us of this bully and we will allow you to take your pick of our sacred magikal relics.

Sincerely,

Jocasta Aristaois
MAG Guildmaster



Knight of the Order Zer

Guildmaster: Mythika Adventurer's Guild Guildmaster is Jocasta Aristaos ("joh-KAST-uh") ("AR-is-TAY-os")

Centaurus Under Siege: Preparing for Otis the Keen

Scenario: You've arrived in Centaurus, a town buzzing with a nervous energy. The "Decree of Otis the Keen" is plastered on every public board, and Knights of Zer patrol the streets, their presence a constant reminder of the new order. Before you can plan your move, you need to understand the town's layout, identify key locations, and observe the Knights' patterns.

Your Decision/Action: How will you spend your time exploring Centaurus?

- Option A (Covert Observation): "Blend into the crowds, discreetly observing the Knights' patrol routes, guard posts, and any hidden alleys or escape routes."
- Option B (Direct Inquiry): "Visit key public places like the market, the town hall, or the old temple, asking cautious questions of locals about the Knights' activities and the town's resources."

Your score on this task will determine the successfulness of your actions. If you score a 20, you succeed with a bonus. A score between 16-19 grants you success. A score between 12-15 gets you success but with a cost. A score between 11-6 is a failure. A score from 5-0 is a failure with a negative consequence.

Visitor's Guide

- Name Centaurus ("sen-TAR-əs")
- Type Small Town covers approx 18 acres
- Population Registered 1,120 as of the previous census

→ Description:

◆ Taboos

- Every place has its own way of doing things or thinking. You better know up front what this town's is. You have no idea if your social faux pas will get you ignored or arrested. So pay attention. In Centaurs, public intoxication (drunkenness) is not permitted; this includes within taverns or inns..

[\[Downtime activity\]](#)

→ Government

- ◆ Centaurus is a self-regulated municipality operating with an elected chief administrator titled an Ekalde ("eh-KAHL-day"). That position is currently held by the Fay male, Dune Briarwhite. He handles the day to day operations of the town, while a board of Elders serve as the legislative body for the settlement.
 - Ekalde Dune Briarwhite (fay male), elected
 - The members of the Centaurian Elders are as follows:
 - Aegerus. Centaur male. Ancien de Justice
 - Adelphakos. Centaur male. Ancien de Trade
 - Nicantes. Centaur female. Ancien de Defense
 - Deferlig Stormtank. Dwarf male. Eldri af Finances
 - Glorikribelyn Brewbraids. Dwarf female. Eldri af Resources

→ Underworld

- ◆ Despite lack of concrete evidence, the popular assumption of the presence of organized crime in Centaurus is that it is directed by a small group known commonly as a "der Verband" presumably led by one individual, known as a "Schesi", who coordinates illicit activities ranging from small petty thefts, protection rackets, gambling, to a variety of smuggling and tax-avoidance operations.
- ◆ There are 6-11 suspected dens of activity. The most highly suspected locations of der Vaband operations are as follows
 - Algorithm Athenaeum (private library)

- Algorithm Athenaeum is a private library and bookstore that exudes an air of intrigue and sophistication. Nestled in a quiet corner of Pixithos, its ivy-clad stone façade and dimly lit interior create a mysterious allure. The staff, though impeccably dressed and highly knowledgeable, have an enigmatic charm that raises eyebrows. Rows of ancient tomes and rare manuscripts line the walls, their dusty covers hinting at secrets untold. Ornate chandeliers cast flickering shadows, adding to the ambiance. Despite its unsettling whispers, Algorithm Athenaeum maintains a reputation for providing unparalleled access to rare and valuable texts, making it a favored haunt for the discerning and the curious.
- Drakerry, School Of The Arcane
 - Drakerry, School of the Arcane, is a private magic institution shrouded in mystery and speculation. Nestled in a dimly lit corner of Pixithos, its ornate gothic exterior belies a disconcerting ambiance within. The staff, a curious mix of eccentric mages and aloof professors, are known for their hasty exits and hushed conversations. The decor, while lavish, is marred by dark, shadowy corners and an ever-present, almost oppressive atmosphere. Rumors abound that Drakerry's curriculum may include more than just arcane arts, with whispers suggesting it serves as a front for organized criminal activities. Despite its prestigious facade, an air of unease pervades its hallowed halls.
- Kinderburn Mill and Granary
 - Welcome to Kinderburn Mill and Granary, located at 63 Shadow Walk, Centaurus, where quality grains and flour meet unparalleled service. Whether you're in need of premium grains for baking or crafting, our mill provides only the finest. While some may whisper about our mysterious dealings, rest assured our commitment to delivering top-notch products is unwavering. Explore our wide selection and experience why we're a trusted choice for those who appreciate the best. Kinderburn Mill and Granary—where every grain counts, and every customer matters. Visit us today and see what the buzz is all about!

→ Altars & Relics

◆ Altars

- Hetep Osiris. Egyptian.

