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City State OF THE WORLD EMPEROR



Judges Guild



City State

Guidebook OF THE

WORLD

EMPEROR

Map
6



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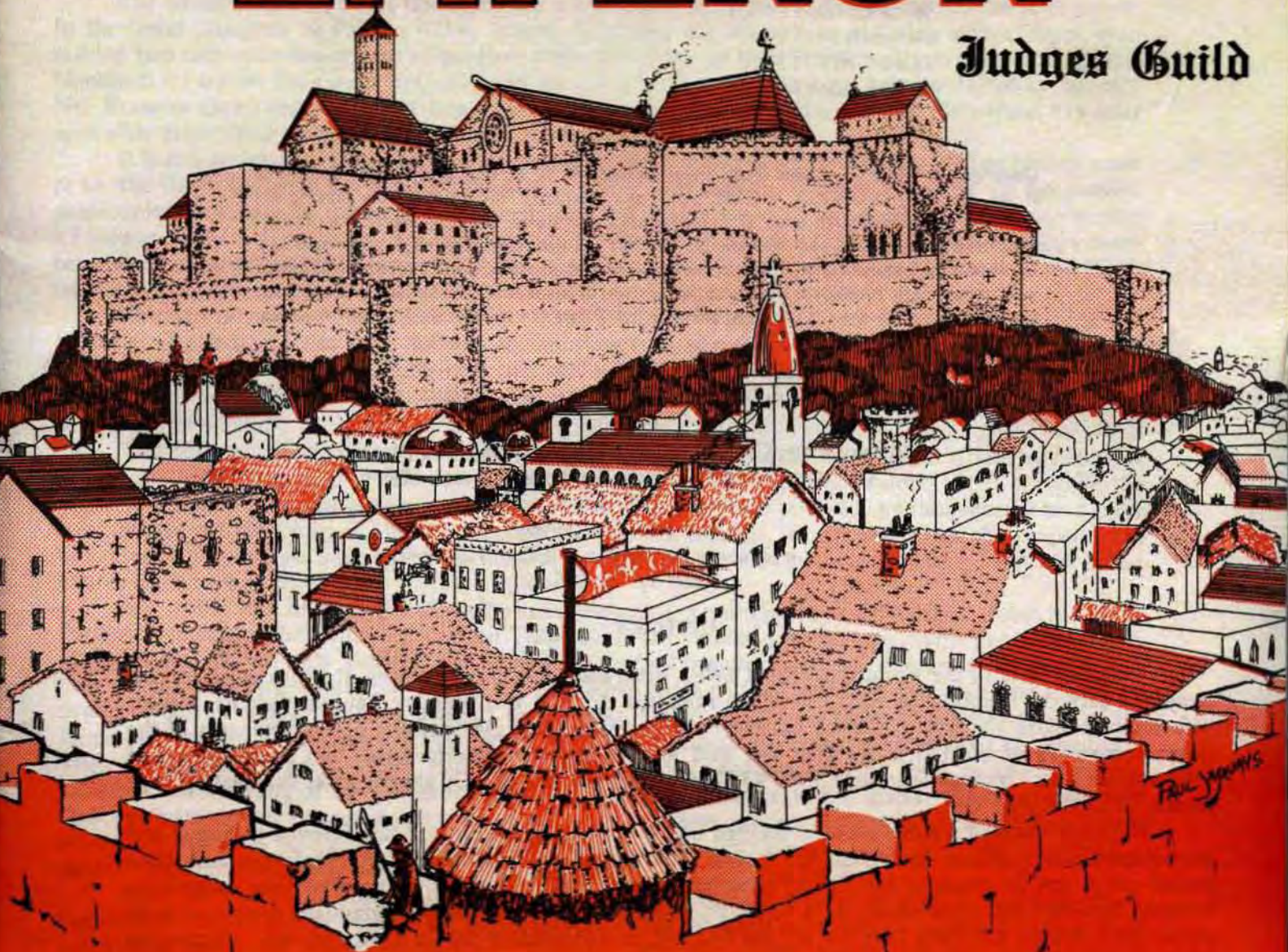


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HISTORY

The City State of the World Emperor (CSWE), otherwise known as Viridistan, the City of Spices, the Immortal City, or simply "the City", has been ruled for the past 150 years by Hautulin Seheitt, and his wife Murielle Eidn, the last of a once haughty and powerful race. Descendants of the quarrelsome gods of the Uttermost War, the Wild Men of the Confederate Tribes and the mermaids of Trident Gulf, the Viridians founded CSWE 4332 years ago (in 101 BCCC), shortly after subjugating large areas held by the Wild Men.

The City has had a stormy and checkered history centering around Viridian internal bickering and assassination plots to gain control of the throne. The "hereditary" monarchy has therefore seldom been passed on to son or daughter but due to treachery of one kind or another it has often been usurped by Viceroy, Suzerain and occasionally by a Padishah. This aristocratic race was thus gradually destroyed from within until Seheitt and Eidn were but the last two left, except possibly for their only son who disappeared 75 years ago and has not been seen since.

The Green Emperor (for that is what he is called, due to the cast of his skin) is highly lawful and evil, and prone to extensive use of sorcery to maintain the Imperial Domain. Since common men (descen-

dants of the Wild Men) had for some time been moving up in social class into gentry and nobility ranks to replace the diminishing Viridians, the Emperor has attempted to replace some of them with demons and has been successful in four cases. The demons have to look like common men and women, however, because most CSWE inhabitants do not care for strange differences in their neighbors. For this reason the Emperor and Empress can no longer show their faces in public and orcs and goblins are not welcome in the City even though some Mer Shunnans and Natchai (see Religions) are friendly with them.

All six provinces are ruled by mortal kings (or so the general populace thinks) called Padishah. These rulers swear their allegiance to the Green Emperor and the Immortal City when they are picked by the Emperor from the ranks of Grandhee and Archon – outwardly at special tournaments but actually via political and religious intrigue.

All but two of the Viridian emperors of the Immortal City have been evil. Reddisorn the Golden (ruled 2089 - 2272 BCCC), Conqueror of the Great Wind and enemy of Kukalan, and Cneninadus the Mycretian (ruled 4226 - 4283 BCCC). Cneninadus' reign approached the Golden Age of Reddisorn in its encouragement of the arts, education and civil rights but had not the peace and tranquility he sought. It was unheard of for any Viridian to become a follower of the god, Mycr; indeed, most had been Natchai, a religion with an alignment (CE) far removed from the Mycretian (LG). The Mycretian distaste for human sacrifice, blood-thirsty greed and the powers of the Dark exacerbated the enmity between Cneninadus and the eleven other Viridians and so his reign was marked by bloodshed and attempted assassinations. He was finally murdered by Hautulin Seheitt and eight demons in 4283 BCCC.

The Green Emperor, a Mer Shunnan, was a high priest of Armadad Bog at the time he took power. In the Great Slaughter of Pain in 4284, Seheitt decimated the Mycretians and their sympathizers, even making two raids into the caverns of the Holy Cities to kill two of their Prophets. Upon completion of this bloodbath of terror, the Green Emperor was rewarded by Armadad Bog by being ordained as the only Mer Shunnan God-Priest. Armadad Bog took up residence deep under the castle in the natural bay inlet soon after Seheitt had built him a temple near the inner castle curtain.

It is still technically illegal to be a Mycretian within the City walls, but within the last twenty years or so, the Green Emperor has not been pressing the hunt, nor charges, as often as before. He has seemed preoccupied. But since he does still occasionally lash out, it is not wise to broadcast the fact of one's being a follower of Mycr. Mycretians have increased rapidly in numbers in those few years, until now they number about ten percent of the City, and for the most part, are well received and liked by most of the City's inhabitants.

However, Mycretians have had a direct hand in the increasing tensions that are now racking the Immortal City, especially in their rescuing and spiriting away humans in danger of being sacrificed. Several gods have been angered, and the City and surrounding areas experienced a minor earthquake three months ago. Most of the damage has been repaired. Taxes have been doubled in the last five years in the City State of the World Emperor.

The bothersome Hill Giants of Yakin Ley have captured Ramarche and Ruppian Athuk by defeating three Equithrongs and four Vasthrongs of the Emperor's, and little has been done about it. While the Emperor has only appeared publicly in the last twenty-five years with his head and face covered by a silver cowl, he has not been seen at a public function for eighteen months. Rumor has it that the Emperor has been gradually losing his once incredible magical powers, and has become uncertain or even afraid. Other rumors claim he is getting senile.

Far to the East lie the lands of the Barbarian Altanians, a red-skinned race which once ruled the whole Pazidan Peninsula when the Confederated Tribes ruled the mainland from Lenap to the great Forest fifty centuries before. The City State of the Invincible Overlord has sent tribute to the Immortal City once a year since the Bloodless Battle of Barrad in 3788, when three of the Overlord's Vasthosts and the whole nearby village of Barrad dropped dead in their tracks due to unknown causes. Further evidence of the Emperor's strength came again in 4105 when what has become known as the Blackhart Crag Reminder, when a surprised Emperor archer Equithrong decimated an Overlord Vasthost with its special arrows. Constant minor testing of the Emperor's strength (at least until recently) had always been met with more than adequate arrows or sorcery. In the last ten years, however, more and more of these "testings" have succeeded, but with no logical pattern to which incidents go unchallenged. And now, the Emperor has again outrageously increased the tribute. Spies between the two cities are thick.

Near the equator to the Southwest is a ring of desert oasis that helps to support a strong culture based on Mycretian beliefs; beneath the five oasis villages lie caverns of subterranean lakes and endless caves and tunnels where the Mycretians have long survived. The circle of five villages with their accompanying caverns are known as The Holy Cities (Map 7, Hexes: 0723, 0724, 0822, 0923, 0924). Strong enough to have maintained its independent status from the City State of the World Emperor for over two thousand years, these desert inhabitants nevertheless live

gently, practicing their spirit gifts and traveling in all directions to spread their beliefs to all who will listen. Greatly weakened during the past 150 years due to the Green Emperor's vicious antagonism, the Mycretians have only been able to step up their missionary activities within the last fifteen years. The percentage of high level Mycretians is the highest now than it has been in the Immortal City for decades.

World Emperors for centuries have maintained a small wall between the Elsenwood Forest and the Emperor's farm lands, ostensibly to protect crops from marauding animals and to help keep an eye on the pesky wood elves' thieving habits. However, Seheitt, the Green Emperor, has just finished a seven year project to triple the height and strength of the wall, to add a moat, and to double the guard, all for reasons indecipherable to the general populace. Doubling the taxes has made many of the people very angry. Yet, for the Emperor to say nothing to defend his strange new policies is most out of character. It is "untidy", a main reason why the Emperor has always despised the Invincible Overlord. For 150 years almost every situation had been dispatched quickly and orderly (even if somewhat ruthlessly) with the popular feeling always well in hand. So the inhabitants of the Immortal City are understandably uneasy and prone to listen seriously to rumors.

Table I: Province Boundaries

Province	Capital	Padishah	Boundaries
Shardis	Millo Fortress	Shah Pahrrib Fu	Chekulon and Shorn Rivers and on South
Effermath	Caer Cadwen	Shah Satyrbis	Shorn River on the South; Shelter Haven on West; Dyndale on the North; Sandysack River on the East
Smyrsis	Tell Qa	Shah Kijdawr Aenekosii	Chekulon River on the South; Pinnacle Mountains on the West; Bone Hollow, Glint Valley and Shelter Haven on the East
Thygamus	Tak Shire	Shah Dyshim Leayh	Dyndale on the South; Oonsla on the West; Upper Stickthorn River on the East
Lyoophiath	Tarnol Port	Shah Abdu Inslar	Sully on the South; Upper Stickthorn and Sandysack Rivers on the West; Ladd River and Lake Pitts on the East; and Gheulost Island
Gommorath	Grimlon	Shah Drong Dirkah	Lake Pitts; Ladd River; Nho; and East

CITY BEHAVIOR, CUSTOMS, MORES AND GOVERNMENT

The City State of the World Emperor is ruled with a strong hand by a "hereditary" monarch. The High Council, made up of one viceroy, two Suzerain, and six Padishah, meets twice a year in late spring and fall for official reporting, information sharing, and setting mutually beneficial policies to recommend to the Emperor. It has no vote in the final say. The Emperor loves order and hates disturbances. Chaotic types are looked on with some suspicion, and so must try to keep their unusual behaviors and eccentricities under wraps. Disturbances of the peace involving more than three people (gang fights, drunken brawls, mob action, etc.) are usually (70% chance) put down ruthlessly; questions asked later. Average arrival time of patrol: 2 ½ minutes from the start of any fight (3 - 18 Fighter 1 - 4 LVL patrols). With no report from the patrols within 15 minutes, 4 - 40 additional patrols will come with one 5 - 7 LVL Sergeant.

Fair trials in the city are rare unless a Zhir or Zhirquis takes a liking to the one in trouble. The Zhir hears routine civil cases and minor criminal infractions; the Zhirquis, all more important matters. One of the more popular Zhirquis' sentences is consignment to the castle's three levels of dungeons (10th - 12th LVL). It is wise to tread softly while in the City, make a lot of friends, and make sure one's fights last less than two minutes. Defending oneself before a Zhirquis is not the best way to spend an afternoon.

Over the years, the more hot-tempered City residents have been weeded out. Alignment hatreds, for this reason, are usually not acted upon within the City. However, religious beliefs and customs are held dearly, whether or not the rituals are faithfully performed. If an overt act is committed against a religious personage or building, tempers may flare. Murders or robberies against anyone in the City risks the chance that friends or adherents of the victim's religion will attempt revenge.

Table II: Effects of Crime

Levels of Seriousness	Reaction
1) Petty Thievery	1) Expect it
2) Theft of considerable sums	2) Anger: some retaliation, if possible; officials are indifferent.
3) Theft of very large amounts, very important items, or from very important people; attempted murder.	3) Personal vendettas; some official action, if requested (patrol trackers, perhaps)
4) Murders of average people	4) Clan/family/friend revenge; patrol tracker action, if requested.
5) Murders of important people	5) Class (religious, social, or whatever the person's sphere of influence) alarm; patrol trackers will act.
6) Murders of many people	6) Many classes are greatly alarmed; much official action.
7) Murders of very important people with high Charisma	7) Mob action; the Black Adders will track
8) Mass destruction or murder; gods "killed"	8) City-wide terror and hysteria, or all-out war effort.

Boroughmasters and their magistrate assistants preside at the monthly Middle Council where the problems of craftsmen, merchants, and farmers are discussed and ironed out. Trade disputes, source inadequacies, inferior products, guild protests, and other mutual concerns often engender heated debate. Due to voiced complaints and the start of a petition against the unexplained high taxes, the Middle Council was recently censured. Result: one Boroughmaster, one Guildmaster, and one Magnate were murdered; one Landgrave was burned out of his home.

When one passes nobility of higher social rank, one must incline the head or risk trouble. Military on duty are exempted for they have their own system of greeting. Depending on one's LVL, a person may have a higher Social Level than the job he/she performs but must act the job Social Level; another's Social Level is guessed by the clothing that is worn. Higher earned Social Levels are usually only known by peers. Any common citizen (other than nobility) found drinking Elven wine will be immediately hanged. Any unauthorized person found in possession of carbelium will be tortured. Any person saving a human from death by religious sacrifice will be sentenced to the Emperor's dungeon.

Dogs, cats, pigs, and chickens are especially numerous in the City, to say nothing of the cockroaches and rats. Chances out of 36 a visitor to the City will avoid getting dysentery are equal to the character's Constitution (toss dice upon eating City food or drinking City water for the first time). Amazingly, the City State is actually quite clean compared to other cities in the realm.

Table II A: Inns

	Beds/Cots per Night	Rooms	Food	Grog (Sailors') Ale	Wine
Expensive	1+ GP	6+ GP	4+ GP	3+ GP	7+ GP
Medium	5 - 9 SP	2 - 5 GP	16 - 39 SP	1 - 2 SP	3 - 6 SP
Inexpensive	1 - 4 SP	6 - 19 SP	1 - 15 SP	3 - 4 CP	1 - 2 SP
Cheap	3 - 4 CP	1 - 5 SP	1 - 4 CP	1 - 2 CP	2 - 4 CP

Loose talk about the gods, their worship, alignment, language, and negative comments about the Emperor and his government are not conducted publicly. Alignments, HP and LVL should not be divulged by the judge unless they can be determined by the character's uses of gifts and spells or, of course, if the NPC chooses to divulge them. The Common Language is used in the City almost exclusively now. The

exception being the Eleph Quarter, where Elephanian is spoken. Viridian is no longer used much, since there are only two (?) Viridians left.

Trade and barter economic systems are still in large scale use, though coined money and industry "traders" have gained much acceptance. Coal is mined south of the Hoary Mountains in the Bitter Ridge Hills, and east of Dyndale. The latter is dangerous business due to the trolls at Ukrak Morfut. Carbelium, a rare, valuable red metal, is mined in small amounts on Gheulost Island (which is constantly protected by a Vasthron and two warships). Gold and silver are mined in the mountains to the west. The Wood Elves take a dim view of anyone cutting down trees in their Elsenwood; wood, therefore, must be cut from other forests.

The Immortal City is known by many as the City of Spices as many rare and unusual varieties as well as common varieties of spices are grown here. The Mycretian and other City experts' knowledge on the care and marketing of herbs and spices is greatly in demand. The wine industry, too, is substantial as many extensive grape arbors are grown in frequent forest clearings and fields in various places along River Leander. Most of the province capitols produce their own ale and enough to trade besides. Targnol Port and the City State are both on the main trade route and both are major shipping ports. Trade by both land and sea is growing and the wide avenues of trade in the City State bustle with activity throughout the year's nine months of good weather.

In the last five years the Emperor has doubled the size of his military troops (again at the expense of the taxpayers) until now he commands the equivalent of about five Vasthosts. Two battles are under each Padishah in each of the six provinces; two battles that he keeps in the Sunwatch and Moontower villages, and one that is scattered about in smaller groups. Guards and patrols police the City State so there is not much reason to keep large numbers of militia in the area. There are two Equithrongs of archers in the City, mostly "in reserve". Two thirds of all military personnel are "non-professional" levies, but must spend three months per year on duty if called up. Each battle has a core of at least one Equithrong and five to ten Throngs of professional soldiers. Campaign season is fifth, sixth and seventh months (between planting season and harvest). Archers make up a larger than usual percentage of the Green Emperor's army. Carbelium, a very rare red metal, lightweight, but extremely hard, is mined on the well-protected Gheulost Island. This strange metal, it has been decreed, can only be used for the creation of the Green Emperor's special arrowheads. These special arrows seem almost magically antithetical to iron and steel, and will react when shot from a longbow within average shooting range as follows:

Table III: Carbelium Arrowhead Penetrative Powers

Armor Type	Assuming Hit
+1 Plate Armor and +1 Shield	Will pass completely through both and soldier
+2 Plate Armor and +2 Shield	Will pass through both, and will lodge in soldier
+3 Plate Armor and +3 Shield	Will pass through armor and scratch (flesh wound) soldier, or will pass through shield and bounce off armor
+4 Plate Armor and +4 Shield	Will severely dent armor or shield.

Only half of all the Emperor's archers (the best half) get these special red arrows. The competition keeps their sharp-shooting ability up.



RUINS & RELICS

- 0131 A set of very worn marble stairs leading down into a small cave. Within the cave is a plundered tomb of some ancient king. Anyone who enters the tomb will be confronted by an image of this king who pleads with them to let him rest in peace.
- 0313 A small metallic castle made of aluminum is completely covered with cinders and ashes. It used to float in the sky but its mechanism failed and it came crashing to earth. It is only slightly damaged though because it was flying quite low at the time. The skeleton of a human leg is caught in the door way. Inside the castle are a variety of broken metal tools.
- 0519 A pile of 35 copper daggers covered with blue-green rust within a stone coffer overgrown with brush.
A partially intact small stone house. The interior is half filled with a fine dust and it is inhabited by 3 poisonous snakes. An astrolabe lies in the southeast corner.
An unpolished stone statue of a humanoid with 6 arms stands on a small hillock. Its head is lying on the ground nearby.
- 1121 A 5 meter diameter glass sphere lies half buried in red mud. If the mud is cleared away a human baby (no older than 1 month) can be seen hovering in the center of the sphere. The baby appears to be dead but the body is completely intact. If the glass is broken the baby will come to life.
- 1302 A cave leading downward. Inside the cave is a tomb whose stone sarcophagus contains a skeleton and 150 gold pieces. The first person to attempt to open the casket will fall victim to a curse which will cause him to lose all feeling in his hands until a remove curse is cast on them.
- 1734 A small glass city consisting of a couple of hundred buildings. Its total width is two feet. A closer look will reveal that the city is inhabited by cockroaches.
An old heavily weathered stone building. It is still intact although parts are crumbling. The entrance is still locked but will open if forced. Inside are a large number of rusted weapons none of which are useable.
- 2018 The remains of an ancient road. This particular section is still in good condition but it only runs for a total length of 300 feet.
The burnt remains of a small building. Inside is a human skeleton lying next to an anvil.
- 2113 A full sized stone replica of a merchant ship. A search of the ship will reveal that it holds a large number of skeletons. On nights of the full moon the skeletons all get up and move about as though they were actively manning a real ship.
The ruins of a very large (500 feet) temple. The altar is still intact. If anyone touches the altar it will awaken the spectre who guards it who will attack. In the rear of the altar is a secret panel which contains two Gems worth 50 and 50 Gold Pieces as well as a Potion which was once invisibility but is now merely a magical, nonfunctioning, bad tasting liquid.
- 2425 The ruins of a tower covered with shimmering red mold. The interior is inhabited by several thousand large (but not giant) red ants.
Four giant footprints imbedded in solid stone. There is a 30% chance that a half inch of foul smelling contaminated water remains in each one. A rusted five foot longfork is embedded in a boulder at the end of the trail.

The rust covered remains of some sort of vehicle. The doors appear to be intact but if an attempt is made to open them the machine will collapse into a pile of rust leaving the character holding a door handle of steel.

- 2704 From underneath an overhanging tree root, an old and crumbling skull grins at passersby. Field mice have made a rather comfortable nest inside the skull, and occasionally one looks out at the world through the left eye socket. The field mice have collected a number of small items, but none are of any real value.
Below a rusting longsword lies lengthwise, tangled in the tough grass. It is of Byrny make, and may be rendered useful once again with a little bit of hard work. The sword is not magical, but the hilt is hollow and a small slip of paper has been hidden inside. It is removed by unscrewing the pommel and sliding off the hilt section. On the one side it says: "Expected by King Nho" and on the other is a crudely drawn map. The sword may be reassembled without the paper being replaced in the hilt with no ill effects to the effectiveness of the sword.
- 3133 A very old bridge almost completely covered by vines. A careful examination will reveal that there is a hole in the middle of the bridge through which the hollow center of it can be entered. Inside the bridge's center lives a small family of giant rats.
- 3503 Several hundred shards of shattered glass scattered across a couple of hundred square feet. A careful search has a 50% chance of locating 1D6 clear gems worth 106x10 Gold Pieces (once per week).
A hole in the ground at the bottom of which lives a family 2D6 rats. They have collected 14 Copper Pieces, 31 Silver Pieces, and 11 Gold Pieces. An ancient helm with wings of silver (worth 25 GP) is partially buried near the hole.
A steel spear embedded in a petrified tree stump. The point pins a piece of indestructable yellow cloth to the stump.
- 4006 A twisted, crumbled pile of metal. Although the metal is unrusted it is very old because it is pitted by windblown dust and sand. Beneath the metal is a pile of assorted metal impliments the only one of which still functions is a metal torch (one hour only).
- 4409 A large rock outcropping which has been carved in the shape of a Griffon. The Griffon's eyes are 20 Gold Piece Gems. Attempting to remove the Gems cause the Griffon to growl and mutter but even if they are successfully removed there will be no ill effects. A horrible curse (ineffective) is carved above the Griffon.
- 4826 Protruding from the water about 50 feet from shore is a mast, which belongs to a Merchant Ship lying on the partially rocky bottom, with its hull torn by the sharp off-shore rocks just visible at high tide. Twelve feet of the forty foot mast is visible when the tide is in, which indicates that the ship is at rest on the bottom 28 feet down. The ship is visible at low tide, but already is being swallowed by the shifting, water propelled sands. Most of the cargo has already been salvaged, but there are still three barrels of wrought iron nails and three silver ingots marked with the seal of the Imperial Treasury which were overlooked in the recent commotion. Each one of these bars is roughly seven inches long, three inches thick, and four inches wide, and weighs 38 pounds. Each one is worth 76 GP, but are also serially marked, so turning them in may cause problems unless turned in to the authorities.

A tall blue monolith sticks out of the surface of the ground. The monolith is a total of 90 feet tall but the bottom ten feet are covered by dirt. In the base of the monolith (beneath the surface) is a secret panel guarded by a poison nettle in which is located 100 platinum pieces.

LURID LAIRS

0109	Gt. Skunk-2
0126	Lions-8 (2 Males, 6 Females)
0222	Chimera-2
0303	Wood Beetle-3
0321	Hydra-1 (5 heads, clutch of 4 eggs)
0412	Gt. Scorpion-1
0427	Giant Beetle-1
0501	Clay Golem-1
0513	Harpies-5
0534	Giant Beetle-3
0603	Black Bear-3
0624	Lesser Demon-1
0707	Water Naga-1
0716	Psi-Monsters-5
0827	Stone Golem-1
0910	Lesser Demon-1
1016	Gt. Badger-2
1127	Lesser Demon-1
1210	Gorgons-2
1229	Pegasus-3
1303	Lammasu-2
1323	Gt. Lizards-5
1406	Devil Dogs-5
1418	Stone Golem-1
1502	Invisible Stalker-1
1527	Manticore-1
1604	Phase Beasts-4
1621	Ghouls-5
1717	Chimera-1
1827	Wink Dogs-5
1906	Goblins-72
2020	Wolves-4
2102	Stone Giant-2
2129	Giant Beetle-3
2213	Vampires-2
2319	Elves-45
2410	Giant Spiders-5
2504	Manticore-5
2530	Fire Giant-2
2612	Ogre-2
2716	Brown Bear-3
2804	Baboon-6
2931	Ogre-10
3016	Giant Spiders-2
3102	Shapechangers-3



3217	Hill Giant-1
3309	Mummies-2
3322	Trapper-1
3406	Wild Boars-2
3532	Giant Sharks-5
3610	Black Bears-6
3629	Tangle Weeds-7 7
3727	Tangle Weeds-10
3833	Tangle Weeds-4
3924	Sea Elves-21
4002	Lesser Devil-1
4029	Mermen-60
4123	Dragon Turtle-3
4201	Kobolds-73
4231	Giant Crab-6
4316	Psi-Monsters-2
4320	Bear-3
4427	Giant Squid-2
4610	Minor Devil-1
4621	Giant Squid-2
4632	Giant Water Spiders-3
4726	Tangle Weeds-2
4806	Basilisks-2
4821	Giant Crocodiles-2
4916	Gnomes-23
4930	Giant Spider-2



VILLAGE LISTING FOR CAMPAIGN MAP SIX

CITY STATE OF THE WORLD EMPEROR

Hex Location	Village Name	Pop.	Type	Align	Ruler Name	LVL	Align	Class	Type	Resources
0107	Daican	167	Men	N	Caenoreon	6	N	FTR	Man	Iron
0119	Pamak Illip	382	Men	N	Deogel	7	CG	FTR	Man	Metal Ores
0233	Calah	115	Gnome	N	Slintigil	5	CE	FTR	Gnome	Glass
0301	Neapolis	79	Cavemen	CE	Huh Hlod	4	CE	FTR	Caveman	Bronze
0314	Anne Caphri	35	Men	LG	Ramtagor	7	LG	MU	Man	Sheep
0406	Stukwrak	209	Men	N	Irgainel	7	N	FTR	Man	Trade
0510	Sputgar	98	Cavemen	CE	Ludgar	4	N	FTR	Caveman	Silver
0528	Saimon	340	Men	N	Bleofrus the Smelly	8	LE	FTR	Man	Fish
0832	Ezrahaddon	270	Men	N	Kolder	6	N	FTR	Elf	Grain
0901	Pac Caves	423	Cavemen	CE	Fuhdu Pac	4	CE	FTR	Caveman	Copper
1005	Whan	20	Halfling	LG	Goodpaster	6	LG	FTR	Halfling	Market
1102	Eo Caves	201	Cavemen	N	Eo Hrud	5	CG	FTR	Caveman	Zinc
1109	Yrahm Jakupda	133	Men	N	Rinnamoor Stub	7	N	FTR	Man	Pelts
1119	Mishell	108	Halfling	N	Soggonno	5	N	FTR	Halfling	Wine
1327	Ambusead	42	Goblin	LE	Maifut	4	LE	FTR	Goblin	Oil
1501	Ot Caves	394	Cavemen	CE	Hakpin Uh	5	LE	FTR	Caveman	Rubies
1505	Erba Alba	67	Men	N	Dareth Fleet	4	N	CL	Man	Horses
1631	Raknid	161	Elf	CG	Bulerindel	6	LG	FTR	Elf	Wine
1712	Tell Qa	825	Men	CG	Shah Kijdawr Aenekosii	23	LG	Mc	Man	Market
1722	Munj	177	Men	N	Whitgren Big Mouth	7	N	FTR	Man	Alligator Hides
1819	Quickbog	112	Men	N	Brackdiles	3	N	FTR	Man	Rice
1925	Stony Slip	61	Men	LG	Bowyer Hernides	4	CG	MU	Man	Reeds
2032	Millo Fortress	510	Men	N	Shah Paharrib Fu	20	LE	MU	Man	Trade
2216	Ramarch	402	Men	N	Bors de Ectris	8	N	FTR	Man	Market, Goats
2218	Smale	85	Men	N	Pilfer Exterkal	4	N	FTR	Man	Leather
2223	Rock Haven	129	Elf	CG	Astripodin	9	CG	CL	Elf	Forest
2309	Oonsla	289	Men	N	Eutenax	7	LE	FTR	Man	Grains
2314	Yakin Ley	93	Giants	N	Spaen Brot-Buckle	10	CG	FTR	Giant	Berries
2502	Jes	251	Halfling	N	Ten Tuckle	5	CG	FTR	Halfling	Cabbage
2521	Leafork	187	Men	N	Gripendar	6	CE	FTR	Men	Ferry
2528	Gashmu	240	Men	N	Taltar	9	CG	MU	Man	Horses
2621	Caer Cadwen	766	Men	N	Shah Satyrbis Orcus	24	CE	DEM	DEM	Trade
2711	Ruppin Athuk	319	Men	CE	Wenlock Denne	7	N	MU	Man	Swine
2818	Drydale	32	Men	N	Kinnakon	3	N	FTR	Man	Sod
2821	Y'Dell	243	Men	LG	Louvergail B'Ket	5	LG	FTR	Man	Wine
3024	Kahled	80	Elf	CG	Dalemarel	15	N	MU	Elf	Wine
3123	Hefaeland Cleft	400	Elf	CG	Splendulin	15	LG	MU	Elf	Forest
3125	Sunwatch	95	Men	N	Bellook Kud	8	N	FTR	Man	Military
3218	Ukrak Morfut	49	Gnolls	CE	Szrinkintau	4	LE	FTR	Gnoll	Iron
3233	Recre	162	Men	N	Gamor the Boor	5	N	FTR	Man	Grain
3331	Braddol	391	Men	N	Dinarza Dans	7	N	FTR	Man	Grain, Clams
3402	Trenth	103	Men	LE	Degonial	10	LE	CL	Man	Herbs
3410	Takshire	689	Men	N	Shah Dyshim Leayh	22	N	MU	Man	Trade
3425	Midwall	75	Men	N	Douganthor	7	CE	FTR	Man	Military
3616	Mislanta	285	Men	N	Askenoke	9	N	FTR	Man	Timber
3724	Sully	277	Men	CG	Nussania	6	N	FTR	Man	Fish
3725	Moon Tower	105	Men	N	Thornan Black	8	CG	FTR	Man	Military
3805	Quiff	160	Goblin	CE	Tobbletok	7	LE	FTR	Goblin	Feathers
4009	Demon Valley			LE	Sydbikkef Mal	26	LE	MU	DEM	Souls
4119	Targnot Port	2929	Men	N	Shah Abdu Inslar	23	N	FTR	Man	Sea Trade
4203	Hyyap	344	Men	N	Vizerheno	10	N	CL	Man	Fowl
4205	Feigh	83	Men	LG	Spippy Slagdod	6	LG	FTR	Man	Fish
4323	Shir	68	Men	N	Granpid	8	N	FTR	Man	Military
4324	Silver Cove	125	Men	N	Shooran Ooze	9	LE	FTR	Man	Pearls
4424	Shore Camp	380	Cavemen	CE	Garhous	10	N	FTR	Man	Carbelium
4502	Kevalia	111	Men	N	Nurzar	5	N	FTR	Man	Boats
4630	Nho	402	Men	N	Shazepan	7	N	FTR	Man	Fish
4719	Augge	353	Men	N	Lessornh Rae	7	CG	FTR	FEM	Coal
5221	Grimlon	990	Men	N	Shah Drong Dirkah	24	CE	MU	DEM	Trade

SHARDIS PROVINCE

Millo Fortress

Shah Paharrib Fu	MU	LE	20	105	9	16	17	18	18	16	18	18	Staff of Wizardry
Grand Folsaha Pipt	CL	CG	16	60	7	15	16	17	17	17	16	17	Mommon Staff of Fire
Grand Foksaha Gubbin	CL	CG	16	50	7	15	16	17	17	17	16	17	Hartstige/Sword

Millo Fortress is an ancient stronghold designed as First Line of Defense against unruly Desert People and Berserkers. It is now a way station on the road to the supposedly small desert villages called the Holy Cities. The Fortress' moat is river fed and the sheer curtain walls rising out of it are formidable indeed. Surrounded by dangerous forest, travellers are most relieved to reach the inner courts of Millo Fortress. Werebears have recently been terrifying the Fortress environs and an expedition to discover their lair has been delayed for lack of volunteers.

Shah Fu and Grandhees Pipt and Gubbin run the outpost by the book, and food and supplies are carefully measured. Of course they live in comfort while most of the help live spartan lives. The one pleasure in most of their lives as well as the travellers' is the one large inn, The Sandy Sword, where friend and traveller are met, gossip exchanged and good times had. Innkeeper Red Dukker leads and encourages the merrymaking with his crazy stories.

Rumors: A 30 foot Spider with three foot fangs has alone eaten up 13 caravans; Three guests at the inn are Lost Kings of Eba Aba; The River Leander Nixies will lead you into unimagined pleasures and ecstasies if you go with them willingly; Chasm Imps are being troublesome in the Holy Cities again.

(Below the sleepy looking villages called the Holy Cities are vast interconnected caverns with large underground lakes that feed the desert oasis above. Edible mushrooms, lichens and luminescent moss support life in these caves where thousands of Mycretians live. Two Iron Mines keep a couple hundred Men and Dwarves busy while the spring fed Cobblefruit Bush fields at Ell Bastis use the expertise of the hundred or so Orc Slaves and their love for "desert wine". The mined rubies of Deep Ajjinnen Cavern and the special aphrodisiac qualities of one variety of mushrooms that is grown help keep a healthy trade with the Empire via Shardis Province.)

Glass Mountain Mines

Diamonds – Orc Mines

Fagslak	FTR	CE	14	56	2	14	15	15	14	16	17	17	Cleaver
Gakbog	FTR	CE	10	29	3	14	14	16	16	16	15	16	Sword
Unstigib	FTR	CE	9	27	3	15	16	16	16	17	17	16	Hammer

Glass Mountain could just as well be called Orc Mountain because the mountain teems with them. Orcs are not especially good miners but they are greedy. The uncut diamonds are traded with thieves, brigands and shifty-eyed traders.

Fagslak directs the mining activities under the guidance of the Great Orc himself. Gakbog and Unstigib direct the guards of both entrances to the mountain.

A curious statue carved out of an obsidian peak in the mountain of an unknown being/beast is protected by the Orcs. Lights play about the statue on dark nights and the shape seems to have changed after such luminescent displays.

One underground tunnel leads to the Orc's large crystal room filled with treasures, booty and diamonds which they enjoy counting (even though many Orcs cannot count past ten). They have no magical items but lots of wealth. There is a legend about a princess who sat on top of Glass Mountain a long time ago waiting for a prince to claim her as per instructions of the King. A prince did come, so the story goes, riding on a horse made of diamonds. But the princess became greedy and struck the horse to shatter it, but the diamonds sank into the Glass Mountain top as though it were mud. The prince turned into a hideous

Orc and ate the princess; her bleached bones still lie in the morning sun at the top of Glass Mountain, untouched by the centuries for they are fell, fell indeed.

Dankbark Forest

Dankbark Forest is known for its several lairs of five foot Spiders who sometimes drop silver sticky webs over a whole caravan. The lairs, protected by three Spiders at all times, are known to contain fortunes of Silver objects, many magical Sticks, Wands or Staffs and Lace Tapestries. Maximum NA: 14 (2 dice +2); HP: 4 - 18 each, HD: 2+2, AC 7. Time each victim is stored by the Spiders before ingurgitation is 1 - 8 days, hung in suspended animation.

Living in hollowed out trees in a strange grove of large Baksome Trees called Raknid are several families of Spider Elves, a strange leggy variety not unlike Wood Elves except they lack a love for the woods and can spin webs. They may protect travellers from the Spiders but they may not. King Bulerindel pushes for more friendly relations with men beyond selling them wine and cloaks but has not been very successful.

The smell that is pervasive throughout Dankbark is that of the Reek Moss on the northern side of the trees; the moss is poisonous to touch ($\frac{1}{2}$ power of Gray Slime but otherwise similar except that it is red and susceptible to fire). The forest is known for its fine hardwoods and abandoned Spider lairs (with overlooked, abandoned Silver in them). Chance of 3 in 6 that any particular lair or web is abandoned.

Werebears have moved into the forest east of the Leander River, NA: 2 - 8, 10% chance of encounter.

The shed skin of the rare Bortagurm Snake of this forest will heal all sicknesses not magical or wound-induced.

A hidden door in one tree leads to a fabulously wealthy dungeon with monsters only on every other level.

Slithytove

Slithytove Woods is not exactly swamp but it is usually mushy. It is known for its Vermin, Snakes, Leeches and Slimy Worms that writhe in the mud. Thick vapor rises from the mud rocks, the gongo trees and the Dragon Snakes' nostrils. There is little grass except for tough swamp grass and pampas. The trees are mostly soft woods and kinky. The mud rocks are said to move.

The Nest of Vipers, is in a beautiful meadow at the southeast edge of Slithytove. The lush verdant trap attracts animals and other unsuspecting victims into the habitat of hundreds of giant poisonous Vipers (NA 9 - 16). Viper Fangs are worth 20 GP each; Viper Poison, 10 GP/drop. The ancient habitation of Celedorinlin is now empty and ruined but for an enchanted horse, a horse of the gods, that is said to be trapped there. Petrified snake sections are littered over the streets around a toppled Blue Zireon Snake Temple. Bones, pottery bits and an occasional piece of crystal lie half buried in the mud.

Lake Saffrin

Lake Saffrin is known for being the abode of the Lady of the Lake. Not much is known about this Ancient One except that she lives under the water for decades without ever showing herself, but then will rise up out of the water (no one ever sees her) and correct wrongs (from her viewpoint) and gives gifts. Sometimes her "correcting" is ruthless and overly enthusiastic. Once she turned a whole village of houses into beasts. She is AC 2 and around 200 HP.

A long forgotten curse lies upon the ruins of Selisengard making it appear but a medium sized hill. Below the illusion and below the rubble sets underground vaults of long aged Elvan wine, then Kings'

collected treasures and a room with a lost magical Sword, a Helm and a Shield, all protected by a most heinous curse, removeable only by a willing sacrifice or incredibly complex spells.

Forty skeletons hang on poles between Lake Saffrin and Saimon, the work of the tiny fairy, Embe. The forest between Lake Saffrin and Slithytove is full of tangle vines and giant Chigger Bloodsuckers (about 2 inches). A pool of water in this forest washes away wrinkles but increases cardiovascular age.

The fishermen at Saimon catch the best tasting fish caught anywhere and trade them salted. Fish are stored in vessels carved in Agate and Metalline stone except Bleofrus the Smelly stores his in vessels of Amber, Quartz and Marble.

Bestial Barrens

Inhabited by nothing except strange Beasties and Gnomes, most Men, Elves and Dwarves avoid this area if at all possible unless well protected. Poisonous Toads with powerful tongues, Giant Beetles with iron-like razor sharp teeth, Pinching Lizards, Rattlesnakes, three-legged Runner Birds that stun its large prey through its loud scream, and slithering Prickles make this wilderness unpleasant to be passing through. Wherever Prickles gather, there will be a vein of valuable metal or crystal not far underground.

A large rock near Ezrahaddon has a strange paw with hooked claws carved out of it. The claws retract when the rock is approached but that is all that has ever happened (up until now).

Berserker Wilds

Several tribes of Berserkers and Bandits live here in the Wilds with tents and the scrub brush and they continually war against each other. Occasionally they make concerted efforts further into the Emperor's lands and they have to be beaten back by military troops.

The Northern Bandits (CE) hunt in the plains west of Selisengard and in the hills west of Crystal Lake for game, monsters, travellers and Southern Berserkers. The Southern Berserkers (N) like to be left alone and resent intrusions; they hate their northern brothers but will at least talk first to strangers before deciding to be vicious.

Each tribe has a golden idol worth 10,000 to 40,000 GP; strong, sturdy horses; but not much else of worth. They tolerate Gnomes but hate Orcs and Goblins who raise their battle lust to its height of wildest insanity.

Plain of Eba Aba

Plain of Eba Aba

There is a legend about the lost King of Eba Aba who found the Roc's Egg that controlled all the Geniis of the world. He thereby collected all the rings, lamps, and other vessels that contained Geniis and buried them in a hidden booby trapped cave on his Plain. All the Geniis, that is, except one. The constant winds on the Plain of Eba Aba are said to be echoes of his lost spirit roaming the world for his lost Genii.

The windy Plain is nothing but grasses, furze and heather with an occasional coppice of Wildwood. About 40% of the copses have a treasure chest buried in them 10 to 20 feet below the surface with treasure worth 10 GP to 1,000 GP. Not many have been found due to the much digging required, and the booby traps, the uncertainty of the amount of worth to be uncovered and the fact there are no maps to these treasures.

The bones of ancient Warriors, horses and Orcs are tangled in the sod. The grasses are infested with giant Ticks and disease carrying Rats.

Crystal Lake

The Crystal Lake area is infested with Orcs as they use the beautiful mountain lake for relaxation. The lake is a clear pure blue and contains no unsavory creatures. The fish are large and tasty, the scenery idyllic and access difficult. Orcs throw small stones into the lake to make wishes, the closest they come to having any non-practical thoughts. Goat heads embellishing the ends of long earth-embedded poles surround the lake every 50 feet.

On the southern beach is a well-known ancient temple in partial ruin with an intact large marble Lizardman idol in the central room. It has two huge ruby eyes still extant with disintegrate powers to blast anything 6 HD within 50 feet. Skeletons of many Orcs and men lay inside the central room.

In the small mountain range to the south of Crystal Lake there lives the One and Only Crystal Monster. Its gem encrusted hide contains many magical powers for Good and the six tentacles on its head, heal all manner of diseases. The lizard-like creature with an insect-like head and multi-faceted eyes is about the size of an alligator. It is generally harmless unless it feels threatened or a LE individual comes near; then it will excrete a poisonous gas (8 HD within 15 feet) or breath fire accurate to 30 feet (2 HD). It lives in mountain clefts and is hard to spot by day, but can be found at night due to its glow.

Crown Knoll

It is said that four crowns enriched with Diamonds, Rubies, Sapphires, Emeralds, Pearls and other valuable gems lie beneath Crown Knoll and perhaps many of the Kings' skeletons as well. Strange voices, invisible horses and the cries of slaves can be heard often in the area and most nearby inhabitants are afraid of it. Plunderers attempting to dig in the mound are often found later hacked to pieces.

One legend not often spoken says that the four Kings buried here were slain by Viridians centuries ago and they will remain restless until they can effect revenge. They merely keep in military practice and await the Keeper of the Gardens to set them free.