- The minor outdoor altar to Osiris is a simple, weathered stone slab, with a carved ankh or djed pillar, nestled under a sycamore tree. It appears humble, adorned with fresh water, bread, and linen scraps. A local family or a small community of devotees, mostly a few farmers seeking fertile lands, lovingly maintain it.
- Agia trapeza Hades. Greek Olympian
 - The outdoor altar to Hades is a simple, unadorned stone slab, low to the ground, set in a shadowed grove or near a cave entrance. Its surface is rough-hewn, blackened by time and ritual fires. Offerings of black animals, dark flowers, or the first fruits of the harvest are left upon it, along with libations poured directly onto the earth. A reclusive devotee or a dedicated priest tends it, ensuring its secrecy and solemnity. Local lore whispers of crossroads spirits drawn to its dark energy and forgotten promises made in its presence.
- Venus altare. Roman
 - In Centaurs, a charming outdoor altar to Venus stands near a babbling brook. Crafted from intertwining willow branches and adorned with fresh roses and ivy, it forms a delicate, almost living archway. Smooth river stones, painted with doves and hearts, pave the ground beneath. Offerings include sweet-smelling flowers, love poems tied with silk ribbons, polished shells, and small, heartfelt pledges. Local romantics maintain it, believing if a couple's names etched on a shared leaf float down the brook from the altar, their love is blessed by Venus herself.
- Horgir af Loki. Norse
 - Tucked away in a shadowed grove on Centaurus's outskirts, a crude altar to Loki stands, fashioned from gnarled branches and river stones, draped with tattered, brightly colored cloths. Twisted iron runes adorn its uneven surface. Offerings vary wildly: a single polished lie, a stolen trinket, a broken promise tied with string, or a perfectly tied knot of mischief. No one officially maintains it; its upkeep is as unpredictable as its god. Lore whispers of strange fortunes befalling those who leave truly ingenious offerings.
- Vulcan altare. Roman
 - Centaurus's humble Vulcan altar is built from stacked, heat-fused volcanic rock and slag, forming a rough, open-topped hearth. Obsidian shards gleam within its perpetually smoldering core.

Offerings of raw iron ore, discarded tools, and small, intricate metalwork tributes are left. It's maintained by the Centaurian blacksmiths, who consider it a blessing for strong steel. Lore speaks of a sudden eruption creating the altar, a fiery gift from Vulcan to guide their forging.

◆ Shrines

- Ve til Thor. Norse
 - In the Centaurus's bustling Carpenter's Guildhall, a sturdy, public shrine to Thor stands featuring one cup of Yggdrasil's dew. Crafted from rough-hewn oak and iron bands, it features a carved Mjolnir symbol above a simple stone altar. Offerings of wood scraps, tool sharpenings, and small, hammered iron trinkets litter the base. Maintained by the Guildmaster, a gruff, one-eyed dwarf named Borin, local lore claims Thor once blessed the Guildhall's forge, ensuring its fires never die.
- Juno Fanum. Roman
 - Featuring the word of Attila, in a quiet Centaurus alley, nestled within a fletcher's (bowyer) workshop, stands a small, public shrine to Fanum, god of accuracy and craftsmanship. Carved from aged oak, the shrine features a hooded figure, eyes closed, holding a perfectly strung miniature bow. Offerings include carefully fletched arrows, polished arrowheads, and tiny, intricate bowstrings, left by hopeful artisans. Old Elara, the fletcher, devotedly maintains it, believing Fanum blessed her family's steady hands generations ago.
- Ve fyrir Odin. Norse
 - Featuring a shard of the metal forming Odin's spear Gungnir, Centaurus's Odin shrine is tucked within the dusty, cluttered backroom of a grizzled cartographer's shop, filled with old maps and navigational tools. It's a small, private space, known only to a few trusted locals. The shrine features a weathered wooden carving of Odin, one eye missing, flanked by small raven figurines. Offerings include small silver coins, dried meat, and sips of strong ale. The shop's stoic owner, an old Centaur named Finn, discreetly maintains it. Lore says Finn's ancestors made a pact with Odin to guide lost travelers, a duty he upholds despite Zer's tyranny.
- Naos tou Athena. Greek Olympian

- The Weaver's Sanctuary. Nestled within the modest home of Elara, Centaurus's most skilled weaver, lies a small, private shrine to Athena. Fashioned from smoothly carved oak, its shelves hold meticulously woven miniature tapestries depicting owls and olive branches. Lit by a single, flickering oil lamp, the air smells faintly of beeswax and spun wool. Offerings include small spools of fine thread, intricate knots, and whispered prayers for inspiration and wisdom in craft. Elara, herself a devotee, meticulously maintains it, believing Athena guides her nimble fingers. Lore whispers that the shrine occasionally grants visions of perfect patterns to those truly dedicated to their art. Recently, the shrine also features one cask of Kykeon brought by a wandering devotee. This figure travels to all of Athena's marked places carrying the cask to each for locals to honor it.
- Naos pros tin Hestia. Greek Olympian
 - In the heart of Centaurus's bustling baker's shop, a small, private shrine to Hestia glows warmly. Fashioned from smooth, river stones and adorned with intricate carvings of flickering flames, it sits in a quiet corner. A perpetual, tiny fire burns within a bronze brazier, its smoke carrying the scent of fresh bread. Offerings of dough, a single perfect loaf, and small, unlit beeswax candles are laid upon a simple wooden shelf. The shop's kind, elderly owner, Elara, tends it, a silent guardian of its humble, enduring warmth. Lore whispers it guarantees her unparalleled bread and a safe hearth for all Centaurus. Unbeknownst to all but a select few, the shrine is built to surround Harpe, the sword used to kill Medusa, the sword of Damocles.
- Ve Tyr. Norse
 - Hidden away in the back room of a quiet, unadorned scribe's shop, the Shrine of Tyr is a private space, humble yet resolute. Its walls are rough-hewn stone, adorned only with a simple carved wooden symbol of a gauntleted hand and balanced scales. Offerings typically include meticulously penned oaths, small pouches of iron filings, or single, sharpened stones. It's maintained by Elara, the elderly, one-handed scribe herself, whose family lineage has secretly honored Tyr for generations, a silent defiance against those who'd corrupt justice.
- Naos gia Rhea. Greek Titan
 - Rhea's minor shrine in Centaurus is nestled in the back room of "The Potter's Wheel," a humble ceramics shop. It's a semi-private

space, accessible only to trusted customers and friends of Elara, the elderly potter who maintains it. The shrine features a crudely carved, yet serene, stone effigy of Rhea, draped in dried wildflowers. Offerings include small clay animals fired by Elara, beeswax candles, and handfuls of freshly baked bread. Lore whispers that the shrine protects Centaurus's harvests and birth rates, thanks to Elara's diligent care.