EFFERNATH PROVINCE

Caer Cadwen

Shah Satyrbis	DEM	CE	160	Succubus Polymorphed into Human Form								Sceptor	
Grand Dagmaggus	FTR	LE	17	68	2	15	17	16	13	17	18	14	Ruby Sword

Caer Cadwen is a castle of the older type with square or rectangular Baileys, towers, barbican and keep but the buttresses and bastions on the outer curtain were added later and are round. The Shah's solar is the most luxurious in the land, including, probably, the Emperor's. Shah Satyrbis rules with an iron hand and all dissidents and malcontents are ruthlessly hanged or tortured. Satyrbis gets along well with the Emperor and shares the overseeing of some of the Emperor's farmlands. It is not widely known that Satyrbis does enough good deeds to confuse people into thinking he is good, kind and generous.

Dagmaggus, a dark, tall, skinny, ugly beak-nose, is just as without warmth as his boss. He carries out orders exactly but has a few little private plans of his own designs on his superior's job and dastardly plans for amassing a private fortune. His Ruby Sword sweats blood whenever a person of higher LVL is present

who has aggressive designs against its owner. The "blood", however, is poison.

Lost under a storeroom floor is a small treasure of immense value and power, one of the enchanted stones, "Sprinkle". The pebbles are seven in number: 1) to Flower; 2) to Cry; 3) to Burn; 4) to Cower; 5) to Dethrone; 6) to Spurn; and 7) to Save and Protect, to Heal and Learn. All seven in one's possession adds 2 to one's LVL if LG or CG plus gives power over Kings and Rulers within 30 feet if the formula is followed in order of the stones.

A palindir mirror is in the center of the Great Hall that shows what is taking place in all the other capitals of the Empire. Used mainly for amusement but occasionally more.

It is said that the Hags of Marmon built the older parts of Caer Cadwen.

Elsenwood

Wood Elves

Splendulin	MU	LG	15	81	9	19	12	18	18	17	18	18	Wand of Lorfel
Efrinodel	FTR	CG	18	73	7	19	16	18	18	17	16	18	Elfin Darts & Longbow

Elsenwood is tightly controlled by the Wood Elves and remains wild and primitive. The Elves have their ways, and any troublesome high-powered Magic User or political entity just might find themselves dancing in the forest hundreds of years. The Elves are about five feet tall, slender, fleet of foot and have the balance of acrobats. One will never see them in the wood until it is too late; the silvery green raiment they wear helps their coverture.

Hefaelond Cleft is so well hidden and protected that very few know exactly where it is or could ever find it. Because this is so, the Elves have lived for centuries in their Cleft underground abode through many political regimes and have survived.

Splendulin and Efrinodel, brother Lords of the Elves, rule all Elsenwood and their unknown number of kin and Elfin subjects. Each have two sons who are very competitive and despise their cousins.

The Holy Mounds is an ancient magical **Real Place** from some long forgotten religion of antiquity. The Elves have no special use for the area but allow Mycretians to gather there whenever they wish.

The Elves are amused at the wall the Emperor has built, and they mistakingly think that he put it there to keep them out. But the Emperor is really more worried about the Hags of Marmon than he is about Elves. This, though, may be a mistake.

There is a large evil serpent named Sliant in Elsenwood near the wall who is conversant in Viridian and the common speech. The Elves know his ways but he does keep the wall guards from wandering too far. Besides eating an occasional guard, Sliant is known for setting fires to attract the unwary and spitting poison at birds and travellers. Sliant's poison is not only an immobilizer but also hallucinagenic which makes it extremely valuable to certain religions and elements of society.

Islands Tric and Trac

Many strange mariner yarns are spun about Tric and Trac. The most persistent tale is that the islands move and at times even seem to have minds of their own. Sometimes they seem to bob up and down on the waves. But, once on the islands, explorers find them as solid as any other. Tric and Trac are uninhabited since they are nothing but sand and rocks, but the tales spun among sailors keep men away as well. Plus, too many ships have disappeared in the area.

Tale: The sole survivor of a shipwreck raved on and on about beautiful female voices and enticing songs.

Tale: Many maps of chests of gold and jewels and treasure galore have turned up every now and then but when digging was tried, the holes always filled up with water.

Tale: Green, many-tentacled sea monsters have been sighted in the area seemingly taking directions from Mermaids.

Tale: Water spouts, under the guidance of some great god, protect the area from curious eyes.

The Southern Bogs

The two Bogs along the Shorn River and the Bogs west of Vapor Hills are dangerous like quicksand and many a once living beast and human are perfectly preserved in the tricky, shifting peat. The bogs are known for hidden treasure but few ever bring them back, even with accurate maps which are plentiful. The Utscur Bogs hide the famous Kikkolatar National Treasure, the magical Windrider Bronze Horse, the 40 magical Lots of Hordibello Pubber, the Pearlcraven Statues of Gold and the ancient art of King Dellar the Stellar. The Phouth Bogs contain many personal treasures of the lost Kings of Crown Knoll and the Cesspin Bogs contain the treasures of the lost civilization of the Chryezetil Lindemos.

Giant ticks and the Black Hoot Bird infest the bogs.

Emperor Lands

The Green Emperor owns and controls much land used for farming purposes. Slaves/Serfs work much of the Emperor's farmlands but he also receives a 15% tax on Freeman fields. There is some continual tension in the supervision of all these lands as Shah Satyrbis insists the Freeman fields are his responsibility as well as smaller fields closer to Caer Cadwen. The fact that the black boggish soil along the Shorn River is much richer than the lighter soil of the Emperor farmlands might have something to do with this on-going squabble. Good farmland is at a premium throughout the Empire as it is rare.

Shilly Shallows

The River Leander is a wide, fast and dangerous river from its mouth by the City State up to Leafork. Except for the narrow but sturdy bridge by the City State, Shilly Shallows is the only other reliable crossing on the river. Technically at the mouth of the Kendhras River, the Shallows have a long history. It is there that Pegohas wooed the fair Maselle and where the ancient King Ahabdoset defeated the Demon, Grotubyl and his Orc Legions.

The suspension bridge between Leafork and Caer Cadwen is in constant and repeated states of disrepair and is not safe for caravans or carts that must detour via Rock Haven. Between Caer Cadwen and Rock Haven live Kobolds and Ents and just west of Leafork, Giant Centipedes infest the forest. Skeletons haunt the Shilly Shadows as well as an occasional Ghoul or Lost Soul.

Shelter Haven

Somewhere at the far western edge of Elsenwood, beyond the western end of the Leafork Road, lies the abode of the Fair Folk called Shelter Haven. These fairies are very tall, about six or seven feet, and are seldom visible to most humans. Sometimes a faint glimmer of light, a sparkly glow, might be seen out of the corner of one's eye but the Fair Folk avoid all not of their kind. Time moves at its own pace at Shelter Haven and humans caught there might find their families suddenly grown old when they return. The fairies

never grow old, however. It is not wise to name a fairy in the area should you happen to know such a name as that fairy would come and get you out of fear of your possible control over him. It is better to call them Fair Folk than fairies for the same reason.

The Fair Folk probably live under one or more of the several knolls in the area; but large groups of fortune diggers attempting to disturb them have disappeared. Great wealth is said to be in abundance there — finely wrought drinking Cups and Vessels, fine Harps and Lyres, Finger Rings and Bracelets, Draperies and Rugs in lush Blues and Reds, White Horses decked in Gold. But few have had the privilege of viewing it.

SMYRSIS PROVINCE

Tell Qa

Shah Kijawr Aenekosii Mc LG 23 160 8 16 17 18 18 17 18 18 Quarterstaff

Smyrsis is probably the most difficult province to control and Shah Kijawr Aenekosii is only in the position because of his great competence. An enemy to all that is evil, the Shah keeps troublemakers in their own areas and is continually opposing most of the rest of the Council, including the Emperor. The Shah has no Grandhee at the moment since he banished his most recent one. His gifts of Calming and Spirit Fresh are formidable.

Tell Qa is a very strong, secure fortress on a cliff overlooking the River Flee. It has two outer curtains and baileys, many round towers and bastions, two donjons and a great motte outside the moat. Four mangonels guard the four quarters. There are several secret passages, some known only to the Shah and others also to the staff.

The forest along the River Flee abound in Kobolds, spry, ugly, wizened, shaggy and ragged little creatures, not unlike hairy, bent old men who wear pointed hats and have large groups or one might find oneself in one of the many riverbank caves where the Kobolds dwell with accoutrements unmentionable.

A powerful monster called "The Horn" roams the Tell Qa environs. It eats anything and is always hungry. Its whole head is in the shape of a ragged horn outlined in four burning eyes on each side. Several long protruding tongues come from the end of the horn to suck blood.

There is reputed to be a Room of Emeralds in Tell Qa but no staff or visitor have ever seen it. Many have, however, visited the Room of Passionate Pleasures, a room the Shah hates and has threatened to close but hasn't due to much pressure from the staff.

Missing Memory Marshes

Smirge, the Eerie Eel

Smirge is a 30 foot Eel who loves to slush along in mud and shallow water and grin her silly but horrible grin. She gets easily excited, to the tune of about 4,000 volts (full effect to 25 feet (8 HD); 4 HD at 50 feet; 2 HD at 100 feet; and 1 HD at 200 feet), very effective in water or on wet land but has no effect at all on dry land or dry boots. Smirge loves people and lights up whenever she sees them. She is 85 HP.

There is only one completely dry path all the way through the marshes which is known only by a few. The fog, and the drooping moss makes everything look the same and it is easy to go crazy and circle for weeks before the shocking end comes.

Grotto of Grime

Slaekt the Dragon

LE HP: 72

Slaekt's Grotto is located halfway between Pamak Illip and Glass Mountain and is very rugged country. Filth encrusted gems, coins, jewelry and other valuables litter the dark, rocky, sandy depths and Slaekt guards them all well. A Golden Dragon with iridescent flecks of blue, Slaekt is dazzling to look at but will mesmerize any who look directly into his whirling colorful eyes. He is the oldest, most intelligent and most feared Dragon in the larger regions and only a few Magic Users are capable of talking with him. Slaekt feasts on mountain goats and desert zhilas but occasionally raids cattle and terrorizes nearby villages to the west.

While somewhat retiring and sulking, Slaekt can become angrily aroused. Certainly, do not touch his treasure! Bones litter the entrance to the Grotto.

Hidden at the bottom of a jewel-filled golden urn is the amulet Tukborndeth which can drain two levels of power from any creature (one creature per day); the urn is buried in one of the many piles of gem grime.

Slaekt knows many long forgotten spells, knows most all of the powerful relics in the empire although not where they are (like the Marmon Hags know) and much important history and magical lore.

He does not welcome visitors.

Obsidian Citadel

In a hilly valley surrounded by ranges of the Starrcrag Mountains, there lies a fortress known as Obsidian Castle that is inhabited and ruled by a particularly ferocious Storm Giant called Gnorl Haghunka. He rules several hundred personal servants and an army of slaves made up of Orcs, Zombies and Cauldron-born. He prefers solitude and slays all visitors; his servants raise crops and mine Electrum; his army keeps the Orcs from coming north and the Dwarves from coming south, keeping them effectively apart.

The slick black citadel tower and other Obsidian bulwarks have a long checkered history lost in antiquity. The interiors are stark but many riches are well hidden throughout the corridors, rooms, chambers, tunnels, stairs, caverns and pits. A prophecy of long past says an Owl Man of Lapis Lazuli with crest of Porphyry will free the tower of its evil curses and start it on a long age of standing for Good.

Valley of the Dead Queens

Long ago, in the days of the Queens, Nandi, Varanna and Melusina disagreed on the use of their queenly powers and fought continuously, greatly harming the people. One day a stranger appeared in court. She made a terrible prophesy and not long hence it came to pass. The land was cleft by a mighty earthquake and the Queens were buried in the debris. The beautiful young princesses withered and shrank, becoming misshapened. They died young and all their progeny were hideous and died young, too. And the Queens were no more.

Today, the valley lies along the sources of the River Flee and is inhabited by all manner of the most hideous of monsters: Medusae, Purple Worms, Gargoyles, Balrogs, Chimeras and Trolls. It is said there is much treasure in the valley if one is strong enough to take it. Most all creatures avoid the area.

Dwarf Gold Mines

Starrcrag Mountain Mines

A red bearded clan of Mountain Dwarves live in Starrcrag and tolerate no visitors except traders. Wrinkled and tough as old tree roots, these large-headed, barrel-chested fighters are as tenacious at mining as their long beards adhere to their pale faces. The last remaining expert Goldsmiths that can work such wonders with golden jewelry that magical powers are captured in them, work deep in the mountain turning out priceless items.

There is a warning monument deep in the mountain, erected to remind the Dwarf descendants of Bruskin, who lost his artistic pride and became miserly. His hoarding of wealth attracted Dragons, Brigands and Orcs and he was kept preoccupied with wars and skirmishes for 30 wasted years when his cohorts got little mining done. He eventually died by the sword and his riches were plundered.

The powerful Cat's Eye Ring, finely wrought long ago with the mew of a cat, is lost somewhere in the mines. On the wall of the central living quarters there hangs the magical sword, Fence, that defends only and never strikes, a fine Coach that folds into a pocket-size money bag and one lost Mermaid Trident. By the hearth is a Horn of Ivory bounded with Diamonds, and several feutered Spears of a strange balance.

Dacil Vonidar

Dacil Vonidar is a place that is a place that isn't. Its walls are black, its surface white; its walks are paved yet never trod; the voices even, the aura odd; missed by day and known by night; its echoes sound a distant knell; its treasure vast, is hid from greed — its finder dies to birth the seed; and far is near but near is hell.

Dacil Vonidar is a dream that was, a hope that is, and an impossibility that will be.

Pinnacle Mountain Mines

Elephan Silver Mines (Cavemen)

Tricky mountain passes and unsafe mines discourage all but the Elephan Cavemen from working these valuable mines. The Silver Ore is carried out by a secret tunnel to Lake Pernicus south of Stukwrak where the Cavemen are paid in venison, mutton and ale. Brigands give trouble between Yrahm Jakupda and the Sharryn River; thieves try trickery at most points from Shimmertree Vale to Glint Valley but outright attacking the military escort guarding the ore is unwise for most outlaw roving bands as they are either too small or have insufficient power.

A Wyvern nests in one abandoned Silver mine. One mine collapsed many decades back due to vicious birds attacking the timbers (some say it was due to the tiny Sawtooth Maggot Worm). Thousands of pearl-loving Panargees can be seen flying in the mountains west of Sputgar and everyone knows that they always make their nests out of rotting wood.

Lake Pernicus

Lake Pernicus is a dangerous area: heavily armed Cavemen in large groups protecting the Silver they transport trade with Emperor Emissaries, rich Lords or Barons, thieves or monsters or whomever; thieves and brigands roam the southeastern banks and areas south along the Sharryn River; Balrogs inhabit the mountains north of the lake; Umber Hulks live to the west; Lizardmen live in the lake; Salamanders live in the hills southwest of the lake.

Stukwrak is a town of chaotics, mostly evil, and were it not for Farran the Bold: Cleric, LG, LVL 14, HP: 54, I: 15, WIS: 17, an innkeeper who settles disputes fairly, the town would not exist. He also has certain magical items that protect him as well as the blessing of the Shah. One inhabitant, Beoc Prooze, captures strong Cavemen and sells them in Targnol Port as slaves. He is absolutely ruthless. It is said, Morwen, the town witch, gathers her exotic aphrodisiacs in the hills about but no one knows where. Bats flutter about her wherever she goes at night.

Shimmertree Vale

Shimmertree has a high percentage of Birches and Aspens and several especially active Bosks of Dryads.

A large variety of fire breathing Praying Mantis inhabits the valley, the only known effective enemy to the Buzzing Lapsuckers, a pest to humans and animals alike; when singed, the insect pops, making a tasty treat. The Mantises make good pets.

A herd of tiny horses run wild in the valley. They are said to know the Way to the Gods.

Glint Valley

Located between the Firelock Hills to the north and the Brotbuckle Hills to the south, Glint Valley is a peaceful spot protected by the Sharryn and Flee Rivers. Further, Paladin Caelearak and his devoted friends are the sole residents of the Valley and all with peaceful intentions are welcome. Caelearak and company will gladly accompany guests in need of help if he can be convinced the main purpose of the adventure is to destroy an evil rather than to merely capture treasure. That is not to say, of course, that he wouldn't want his fair cut of anything found.

Although no major monsters inhabit the Valley any longer, there are a few minor irritations here and there: the coin collecting Fobhoppers love finding and hoarding round shiny objects but the mindless hopping skinny critters are otherwise harmless; the Iccle "Worms" that love dark warm moist places under clothing and that drive people mad with itchy laughter; and the Zobedee Bird that is fond of dropping their (large) droppings (acidic in nature causing a severe skin rash) on moving objects. Don't move when they're around!

Eagol Ruins

A degenerate type of wayward Dwarf haunts what is left of a once proud castle, Eagol. Nameless, at least to outsiders, they sneak through rubble and underground passages full of radioactive waste. Hideously deformed, these "Eagols" have developed their powers of telepathy to reach over large distances between their own kind. Their skin is poisonous to touch; they are unpredictable.

The once great source of power that controlled the wonders of the Aouatad Temple though long thought lost, is still intact and protected by the Eagols. This portable little "weapon" is based on telekentic principles and can cause great good or great destruction. Radioactive Diamonds that cause wasting disease litter the lower regions.

Bone Hollow

Bone Hollow is a round valley surrounded by hills all around except on the south; the floor of the valley

is smooth rock with no vegetation of any kind. In the very middle of the valley is a fumarole that talks whenever the skeleton apparition appears in the fumes, four or five times a night. Whatever it says is extremely wise and the advice should always be followed. Questions may be asked but only 1 in 100 are answered. About 40% of the messages are warnings, 30% is personal advice to those present and 30% is general helpful information.

Many intelligent species make journeys to Bone Hollow for help or curiosity and all are spoken to in their own language. The nature of the help is LG to CG.

THYGAMUS PROVINCE

Tak Shire

Shah Dyshim Leayh MU N 22 96 9 16 18 18 18 17 18 17 Wand

Located between Trolls and quarrelsome Pigherders, Tak Shire is nestled in barren hills around Geyser Spring, the source of the Upper Stickthorn. Tak Shire is more of a village than a fortress since the two curtains surround only many small buildings — there is no keep or castle. The Shah lives simply in the neighborhood of his advisors and all have irrigated gardens. Known familiarly by all as "Squat", the Shah is quite roly poly, short, friendly but not jolly. He is fair, efficient and competent but has a weakness for fine women. He is very good with Lightning Bolts and setting up big magical Defense Screens.

Wild Boars roam the hills round about and large crystal ball crystals can be found in and/or under the bed of the Upper Stickthorn River. Twenty gaseous bodies haunt the moat.

Iso Monster Lake

Iso is a strange creature of (it seems) hundreds of long tentacles, slimy and suction-padded, but no one has ever seen its body. It is HP: 115, and each tentacle can squeeze 1 HD per turn or slowly drag (3 turns per 100 feet) its victim into the water to drown (once in water, 3 turns to drowning death). Any spot within 250 feet around the lake is not safe. Birds and animals avoid the lake, preferring the swamps to the south or the Aves Sanctuary to the east.

Iso has been known to snare an errant low-flying Dragon from the air or lure animal prey through a sort of humming vibration that is most attractive and curious. There are plenty of fish in the lake and Iso gets along well with Nixies, Water Elementals and River Trolls, but not Mer-people. The Marmon Hags and the Iso Monster leave each other alone.

Brotbuckle Briars

Yakin Ley Hill Giants

The Brotbuckle Clan of Yakin Ley are a warty, blubbery and shy sort, preferring not to interfere with humans. However, if they can get away with something, they will blunder on, doing it openly. They fight ferociously but prefer not to. An occasional Hill Giant will develop a taste for human but they are thrown out by the Giants themselves for causing too much trouble.

Spaen Brotbuckle (8 HD/Club hit; HP: 45), leader of the Clan, got his position accidentally and is now held in awe by his fellow Giants. The Yakin Ley Hill Giants were long afraid of the Moaning One of the Hundred Hands who dwelt in Rock Hollow. Hecatoncheires (the thing's real name) claimed to control the weather and threatened vile storms or worse if proper offerings were not given. One day, the Moan came demanding "The Magical Three" as a sacrifice and the Giants were thrown into a panic as those high-

powered magical items were impossible to obtain. Spaen, however, being more dense than most Giants (if that is possible), thought the Moan said "The Magical Tree" and so he risked the wrath of the Wood Elves (actually, he was too scared to think about it) and ripped up the Holy Tree of the Magical Branches in Elsenwood, carried it all the way back to Yakin Ley and threw it into the Rock Hollow. Surprise! The Moans were never heard from again. And Spaen was a hero.

The Giants are hefty but slightly rotund, have many warts and have a penchant for talking bones and singing harps.

Jutum the Devourer and Aknekkle Seven Blow and their trained pet Blink Dogs guard the Yakin Ley grounds. Wolves roam the Brotbuckle Briars.

Zirzus Plain

The scruff and scrub that blankets the Zirzus Plain supports several herds of Wild Horses, Runner Birds, and Simiasaurs, as well as Zhinan Lizards, Ogres, Wererats, Wink Dogs, and Lamasu. A tribe of large, Gray Apes lives in the forest south of Jes, and they protect the little, blind Afid Goats who supply them with milk. When threatened, they all disappear inside a large tree with a secret entrance and tunnel leading to underground rooms of treasure.

A strange man lives in a wood on the north banks of the Sharryn River between Pebble Straits and River Snikle. He is called Old Man of the Wood and he is very dangerous. Sometimes appearing as a helpless lost child, sometimes as a gaunt, fainted young girl, but usually as a withered up old beggar, the old man feigns need of help and when someone turns to offer assistance, he turns the person into a tree. He can also immobilize a whole caravan in time and then turn them into trees gradually.

Stay Falls

A little ways upstream of Ruppin Athuk, a beautiful awe-inspiring water falls reflects the morning sun on a rock which is an unseen door to wealth and magical treasures belonging to a once famous powerful magician. A large plain crystal shrine reflects a beam of light once a year on the door to illumine the opening device.

Water from the pool of Stay Falls that touches the shrine will heal Curses and neutralize evil spells of Physical Transformation. Gazelle and Ibis drink and wade in the pool.

Witch Lair

Chael	MU	N	36	218	2	22	18	20	19	19	10	3 - 18	Wand
Phyth	MU	N	31	199	2	22	20	19	16	19	18	3 - 18	Wand
Gaedd	MU	N	35	235	2	22	17	18	20	19	18	3 - 18	Wand

The Three Witches of Marmon Mist

Experts at shapechanging, all three witches (called Marmon collectively) can take on any SL, CHAR person, animal or most other physical beings but most often appear as hags or CHAR 18 FEM. The Marmon consider themselves outside moral alignments, are incredibly ancient and are touchy about their privacy – they keep the swamp supplied with frogs. The long hut is their lair where they do a lot of spinning; strange occult objects, herbs and containers line the walls. Several other huts contain magical items of great power, 30 - 60 per hut. Intruders seldom leave like they came unless they have great power or have something of great magical value to trade. The Marmon are well aware of what has been happening to Hautulin Seheitt

in the City State but don't care one way or the other; however, they are curious how so many objects of magic could have disappeared without their knowing where they went. The witches suspect Whitefire since he has stolen some Emperor items; they plan to investigate. Chael is the leader of the three and is the most creative; Phyth is the most unstable and prefers to molest or eat intruders; Gaedd is a steadying influence and helps them keep a low profile. The Marmon do not know quite what to make of Mycretians. They would like to meet Mycr or a prophet of his and match talents.

LYOOPHIATH PROVINCE

Tarnol Port

Shah Abdu Inslar FTR N 23 114 2 16 18 17 18 18 18 17 Flail

Tarnol Port is a large town of disreputable character and unseemly habits. The slave trade is heaviest here as well as much smuggling, thievery and Female flesh. Most of the inhabitants are poor, mainly fishermen, but in the Noble's area, large stone houses are well decorated and fortified. The town has no outer fortifications but it does have a good spy system as well as a fast escape by sea. The Shah lives in a large stone mansion by the stables.

Shah Abdu Inslar is a very strong fighter with a sly streak. He enjoys warring about the countryside, gathering riches to enjoy or trade. He will avenge any ill-treatment of horses but treats women like property. He carries a hollow Mace filled with poison and a Flail.

A Black Temple of black polished marble as smooth as glass graces the Port Center. It has a Grand Hall hung with silken tapestries, discreet alcoves with sofas covered with the softest furs of Sapamas, Alpacas, Rabbits, and Chinchillas. Verandas, porches, fountains surrounded by flower gardens and shrubs all grace the central point in which stands a solid gold Chimera. Tears shed in the Garden of Tears, one per cent of the time change to diamonds. A Black Enchantress lies in state in the Viewing Room and great wealth is due any who break the enchantment (of course, that may not be wise) that holds her in deep sleep.

Duatha Donannelle, a Grandhee, is much respected for her wise council, but she is a Werewolf. Zentor the Smithy, specializes in armor and weaponry. Amaym, the Leech, heals fevers and itches. The Shah has an illegal cache of Elvan wine in addition to his legal allotment.

Gheulost Island

Legend: Many years ago, when the earth was dark and the sea bubbled red, there were no islands, no safe places for the sea people to safely cool their scales among the rocks. Large ferocious animals roamed the beaches and fed in the shallow waters.

One day, a little sea boy, while cooling himself on a floating Sea Friend Plant, was sucked by an enormous abyss swirling down, down into the seething red mud at the bottom of the sea. The little boy was stuck and hot red mud glogged his gills. Then he felt under his fingers a large metal ring, the Sea Cradle Plug, and he pulled. All Earth shuddered. Then the little sea boy was spewed far into the air and it rained red mud. He swam to the Sea Friend Plant for protection but it stung him and stung him, for the water was cooling. Alas, the little sea boy sank beneath the waters.

The waters cooled. The red mud turned to rock and many islands were formed. Warmth came from the skies instead of from the sea and so the sea people now warm themselves on the rocks instead of cool themselves. But they still avoid the main lands for men replaced the ferocious animals.

And so, the Sea Friend Plant is now called Sea Enemy, and see, an enemy it is. The red rock is Carbelium. The little sea boy was Gheu. The island that was formed where the little boy was last seen is known as Gheulost. And the Sea Enemy Plants, like islands near which the sea people dwell, are called Tric and Trac for between the islands they are safe from, can keep track of tricky stinging plants.

One or two warships guard Gheulost Island at all times. Shir, Silver Cove and Shore are permanent army camps with one tavern each and several barracks and gaming rooms. No one but military personnel and miners (mostly Elephants) are permitted on the island to protect the Platinum. The oyster pearl beds all around the island need some protection, too. Mere Lake is good fishing but there is said to be several Barrow Wights in the Volk Mountains.

Rakshashas

Rababubub, Troll
Libbledubble, Troll
Koppukguffaw, Troll
Lumminpup, Troll
Nobbsuckle, Troll



Only five Trolls live in this God-forsaken place but beware the traveller that passes here during the night for Trolls have quite a taste for human kind. During the day, they sleep underground. These five are equally at home in the forest, rocky hills or river banks. Two gray-clad Gnomes cook for the Trolls and manufacture greater treasures from the loot they capture.

Targnol Plains

Kappa, the hunchback Dwarf, lives alone on the plains and makes peace with all the animals. Krak, a neighboring Gnoll, lives in and under the Hradd Ruins and is friendly to Kappa since he saved his life. The Gnolls keep to themselves and kill game but there are several Wights that live in the many beach mounds that lie along the coastal road. And Wights desire only to add to their unhappy number. Use of the coastal road is not advisable without magical weapons.

Thistledown

Thistledown is good logging country, not being protected by Elves, but there is one great danger in the forest, and that is Koses. Koses is an old creature with no arms, three heads of Simian-looking monsters, the body of a Gorilla and four Human legs and feet. Its main diet is leaves and shoots but it cannot digest such without entrails of any mammal. Animals, Humans, Orcs, etc. are all prey to it so it is fortunate that Koses seldom travels far from his lair. Its bed is made of gems and bones. The lair is easy to locate due to the stench. Koses is not very intelligent but its senses are good – 3 HD per head, HP: 72, AC 4; Magical Stun Ability, one per day per eye.

Lake Pitts

Piranha and Barracuda roam the waters of Lake Pitts but, of course, cannot harm the Stone Man who lives

at the bottom of the lake. He is part of the mud bottom, never moving, until nature goes wrong or the lake's peacefulness is threatened. Then he rampages, destroys the change makers and returns. Miniature statues (of Electrum) of Stone Man surround the lake to appease him. Black Panthers roam the shores and environs.

A tall thin tower named Nirgal Tower stands by the river at the eastern tip of the lake. There, Yarth, a most Holy man meditates. Many Clerics, Bards and Sages come to listen to his counsel and philosophies but none of his advice is practical.

Yahg Khosha

Extremely rough country of brambles, ravines, clefts and caves of rock, large craggy hills and loose rubble, Yahg Khosha is the ancient home of Balrogs. There are many here still, it is said, though it more likely to spot a Balrog in the mountains further southeast, where there is supposed to be an Evil High Priest. The great Battle of Pootega 90 years ago, greatly weakened the strength of the Balrogs, but. . . .

Tanngrisner

Nestled away in a difficult-to-find valley among the rugged hills east of the Quessea River source there lives a short, stocky, grizzled old Monk with salt and pepper hair and full beard named Tanngrisner. His enterprise, though, is large and he has many Monks working for him making special blends of teas from roots, stems, bark, leaves, flowers and berries of shrubs, trees and herbs of common and exotic varieties. The Monks are all short like their leader, wear brown cowled robes and seldom speak. The sashes around their waists are interwoven hemp, gold and sweet smelling spices. Monsters seem to shy away from this strange company and evil persons lose morale. Nevertheless, persistent problem visitors will find themselves awakening from a drug-induced sleep miles away and confused as to directions for two weeks. Animals keep the Monks apprised of approaching visitors; harmony with nature is the rule here.

The tea is traded in tins: Common Tea, 8 SP per tin; the Middle Blends of Teas range from 1 GP to 3 GP; Expensive Teas, 4 GP to 10 GP; Exotic Teas, 10 GP and up.

Tanngrisner is very intelligent, friendly, hospitable (a one night stay is all that is allowed, however) and unlike the other Monks, a good conversationalist, but his eyes repel evil types. If he wants to, he can "turn his eyes on" and use them as the powerful weapons they are (psionic powers of Confusion and Fear).

Mycretian herbalists and peers are welcome visitors and may stay longer periods of time.

Demon Valley

There are no habitations in Demon Valley or other visible structures. The beautiful meadows and small copses of trees seem an idyllic setting but the large crag of a rock in the middle of the valley is actually a doorway to the underworld. Demons, Hags, Spectres, Basilisks, Ghouls, Balrogs, etc. on rare occasions meet here for unmentionable activities as well as using the Black Gate for passage between worlds.

Adder Copse

Prince Dahmen is a huge snake, an intelligent, evil being who rules over his less intelligent kind, poisonous Adders. Prince Dahmen can squeeze plate armor until it collapses. He can also mesmerize up to twenty 12th level characters at the same time into immobility (save will negate this). The Adders' favorite sustenance is man-kind but they will attack any living thing if hungry. Meals are one month apart. All the Adders can spit poison 2 to 3 feet but it is dangerous only in the eyes or in the blood. The Plains between Adder Copse and Trenth are infested with Giant Coral Snakes and Gargoyles.

Aves Sanctuary

The shallow waters of the Aves Sanctuary is a perfect habitat for birds of all types and the Kevalla bird industry is quite active. Bird droppings, 7 CP; Feather Quills, 1 - 4 CP; Feather Pillows, 3 SP; Feather beds, 10 - 20 GP; Healing Bill Extract, 1 GP; Roast Zherry, 6 SP. Some birds are best left alone - the tall wading Blue-Tailed Stabbit will attack anything that moves toward it; the little Born Warner flits from tree to tree warning all of new or unusual activities; the striped Gungbird Warbler is a sign of bad luck; and the White-head Hawk tells secrets and eats over buried treasure.

A crazy bird-man is said to inhabit the Feather Shoals and Laly Estuary areas and supposedly eats children and pets.

Gigabolt Mountains

These mountains are known for their terrible storms which feed the angry Hyando, but also for being dangerous country where Druids and Medusae live. The Druids manage in such poor company by competent, intelligent shapechanging for protection. The gifts of communication with plants and animals are helpful here. The Druids periodically make themselves scarce, especially just prior to and during times of political upheaval. Druid Hold contains much treasure.

Large, black dogs with huge, whirling red eyes roam in packs, protecting the ancient gathering places, magical stone circles, and long burrows in the hills south of Gigabolt Mountains. The Silvery Fires seen at night in this area denote buried treasure or an evil being. The Devil Dogs' lairs are near these Pyrngol Lights.

Hyando River

The Hyando River is a fast, rocky, deep, narrow river that has no bridges over it as the Ogres and Elementals that live in it won't allow it. Crossings are possible upriver where the river is still a stream (e.g., the East Fork Crossing), at Balicur Crossing (a shallows) and Tessell Wade, near the mouth. Death Rapids foams ferociously and will reach out and grab you and pull you in if you get close. Eddyroll Spout is a spray of water that shoots up fifty feet in the air due to the force of both forks coming together and the rock formations there. Sand Crimps and Rock Mosslickers might make you lose your footing (40% chance) and nibble your legs and feet. Sand Crimps contain (20% chance) black pearls and Mosslickers spit up valuable amber grit on moss covered rocks (perfumery). Caves along the river provide shelter for travellers, hideouts for brigands and valuables for treasure hunters.

GOMMORATH PROVINCE

Grimlon

Shah Drong Dirkah DEM CE 165 Minor Demon, Polymorphed to Human Form Sceptor

The Shah appears as an old, very wise man with that timeless look but he is actually a Demon of the worst sort. His wise counsel impresses many but confuses most as to why the city is run so poorly. He encourages licentiousness and no one trusts anyone unless it's a mindless lackey. Chasm Imps live in the first level dungeon and serve the Shah devotedly on command but always out of sight. The treasure vaults are back to back with the dungeon cells, last row.

Grimlon is a strongly fortified castle perched on a hill, having stood for centuries as a safe resting spot midway on the East-West trade route. Many powerful types are buried in the cemetery grove outside the curtain and could be raised if one knew how. A Great White Suit of Armor hangs in the Great Hall with this inscription: "If you I fit/And horse's bit/Meets Sword of Stone/ Then you I own." Three two-headed Giants of Alfkinon protect the city gates and it is good they are friends with humans. They do have doubts about the Shah, though.

Barradine Ruins

The scene of many an important ancient battle, Barradine has a long history of fallen lords and kings, thieves and bandits, and demon intervention. The ruins now are known for the restless ghosts of departed rulers, undesirables and evil spirit powers. The ruins are not much to see but every stone has some residual magical power that if reconstructed as a whole would be formidable indeed.

Many Mummies lie sleeping under the ruins.

Hoary Mountains

Mountain sheep of the Hoary Mountain peaks provide the warmest wool available and is quite valuable. They are also hard to catch and shear and impossible to tame. Sapamas and Alpacas, easier to catch and tame, are more numerous and their wools are light and soft. Mountain men trade these products in Grimlon for staples.

A herd of Mammoths are said to be up near Contev Ridge but there might be Frost Giants there, too (or instead). Bugbears haunt the foothill valleys. Great herds of Musk Deer roam higher elevations. The Valley of Diamonds, accessible only by bird, has made a few enterprising men wealthy (not many know this Valley's existence).

The road to the Barradine Ruins is treacherous with bandits. Travel in groups of ten or more with magical abilities present.

Bitter Ridge

A long narrow range of small mountains have steep cliffs on their northwest sides and the land is practically barren. The land seems cursed and has a long undesirable history as bad luck regularly falls upon people here. Bitter Ridge majors in lost loves, failed dreams, last straws, foiled plans, doublecrosses, squelched last hopes, rekindled hates and terrible deaths. Even, Falsum, a Black Dragon who lives in the Ridge, has a terribly paltry heap of treasure upon which to rest.

A caped Phantom, known as the Lost Rider, gallops through the hills and mountains dropping realistic-looking false treasure maps and changing road markers.

Harkarim Ruins

Vine covered earthen mounds hide most of the city ruins but two entrances to tunnels below ground exist. One is a magical door in the rock-hewn, domed pillar that rises from the middle of the mounds; the other is a small earthen tunnel opening under a large bush. The earthen tunnel leads down to a Contact Poison trapped and locked door beyond which three large rock carved tunnels that branch out from a large domed circular room in which sits a statue of a Unicorn. Over each tunnel entrance hangs a sign. The left tunnel sign reads, "Cave of Perfect Darkness"; the middle one reads, "Cave of Tranquility". The tunnel from the magical pillar door leads to the dark cave which is the only safe area below (much treasure lies beyond the carved walls and hidden doors in the Cave of Perfect Darkness). The other two tunnels hold much danger: Monsters in the middle way and Psionic Forces to the right.

Three horned "Gazelle" browse among the mounds.



RELIGIONS

There are nine main Religions in CSWE, 4 major, 5 minor. Abbreviations: S of P: Sources of Power; TA: Teaching Alignment; AA: Adherents' Alignment; H: Hierarchy; B: Buildings; R: Ritual; FR: Frequency; SAC: Sacrifice; MT: Main Teaching; PC: Peculiarities.

Main Religions

Major Religions 95% of Population

- | | |
|---|-------|
| 1) Religion: Mer Shunna
God: Armadad Bog, God of Death | TA:LE |
| 2) Religion: Shang Ta
God: Shang Ta, Sky God | TA:LG |
| 3) Religion: Natchai
God: Natch Ur, God of Deep Earth | TA:CE |
| 4) Religion: Mycretian
God: Mycr, The Unknown One | TA:LG |

Minor Religions 4% of Population

- | | |
|---|--------|
| 5) Religion: Tempters of the Spider Goddess
God: Nephthys, Goddess of Wealth | TA:N |
| 6) Religion: Sekerites
God: Seker, God of Light | TA: LG |
| 7) Religion: Gnosophim
God: Thoth, God of Knowledge | TA:N |
| 8) Religion: Tama Hama
God: Tama Hama, Goddess of Passion | TA:CE |
| 9) Religion: Seekers of Health
God: Ugtargnt, Goddess of Disease | TA:LE |

Miscellaneous Religions 1% of Population

Twenty-six other religions are represented in the City State, accounting for only one percent of the population.



FEATURES OF THE MAJOR RELIGIONS

Religion: Mer Shunna
45% of Population

God: Armadad, God of Death (like Donn except that he lives under water in deep inlets and has Magic User Level of 28).

S of P: The two ruby eyes in the statue of the mermaid Shunna (one death spell per eye per day); the Sceptor of Sa'annak (assists in evil deeds only; raises user four levels); the four amulets of power: Dizzrok, Khetren, Ruppuk, and Tiphrodd (on Bog's belt).

TA: LE, AA: CE 10%; LE 35%; N 50%; CG 5%

H: God-Priest, High Priest, Priest, Hooded Offerer, Temple Tenders, Young Tenders, Sanguinair and Swimmers

B: Temple Mer Shunna

R: The Daily Flogging; the God Feast; the Mer-Moon Sacrifice; the Cauldron Call; Dance of the Orkiss; the Mermaid Avocatory

FR: The 2nd, weekly; the 3rd, monthly; the last three as needed

SAC: Maidens, 14 - 16 years old, three per Mer-Moon

MT: Follow the Armadad Law; flog daily and drink the sacrifice

PC: Although the Armadad Law attracts some, many Shunnans are strong-armed into this religion due to the economic benefits, bribery, deceit, and Sanguinair threats. The Mermaids are in bondage to Armadad Bog due to his belt amulet Khetren; Mermaid queen Deleamaka would do anything to free her people.

Sacrifice victims are trained in elaborate rituals as Young Tenders. The Mer-Moon ritual is at once beautiful, horrifying, and ghastly — quite complicated. Once they become 16 years old, Young Tender maidens become Temple Tenders and are "safe"; they are freed from duty at 19.

Tithes are 16% plus oldest daughter (not voluntary)

A "Flogging" is a ritualized slapping of one's skin by the tail of a fish, symbolizing repentance for not being born a merman or mermaid. Not performed faithfully by most.



Religion: Shang Ta
25% of Population

God: Sky God; Shang Ta local version of Shang Ti

S of P: Call Rune of Descent (only the sacred Amulet of Amalazar contains this rune and it has been lost for two centuries); Ritual of Elusive Shang Ta

TA: LG, AA: N 85%; LG 10%; CG 5%

H: High Bishop, Bishop, Priest, Low Priest, Orator

B: Temple of Shang Ta

R: Lectures; Fog Making; Invocations; the "Drinking" (of tithweed juice); Float Meditations

FR: 1st four, weekly; the last one, daily

SAC: None

MT: Do the best you can and hope for the best

PC: This religion is so ethereal and spiritualized that the real religion has been lost and the religious adherents do what they want — which is mostly to look out after themselves. If the Call Rune of Descent could be found, their dreamy God, Shang Ta, would come down from his cloud beds and put things in order.

Religion: Natchai
15% of Population

God: Natch Ur, God of Deep Earth powers like Geb, God of the Earth,

S of P: E-Maal, hexagonal stone of binding embedded deep beneath the Obelisk Zeph; ochire, and ancient bone made of perse hematite; the Minator Gong; the Wot Ghreban, a small crystal sphere carried by the Archimage

TA: CE, AA: CE 30%; LE 8%; N 44%; CG 18%

H: Archimage; Prelate; Primate; Mage; Chasm Imp; Diabole

B: Caves marked by obelisks

R: The Tending; the Scarlet Sprinkle (Hematalatry); the Dalles Burial (Deadening Root is used); the Menhir Raising; the Imperial Abysm (taction with the deep powers including Natch Ur)

FR: The 1st, daily; the 2nd, monthly; the last three, yearly

SAC: One male child of ten during the Scarlet Sprinkle

MT: Worship the blood at least once a year; do the unexpected sporatically; get the feel of Deep Earth via Dalles Burial at least twice during a lifetime.

PC: The Prelate is the top Mage in charge of each cave temple. There is only one Archimage and only the Prelates know who he is.

Most Natchai are extremely selfish and many enjoy inflicting pain on others if they can get away with it. They are especially adept at psionic bondage, blackmail, pulling strings (political, familial, and personal) and subliminal torture.

During the early spring festival, Reana Mate, all Natchai wait in their cave temples while their Prelates and primates journey below to renew their magic powers with the Imperial Abyss.

The Mages are adept at dealing with demons of all types and are friends (at a distance, anyway) with some.

Religion: Mycretian
10% of Population

God: The Unknown One; commonly known as Mycr

S of P: Mycr; gifts; White Book of Mazzaroth; Red Book of Ragd'lharen

TA: LG, AA: LG 80%; CG 5%; N: 15%

H: Spirit Levels 1 - 9

B: None

R: Grand Design; Pentacle; Reopening; Searing Tune; True Confirmae

FR: As needed

SAC: None except helping others

MT: Be open to Mycr; do good

PC: As below

Mycr's real name is known by no one except apostles and prophets and is never spoken publicly or privately. The extent of Mycr's abilities is unknown; his AC, speed of movement and HP are not determinable. Although the Unknown One has only appeared three times in known history (once as a pillar of cloud 600 feet tall and 30 feet wide, and twice as a pillar of fire of the same dimensions), those three times showed incredible power and control over the elements through the Vast Flood, and the total incineration of the Holy Cities (also known as the Uttermost War) in 1589 FC (3981 Founders' Calendar equals 1 BCCC) and the Founders' Empire in 22 BCCC. At widely spaced irregular intervals Mycr will speak in a booming voice from the clouds (often of approval, occasionally of condemnation, but always when least expected) and speaks regularly to all in-tune Mycretians (mind-to-mind telepathy) and occasionally (5% chance) to other readers of his White Book of Mazzaroth. Mycr seems to have little direct communication with the other gods and was conspicuously absent at the ancient War of the Exalted. He calls himself The Unknown One, but is extremely interested in his followers getting to know him well.