◆ Chapels

- Parekklisi tou Cronos. Greek Titan
 - The Chapel of the Unyielding Hour, dedicated to Cronos, is a stark, weathered stone structure on Centaurus's outskirts. Its rough-hewn walls and heavy, unadorned wooden door speak of endurance. Inside, a single, massive, grey stone altar dominates the dim, unlit space. There are no pews, only a hard, packed earth floor, encouraging patrons to stand or kneel in quiet contemplation. It welcomes those burdened by time, farmers seeking bountiful but harsh harvests, and individuals grappling with inevitable change. Services are solemn, focusing on silent meditation, grim vows of patience, and rituals acknowledging life's relentless cycles. It currently is featuring The sword Perseus used to slay the Minotaur
- Cill de Dagda. Celtic
 - Nestled by the Centaurus farmlands, Dagda's chapel is a sturdy, round stone structure with a thatched roof, resembling a large, communal granary. A massive oak door, adorned with carved acorns and a hammer, marks its entrance. Inside, the single circular room centers on a vast, unlit hearth, always ready for a communal fire. Rough-hewn wooden benches ring the walls, inviting all. Patrons are predominantly farmers, brewers, and families, seeking Dagda's blessings for bountiful harvests, fertile livestock, and strong, happy homes. Services are informal: shared meals, storytelling, blessings of seeds and tools, and joyful harvest celebrations, often punctuated by laughter and the clank of pottery. Currently on display is Orna
- Cill i Brigid. Celtic
 - Nestled near Centaurus's deepest well, Brigid's Hearth is a small, round chapel of rough-hewn stone and a conical thatched roof,

smoke gently curling from its central opening. Inside, a perpetual flame flickers in a stone brazier, illuminating the simple, circular layout. Woven straw effigies and polished river stones adorn shelves. It welcomes healers, poets, smiths, and those seeking inspiration or solace. Services are informal: shared songs, storytelling circles, blessings for new creations, and silent contemplation, all warmed by the ever-present light of Brigid. Currently displaying Areadbhar

- Parekklisi pros tin Mnemosyne. Greek Titan
 - Nestled in a quiet Centaurus alley, Mnemosyne's small, public chapel, "The Hall of Whispers," appears unassuming—weathered grey stone, a single oaken door. Inside, silence reigns. Smooth, polished stone walls reflect flickering candlelight, illuminating niches filled with countless clay tablets and parchment scrolls, each bearing a single memory, an offering to the Titan of Memory. The main chamber is circular, with a central, gently flowing fountain where patrons can dip their fingers, seeking clarity. Individuals, scholars, and those grappling with loss or forgotten truths are welcomed. Services are quiet, often solitary, involving meditation, the recitation of significant personal histories, or the "depositing" of a written memory onto the walls, hoping Mnemosyne preserves it or grants remembrance. There are no sermons, only quiet contemplation. The Caduceus is currently rumored to on display, if you can remember where the chapel is.
- Ceres Sacellum. Roman
 - The Chapel of the Bountiful Earth, dedicated to Ceres, is a modest stone structure with a thatched roof, adorned with carved sheaves of wheat and grapevines. Inside, its single, sunlit nave features a simple wooden altar laden with fresh produce and woven baskets. Patrons are primarily farmers, laborers, and families seeking blessings for their fields, livestock, and children. Services include seasonal harvest rites, prayers for fertile soil and abundant rain, and quiet moments of gratitude for life's sustenance, often culminating in shared meals of bread and fruit. Featuring a preserved sheaf of wheat from the first harvest ever dedicated to Ceres

◆ Churches

- Ekklesia you Zeus

- The Church of Zeus in Centaurus stands as a robust, albeit unadorned, stone structure with a prominent, if squat, lightning-bolt-shaped steeple. Inside, the main hall is spacious, dominated by a large, carved wooden altar depicting a stylized eagle. Services are boisterous affairs, featuring chants, communal feasts, and prayers for bountiful harvests and safe passage through storms, often culminating in dramatic pronouncements from the altar. The head priest, Lykon, is a jovial, thunderous man in his fifties, known for his booming laugh and prodigious appetite. He's generally well-liked for his generosity and his genuine concern for the community's welfare. His assistant, young Theron, is quiet and earnest, always seen polishing the altar. Rumors abound: some claim Lykon can genuinely predict weather patterns, while others whisper that the church's coffers are overflowing, perhaps more than tribute to Zeus requires. There's also a persistent, fond tale of Zeus himself once striking the steeple during a particularly fierce storm, leaving it miraculously unscathed and imbued with protective power. Currently featuring the armour of Achilles
- Kirk da Morrigan
 - The Church of Morrigan in Centaurus is a stark, black stone edifice, oddly angular and lacking traditional windows, its roof adorned with jagged, raven-like spires. Inside, the air is often cool and still, lit by the flickering glow of iron braziers rather than natural light. Services are grim, focusing on rites of foretelling, battle blessings, and solemn remembrance of the dead, often performed at dusk or deep night. The primary priestess is **Morwen**, a tall, gaunt woman with piercing dark eyes and a voice like rustling leaves. She is rarely seen smiling. While respected for her prophetic insights and fierce loyalty to Centaurus in times of strife, rumors abound. Some whisper that Morwen can speak with the dead, others that the church secretly collects battlefield trinkets, and a few claim the raven flocks that constantly circle its spires are Morwen's spies. Her congregation, though small, is fiercely devoted. Currently on display is a chest that is supposed to contain Balor's evil eye
- Mars Ecclesia

- The Church of Mars in Centaurus, known locally as "The Brazen Bastion," is a formidable, square-hewn stone edifice, its rough-hewn blocks echoing a fortress more than a sanctuary. A towering, unadorned iron door, perpetually slightly ajar, guards its entrance. Inside, services are stark and militaristic: booming recitations of martial creeds, sparring demonstrations, and weapon blessings. Father Valerius, a burly, scarred veteran with a thunderous voice, leads the services. He's respected for his unwavering discipline and charitable work aiding Centaurus's guards. However, rumors persist: whispers of overly aggressive sermons inciting brawls, and hushed tales of "midnight training" sessions that leave initiates unusually exhausted, hinting at a darker, more demanding side to their devotion to the God of War. Above the door upon entering can be found one of the Golden Boughs

◆ Temples

- Minerva Templum. Roman
 - The Temple of Minerva in Centaurus is a public, stoic edifice carved directly into the town's highest, most defensible rock outcropping, embodying strength and wisdom. Its architecture features clean lines, few unnecessary embellishments, and robust, unadorned stone columns supporting a sturdy roof. Symbolism includes subtle owl motifs carved into cornices and olive tree patterns on bronze doors, representing Minerva's wisdom and peace. The interior is a single, large rectangular hall, austere yet functional. Furnishings are heavy, polished oak: long benches for contemplation, simple altars for individual offerings, and display cases showcasing strategic maps and ancient texts. The quality is solid and practical, not opulent. The most holy time is the Quinquatria, a five-day festival held from Gori 19-23, celebrating crafts, arts, and strategic thought.
 - The temple is operated by the Strategos, typically a retired military commander or a renowned scholar, chosen for their wisdom and tactical acumen. Offerings include tools, woven fabrics, meticulously crafted miniature siege engines, and scrolls of strategic writings. All are welcome, but the temple primarily caters to artisans, scholars, city planners, and military personnel seeking guidance, wisdom, or blessings for their endeavors. Inside, rash decisions, loud disputes, and any display of uncontrolled violence or ignorance are strictly forbidden and considered deeply taboo. Featuring the Ancile

→ Resources

◆ Access

- Geographical: Centaurus originally established on a rise overlooking the Via Nox's intersection with Via Chiron. A perennial creek/small river approaches the northwestern point of Centaurus then arches in a wide loop around the western edge of the rise, crosses the Via Nox just south of the intersection and flows on in a south-by-southeast direction on to the Beathe River. As far as major roads, Centaurus lies on the Via Nox, south of Falerii Novi and north of Tarvisium, and is connected to Alphacite by the Via Chiron.

◆ Water

- Fresh water supplied by two deep wells and creeks which are supplied by snowmelt from the hills and small mountains to the north.

◆ Food

- Food is abundant via crops (primarily oats, rice, wheat mostly) and forageables. Average amount of livestock is acceptable due to the abundance of hunting. Freshwater fish and crustaceans are plentiful.

◆ Building Materials

- Timber primary building material.
- There is a minor limestone quarry just in the foothills.
- Clay is plentiful, but not used for building, rather for earthenware, pottery, and ceramics of high quality.

◆ Precious, Movable, Mineral

- Three main mines nearby for copper, iron, and tin allow for production of bronze.

◆ Tradeables

- Guided hunting trips in the surrounding region and the Dreamhall Museum for Centaurian Heritage provides for minimal to moderate tourism.
- Tradeables are primarily the aforementioned earthenware, pottery, ceramics, and bronze. Pelts and hides from trapping are also exported with regularity

◆ Notable guild-endorsed local markets

- The Screaming Chimney Everything Store
 - The Screaming Chimney prides itself on stocking everything an adventurer needs. Their motto is "If we don't have it, you don't need it."
 - Proprietor is Morthil Xyrthana, elf, male

- The Balanced Pot
 - In operation since before the start of the Terrible Wars, The Balanced Pot features creations, tools, implements made by Centaurian crafters, smiths, and tradesmen
 - Proprietor is Tixlas the giant (beware trying to find out if “it” is male or female)
- The Long Arsenal
 - For all your bladed or blunt weaponry needs regardless if you slice, slash, thrust, throw, or fling it.
 - Owned by Muzmemeora Battlebuckle, dwarf female.
- King-Markets
 - You can find King-Markets all over Mythika and is known for its seemingly never-ending stock of basic food, supplies, and stores for your day-to-day existence in this realm. “Endorsed by the Crown; at least one in your town.”
 - There are two King-Markets in Centaurus
 - ◆ Market #1 located at 551 Farmers Street. Yastrock Sapphirehand, General manager. Dwarf male.
 - ◆ Market #2 located at 13 Feathers Way. Enania Iarcaryn, General manager, Elf female.
- Hypolita
 - While offering fewer wattle-and-daub locations than Kings-Market, Hypolita outperforms the crown-endorsed retailer in both profits and volume every quarter. This company operates in all corners of Mythika and provides apparel, smithing related essentials, beauty and health products, alchemikal supplies, tomes, tonics, potion ingredients, herbal and flora products, grocery, games, jewelry, hunting gear, toys, and tools. It also features a realm-patent of portal delivery to restricted locations and is the realm leader in dragonette-enhanced. Features same-month shipping for a few extra silver pieces.
 - Hypolita operates a physical storefront adjacent to its local distribution center located at 451 Globe Avenue. Glus the Barbarian, location baron.