Optional Character Class
Table IV: Mycetan Levels and Powers

Spirit Levels (SPL)	Spirit Name	Power Levels (LVL)	Experience Points	6-sided Dice for Accumulated Hits	Number of Gifts per Day* per SPL and per Gift Level (GFL)													Protection Against Magic for Other Individuals - Number of feet away
					1	2	3	4	5	6	7	8	9	10	11	12	13	
1	Convert:	Apprentice IV Apprentice III	0 1,000	2 3	2 2													1 - 10
2	Catechuman:	Apprentice II Apprentice I	2,500 5,000	4 5	3 2 1 3 2 2 1													1 - 20
3	Confirmae:	Journeyman II Journeyman I	9,000 16,000	6 7	3 2 2 1 1 3 2 2 1 1 1													1 - 30
4	Disciple:	Bondsman Servant Aide Helper Adjutant Right Hand Humanitarian	27,000 50,000 75,000 100,000 150,000 225,000 300,000	8 9 10 10+3 10+4 10+5 11	3 3 2 2 1 1 3 3 2 2 2 1 1 3 3 3 2 2 2 1 3 3 3 2 2 2 2 1 3 3 3 3 3 2 2 1 4 3 3 3 3 2 2 2 4 4 3 3 3 3 2 2												1 - 40	
																		1 - 50
																		1 - 60
5	Guide:	Teacher Advisor Conductor Counselor Beacon	(+100,000 additional Experience Points for each level above Level 13)	11+1 11+2 11+3 11+4 11+5	4 4 4 3 3 3 3 2 1 4 4 4 4 4 3 3 2 2 4 4 4 4 4 4 4 3 3 5 5 5 5 4 4 4 3 3 5 5 5 5 5 5 5 4 3												1 - 70	
6	Protector:	Attendant Guardian Advocate Shepherd Champion		12 12+1 12+2 12+3 12+4	6 6 6 5 5 5 5 4 3 1 6 6 6 6 6 6 5 4 3 2 7 6 6 6 6 6 6 5 4 3 7 7 7 7 6 6 6 6 5 4 7 7 7 7 7 7 7 6 6 5												1 - 80	
7	Savant:	Thinker Judge Sage		12+5 13 13+1	8 8 8 8 7 7 7 6 6 5 2 9 9 8 8 8 8 7 7 7 5 2 9 9 9 9 8 8 8 7 5 3												1 - 90	
8	Apostle:	Sister/Brother Mother/Father		13+2 13+3	9 9 9 9 9 9 9 8 6 3 1 9 9 9 9 9 9 9 9 8 5 2												1 - 100	
9	Prophet:	Sun Star		13+4 13+5	9 9 9 9 9 9 9 9 9 7 5 1 9 9 9 9 9 9 9 9 9 9 2												1 - 200	
	*Or other Judge Time Frame																	

*Or other Judge Time Frame

No higher levels possible

***Warning to Judges:** Allowing player characters to be Mycretians may possibly cause imbalances in your campaign. Special care must be taken to insure at all points that the class is not abused. It will be very tempting for a Mycretian to protect other characters in his or her area of magic resistance, even though the other characters may be engaged in actions or on a mission which necessitates going against the tenets of Mycretianism. Do not allow this. Judges with serious doubts about the class may wish to reserve it for non-player characters only.

A Mycretian is a totally new type of character. He is not a Fighter and not a Magic User in the usual sense, but he is in some ways similar to the Cleric and Paladin.

The only requisite to become a Mycretian is the willingness to become LG if one is not already, and the willingness to worship and obey Mycr.

Mycretians are peace loving and somewhat pacifistic, but then, neither are they unwisely defenseless. They will never bear arms other than their walking sticks and non-magical staves; they do carry shields if there is need. They prefer taking defensive protective action as they seldom strike or attack first, but they will battle attacking creatures with their ironwood walking sticks, ironwood staves and gift powers, aiming to subdue, not to kill. Mycretians attack as Magic Users on the Men Attacking Table. They will not hinder other characters from attacking first and will extend protection to friends when needed against monsters or other characters with harmful intent.

Mycretians are nonchalant towards money compared with others in their social class. Their own personal reasons for undertaking quests will not be for treasure or thrill seeking, although they may accompany those who have such reasons. Mycretians will accept their full share of GP and accompanying Experience Points gained from the GP, however. Mycretians main goals are to accomplish good deeds, save lives, and rid the world of evils.

Mycretians live simply, pursue honorable trades and professions, but sometimes act "strangely" (from a non-Mycretian viewpoint) or out of character to their usual patterns of life since they are at those times obeying a Mycr command (1 in 10 are "unusual"). Mycr often commands mind-to-mind.

Table V: Mycr Unusual Commands

I. Unusual Commands: Location

- 1) Sells home, business, goes on LG quest with family.
- 2) Leaves home, family, goes on LG quest.
- 3) Goes on unknown quest.
- 4) Moves to other town.
- 5) Moves home, self and/or business to other nearby location (immediately).
- 6) Takes up a new trade or profession.

II. Unusual Commands: Associates

- 1) Changes friends.
- 2) Hobknobs with a LE or CE aligned character.
- 3) Entertains strangers.
- 4) Is seen with unsavory characters.
- 5) Associates with persons of much higher Social Level.
- 6) Associates with persons of much lower Social Level.

III. Unusual Commands: Spirit

- 1) Meditates for 5 days.
- 2) Fasts for number of days equal to Spirit Level.
- 3) Becomes immobilized in Pentacle position.
- 4) Reads White Book of Mazzaroth for 1 - 40 hours straight.
- 5) Enters trance 1 - 6 (1) Seconds; (2) Minutes; (3) Hours; (4) Days.
- 6) Prophecies in ancient long-forgotten Elven spirit languages (only Prophets can translate). These prophecies are never longer than two sentences, but are always extremely important. If no Prophet is present, others present must try to write it down.

IV. Unusual Commands: Business

- 1) Creates a product or performs a service of unparalleled beauty.
- 2) Discovers a technical breakthrough to make his/her kind of work easier.
- 3) Has an unusual burst of energy, creating twice as much as usual.
- 4) Turns out inferior products for two weeks.
- 5) Gives away all his/her products in stock/gives free services, performances, etc.
- 6) Creates products in a strange foreign or unknown style for six months (1 in 6 unusually beautiful, commands five times usual price; 2 in 6 curiously attractive; 2 in 6 so strange it causes uneasiness in people; 1 in 6 so ugly, can't sell).

V. Unusual Commands: Religion

- 1) Sits in an LE or CE temple service soothing the Priest, making him think and/or do good and beneficial things.
- 2) Beats on neighboring temple with hands causing ire of temple's religious adherents.
- 3) Becomes quite verbal about some evil (effect: dangerous to his/her life).
- 4-6) Saves young person from becoming a human sacrifice.

VI. Unusual Commands: Unknown

- 1) Floats one foot above bed while sleeping.
- 2) Meditations cause one person never before met to convert to Mycretian beliefs (if possible, a soon-to-be-met NPC).
- 3) All animals within 6 - 36 (roll 6D6) feet of a Mycretian will act strangely, foretelling an imminent disaster (the wider the radius of the phenomenon, the wider spread the disaster).
- 4) Unknowingly to the Mycretian, someone he or she touches undergoes an immediate alignment change – from CE or LE to N; if N or CG to LG; if already LG, no change.
- 5) Hypnotically performs every task as ordered by spouse or LG friend. Time determined by Judge.
- 6) Disappears from earth to appear before Mycr's throne in the Otherworld. Returns to earth with one point increase in Constitution or Wisdom, but cannot talk about what he or she saw or heard. Mycr's percentage of unusual commands to this person double (2 in 10).

Mycretians are champions and upholders of the spirit and healers of the body. Most are herbalists as well, and carry packets of herbs around with them which help in initiating their great healing and protective skills. Magic of all types will often fail within 10 feet of a Mycretian. There is a base 50% chance that spells will fail, adjusted upwards or downwards by 5% for every existing level difference between the spell-caster and the Mycretian. For example, a 4th level Magic User's spells have a 60% chance of working on a 2nd level Mycretian, but only a 35% chance of working on a 7th level Mycretian. Normal saves are allowed as applicable. The Mycretian can expand this protective radius at will twice a day for 2 - 12 turns to include more individuals within its bounds. The Mycretian can choose any of the distances within the range listed as per Table IV (dependent on Power Level).

Mycretians dislike magic and know no magical words. A magical spell in their view is a gaining of control of gods and demons, and a wresting away their supernatural and occult powers through study and practice. Since the using of another being (natural or not) for one's own selfish ends is evil, magic is to be avoided as much as possible. However, Mycretians will fight fire with fire toward LG ends, using defensive magical objects such as Braces of Defense since they do operate within their ten foot protective circle. Mycretians are very much involved in the spirit world with their gifts, their resistance of evil and their channel requests. Mycr rewards his in-tune followers – those who worship him and obey his written (White Book of Mazzaroth) and spoken command – with special spirit gifts, channels and happiness/fulfillment.



MYCRETIAN SPIRIT LEVELS (SPL)

(See Table IV for the connection between SPL, LVL and GFL)

SPL One: Convert

New converts start their life-long study of the White Book of Mazzaroth. They study Prophet commentaries and declarations and Aji-h'beel's Herbalist as well. Regular good deeds are required by the pupil's Guide. Converts must show regular progress in learning and practicing the Ways of the Spirit, Goodness, Gentleness and Love, or else their Guides will get strict and accompany them during all their leisure time activities.

SPL Two: Catechumen

A Catechumen is an upper level trainee who is learning the rarer herbs, the more complicated commentaries and to react in the Ways of the Spirit during the more tense intercommunications situations. Many such practice socialization sessions are set up by the student's Protector to have spirit skills while under a spirit guardian's watchful eye. Catechumens gain one Wisdom point at 4,000 Experience Points.

SPL Three: Confirmae

Confirmaes study and have skills (Spirit Ways and Gifts) independently with only occasional contact with his Savant. All Confirmaes must produce a Work of Wonder, an unusual and especially LG use of a gift, before becoming a Disciple. Confirmaes gain one Intelligence point at 13,000 Experience Points.

SPL Four: Disciple

A greater percentage of Mycretians are Disciples than any one other Spirit Level. Although Disciples continue their spirit study, they have no major leadership responsibilities; they do actively seek to do good and to help their neighbors and strangers. Disciples gain one Charisma point at 60,000 Experience Points.

SPL Five: Guide

Guides are mainly teachers and have the very difficult responsibility of teaching Converts what Mycretianism is all about. Each Guide teaches four to five Converts. When Disciples become Guides they gain one Intelligence point and one Wisdom point.

SPL Six: Protector

Protectors continue the process of educating young-in-the-spirit Mycretians; they are responsible for six to seven Catechumens. Their main job is one of nurturing, of encouraging spirit growth; through study and practice they have become quite proficient in dealing with personality and alignment conflicts and give Catechumens lots of "handling conflict" experiences. Their lives might depend on learning these lessons well. Mycretians gain one Wisdom point and one Charisma point upon entering SPL Six.

SPL Seven: Savant

Savants serve as judges and intellectual researchers among their fellow Mycretians. They occasionally check on the eight to ten Comfirmaes under their care, helping them with their research and Work of Wonder projects. A new Savant gains one Intelligence point and one Wisdom point.

SPL Eight: Apostle

Apostles are very powerful Mycretians and there are not many of them. Apostles are the main interpreters and writers of official Mycr spirit messages and the only interpreters and writers of Prophet Declarations and Prophecies. Therefore, they form the important policies, guidelines and direction of moral efforts that guide Mycretians in their daily lives. Upon assuming the office, Apostles gain one Wisdom point and one Charisma point.

SPL Nine: Prophet

Prophets communicate more clearly with Mycr than other Mycretians and spend much time in the Pentacle position. They receive one Intelligence point, one Wisdom point, and one Charisma point when they receive their "Call".

NOTE: Increases in ability scores cannot exceed 18. All increases are lost if the receiver strays from orthodox Mycretianism and becomes out of tune.

MYCRETIAN POWERS

Spirit gifts and channels are not spells, charms or stolen supernatural powers. A channel is a kind of opening up of oneself to be used by or to be a tunnel for Mycr's power and will, to be effected in the situation for which the channel was opened. The power that flows through such a channel is Mycr's and not his devotees. Mycretians can start such power but cannot wield or control it. They can only open themselves up to be the vehicle through which it passes. If Mycr does not react to a channel immediately, another gift may be requested right away but one hour must pass before the original gift requested may be requested again by channel. Mycr will act via channel for single Mycretian requests as in Table VI.

Table VI: Channel Response
(Mycr's Response to Channel Initiation)

- A) 3 in 6 answers immediately as requested (1 - 2 - 3)
- B) 2 in 6 answers immediately but differently (possible answer is "no") (4 - 5)
- C) 1 in 6 does not answer now — perhaps later, perhaps not. (6)

Channels

There are three types of channel:

Type One Channel: The Open Hand

The position for the Open Hand Channel is: 1) Arms extended straight out front; 2) Hands at head level; 3) Wrists bent, fingers pointing up, palms facing front, fingers spread. The Mycretian then states the name of the gift he or she wants to use. If Mycr answers immediately, a small power tunnel opens from Mycr's spirit plane enabling the requester to use the gift right then or within three turns.

If the Mycretian touches five fingertips to another in-tune Mycretian's and all the fingers of his or her other hand to a third in-tune Mycretian's and they do the same, completing the circle, then: a) Sparks will fly between the fingertips; b) A form of instantaneous communication will take place about the present situation; c) A blending of empathetic fellowship, happiness, and complete understanding will form and will increase morale 50% - 100%; and d) Mycr's desires will be known to all three as to which gifts can and should be used (He answers from channel response possibilities as per Table VI, responses "A" (dice 1 - 3) and "B" (dice 4 - 6) only (not "C") in that table, and plans can be made accordingly. If weapons or other items are being carried, at least one hand must be open.

Type Two Channel: The Searing Tune

An out-of-tune Mycretian is one who has not been obeying Mycr, or who has been acting selfishly. Two disobedient/selfish acts per year puts the Mycretian "out of sorts" but can be set right via certain smoky herbs and repentance in the "Reopening Ritual", but the third cannot be easily made right and puts the Mycretian out-of-tune. Becoming out of sorts occasionally is no disgrace and is expected since acting selfishly is so natural. However, the Mycretian must "Reopen" (a private ritual) to get back in sorts as no channel or gift will operate in such a condition. If a Mycretian continues in his or her wayward ways, Mycr assumes that repentance for a third transgression in a year would not be sincere and therefore more drastic measures are called for. (Exception: CG Mycretians go out-of-tune on the fifth transgression but CG

Mycretians can only be NPCs.) The out-of-tune Mycretian may ask for the Searing Tune Channel (the only way to get back in tune), but it is very painful. Five Mycretians gather around the re-tuning Mycretian, their feet touching and their hands over each other's chests. They sing the "Debriding Song", increasing intensity until the Light comes; then, the song is hummed. The figure in the center writhes in agony as layer after layer is stripped away from his spirit as all is laid bare. The new pure-in-heart is once again in-tune. However, he is now LVL-less and must start over his new life at LVL 1.

The Searing Tune is worth it, though, because out-of-tune Mycretians are among the most miserable people alive. First time LVLs 1 and 2 (SPL 1 new converts) are excluded from need of the Searing Tune because they are "pre-tune", never having been in-tune yet. Each selfish or disobedient act will cost in-tune Mycretians 400 Experience Points and out-of-tune Mycretians 500 Experience Points. If not sure whether an action might be selfish, a Mycretian will ask Mycr prior to attempting it.

Type Three Channel: The Grand Design

The main position of worship, symbolizing openness and total acceptance of Mycr's desires is called the "Pentacle". It is the position of a person standing firmly on the ground, being formed by placing the legs (stiff) two or more feet apart, arms extended out from the sides parallel to the ground, palms to the front, chin up. If five Mycretians in Pentacle positions stand in a pentagon about ten feet apart at the points of the pentagon perimeter, they form one Grand Design. The Grand Design is a large channel weapon of power and devastating impact against Evil. A Grand Design is a request for the power of two to six gifts to be combined simultaneously (one Grand Design combines the power and effects of two gifts, two Grand Designs, the power of three gifts, etc., gift power of 7 - 11 GFLs). Four to five Grand Designs (five is maximum) will be answered by Mycr from channel requests "A" and "B" in Table VI immediately. Grand Designs are tried only in extreme emergencies (like the necessity for saving scores of lives or quieting horrendous evils), not just for personal or group safety or for discomfiting or eliminating evil alignment types. Grand Designs may not be tried in tight situations against evil enemies and monsters when the outcome of such is personal gain (e.g. When treasure hunting in a dungeon). The Grand Design is attempted only if the reason is extreme and LG and if all the Mycretian spirit gifts and other companions' skills present have been exhausted or are obviously totally inadequate for the task at hand. It is a last resort.

Every Type One Channel (Open Hand) and Type Three Channel (Grand Design) attempted **must** be diced for on Table VI for Mycr's response. If Mycr does not answer as requested but answers differently, the Judge may use his or her creativity but should hold the channel response to a similar level of power to that which was requested (and allowed) unless the requester asked wrongly (Mycr cannot do evil actions). Mycr only responds to channels requested by in-tune Mycretians.

MYCRETIAN GIFTS Nature and Use of Spirit Gifts

Certain spirit gifts are given to Mycr devotees as they practice the Ways of the Spirit – Goodness, Gentleness and Love. As they gain experience, they advance through the nine Spirit Levels, gaining gifts as per the thirteen Gift Levels (see Table VII) in Table IV. Mycr, of course, is not restricted to the following list, as he gives to whom he pleases. This list is an average – what most Mycretians receive. Some Mycretians may get very few of these and receive other very special gifts instead, but Mycr would never give a gift the recipient could not handle (e.g. A high level gift to a low level Mycretian). Spirit gifts are not telepathic skills, but rather are spiritual powers of insight and empathetic feelings. Some of the gifts are very powerful, particularly in the higher Gift Levels (GFLs). Saving throws made by the following classes against Mycretian gifts are as follows: Clerics are -2; Magic Users are -3; Fighters are -4; Paladins are -4; Rangers are -4; Thieves are -5; Devils are -6; Demons are -7. Mycretians dice on the same Saving Throw Table as Clerics. Saving throws vs. Spirit Gifts are made on the staves and spells column of the Saving Throw Table.

No more than one gift can be used simultaneously. The number of times a day a gift can be used varies by LVL as per Table IV unless excepted below in explanation of gifts. Gifts tire the spirit. Maximum duration each gift can be used is also given below. Rest periods (time free from using any gift) must equal the total time the gift was used and must commence within one hour after use of that gift has ceased unless otherwise noted.

There are two ways an in-tune Mycretian can request Mycr to activate a particular gift. The first, already explained, is through a channel, Types One and Three. This method is fast but uncertain (50% to 84% uncertain). The second method uses herbs and is slower but 100% certain. Requests cannot be directly contrary to the White Book of Mazzaroth and must be LG. Each gift requires a pinch of a particular herb which must be burned (torch, campfire, etc.). The instant the herb burns and the herb smoke ascends as a "Sweet Savor" to Mycr, the Mycretian can make his or her gift request and Mycr will act within the next 1 - 10 rounds. If Mycr does not answer a channel request for a gift, the Mycretian doing the asking should perhaps think twice (Judges take notice!) before starting a Sweet Savor for the same gift.

Table VII: Spirit Gifts by Gift Level

GFL 1 See Spirit Animal/Plant Spirit Pense Spirit	GFL 5 Healing Spirit Feed AC Change	GFL 10 Spirit Wind Unicorn Call
GFL 2 Friend Sooth Spirit Dream Sleep	GFL 6 Spirit Fresh Prevent Disease	GFL 11 Kenning Call/Banish
GFL 3 Herbalist Touch No Bother Joy Hint	GFL 7 Spirit Touch Find	GFL 12 Triple Design Holy Books
GFL 4 Suggest Holy Aura Skill Touch	GFL 8 Circle of Silence Sing Trance	GFL 13 Declare Prophecy
	GFL 9 Spirit Plane Widen Channel	

Spirit Gifts Per Gift Level

The nature of the spirit gifts are of four kinds: defensive, spirit persuasion, helping and offensive. Gift duration means the amount of time the results of a gift application are effective. Gift application time can be assumed to be instantaneous, unless otherwise noted. See Table IV for the LVLs at which the spirit gifts (explained below by GFL) can be bestowed by Mycr.

Gift Level 1

See Spirit

See Spirit is gained at conversion. It is the gift of being able to see the shape, size, color, consistency and transparency of the spirit. The LG alignment can be seen clearly as transparent; the LE as opaque; Chaotics' are confusing, always changing, difficult to read; N's are translucent gray. Bulges are imminent plans or action (hints of an opponent's intentions if properly read). Success rate of reading the general direction of the opponent's intent: LE and LG: 90%; CE: 30%; N: 60%. The judge should provide these hints of the general direction of an opponent's intentions only if the Mycretian player successfully dices these percentages or less. Smooth consistency of a person's spirit indicates trickiness. Softness/pliability means reasonableness, etc. If the face is close enough to be recognized, the spirit can be read. Spirits without a body and within ten feet can be seen and read. Spirits with bodies that are hidden or out of sight (behind walls, etc.) within ten feet can likewise be read. Gift Application: The gift user can apply this gift for one hour without those observed knowing it. Gift Duration: None (there are no gift results in the observed). Sweet Savor Herb: Horehound. Nature: "See Spirit" is a defensive gift.

Animal/Plant Spirit

Animal and plant emotions and needs can be felt. Animals must be within ten feet, plants must be touched. Gift Application: One hour. Gift Duration: None. Sweet Savor Herb: Quelch. Nature: A defensive gift.

Pense Spirit

This gift enables the user to feel and understand what one creature per user's LVL is feeling (not thinking) and why they feel that way. All emotions, spirit needs, and inner-strength, weaknesses, and talents can be sensed in an identifying way with this gift. The gift often causes spirit pain in the user. This pain does no physical damage to the user but may distract the user 1 - 6 rounds. Gift Application: Two turns. Gift Duration: None. Sweet Savor Herb: Scarlet Verbena. Nature: A defensive gift.