◆ Magiks

- Region has a tendency to produce magikal specialties in arbormancy and metalchemy.

◆ Education

- Elk Creek Conservatory is the local Gramwar Skul.

◆ Workers

- There are approximately 652 workers employed or eligible for employment at any given time.

→ Defenses

◆ Class: Alpha



WALLS	HIGH, THICK STONE WALLS WITH REINFORCED SECTIONS.	3
GATES	HEAVY IRON-BOUND GATES WITH MULTIPLE LOCKS AND GUARDS.	3
TOWERS	REGULARLY SPACED TOWERS WITH BASIC DEFENSES.	2
PORTCULLIS	HEAVY IRON PORTCULLIS WITH RELIABLE MECHANISMS.	3
MOAT, DITCH, PIT	WIDE, DEEP MOAT WITH DEFENSES LIKE SHARPENED STAKES OR MAGICAL HAZARDS.	3
BRIDGE	STURDY BRIDGE WITH BASIC DEFENSES.	2
MILITIA	LARGE, WELL-TRAINED, AND WELL-EQUIPPED PROFESSIONAL MILITIA.	3
ARTILLERY	FEW, SMALL, OR POORLY MAINTAINED ARTILLERY PIECES.	2
CAVALRY	WELL-EQUIPPED AND TRAINED CAVALRY UNITS.	3
NAVY	NO NAVY.	0
PATROLS (INTERIOR)	EXTENSIVE, HIGHLY TRAINED INTERIOR PATROLS WITH MAGICAL SURVEILLANCE.	4
PATROLS (EXTERIOR)	WELL-ORGANIZED AND VIGILANT EXTERIOR PATROLS.	3
CHECKPOINTS	WELL-MANAGED CHECKPOINTS WITH THOROUGH INSPECTIONS AND QUESTIONING.	3
COMMAND STRUCTURES	HIGHLY ORGANIZED AND RESPONSIVE COMMAND STRUCTURE WITH CLEAR LINES OF AUTHORITY AND COMMUNICATION.	4
JAILS	BASIC JAILS WITH SECURE CELLS.	2
MAGICAL DEFENSES	FUNCTIONAL MAGICAL WARDS, AND SOME MAGICAL TRAPS.	2

PREPAREDNESS/ALERTNESS	NORMAL ALERT, STANDARD RESPONSE TIME.	2
		$40/64=0.625=63=\text{ALPHA}$

◆ NOTES:

- Exterior defenses: Mounted patrols routinely range along the Via Nox within one to two hours north and south at all times. Guarded checkpoints are situated one mile north, south, and east of the intersection of Vias Nox and Chiron.
- Perimeter defenses: Stone walls surround the rise containing the original settlement with a manned gatehouse with multiple barbicans on the northwest point, closest to the intersection of Vias Nox and Chiron. On the lower level, there is a manageable stone and timber wall around the perimeter of the expanded settlement. The river around the western edge serves as protection there. Towers are doubled at the main gatehouse. Towers are erected at irregular intervals, mostly at turns, around the upper wall. Towers stand at each gate on the Via Nox and the gate for Via Chiron. Gates are manned around the clock. Traffic is allowed at all times upon inspection by guards.
- Internal defenses: A force of one-hundred paid militia defend the settlement, fifty of which are permanent cavalry and mostly occupied with road patrols

→ Social hubs

◆ Local AG endorsed establishments include

- The Itchy Olive Tavern (Oz'gonnal Duk, proprietor)
 - The Itchy Olive Tavern is a hidden gem in Centaurus, where the food, service, atmosphere, and decor blend seamlessly to create an unforgettable dining experience. The sautéed duck is tender and flavorful, the boiled sausages are cooked to perfection, and the pretzels are a delightful, crispy treat. The service is warm and attentive, making you feel like a cherished guest rather than just another patron. The atmosphere is cozy and inviting, with rustic wooden tables and flickering lanterns that give it a charming, old-world feel. The decor features whimsical olive-themed touches that tie everything together beautifully. For a dining experience that's "Olive You Could Want and More," The Itchy Olive Tavern is your perfect destination!

senses. The Voodoo Salad, a crowd favorite, is a tantalizing explosion of flavors and textures that embodies the fiery spirit of the tavern. The service is as warm and vibrant as the cuisine, with staff members who exude enthusiasm and knowledge about their craft. The atmosphere is nothing short of enchanting, with decor that celebrates the elemental deities of flame and fire—think flickering torches, fiery murals, and warm, glowing tones. Latin Fire Tavern is a culinary haven where every meal feels like a celebration. If you seek a dining experience that's both spirited and savory, this tavern is an absolute must-visit!



○



Centaurus Main Square. Oil on canvas by Rula Udolf. 2115 AV



****Manifesto of The Order of Zer****

In the hallowed name of Zer, the Mighty War God of the Brigantes, we, The Knights of the Order of Zer, proclaim our divine mandate to bring order through might and faith. Our sacred duty, bestowed upon us by the celestial fire of Zer, is to protect the realms of the faithful from the chaos that festers in the shadows of rebellion and sin.