Gift Level 2

Friend

This gift encourages one other creature to become friendly with the user (dice 1 - 6):

- 1) Sees user in a more positive light, 1 - 6 turns.
- 2) Feels neutral towards user 2 - 12 turns but will help him for a short time (1 - 6 turns) if requested.
- 3) Wants to be friendly with user temporarily, to achieve own ends, 1 - 6 turns.
- 4) Feels inclined to be friends, 3 - 18 turns.
- 5) Wishes strongly to be good friends, 1 - 6 hours.
- 6) Becomes a bosom buddy; either:
 - a) Becomes a valuable sidekick (friendship lasts as long as either wants it).
 - b) A bothersome "helpful" tag-a-long (1 - 6 days; Mycretian cannot break off this friendship without risking the 80% chance of forming a lifelong enemy).

Subtract one from dice roll for evil alignments. Gift Duration: As specified. Sweet Savor Herb: Moltpane. Nature: A spirit persuasion gift.

Sooth Spirit

Violent, unhappy, bitter, angry, hurt feelings can be soothed, eased and/or quieted. Dice 1 - 2: 30% of the hurt is soothed; dice 3 - 4: 50% soothed; dice 5 - 6: 75% soothed; dice 7 - 10: 100% soothed. Gift Duration: Whatever part is soothed, is soothed permanently. Sweet Savor Herb: Quelch. Nature: A spirit persuasion gift.

Dream Sleep

Dream Sleep will enable the user and whomever he touches (dice 5 - 100 sentient beings) to dream spirit dreams that come in the night. This gift's effects occur only during natural sleep. Each one touched will "see" the movements of one god or demigod for the last 24 hours, and feel the emotions that the god was feeling. Increases morale 50% (upon awakening) for six hours. Gift Application: Long enough to touch the number diced or four turns, whichever is shorter. Gift Duration: As noted. Sweet Savor Herb: Dogbone. Nature: A helping gift.

Gift Level 3

Herbalist Touch

The Herbalist Touch is the gift of laying on the hands to diagnose physical ailments in any living creature. It opens a small healing channel for starting the natural healing process and eradicating physical disease. The Herbalist Touch cannot be requested via channel but only via a Sweet Savor burning. 30% of CEs and LEs will not heal and 10% of Ns, due to spirit problems, will not heal. The Touch can heal one point of damage per LVL of the Mycretian doing the healing. Gift Application: Five creatures or one hour whichever comes first. Gift Duration: The healing is permanent. Sweet Savor Herb: Lovage. Nature: A helping gift.

No Bother

The No Bother gift enables the worker of it to seem insignificant so any potential enemy of the user's LVL or below will not bother with him, and will turn his attention elsewhere. Beyond ten feet only. Gift Duration: one turn/LVL. Sweet Savor Herb: Hyssop. Nature: A defensive gift.

Joy Hint

There is a 1 in 6 chance per conversation that any non-Mycretian will experience a sharp joy pang while discoursing with a bearer of this gift. If the pang is felt, the person's alignment will change, 2 in 6 chance as per Unusual Command VI (4), Table V. Also the person's curiosity will be piqued and will want to know more about Mycretianism (1 in 10 chance of conversion). This gift is not given through channels or herbs but by reading the White Book of Mazzaroth. Gift Duration: 12 hours of effect for each one hour of reading. Nature: A spirit persuasion gift.

Gift Level 4

Suggest

There are two kinds: 1) Emotional and 2) Directional. The user can suggest one creature to change his or her emotions from whatever he or she is currently feeling to some other specific emotion of the user's choice. The directional kind of "suggest" can suggest a person change his or her physical locomotion direction and start out in a new direction of the user's choosing. Success rate: 1: Thought crosses mind; 2 - 3 - 4: Has some effect; 5 - 6: has considerable effect. Gift Duration: 5 - 30 turns. Sweet Savor Herb: Kajenne. Nature: A spirit persuasion gift.

Holy Aura

The Mycretian nimbus or aureole is a faint light or glow that extends out from all over the body for one inch. It is invisible until this gift is given. The user can turn it on for short periods of time, 2 - 8 turns, anytime (with rest periods, of course) during the 12 hours after the gift is given. This glow, when visible, is a warning to evil alignments: LVLs 9 - 12 become uneasy; LVLs 5 - 8 will attack only with extreme reluctance; LVLs 1 - 4 will avoid or retreat. A user may choose to "flash" his aura, which will blind anyone looking at him or her. The blindness lasts for ten minutes, but the user will be unconscious for one hour and weak for five days. Gift Application: Usable for eight hours; however, flashes are instantaneous only. Gift Duration: Several applications of 2 - 8 rounds within the eight hours are possible. Sweet Savor Herb: Goldthread Root. Nature: A defensive gift; sometimes offensive.

Skill Touch

The Skill Touch adds one to two Dexterity points unknowingly to person touched. It usually increases the value of the goods the person makes. The Skill Touch cannot increase the Dexterity more than two points per application and, of course, no gift can be doubly applied as rest periods plus time for gift requests are required between applications and reapplications. Gift Duration: Two hours. Sweet Savor Herb: Hematica. Nature: A helping gift.

Gift Level 5

Healing Spirit

A person who wants to have his dirty, ugly, hurting spirit cleaned and healed of some particular pain can request this be done by a user of this gift. The user takes the "Open Hand" position except the palms face towards both sides of the person's head about one palm width away. Once the healing takes place, the reaction of the healed one is quite unpredictable:

- 1) Collapses in dead faint
- 2) Becomes amorous
- 3) Becomes cold and distant
- 4) Laughs happily and thanks healer
- 5) No outward reaction
- 6) Becomes emotionally attached to healer
- 7) Gets angry and berates healer
- 8) Yells, screams, hits and kicks healer
- 9) Showers healer with gifts (value, 20 x 1 - 20 dice roll in gold)
- 10) Gives healer valuable information
- 11) Vomits
- 12) Changes alignment; see Unusual Command IV
- 13) Gains one Charisma point
- 14) Thanks healer, but leaves abruptly
- 15) Cries openly from relief
- 16) Is amazed and considers becoming Mycretian (1 in 10 chance)
- 17-19) Positive reaction, Judge's choice
- 20) Negative reaction, Judge's choice

Gift Duration: Permanent or until the one healed makes wrong decisions and fouls it up again. Sweet Savor Herb: Hyssop. Nature: A helping gift.

Feed

Can triple the amount of food available, make food look and taste more appetizing, and can cause the seeds on any plant to grow to maturity overnight and bear fruit (if planted in good soil). Gift Application: 7 - 12 turns. Gift Duration: Permanent. Sweet Savor Herb: Bilbery. Nature: A helping gift.

AC Change

The AC Change gift allows the Mycretian user to better his or her armor class by one per GFL from GFL 5 through GFL 10 (GFL 5 would be AC 7; GFL 6: AC 6; GFL 7: AC 5; etc.). Gift Duration: One hour. Rest required between applications of this gift: One half hour. Sweet Savor Herb: None; by channel request only – requests are honored 100% of the time (do not dice as per Table VI). Nature: A defensive gift.

Gift Level 6

Spirit Fresh

This gift will add 3 to Constitution and increase morale 300% (400% if very low – 5 or less) for ten turns for all friends within ten feet of the user. Gift Application: The user may apply this gift to as many as possible for 20 minutes. Gift Duration: Ten turns. Sweet Savor Herb: Horehound. Nature: A helping gift.

Prevent Disease

The Mycretian endowed with this gift will never get sick and can prevent disease (for the rest of their lives) in two LG types per year. Gift Duration: Permanent. Sweet Savor Herbs: mix Nunespice (rare) and Bitter Fenugree. Nature: A defensive gift.

Gift Level 7

Spirit Touch

If a spirit can be seen (cf: See Spirit), no matter the distance, it can be "touched". A "touched" spirit will communicate towards mutual understanding (on rapid spirit subconscious levels) with the person doing the touching. The subconscious "knowledge" (hundreds of ideas and thoughts) gained in the first ten seconds will enter the consciousness only in the form of hunches. After ten seconds, no more subconscious communication

tion can take place. For every ten seconds thereafter, one communicated idea is consciously remembered (the most important first), up to one minute. The six senses are temporarily lost during that one minute following the first ten seconds of knowledge gained. Senses are lost as follows:

- 1) 1st 10 seconds, sense of humor lost for 2 weeks
- 2) 2nd 10 seconds, taste lost for 5 days
- 3) 3rd 10 seconds, smell lost for 3 days
- 4) 4th 10 seconds, hearing lost for 12 hours
- 5) 5th 10 seconds, touch lost for 2 days
- 6) 6th 10 seconds, sight lost for 1 day

For every one minute after the above, the times double (humor lost for 4 weeks, in the first ten seconds of each minute; taste loss doubles in the second ten seconds, etc.). Herbalist Touch and Healing Spirit together (takes two Mycretians) will heal the above in half the times given (one malady at a time). It is wise to remain immobile during Spirit Touch because all of the senses are out-of-touch with the body. Any saving throw is 100% effective against this gift (PROB surprise, 60%), and can be thrown any time during it (after the first ten seconds) as well. Spirit Touching evil alignments is dangerous because the user may be put out of sorts (PROB 10%/LVL of evil alignment) and PROB 20%/LVL of Spirit Pain immobilizing for 1 - 6 rounds. Gift Application and Duration: As noted. Sweet Savor Herb: Tithweed. Nature: A defensive/offensive gift.

Find

Any living thing may be tracked and found if the trail is no older than five days by following spirit aura traces and ethereal residue. Any spirit previously met can be sensed within 1500 feet, but its location cannot be pinpointed until the user of Find is within 50 feet. Gift Duration: 12 hours. Sweet Savor Herb: Ghizandrum. Nature: An offensive gift.

Gift Level 8

Circle of Silence

All noise within a ten foot radius of the user cannot be heard beyond the ten feet. Gift Duration: The gift can be held in force for one hour, but then two hours of rest are needed before it can be used again. The Circle of Silence gift can be used no more than twice a day maximum, no matter the SPL or LVL of the user. Sweet Savor Herb: Kothamille. Nature: A defensive gift.

Sing Trance

Any Chaotic or Neutral person can be transfixed by the Stilling Song for the duration of the song plus ten minutes. Law types (50% chance to be effective), if affected, are transfixed one hour beyond the end of the song. Other songs sung with this gift will make anyone daydream for the duration of the song (distracted 2 - 12 rounds). All who hear the singing except the singer are affected - friend or foe. Gift Duration: As noted. Sweet Savor Herb: Passionown. Nature: An offensive gift.

Gift Level 9

Spirit Plane

When his or her body is in a reclining position, the user of this gift can re-align his spirit into another spirit plane, and have his or her spirit relocate (without its body, of course) to any spot in the world desired. When in this disembodied state, the spirit can listen to, but not act in or communicate with, the physical world. Other spirits in the vicinity resent the intrusion. Three in six prevent the intruding spirit from taking any action in the spirit world (defensive gifts and spirit persuasion gifts are automatically granted to disembodied Mycretians for use in the spirit realm only); by buffeting prevent listening to the physical world; 1 in 6 do not interfere with the intruding spirit at all. Gift Duration (Dice 1 - 6): 1) 1 - 6 rounds; 2) 1 - 6 turns; 3) 1 - 6 hours; 4) 2 - 12 hours; 5) 4 - 24 hours; 6) 1 - 6 days. Sweet Savor Herb: Lithachia. Nature: An offensive gift.

Widen Channel

The strength of power available with "Widen Channel" is similar to any two Mycretian gifts, Magic User Spells or Clerical Spells together (defensive or helping in nature). Just because this much power is available does not mean it is utilized. As a matter of fact, the full complement seldom is. Mycr never uses Magic User Spells although his occasional "unusual" gifts might be similar. Most Widen Channel action deals with the spirit of the antagonist. The judge may invent a gift (defensive or helping gifts only) in line with the level of power explained and with the spirit (not physical) orientation. Gift Duration: Two turns. Sweet Savor Herb: Bilberry. Nature: A defensive and helping gift.

Gift Level 10

Spirit Wind

Will cause a whirlwind of spirits to pick up as many as 25 persons or monsters of human size or ten monsters of large size and locate them one mile away. Cannot be used more often than once a month. The creatures moved by this power are never harmed by it. Gift Duration: Five minutes. Sweet Savor Herb: Quelch. Nature: An offensive gift.

Unicorn Call

This gift enables the user to call one unicorn to transport him or her physically at extremely fast speeds on errands of mercy, such as the saving of young damsels or boys from being sacrificed, or other horrible deaths. Gift Duration: Long enough to effect rescue; usually takes no more than three turns. Sweet Savor Herbs: Mix Passionown and the rare and delicate Naffagon. Nature: An offensive gift.

Gift Level 11

Kenning

This gift gives a deep insight into the nature of good and evil. It enables user Mycretians:

- 1) To show people the folly of their evil ways.
- 2) To persuade them to buck their culture and religion to do good.
- 3) To outwit, out-debate, and outmaneuver Clerics and academicians associated with evil/selfish religions and social systems.

For every person persuaded, another person is angered. No channel or herb is needed to gain this gift as it is gained through years of study and obedience and is bestowed upon all Savants (SPL 7) permanently. Nature: A spirit persuasion gift.

Call/Banish

The Call/Banish gift can call LG spirits from other spirit planes to help and can banish LE spirits to other planes. Chaotic and neutral spirits cannot be called or banished. Only five spirits can be called per day; they may be called individually or all together. Each spirit stays a maximum of eight rounds. Ten can be banished per day. For each additional spirit banished, player loses one Constitution point and 100 Experience Points. Gift Duration: 40 rounds (enough time to call five spirits and have them fight individually). Sweet Savor Herb: Deadening Root. Nature: An offensive gift.



Gift Level 12

Triple Design

The size of the Triple Design power is equal to three Grand Designs (which ordinarily takes 15 Mycretians), but the Triple Design may be used by one Apostle or Prophet via a Type One Channel or by one or two Grand Design Channels (Type Three). It is deadly and used, for example, against highly evil powerful monsters and other sentients that are persistent in their attacks. The Grand Design Channel is a more aggressive method of dealing with such types that do not take the gentler spirit hints Mycretians prefer. Examples of things Mycr has done in the past via Triple Design:

- 1) A 21 - 120 point damage caused by a beam of light coming from Mycretian's chest.
- 2) The Mycretian out-stared the monster's evil eye (with no harmful effect) to gain control of it.
- 3) The monster's body and spirit separated and warred on each other.
- 4) The ground under the monster turned into bubbly goo and the monster sank slowly out of sight.
- 5) A "beautiful" monster spirit of the opposite sex appeared vaguely visible before ten antagonistic monsters and the chase was on to pastures far (and farther) away.
- 6) Shifted eight monsters to the Spirit Plane and did not return the monsters' spirits until the Mycretian and his party were out of danger.

As per Type Three Channel instructions, the power of a Triple Design should be about equal to four gifts of the 7 - 11 GFLs. Mycr never (well, hardly ever) repeats a Triple Design action in any particular campaign and seldom even in two or three years. No more than two Triple Designs can be used per day. Gift Duration: 3 - 18 turns. Sweet Savor Herbs: Mix Quelch, Lovage, and Kajenne. Nature: An offensive gift.

Holy Books

Writes Mycr's words of declaration and prophesy down in Holy Books. This happens infrequently; Holy Books are rare. Writes wise opinions and interpretations in commentaries. Commentaries are common and numerous. No channels or herbs are needed as this gift is inherent in the Apostle's Wisdom and much experience. Nature: A special gift.

Gift Level 13

Declare

Mycr's questions, demands, guidance, or advice for a whole nation, city or for all Mycretians delivered where many can hear. All would do best to obey. Rare, usually in times of crisis. Cannot be called up (no channels or herbs); Mycr's prerogative. Nature: A special gift.

Prophesy

Future predictions, always very important, are 4 out of 6 dire in nature. The time is never given, but might be hinted. Only Prophets can translate the ancient Elven tongue in which the prophecies are given. Translations are read by a few and then the prophecies are gossiped or rumored from group to group. They are never Declared. No channels or herbs; Mycr's prerogative. Nature: A special Gift.

MYCRETIAN EXPERIENCE POINTS

Mycretians earn Experience Points as follows: If a Mycretian uses one of his or her protective (or other) gifts, and a monster is killed, he or she will earn 30% of a normal share of Experience Points. If a Mycretian is instrumental in helping his or her group (by consensus) to avoid, evade, outwit or foil a monster without killing him, the Mycretian will have earned Experience Points due for a subdued monster as follows:

- 1) Barely avoids monster, earns 10% of the Experience Points share.
- 2) Evades monster (including chases and physical location tricks) 30% of the Experience Points share.
- 3) Outwits monster (no more than light wounds allowed), escape via gifts and/or friend's help, no treasure taken or deed performed, 50% of the Experience Points share.
- 4) Foils monster (includes restraint, hold, sleep, channel, trance, etc.), earns 50% to 100% of Experience Points dependent upon wounds monster sustained (the fewer the better), percent of treasure examined and booty gained (the more the better) and the number of good deeds accomplished, if any.

Good deeds that cost little, pay little. The harder the struggle, the more the pain or sacrifice, the more out of the way a Mycretian has to go, the higher the odds against the success of the good deed, the more Experience Points given are on the lower end of the various scales below:

- 1) Kindnesses 1 - 10 Experience Points (e.g., hospitality, 2 Experience Points).
- 2) Helps 2 - 20 Experience Points (e.g., willingly assists neighbor in bind, 3 Experience Points).
- 3) Improvements 10 - 100 Experience Points (e.g., converts someone, 100 Experience Points).
- 4) Protections 30 - 300 Experience Points (e.g., soothes wild boar to sleep, protecting men from goring, 40 Experience Points).
- 5) Rescues 100 - 600+ Experience Points (rescue of the spirit as well as the body). For example, rescuing an average damsel from becoming a human sacrifice under average dangerous conditions is worth 200 Experience Points.

MYCR RULES

The god Mycr must be played by the judge. This gives the power balance a different twist (a chaotic angle). Certain points must be stressed. Mycr is always good; he might appear to be CG sometimes, but that is only because the players are unaware of the law that puts the issue in question into perspective. If Mycr orders a deed that appears to be other than good, an in-tune Mycretian will ignore it, assuming there is spirit interference. If repeated, the response will be the same. But the third time around, the Mycretian will obey, even if he doesn't want to. After the deed is accomplished, the judge will roll 50% chance of whether he has to reveal the reasons or circumstances that explain why the action was in fact good.

The judge must be warned that Mycretian characters, if not carefully kept within bounds, can unbalance the game. The judge must not be lenient with Mycretians that stray from the path of absolute lawful good. Mycretians cannot be allowed to "look the other way" or tolerate non-good behavior by companions and associates. Their devotion must be diligent and continuous. Remember that only three disobedient, selfish, or wrong acts within a year puts a Mycretian out-of-tune and sends him or her back to first LVL to start over.

Both Mycr and his followers are basically interested in a person's spirit, in helping alignment change from evil or neutral to good, and good alignments to becoming better, especially to converting to Mycretian belief. Killing (sending the spirit to other planes of existence) is therefore abhorred. If a number of deaths or other terrible evils would result from not killing a certain creature or thing than if it were allowed to live, then Mycr will probably kill through a gift if a Mycretian devotee needs it. But remember, most creatures' spirits can usually be persuaded to change, at least temporarily.

Although Mycr can and has acted directly without an agent to do some action (he virtually never does), he will almost always act through Channel or Sweet Savor. His channel actions are, however, limited by the size of the channel (see the gift of Widen Channel).