By ancient decree, it is ordained that those who seek the blessing of Zer and desire sanctuary under His watchful gaze must offer tribute, acknowledging His dominion and their reverence. This tribute is not mere coin but a testament to the eternal covenant between Zer and His chosen warriors. In return, we bestow upon these settlements the shield of divine protection, warding off the encroaching darkness and marauders that plague the lands.

Our zeal is fueled by the conviction that resistance to our sacred rule is heresy against the righteous fire of Zer. We are the harbingers of His will, and through our unwavering faith, we purge dissenters who dare defy His divine order. Let it be known: the path to salvation is paved with tribute, and those who embrace the grace of Zer

shall find refuge, while those who resist shall be cast into the abyss of eternal chaos. For Zer is our guide, and His will is law.

****Decree of Otis the Keen****

By the divine will of Zer, the minor Brigantian war god, I, Otis the Keen, Knight of Zer, do hereby lay claim to the city of Centaurus. In this sacred hour, I proclaim the triumph of our revered order over the forces of pagan zealotry that defy our righteous path. Let it be known that Centaurus shall now stand as a bastion of our holy tenets, where Zer's divine favor shall guide and protect its inhabitants. We shall root out all heretical dissent, purging the city of those who dare to oppose the sanctity of Zer's

vision. By divine decree, we will secure the realm in Zer's name.

Otis the Keen, Knight of Zer

Strategy against an armored knight

- Traditional armor has weak points at the armpits, backs of the knees, palms of the hands, and the visor. These areas can not be covered with plate steel and still allow the knight to see, breathe, and move.
- Plate armor was effective against sword cuts and spear thrusts, but it could be exploited by thrusting weapons like estocs (type of sword) , halberds, and poleaxes.
- Knights in armor fatigue relatively quickly.
- Best melee weapons against armor have good armor-piercing capabilities like maces, warhammers, and various polearms.

[How to get extra loot.](#)

Centaurus Merchant Directory

- The establishments listed below have received an operational license from **Centaurus** .
- Beware trade with unlicensed vendors!
- To apply for your Pixithos operational license, contact Onkyonk the giant (you'll see him) in the **Centaurus** , Licenses & Permit Dept.

Cobbler: The Glass Slipper

Proprietor: Metis Prudence, human female

◆ Shoes

- Wooden 5sp plus 5cp per size
- Buffoon 12 gp plus 5cp per size
- Dancing 15sp plus 5cp per size
- Elven 45gp plus 5cp per size
- Moccasins 2gp plus 5cp per size
- Snow 20gp plus 5cp per size

General Goods: The Screaming Chimney Everything Store

Proprietor is Morthil Xyrthana, elf, male

The Screaming Chimney prides itself on stocking everything an adventurer needs. Their motto is “If we don’t have it, you don’t need it.”

- Basic Adventurer’s Kit (includes a bedroll, a flint and steel, a lantern, and a small sack) · 20 sp
- Healing Potion 15osp
- Travel Rations (per day) 5sp
- Water Skin 1osp
- Map of Local Area 15sp
- Basic Weapon (e.g., short sword, dagger) 3osp
- Basic Armor (e.g., leather armor) 5osp
- Torch (single) 1sp
- Spell Components (basic) 1osp
- Rope (50 feet) 15sp
- Fishing Net 25sp
- Clothing (simple tunic or dress) 1osp
- Pottery (basic mug or bowl) 5sp
- Lantern Oil (per pint) 8sp
- Herbal Remedies (assorted) 12sp

General Goods: The Balanced Pot

Proprietor is Tixlas the giant (beware trying to fins out if “it” is male or female)

In operation since before the start of the Terrible Wars, The Balanced Pot features creations, tools, implements made by Centaurian crafters, smiths, and tradesmen

- Iron Hammer 15 sp
- Wooden Shovel 10 sp

- Whetstone 5 sp
- Leather Work Gloves 8 sp
- Small Iron Chest 25 sp
- Wooden Bucket 6 sp
- Loom 50 sp
- Clay Pot 4 sp
- Iron Frying Pan 12 sp
- Cooking Utensils Set 18 sp
- Candles (10-pack) 3 sp
- Basic First Aid Kit 20 sp
- Firestarter Kit 7 sp
- Tin Lantern 15 sp
- Rope (50 ft.) 10 sp

General Goods: King-Markets

Market #1 located at 551 Farmers Street. Yastrock Sapphirehand, General manager. Dwarf male.

Market #2 located at 13 Feathers Way. Enania Iarcaryn, General manager, Elf female.

You can find King-Markets all over Mythika and is known for its seemingly never-ending stock of basic food, supplies, and stores for your day-to-day existence in this realm. “Endorsed by the Crown; at least one in your town.”

- Backpack 2gp
- Bedroll 1gp
- Bell 1gp
- Blanket 5sp
- Block and tackle 1gp
- Candle 1cp
- Chalk (1 piece) 1cp
- Chest 5gp
- Component pouch 25gp
- Flask or tankard 2cp
- Hourglass 25gp
- Hunting trap 5gp
- Jug or pitcher 2cp
- Lamp 5sp
- Lantern, bullseye 10gp
- Lantern, hooded 5gp
- Lock 10gp
- Magnifying glass 100gp
- Mess kit 2sp

• Mirror, steel	5gp	.
• Pot, iron	2gp	
• Pouch	5sp	
• Rations (1 day)	5sp	
• Rope, hempen (50ft)	1gp	
• Rope, silken (50ft)	10gp	
• Sack	1cp	.
• Scale, merchants	5gp	
• Signet whistle	5cp	
• Spyglass	1000gp	
• Tent, two-person	2gp	
• Tinderbox	5sp	
• Torch	1cp	
• Waterskin	2sp	

Hypolita

- While offering fewer wattle-and-daub locations than Kings Market, Hypolita outperforms the crown-endorsed retailer in both profits and volume every quarter. This company operates in all corners of Mythika and provides apparel, smithing related essentials, beauty and health products, alchemikal supplies, tomes, tonics, potion ingredients, herbal and flora products, grocery, games, jewelry, hunting gear, toys, and tools. It also features a realm-patent of portal delivery to restricted locations and is the realm leader in dragonette-enhanced. Features same-month shipping for a few extra silver pieces.
- Hypolita operates a physikal storefront adjacent to its local distribution center located at 451 Globe Avenue. Glus the Barbarian, location baron.

Library: Algorithm Athenaeum (private library)

Head Librarian: Sceeww, owlin female

Algorithm Athenaeum is a private library and bookstore that exudes an air of intrigue and sophistication. Nestled in a quiet corner of Pixithos, its ivy-clad stone façade and dimly lit interior create a mysterious allure. The staff, though impeccably dressed and highly knowledgeable, have an enigmatic charm that raises eyebrows. Rows of ancient tomes and rare manuscripts line the walls, their dusty covers hinting at secrets untold. Ornate chandeliers cast flickering shadows, adding to the ambiance. Despite its unsettling whispers, Algorithm Athenaeum maintains a reputation for providing unparalleled access to rare and valuable texts, making it a favored haunt for the discerning and the curious.

- The Algorithm Athenaeum's collection is not for sale nor publicly listed.

Mill/Granary: Kinderburn Mill and Granary

Proprietor:

Location: 63 Shadow Walk

Welcome to Kinderburn Mill and Granary where quality grains and flour meet unparalleled service. Whether you're in need of premium grains for baking or crafting, our mill provides only the finest. While some may whisper about our mysterious dealings, rest assured our commitment to delivering top-notch products is unwavering. Explore our wide selection and experience why we're a trusted choice for those who appreciate the best. Kinderburn Mill and Granary—where every grain counts, and every customer matters. Visit us today and see what the buzz is all about!

- Flour 5cp per 5lbs sack 4sp per bushel (60lbs sack)

Bakery: The Crusty Spell

Proprietor: Liora Moonshadow, elf female

Liora's bakery is renowned for its delightful baked goods with a hint of magic, perfect for adding a touch of enchantment to any meal.

- Enchanted Scones 5cp each
- Moonlit Muffins 7cp each
- Faerie Fruit Tarts 10cp each
- Stardust Bread Loaves 12cp each

Clothing: Electryon's New to You CLothes

Proprietor: Electryon, human male

◆ Major sizes

- Undergarments 6sp
- Shirts 6sp
- Tunics
 - Plain 1gp
 - Ornate 5gp
- Breeches
 - Linen 3gp
 - Woolen 5gp
 - Velvet 6gp

- Silk 12gp
- Leggings
 - Wool 3gp
 - Linen 1gp
 - Cotton 50gp
- Capes
 - Half 1gp
 - Full 3gp
- Cloaks
 - Plain 1gp
 - w/fur 5gp
- Hoods
 - Woolen 5sp
 - Linen 5sp
 - Furr 3gp
- Dress 4sp
- ◆ Moderate sizes
 - Undergarments 4sp
 - Shirts 4sp
 - Tunics
 - Plain 8sp
 - Orante 3gp
 - Breeches
 - Linen 1gp
 - Woolen 2gp
 - Velvet 4gp
 - Silk 8gp
 - Leggings
 - Wool 1gp
 - Linen 8sp
 - Cotton 30gp
 - Capes
 - Half 4sp
 - Full 7sp
 - Cloaks
 - Plain 5sp
 - w/fur 25sp

- Hoods
 - Woolen 2sp
 - Linen 2sp
 - Furr 1gp
- Dress
 - Linen 2sp
- ◆ Minor sizes
 - Undergarments 2sp
 - Shirts 2sp
 - Tunics
 - Plain 4sp
 - Orante 2gp
 - Breeches
 - Linen 8sp
 - Woolen 1gp
 - Velvet 2gp
 - Silk 4gp
 - Leggings
 - Wool 5sp
 - Linen 4sp
 - Cotton 15gp
 - Capes
 - Half 2sp
 - Full 4sp
 - Cloaks
 - Plain 3sp
 - w/fur 2gp
 - Hoods
 - Woolen 1sp
 - Linen 1sp
 - Furr 8sp
 - Dress
 - Linen 1sp

Spice Merchant: Nothing to Sneeze At Spices

Proprietor: Apollodorus, human male

- Cinnamon 6oz 3gp
- Nutmeg 3oz 1gp

- Clove 6oz 4gp
- Ginger 2oz 10gp
- Pepper 6oz 10gp

Tavern: The Itchy Olive Tavern

Proprietor: Oz'gonnal Duk

The Itchy Olive Tavern is a hidden gem in Pixithos, where the food, service, atmosphere, and decor blend seamlessly to create an unforgettable dining experience. The sautéed duck is tender and flavorful, the boiled sausages are cooked to perfection, and the pretzels are a delightful, crispy treat. The service is warm and attentive, making you feel like a cherished guest rather than just another patron. The atmosphere is cozy and inviting, with rustic wooden tables and flickering lanterns that give it a charming, old-world feel. The decor features whimsical olive-themed touches that tie everything together beautifully. For a dining experience that's "Olive You Could Want and More," The Itchy Olive Tavern is your perfect destination!