Important Mycretians

Prophets: Grand Oak, LG 30 (Holy Cities); Firethorn, LG 29 (Holy Cities); Fernlace, LG 29 (CSWE)

Apostles: Zharr Akii Liydala, LG 27

Savants: Ghaddo, LG 25

Protectors: Pakarrion Fah, LG 21; Aenekosii, LG 23

ABBREVIATIONS INDEX

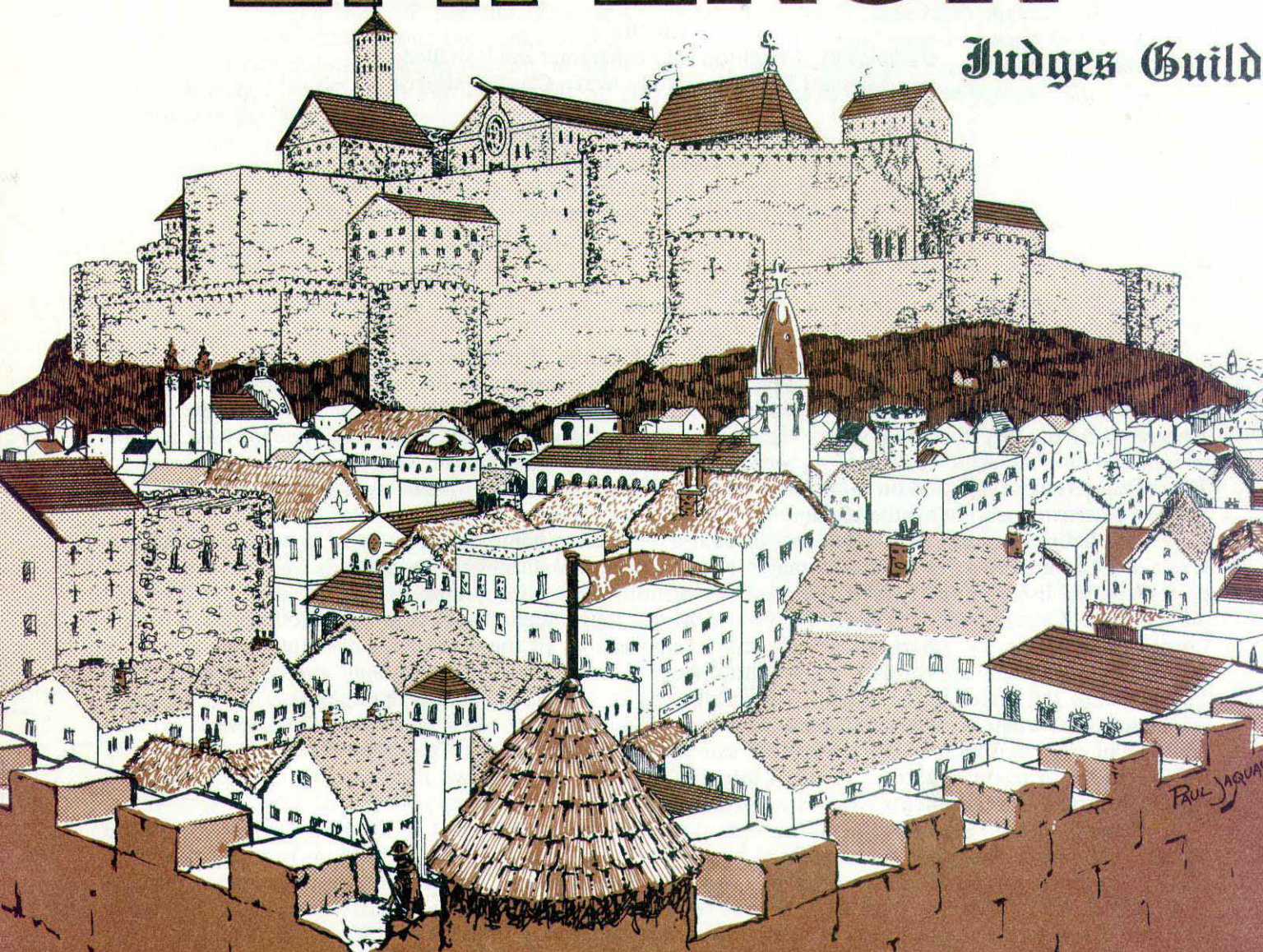
AA	(Religious) Adherents' Alignment	IL	Illusionist
AC	Armor Class	LE	Lawful Evil
AL	Alchemist	LG	Lawful Good
Align	Alignment	LVL	Experience Level
B	Buildings	Mc	Mycretian
BA	Bard	MNK	Monk
BL	Black Adder	MT	Main Teaching
C	Class	MU	Magic User
CE	Chaotic Evil	N	Neutral
CG	Chaotic Good	NA	Number Appearing
CHAR	Charisma	NPC	Non-Played Character
CL	Cleric	P	Patrol
CLS	Class	PC	Peculiarities
CON	Constitution	PP	Platinum Pieces
CP	Copper Pieces	PROB	Probability
D	Demi-God	PSI	Psionic Ability
DEM	Demon	R	Ritual
DEX	Dexterity	r	Melee Rounds
DR	Druid	RGR	Ranger
DWF	Dwarf	STR	Strength
EP	Electrum Pieces	S of P	Source of Power
Ex Pt	Experience Point	SA	Sage
F	False	SAC	Sacrifice
FEM	Female	SL	Social Level
FR	Frequency of Ritual	SLV	Slave
FTR	Fighter	SP	Silver Pieces
GFL	Gift Level	SPL	Spirit Level
GL	Guideline	T	True
GP	Gold Pieces	t	Turns
H	Hierarchy	TA	(Religious) Teaching Alignment
HD	Hit Dice	TH	Thief
HO	House Odds	V	Visitor
HP	Hit Points	WIS	Wisdom
INT	Intelligence	WPN	Weapon



City State Shops OF THE WORLD EMPEROR



Judges Guild



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Shops

This book contains the listing of all Shops and Stores. It includes places where bulk purchases of foods are made. Restaurants/Eateries, Taverns and Inns are covered in Book 3. The listings are arranged alphabetically. Note that no specific location is given. This is so that each Judge may personalize the arrangement of the city to better reflect the tone of the campaign he or she moderates. The location is given in terms of the "Quarter" of the City, such as "Merchant Quarter, Thieves Quarter, Nobles Quarter, etc." These Quarters are delineated on the map in Book 3. A special space is provided right after the name of each shop to write the location hex code number.

The listing for each shop gives first in boldface type the name of the shop or the type of goods or services sold here. Next is listed the major people at this establishment in order of importance. Minor personages are listed in the text of the shop description where appropriate. Listings for each person are in order: Name, Class, Alignment, Level, Hit Points, Armor Class, Social Level, Strength, Intelligence, Wisdom, Constitution, Dexterity, Charisma, and most favored Weapon. In the text of the description are listed any specific treasure items appropriate to this shop. At the end of the description may also be listed "cache". This refers to the tables in the center of this book, pages 40 and 41. These tables permit a Judge to locate and describe in whatever degree of detail necessary those "stash"es of valuables that persons were wont to make in an era that does not have banks with safe deposit boxes. Lines are provided at the end of each shop for the Judge to record whatever items of interest he or she desires. Two lines are also provided for most shops with those establishments which are of greater import having a greater number of lines.

Persons of note are listed in the Important Persons Index in Book 3. Only those persons of note are listed. This means that only those persons of moderate to high social level or those important in game terms because of special functions or talents would be listed. As a general state of affairs people in the City State of the World Emperor tend to be a level or two higher than those in the City State of the Invincible Overlord owing to the tougher level of competition. Also since more trade flows through Viridistan the level of cash flow and total of treasure are slightly greater. Beware; since the guards and traps are tougher too!



Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Accountant _____

Intapic Maimer FTR N 2 14 7 6 15 10 12 11 10 9 Short Sword

Maimer owns a flying pen that will write numbers by command at a distance – very handy when unnoticed last minute changes are needed. Has expensive tastes like Fillet of Fish stuffed with Rubies, Dragon Steak, Bugbear Wallets, Wereboar Ham, Were Bear Cloaks, etc. Hidden room in thick wall contains jewels, valuable art and 1000 GP in jars.

Actor _____

Mummer Gyor IL N 5 19 9 5 10 15 16 15 16 17 Dagger

Gyor the Barb is widely known for his biting humor and commanding stature as a performer. He makes a hobby of collecting trivial pieces of information about the City State. Gyor wears a Gold Brooch worth 150 GP. Tucked away in a small cabinet are twenty Theater Posters, ten Plumes, and a Spyglass. The entrance is lined with 15 Masks and 12 Hats from various plays. In an ornate Heirloom Chest, Gyor keeps his inheritance: a Pouch with 156 GP, 215 CP; a Bronze Statuette of a forgotten Family Totem worth 510 CP; a badly nicked Longsword; a Porcelain Ox; and an Earthenware Bowl inscribed with a map to a Dragon's lair. Tapestries decorate the otherwise austere walls. Gyor charges 2 GP for each hour of performance and is well known for his generosity in the taverns. There is a 50% probability of one or two Female companions with Gyor at any one time.

Actress _____

Sipercan Ringwood MU LG 1 4 9 5 7 16 10 8 13 16 Dagger

Sipercan wears 45 fake Diamonds and lacey, silky, flowing garb. The ring in her nose is made of a perfect unbroken circle of carved wood.

Alchemist _____

Yigu'ha Sv'uss AL CE 11 54 9 8 13 15 16 13 15 12 Dagger
Tass FTR N 4 13 7 7 8 13 15 14 12 16 Short Sword

Yigu'ha has long paid for a mistake when he was young when he experimented with making potions permanent in effect. His legs have been in gaseous form for 30 years. He enjoys taking on the unusual request and relishes a nasty challenge. Careful – PROB 12% his potions will backfire. Four special caches. He has three secret basement rooms lined with strange potions he uses occasionally. (He always keeps a recipe and sample of everything he creates.) Due to age, 60% of these potions have become useless, poisonous, or inconsistent in effect.

Alchemist _____

Spydan Moondragon	AL	N	8	29	9	8	6	12	14	12	14	10	Dirk
Patmis the Pleasant	AL	CG	6	18	9	7	10	14	15	6	12	14	Dagger

Spydan Moondragon specializes in Disappearing and Control potions and Patmis reproduces Finding and Restoring potions. They serve the middle SLs and are kept busy, mostly with routine requests. Two caches.

Alchemist _____

Short-Stick Cavor	AL	N	8	39	9	8	9	12	10	14	15	15	Dagger
Kasluna Fairbeard	AL	N	7	20	9	7	12	18	14	14	14	8	Dagger

Cavor is a very reliable alchemist and is sought out by the wealthy. His potions are expensive at 4500 GP per LVL and they have only a 1% fail rate. He has a jug of alchemy, libram of alchemy, 13 spell and 57 non-magical potions in his workshop. Over 400 GP are in a large chest hidden in the secret closet in his room. The chest has contact poison on the lock and lid. The real success behind Cavor is his friend and partner, Kasluna who is extremely intelligent and creative at inventing new potions (75% PROB he can create just the potion you want with 20% having side effects). Kasluna collects rare copper pieces and has 951 CP hidden beneath trays in his laboratory.

Ale _____

Tiishat Khelidd	FTR	N	1	7	5	6	16	11	12	13	15	10	None
Ohya	FTR	CE	1	5	4	5	15	8	6	12	12	7	None
Azha Histonael	FTR	N	1	6	3	5	14	12	9	15	14	8	None

Tiishat produces and distributes ale to many of the taverns throughout the City. Ohya and Azha are his two assistants who are in charge of delivering the ale whilst Tiishat is in charge of producing it. Tiishat is rumored to be able to supply substances other than ale to those willing to pay enough. Prices: 5 CP per pint of ale, but only deals in large quantities. He does not serve individuals. Customers: NA 1 - 3, Levels 1 - 12.

Ale _____

Bracken Spaxe	Mc	LG	2	10	9	6	13	7	10	9	12	10	Sword
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Bracken adds good flavoring herbs to his ale if requested – they have mild, healing qualities. Bodius, his Ostrich, struts around the shop keeping order.

Ale _____

Gnasthar Phung	FTR	N	3	22	9	5	12	8	9	11	16	17	Rapier
----------------	-----	---	---	----	---	---	----	---	---	----	----	----	--------

A little sour man who can charm the loveliest lady when he wants to, Phung deals with illegal aliens, Orcs and other nasties. Has pointy hat, glittery eyes, and wears a necklace of Snake Skulls. Tricky. Two caches.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Animal Trainer													

Emblef Trazlit	FTR	N	1	5	7	8	16	12	14	10	13	5	Mace
----------------	-----	---	---	---	---	---	----	----	----	----	----	---	------

Trazlit trains cats, small dogs, rodents and certain insects and spiders. Trains message carriers, attackers and game trackers. One cache in a cat's skin.

Apothecary

Whitefire	MU	CE	30	125	9	17	16	19	17	18	20	17	Dagger
Wanhina Tabenya	FTR	N	3	15	4	5	14	12	10	17	11	10	Short Bow

Located close to the palace wall, Whitefire's Apothecary caters mainly to richer folk but others come, too. Specializing in medical supplies and medicines, magical potions and chemicals useful to guildsmen and merchants makes the shop a popular one. Short and hefty Wanhina (bones through her earlobes) tends shop. Whitefire is a shadowy figure who never lets his features be clearly seen. Dressed in black heavily hooded robes, he slinks about the city only at night; his name "Whitefire" comes from the unearthly flames that often unconsciously grace his fingers. No one in the city, not even his father Hautulin Seheitt, knows his true identity. Whitefire is also the Archimage for all Natchai; Fa Pok and Wu Ug know him only as Whitefire and only they know he is the Archimage. Whitefire has met Natch Ur twice, a record for mortals. A tunnel leads from the apothecary basement under the wall and into the palace with a side tunnel going to the caves under Obelisk Zeph. Eight magically hidden and sealed rooms line the tunnel to the palace; half of the rooms contain chemical laboratories, the other half, treasure. Treasure room example: three golden horned pigs; 25 carbelium tipped spears; four chests of jewels mechanically protected (poison needles, spring daggers, fast closing lid that severs fingers, and a glop of glue that squirts at the opener); 11,000 GP in stone coffin within which lives a wraith; a bronze toad with ruby eyes that can send death rays (match the Shunna statue); one silver lizard, 4 foot; one dried lycantrope skin in corner (will animate upon wetting); hanging Orlandine rugs; obsidian and pearl marbles.

Whitefire has his own plans for taking over his father's rule but although he has managed to steal eleven magical items from the palace, he cannot find where his father has hid (he thinks) all the other magical sources of power.

Apothecary

Hooktong Ash	MU	N	6	27	9	7	14	18	17	16	17	17	Wand
Zhrana	FTR	N	2	7	5	5	17	10	8	13	10	10	Sword

Hooktong runs a large operation dispensing medicines and brews to the middle and lower classes. Favorite elixirs & cures: narwhal tusk powder in cod liver oil; crocodile teeth necklace for curing warts; owl eyes and water lily root extract mash for eye problems and skin rasher; laurustine and centipede tea; barley-mint-whale-blubber-mustard plaster; dextrodiacetylhydroxylmethorfone-benzene acid for curling hair. Nineteen Altanian servants, FEM, FTR, N, LVL 1, HP: 2, 4, 1, 5, 2, 1, 2, 3, 4, 3, 1, 4, 3, 3, 1, 1, 4, 1, 2, Knives; 15 Apothecaries, MU, N - CG, LVL 1 - 3, HP: 1 - 12, Acid Bulbs; 28 Runners, Dwarves, FTR, N, LVL 1, HP: 1 - 8, Axes, Swords.

Business chest, 132 GP, 401 SP, 227 CP in the library; pucuric acid (stink from one drop lasts for three weeks) in stoppered flask reading "Heroism Potion - Taste Me" in locked cabinet with other average chemicals in staff workroom. Map to dragon hoard in Starrcrag Mountains near the Valley of the Dead Queens located in table drawer false bottom. Zhrana wears a large diamond on her necklace between her amplexes; she oversees the servants.

Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Armorer _____

Starwulf Joktar III FTR N 2 12 5 7 14 13 8 12 13 10 Short Sword

Starwulf specializes in making chainmail armor and he can rarely be induced to make any other kind. His anvil is magical and will detect flaws in workmanship as they occur. He has one Apprentice: FTR, N, LVL 1, AC 7, HP: 7, Short Sword. Chainmail is 70 GP. Customers: NA 2 - 12, Levels 1 - 8.

Armorer _____

Willing Doysirun FTR N 2 11 9 7 16 8 9 17 16 7 War Hammer

Willing the Wolf-Catcher finds his three pet wolves; N, 2 HD, 7-3-5 HP, Bite 1-6; more companionship than any human he has met to date. Specializing in custom-made swords (30-180 GP and 20-120 days), Willing never has more than 1-6 swords taken in on trade for ready sale (10-60 GP). Cache.

Armorer _____

Mikkaen Seffolk FTR CE 5 37 7 8 17 7 10 8 12 8 Morning Star

Mikkaen is famous for his violent temper which comes and goes but mostly comes. Once, he tore down the house of a neighboring armorer who kept dogs and recently has been getting upset over people who flash their wealth or swagger when sober. PROB 75% of rage on above topics, 15% other topics. He makes excellent swords however, and many are willing to risk his rage to get one. Daggers 4 GP, Swords 9 - 16 GP, Mace 6 GP, Plate Mail 60 GP, takes 15 days to make to exact fit. Three apprentices (badly beaten but glad to learn from him) FTR, N, LVL 1, HP: 8, 4, 6, AC: 8, Swords. There is a +3 War Hammer under a pile of junk in the storeroom and a bag of 616 GP and 350 SP inside a plate mail shirt hanging on the wall.

Artists' Hall _____

Bentgnarl Whelping	FTR	N	1	3	5	4	10	10	9	8	16	10	Dagger
Unwin the Acute	Mc	CG	5	16	8	6	9	14	13	12	15	14	Quarterstaff
Albann Lokyar	FTR	N	2	8	7	6	16	11	13	11	16	6	Hand Axe
Vacklin the Benign	FTR	N	3	10	9	5	11	7	14	8	18	10	Short Sword
Ogdar the Urbane	FTR	N	1	3	9	5	10	9	10	10	12	8	Dirk
Hadra Zintannen	FTR	LG	1	4	9	4	11	9	13	10	7	9	Rapier

Bentgnarl is good at portraits, 1 - 10 SP/sketch; 90 - 150 SP/painted portrait; landscapes 130 - 240 SP; religious subjects 90 - 900 SP, depending on size and subject. Donates his compensation to Thoth Temple. Cache, 12 CP.

Unwin is the stone sculptor of the city and Albann works in metal, mainly bronze and iron. Unwin prefers to do his sculpting lifesize but for additional gold (2 - 3 times) will increase or decrease size. Busts, 50 - 100 GP; full figure, 100 - 300 GP; full figure plus animal or other object, 200 - 500 GP. Albann has 4 GP in his pocket, 9 GP in his mattress and 32 GP and 75 SP in the base of one of the neglected-looking statues in his chiseling room, his forge has nine caches hidden in it. Bronze statues, 200 - 600 GP; iron, 200 - 800 GP; gold plated, 500 - 2000 GP.

Vacklin works in wood, majoring in small objects, 3 - 30 GP but will take commissions on larger sculptures, 30 - 300 GP. The large carved base to the stone statue of the Type III Demon has several secret drawers, hidden by trapped doors with camouflaged releases – five caches, three special caches, one drawer holds a Ring of Fireballs.

Ogdar and Hadra are minor artists but competent, doing a little of everything. Good at making copies of things.

Assassin _____

Massac	Bluedagger	FTR	N	14	54	7	7	16	15	14	13	16	12	None
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One-legged and pock-faced, Massac still gets around with amazing speed and stealth. He is extremely accurate with the Long Bow. He sells blood of all creatures to three temples and five witches. Cost of a murder: Average citizen, 50 GP; SL 6 up, 100 GP; SL 10 up, 1000 GP; SL 16 up, 15,000 GP; Maim: SL 9 down, 30 GP; SL 10 up, 300 GP; SL 16 up, 5,000 GP.

Massac's dagger glows blue when flying towards a victim on a death course to the heart. Wears +1 Ring of Protection. Owns Chime of Insanity and a Crossbow made by the great Alnorefshar worth 11,500 GP (very accurate). Two caches. Uses carbelium arrowheads when the need arises.

Assassin _____

Cuttre	Abdallim	AS	N	5	3	9	6	10	14	14	14	15	11	Dagger
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Cuttre hires out for approximately 1,750 GP depending on the job. He likes to create diversions, to confuse his victim and then strikes during the fearful flight. Likes danger.

Astrologer _____

Fiiya	Red Star	CL	LE	3	8	5	7	15	15	14	13	14	13	Staff
Xiiji	Red Star	CL	LE	3	9	5	7	15	14	15	14	13	13	Staff

The Red Star sisters read body and extremity crevices and moles. While doing a reading, their eyes glow red, their bare navels flash lights and the room gets foggy, chances of fortune told correctly, 66%. Four caches each.

Author _____

Domhnall the	Rowdy	Mc	CG	3	9	9	5	8	12	8	10	8	15	Dagger
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Writes learned tretises on herb roots, bulbs and crowns. Is quite poor but happy with many friends. Wood of Aloes chest with rare plants on it sits by the window. Is hiding a Temple Tender, Sansalel.

Author _____

Feustmop the Wacky MU N 1 3 9 7 8 14 10 7 12 13 Dagger

Feustmop and his two helpers, Krudpot and Pinkpo write funny letters, directions, maps, songs, ballads, stories, etc. In great demand, always travelling.



Baker _____

Aldwerth Laeghe FTR N 1 5 7 7 14 6 7 10 13 10 Short Sword

Alderwerth bakes mainly Biscuits, Rolls and Shortbreads. He hates fish and loves Snake Steaks and Houris. Cache.

Baker _____

Aldwin Bacchus FTR N 3 18 9 8 14 8 9 10 12 12 Dirk

Specializes in crusty Worm Bread and Corn Stalk Bread. Aldwin hates his apprentice, Kildrum, but keeps him on because of blackmail. Has a Bag of Sneezing and Choking.

Baker _____

Aylmer Power FTR CG 4 23 9 7 13 8 8 8 12 14 Dirk

Aylmer makes unusual breads: Fluff Rock, 4 CP; Holey Heavy, 2 CP; Flake Flat, 3 CP; Millet Lump, 1 CP; Fat Biscuit, 4 CP; Fine Sop, 3 CP. He has a pet Fallow Deer that has magical horns that are equal the power and effect of a +2 Sword. The Deer likes sugar cakes. One special cache.

Baker _____

Venswyth Knede FTR N 1 4 9 7 16 8 4 9 14 6 2 HD Sword

Knede bakes hard breads and rolls, cakes and pies. His wife Aigtes and nine children all help. Owns a bag of magical sticks (for instant fire making).

Baker _____

Zenorsha the Pretty	FTR	CE	3	10	5	7	8	12	13	14	15	17	Dagger
Harti Spak	FTR	N	1	2	5	4	15	10	14	11	16	10	Short Sword
Vellina	FTR	N	1	6	5	4	15	11	10	9	17	10	Dagger
Curly Flowlock	CL	CG	1	3	7	4	13	17	10	16	16	16	None
Dissy Redeina	FTR	CG	1	4	4	3	15	16	10	12	12	10	Dagger
Mummon Pur	MC	LG	1	1	9	3	10	14	9	10	16	15	None

Zenorsha has a lot going in the town with important people. She spends most of her time contacting the rich and getting their business. Her five cooks put out the best pastries in the City. She has been given special gifts many times for her favors – her favorite is a gold and silver Pegasus. Fourteen caches.

Baker _____

Eckert Fagge	TH	NG	4	12	7	8	10	12	9	14	12	8	Dirk
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Eckert acts rough and tough but enjoys putting his cakes in exquisite pans, pots and dishes. His decorated cakes are much desirable. Owns a brass box in which is a Rope of Climbing. Hobby: a little high-class robbery (rich people only) and gives the take to the poor. One small cache.

Baker _____

Goldwit Baikaen	MU	LE	4	9	9	7	7	13	10	8	12	10	Dagger
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Goldwit has 40 Slaves in his huge kitchen turning out cheap but nutritious bread, two per 1 CP. His demanding treatment of his workers is tempered with occasional gifts and incentives to maximize production. Enjoys mixing with higher Social Levels than he is. Wears fancy clothes but his ugliness turns some people off in spite of his fine manners. If he gets **really** angry, Goldwit might try to sic his Zombie on you.

Banker _____

Kajua Lightmaster	Mc	LG	12	48	9	11	13	15	17	15	13	12	Dagger
Rodhar Prog	FTR	N	9	39	6	10	16	14	6	13	12	6	Sword

Rodhar is a social climber, trying to incur favor with the Emperor. Recently, over Kajua's objections, Rodhar gave the Emperor 40 Black Slaves, 60 Altanian Slaves, 80 Common Slaves and vessels of Agate, Jasper and Marble – Head Banker, Kajua, is thrifty but gives generously to friends in the Holy Cities. The Bank has nine vaults including a specially made one with magical protection for special items of interest to Magic Users. Rumor: An evil magician is after a talisman in the vault.