- Roasted Gryphon Leg - Tender and juicy, served with root vegetables and a savory sauce. 15sp
- Elven Herb Salad - A refreshing mix of greens, herbs, and edible flowers, dressed with a light vinaigrette. 8sp
- Spicy Dragon Stew - A hearty stew made with dragon meat, spicy peppers, and magical herbs. 12sp
- Dwarven Ale-Braised Sausages - Savory sausages cooked in rich ale, served with pickled vegetables. 10sp
- Mystic Mushroom Soup - A creamy soup made with rare mushrooms and enchanted herbs. 7 sp
- Magical Mince Pies - Sweet pies filled with a mixture of enchanted fruits and nuts, dusted with sugar. 6 sp
- Wyrms' Breath Mead - A strong, honeyed mead with a hint of fire-spice. 9sp

Inn & Tavern: The Godly Worker Inn

Lucy Fallenbow, proprietor

If you're seeking a divine dining experience, look no further than The Godly Worker Inn! This enchanting establishment shines with its heavenly bean soup and heavenly hushpuppies that will make your taste buds sing praises. The service is blessed with warmth and attentiveness, ensuring that every meal feels like a sacred celebration. The atmosphere exudes serenity and devotion, with its charming religious motifs and candlelit tables creating a peaceful retreat from the hustle and bustle. The decor is a spiritual delight, featuring intricate stained glass and peaceful iconography that elevate the dining experience to new heights. As their slogan proclaims, "Where Every Bite Feels Blessed!" The Godly Worker Inn is truly a place where good food and great company come together in perfect harmony.

- Heavenly Herb Soup - A rich, fragrant soup made with sacred herbs and blessed broth. 5sp

- Saint's Roast - Tender roast with a divine glaze, served with holy herbs and divine potatoes. 12sp
- Celestial Salad - A fresh mix of blessed greens, celestial fruits, and angelic cheese, drizzled with a divine vinaigrette. 8sp
- Miracle Meat Pies - Flaky pastry filled with a savory blend of meats and celestial spices. 7sp (each)
- Seraphic Sweet Cake - A light, fluffy cake topped with heavenly cream and celestial berries. 6sp

Rooms at 2sp per night, fresh linens for another 1sp.

Tavern: Latin Fire Tavern

Professor Iterol, proprietor

Latin Fire Tavern is a blazing gem in Centaurus, offering an irresistible menu of Latin and Caribbean dishes that ignite the senses. The Voodoo Salad, a crowd favorite, is a tantalizing explosion of flavors and textures that embodies the fiery spirit of the tavern. The service is as warm and vibrant as the cuisine, with staff members who exude enthusiasm and knowledge about their craft. The atmosphere is nothing short of enchanting, with decor that celebrates the elemental deities of flame and fire—think flickering torches, fiery murals, and warm, glowing tones. Latin Fire Tavern is a culinary haven where every meal feels like a celebration. If you seek a dining experience that's both spirited and savory, this tavern is an absolute must-visit!

- Voodoo Salad - A spicy mix of enchanted greens, fire-roasted peppers, and tangy vinaigrette.
5sp
- Dragonfire Tacos - Soft tortillas filled with seasoned dragon meat, served with zesty salsa and magical guacamole. 8sp
- Pyro's Paella - A hearty dish of saffron-infused rice with assorted grilled meats and seafood, spiced to perfection. 12sp
- Inferno Empanadas - Savory pastries stuffed with fiery spiced beef and vegetables, served with a side of cooling sour cream. 7sp
- Flaming Elixir - A bold, hot drink made from enchanted peppers and distilled firefruit, sure to warm even the coldest soul. 6sp

Woodseller: Chuck Wood's Wood

Proprietor: Chuck Wood, human male

- Quarter cord 32 cubic feet 4cp
- Half cord 64 cubic feet 8cp
- Cord 128 cubic feet 16cp

Wineseller: Dion's Delights

Proprietor: Adonis Dionysus XIV

- Excellent, Large Barrel 50 gallons 25gp
- Fair, Large Barrel 50 gallons 5gp

- Excellent, Small Barrel 5 gallons 25sp
- Fair, Small Barrel 5 gallons 5sp
- Excellent 1 gallon 5sp
- Fair 1 gallon 1cp

Weaver's shop: Here R Weave

Proprietor: Blinx, female fey

- Weaver's tools 1gp
- Thread (weaver's tools) 1cp
- Needles (weaver's tools) 1cp
- Scraps of cloth (weaver's tools) 1gp
- Loom rental 1gp

Watercarrier: Hooter's Water Service

Proprietor: Hooter, giant male

- Large Barrel 50 gallons 1cp
- Small Barrel 5 gallons 15cp
- Waterskin 1 gallon 3cp
-

Weapons: The Long Arsenal

Owned by Muzmemeora Battlebuckle, dwarf female.

For al your "new-to-you" bladed or blunt weaponry needs regardless if you slice, slash, thrust, throw, or fling it.

Blunt Weapons

Mace	50 sp
Warhammer	75 sp
Morningstar	60 sp
Club	15 sp
Flail	70 sp
Quarterstaff	20 sp

Bladed Weapons

Longsword	80 gp
Shortsword	40 gp
Battleaxe	90 gp
Dagger	25 gp
Greatsword	120 gp
Scimitar	65 gp
Rapier	55 gp
Bastard Sword	100 gp

Mercer: Diana Cynthia's

Proprietor: Diana Cynthia, human female

(A mercer deals in fine textiles not locally produced)

bolt = 39 square yards

- Wool 8cp per sq yd
- Linen 5cp per sq yd
- Cotton 1sp per sq yd
- Hemp 1sp per sq yd
- Nettle 1sp per sq yd