Barber	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Dorn Horseface	FTR	LG	1	6	9	6	12	8	10	10	12	5	Dagger

Cuts and trims hair of both sexes but also arranges hairdos for the wealthy ladies. Does amateur counseling and knows much gossip. Special interest in the whereabouts of treasure maps. Will sell information, too, for the right price. Never goes on a hunt himself, though.

Barber	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Kendrick Polywt	BA	LG	2	7	8	7	12	14	15	15	16	16	Dagger

Kendrick entertains customers with yarns and ballads (daughter sometimes accompanying). He is also a part-time leech, being friends with Atlan. Large cache in basement wall and another in the rock floor. Has a pet foot-and-a-half long Spider in the basement (two inch fangs).

Barber	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Arvo Faesten	FTR	CE	5	13	7	8	13	12	10	12	14	9	Dirk

Painless Method, 9 CP; Painful Method, 4 CP. A Wraith dogs Arvo's steps but never touches him; but it **will** touch someone who means to harm him. Cache.

Bard	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Longlegs Fenjakenlurker	BA	N	8	23	9	7	13	16	15	15	12	15	None

Longlegs is one of the more experienced and feisty Bards who is not afraid to rattle a few cages. He often makes up ballads on the spot to please or embarrass guests.

Bard	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Serdu Bouzh'l	BA	N	4	10	9	7	12	13	14	13	15	16	Dirk

Serdu sings soprano and tenor due to an accident but is in great demand to sing seldom sung parts of songs.

Bard	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Eldok Togs	BA	N	3	12	9	8	14	15	14	15	14	15	Dirk

Eldok Togs makes friends with wolves and other canine species easily. Kuttor, a Wolf, 2 HD, HP: 13, AC 7, accompanies him on all his travels. Togs has a good luck charm made up of Mermaid scales; put to his face it enables him to breathe under water.

Bard _____

Glendower Keig BA N 4 19 9 7 14 14 15 15 16 14 Rapier

Glendower fancies himself as a ladies man, and indeed, he is. He is rather foppish, and likes to duel when insulted. He rarely kills in duels, as he likes repeat customers. He is also noted for his talent. It is said that he can charm birds from the trees with his song. His Rapier is richly bejeweled; a Ruby for each duel, and a Garnet for each woman.

Bard _____

Corless Brodmar BA N 3 18 9 9 12 14 16 14 15 16 Short Sword

Corless travels much but spends the winter months in the City. Hates Ferman Slikdert for ruining his playing hand in an unnecessary operation. Spins an excellent tale, though.

Bard _____

Habbitsinger the Bard BA N 6 21 9 7 14 15 16 13 17 16 Short Sword

Habbit is more a thief and pickpocket than a storyteller and singer, but he does well both ways. Owns Wings of Flying and a Telekinesis Ring.

Bathboy _____

Lewellyn Pugnose FTR N 1 4 9 3 9 10 8 5 6 10 Dagger

Pug steals valuable items from the clothes of bathers but nothing obvious. Drying cloths, 2 CP. Fond of pork crackers. Full moneybag.

Bathboy _____

Rhondo Toll FTR N 3 10 9 3 8 11 6 13 15 9 Dagger
Jibbur Dog N 7 9

Rhondo has trained Jibbur well. She delivers drying cloths, collects money and runs errands. Has a large cache of valuable in the changing room under a stone bench.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Bazaar													
Maldagon Finesheen	MU	N	1	4	9	7	7	15	10	8	11	15	Dagger

The finest silks and other exquisite cloth materials are available here. Maldagon also has a good selection of jade, diamond and gold jewelry. Rings start at 75 GP. Two Female helpers, FTR, N LVL 1, HP: 3, 6, AC: 7, Scimitars. Stock worth 1300 GP. Maldagon trips his automatic door locker when more than two people come in. Shop protected by two air elementals. Maldagon wears an amulet under his tunic that keeps them bound.

Bazaar													
Ralvord the Ravisher	FTR	LE	2	10	7	6	15	10	10	14	16	12	Long Sword

Large (one arm's length and bigger), strange and exotic play things and other useless objects for sale here; e.g., a vase breaker, wicker exercise cages in four sizes, reed play mats, carved oak animals, sunball and stick games, defective weapon decorations, floating rocks, flying air boxes, etc. Ralvord dresses in fancy clothes, the gaudier the better, and thinks he's a lady's man. His personal jewelry is worth 600 GP. Cashbox, jewelry box caches.

Beer													
Hjalmar Crossbiter	FTR	LG	3	18	9	6	15	7	12	8	10	6	Scimitar

Hjalmar is the infamous town drunk. His wife Odowa carries on the business in his absence. He's currently serving time for vomiting on a Lord. There might be a skeleton or two in the keg room. Five caches.

Beer													
Hablott Malster	FTR	LE	3	21	9	7	14	10	8	10	9	8	Longsword

Hablott sells wholesale only and does well since he cheats the farmers. Shadows follow him everywhere and knock bones together at night to remind Hablott of his past Big Mistake and Future Misfortune. He continues his search for a spell to break this spell. Will pay much. Three special caches.

Beggar													
Trost Heywood	FTR	LE	1	5	9	2	10	18	16	14	12	6	Dagger

Trost has no legs, one eye and facial scars that make him look pitiful. He plays on this and rakes in the money. He lives in a widow's basement but has a chemical laboratory in a secret room beyond the wall. Mixes poisons to sell to assassins.

Beggar _____

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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Snarling Peleg	FTR	N	2	7	9	2	11	8	9	5	7	5	Dagger
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Peleg is an invertebrate beggar and is good at it. A lucky charm protects him from knives and an Amulet of Unnoticeability encourages patrol to overlook him. He gets away with outrageous treatments of non-givers regardless of rank but his sour temper gets him into much trouble.

Beggar _____

Lucky One Leg	TH	N	3	11	9	2	10	10	9	11	16	12	Dagger
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Hopping about in busy thoroughfares, Lucky always seems to be in the right place at the right time. His sticky fingers net him much more than his begging, however. Has strongboxes hidden around the City full of SP, GP, and jewelry. Notorious for attracting skeletons who haunt him at night during full moons.

Beggar _____

Woodfin the Wise	FTR	CE	2	12	9	2	13	4	6	15	9	5	Cudgel
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Woodfin tries to double as an astrologer and scholar but is so poor at it that nobody is fooled so he has to beg. His tongue-in-cheek nickname "the Wise" is laughable-sad but he doesn't know it. Very poor, but he does have evil female friends who help him. Has 14 CP in his pouch.

Beggar _____

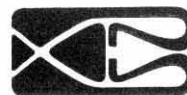
Griswald Gaunter	FTR	N	1	6	9	2	17	9	6	8	14	4	Dirk
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Griswald is a spelunker and knows all the tunnels and interconnected basements under the City. His begging is not very successful but he and his pet cat scrounge the City for rats and other rodents. No money.

Beggar _____

Warrender Nitwit	FTR	N	2	5	9	2	16	5	7	8	7	10	Cudgel
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Warrender knows the ways of the streets almost by instinct but is so dense that he can't count money or remember faces. His crossed eyes and wild hair make him popular as the town dunce. He is funny and endears people to him so many persons take care of him. No money. Rumor: If you don't study at school, learn to count or eat enough leeks, you'll get as stupid as W. N.



Beggar _____

Strakhan Orlibon FTR CG 2 6 9 2 12 10 5 16 15 8 None

Unable to pay his pork-due, Strakhan lost all and is now begging. Experienced in cleaning out henhouses. Is always melancholy due to having lost his wife in his business fiasco. Would like work.

Beggar _____

Wolf Wortley FTR CG 1 4 9 2 9 4 7 5 8 4 Dirk

Wolf sells good luck amulets carved from wood or soft stone for 3 - 6 SP, small clay idols for 1 - 2 SP and prayer beads and stones for 3 - 4 CP, all very poor quality. He makes more begging for CP. He has 10 - 30 CP on him.

Bell Tower _____

Windham the Weasel BA N 4 20 8 6 12 14 14 15 15 16 Dagger

In charge of ringing in the morning market, high noon and gateclose, Windy talks so much that all suspect him of being tricky and nosey. Bell rings at night mean danger or patrol call. Loves visiting other towns and travelling in treasure expeditions. Owns a Mammal Control Ring. He is looking for the Wolf Chime. Five caches.

Birdtrainer _____

Fluff FTR N 1 6 9 6 10 17 12 12 16 15 None

Fluff trains Gerfalcons and Kestrels for Nobility. He knows Barnacle, the innkeeper, and trains his hawks, but, Fluff prefers sparrows and crows for their unnoticeable qualities. He also sells pen quills at 6 CP each. Knows several bird languages.

Boatmaker _____

Nob Nomad FTR LG 2 12 9 7 11 10 6 9 12 10 Short Sword

Nob detests Mer Shunnans and Natchai and spends a lot of time in float meditations. He practices at home in his ornate sarcophagus so he can show off his amazing powers at temple. One of his boats is said to float on air. Two caches.

Boatmaker _____

Bowjen Basfui	Mc	LG	4	9	9	7	12	12	13	10	11	14	None
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Bowjen's special gifts allow him to seal bows and sterns with words (as well as pitch) and his boats are most seaworthy. Many caches. Two boats were stolen last week. He has 15 apprentices.

Boatmaker _____

Valiant Calderon	FTR	N	3	1	5	7	16	10	8	8	12	9	Cudgel
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Anxious to gain wealth, Calderon loves going adventuring, building boats at a good profit and using personal relationships for his own benefit. This Dwarf has only one eye and limps. Four caches.

Books & Art _____

Musi Suleim	CL	LE	24	119	6	13	17	18	18	15	18	16	Club
Rauff Sarru-Kaat	CL	CG	3	12	7	5	16	10	17	15	14	13	Mace

Musi Suleim is a very studious type, always reading. He sells books (quite expensive, 35 - 135 GP); non-magical Scrolls, 15 - 30 GP; and Clay Tablets, 3 CP - 2 SP. Treasure maps, 500 - 1000 GP, accuracy or authenticity not guaranteed. A separate room displays art objects – ceramics, stone and metal statues, portraits, etc. Musi excells at spells like *Inflict Disease*, *Continual Darkness*, *Hold Person*, *Finger of Death*, etc. This is helpful in Musi's real work since he is the leader of the Limit Team of the Black Adders. The Limit Team majors in disappearances, new identities, hiding kidnappees, debilitations, bad luck, and other holding actions not requiring much physical exertion. Since Musi (while not exactly fat) is a bit hefty, he prefers armchair dirty work to more active brow-sweat nasty projects. Riffin Zhard wants to be head of the team and Musi has a hard time keeping him in check; Musi prefers the cerebral approach, Zhard prefers action by brawn. Rauff likes to read but doesn't understand much. He does do well with money, however. A ceramic coiled snake behind the desk will spit poison at Musi's will. Some vicious Red Ire Spiders live above the rear door (leads to cellar), and will attack if anyone attempts to go through without talking with them pleasantly, insuring the spiders of his/her good intentions. The stone horse head in the corner is actually gold.

Bootmaker _____

Chuffy Widdman	FTR	N	1	5	9	7	13	8	9	11	12	7	Rapier
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Chuffy likes honey and honeycakes and will trade unwisely to get them when he has his cravings come on. Repairs Boots, 2 - 4 GP; new Common Boots, 9 - 16 GP; fine Travelling Boots, 17 - 36 GP. Ruddy, splotchy appearance. Two caches.

Bootmaker _____

Kangmor the Slipshod	FTR	N	2	10	4	6	15	8	6	15	15	9	Mace
Rhila Hartnale	FTR	N	1	3	5	6	12	13	10	14	15	13	None
Rona	CH	N	1	4	9	2	5	12	8	8	16	15	None
Lorin	MU	CG	15	33	9	4	7	18	16	11	18	12	None
Unstric	CH	N	1	3	9	3	9	19	7	10	5	8	None

Kangmor produces a good product but is known for his messiness; his boots last but are not beautiful. Rhila helps him get supplies and puts what order there is in his life where he needs it. There are 45 GP under a brick in the workshop, 6 GP, 25 SP, 16 CP in a sock under the bed.

Two of Kangmor's children are average ruckamuck kids but the third, Lorin, has special gifts and talents and though he is but a young man, he consorts with powerful types. He has special seeing "states" different from MUs and Mcs and he also enters catatonic comas; the former adds one LVL to him and the latter to his Wisdom or Charisma. He is under training from a high LVL Mc and also three MUs (including one witch). Other kids look on him as sickly but not unusual – they don't know the real Lorin as he hides it. Lorin has gotten a part time job running messages in the palace. There is no doubt that he is a key figure in the political future of the City State. He is now practicing the levitation and platting of objects the size of sceptors. Retrieval comes next. Lorin's pet giant lizard is in the basement.

Bootmaker _____

Sargh Zakiw'ahib	FTR	N	2	9	2	8	17	10	10	14	14	7 +1	Hammer
Sarah Bastajir	FTR	N	1	6	5	6	16	10	12	10	14	10	Hammer
Daxon	CH	CE	1	4	7	3	13	10	9	12	13	9	Hammer
Stanni	CH	N	1	2	9	3	13	10	9	12	13	9	Knife
Shantor	CH	N	1	3	9	3	10	11	12	14	13	13	Knife
Nami	CH	N	1	6	9	2	11	10	10	9	11	10	None

Boots measured to fit any type of creature, half down, rest on delivery. Rough boots, 3 GP; riding boots, 4 - 16 GP; dress boots, 13 - 24 GP. Repairs 40% of original cost. Wife, Sarah, and son, Daxon, assist. Savings hidden under stack of leather in storage area. Special boots with hidden compartments, metal straps and other modifications are made to order in 3 - 18 days and cost 21 - 120 GP. The family is knowledgeable about all military gossip as many officers leave their boots here for waxing.

Bootmaker _____

Pinkham Hornjinx	FTR	N	1	3	9	7	10	7	9	7	15	16	Dirk
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Majors in special Boots: Hard to Fit sizes, 117 - 132 GP; Never Wear Out Boots, 1156 GP. Makes all the boots himself.

Bowmaker _____

Wark Bolang FTR LE 1 8 9 7 15 10 9 7 14 13 Rapier

Wark thinks it great to work in a pit of Snakes. All his Bows have Snakes carved onto them; cost, 36 - 54 GP. Owns a snake rope. Three caches.

Bowmaker _____

Surfey Yerdien FTR N 4 11 7 8 14 8 11 12 15 14 Rapier

Apprentices Markas, Harleck, Krak and Tahrjun are twice a year sent on long journeys to get especially rare woods for Bowmaking. Bows, 25 - 48 GP; special Rare Bows, 49 - 96 GP;

Bowmaker _____

Boyar Blackbark FTR LG 5 32 9 6 10 9 12 15 14 6 Dirk

Boyar makes bows of average quality. He was once a Paladin but lost that status through a minor transgression. In an attempt to regain it, he was cursed resulting in a very low Charisma. This so discouraged him that he retired from adventuring. He tells his story to anyone who will listen. He employs two Assistants: FTR, N, LVL 1, AC 9, HP: 4, 7, Short Swords. Shortbow, 15 GP; Longbow, 60 GP; Short Composite Bow, 75 GP; Long Composite Bow, 100 GP. Customers: NA 2 - 12, Levels 1 - 12.

Bowmaker _____

Nimble Novmira FTR N 1 6 9 8 15 8 8 7 14 15 Mace

Nimble is not a very good bowmaker though she herself doesn't realize this. As everyone else does, she is forced to sell her bows at a bit less than the normal price. However, each bow has a 10% chance of breaking when first used in a combat situation. Nimble is very pretty and her shop will usually contain several young Fighters, flirting with her. She has one Assistant: FTR, N, LVL 2, AC 9, HP: 11, Short Sword (Female). Shortbow, 10 GP; Longbow, 50 GP; Short Composite Bow, 65 GP; Long Composite Bow, 85 GP. Customers: NA 2 - 12, Levels 1 - 6.

Bowmaker _____

Hasty Gammon FTR N 1 2 9 9 10 8 5 10 12 9 Shortsword

Hasty, while, a real nurd, makes some of the best Composite Bows around, with a high moisture tolerance and long life. These beautiful bows are so finely made that an excellent Archer can send a shaft 800 yards. Functional, direct fire is considerably less, but is 1/3 greater than the average Composite Bows. They also cost 500 Gold Pieces, with a waiting time of 2 months. He stocks a good number of lesser quality bows as well, with plenty of equipment. He has 10 GP on hand, hidden in an old bow case under the counter.

Bowmaker _____

Chlodig the Calm FTR CG 2 12 9 8 16 12 10 11 15 16 Dagger

Wife Gnorsona beats Chlodig to work, work, work, but he sees no hurry. Makes good quality Bows, and some of the biggest available. Has a wineflask hidden that's full of Agates. The Agates are protected by the rune sign Keth. Chlodig likes his ale. Rumor: A Sea Monster is living in the moat.

Bowmaker _____

Whitefeather Whoedd FTR N 5 13 9 8 17 10 12 8 8 7 Dirk

Carcadon the Great Warrior hates Whoedd because he beat him at battle once with a feather. Whoedd is not scared and is ready should he show up again. Concentrates on making light portable Bows and strong Crossbows. Strongbox is dart trapped.

Bowmaker _____

Loonquarl the Limp FTR LG 3 6 5 7 12 10 12 12 10 6 Cudgel

Loonquarl makes only special ordered bows as to design, size, strength, etc. Base prices of basic models are Shortbow, 35 GP; Longbow, 50 GP; Light Crossbow, 25 GP, Two weeks minimum to fill order. Two caches. One giant sized longbow in the back.

Bowmaker _____

Goodbowe Waart MU N 3 8 9 7 8 16 10 7 15 14 Dagger

Goodbowe, as his name suggests, is one of the best bow makers in the City. He is especially adept at making Crossbows which function underwater. Despite his occupation, Goodbowe does not get along well with Fighters and will take every opportunity to insult them. He employs two Assistants: MU, N, LVL 1, AC 9, HP: 3, 2, Daggers. Underwater Crossbows (heavy), 200 GP; Shortbow, 20 GP; Longbow, 70 GP. Customers: NA 2 - 12, Levels 2 - 16.

Bricklayer _____

Larken Hejemon Mc LG 4 19 8 7 15 6 10 11 10 7 WalkingStick

Larken laughs a lot and is overly merry and backslappingly happy to compensate for the fact that his daughter was kidnapped by unknown persons or creatures. He is very active in the anti-human sacrifice movement.

Bricklayer _____

Krou Kanven FTR N 2 6 7 7 17 8 6 16 15 10 Short Sword

Drou hobnobs with Gnomes and keeps 2 - 5 hidden in his quarters. Makes brick kilns and ovens. Cache.

Bricklayer _____

Blain Hebbenor FTR N 3 14 7 8 16 12 5 10 13 5 Dirk

Has three pet Foxes: 1 HD, HP: 5, 2, 4, AC 7; and a pet giant Mantis: 4 HD, HP: 21, AC 4. His cash box contains 55 GP, 13 SP and a platinum figurine. Musclebound.

Building Supplies

Rustafa Loenirgal FTR LE 3 17 9 7 15 7 11 12 10 11 Rapier

Beer guzzling, women hopping, high living Rusty seeks compensation from the Carpenters' Guild from non-paying members. Eight Altanian Slaves: 1 HD, HP: 2 - 8, AC 6.

Butchers _____

Kineshank FTR N 3 16 5 7 13 9 7 12 14 10 Sword

Hindleather FTR N 1 7 7 4 15 10 12 13 15 17 Mace

Dumpy Olantra FTR N 1 8 6 7 10 14 15 16 16 12 Rapier

Kineshank hacks up carcasses so fast his apprentices have a hard time picking up the trade. Fresh meat only; sells blood, too. Olantra likes to drink blood and Kineshank usually doesn't have much blood to sell. Sells mostly razor-backed Hogs.

Butcher _____

Paschal Knatchbull FTR N 1 4 9 7 16 8 10 9 10 8 Dirk

Paschal specializes in butchering and selling various forms of pork (although other meats are available). His nominal prices are well below average but he frequently "misweighs" cuts of meat to make up for this. He employs one Assistant, Salir Telet, whose hair is bright green: MU, N, LVL 1, AC 9, HP: 3, Dagger. Prices: 3 SP per pound of pork; 6 SP per pound of other meat. Customers: NA 1 - 8, Levels 1 - 6.



Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Cages _____

Alf the Wacky FTR CN 4 25 7 6 16 10 12 12 12 14 Short Sword

Alf is weird and funny, dresses strangely and does crazy things; Sleeps in his cages, swings from rafters, etc. Reed Cages, small, medium and large — 12 SP, 22 SP, 36 SP; Oak Cages, 5 - 14 GP; Iron Cages, medium to very large, 20 GP - 190 GP. He has a strange zoo in his basement, all in cages: a giant Spider from Dankbark Forest; an Orc child; a gray Ape; and a Chasm Imp. A Flaming Sword +2 hangs on the basement wall in front of a hidden compartment containing jewelry worth 400 GP.

Candle Maker _____

Dripper Hotdip	FTR	N	2	14	7	6	8	10	7	9	6	5	None
Missela	FTR	N	1	7	7	4	12	14	15	12	10	17	Dagger
Ripit	CH	CE	2	7	9	4	10	15	14	10	13	10	None
Hervus	CH	N	1	5	9	4	7	16	12	8	15	12	None
Steena	CH	CG	1	3	9	4	5	12	10	9	14	18	None

Wife, Missela, has Charisma 17; daughter, Steena, Charisma 18. Dripper and Ripit have a fast two man system for producing practical everyday candles cheaper. But arty, decorative candles run much higher. Cheapies, 1 CP; Arty, 1 SP - 25 SP. Has a pet Sea Horse.

Candle Maker _____

Balte Hagnueji Mc LG 2 7 9 6 10 10 8 9 12 10 None

Balte makes a candle with a brighter flame than anyone else; also, he makes a "Monster Candle", 98 GP, that will blind anything as long as it is lit and in its line of sight.

Carpenter _____

Rutpind Biknef FTR LE 4 17 7 6 17 10 12 15 16 16 Rapier

A nasty sort, Natchai by birth, Rutpind steps on animals, kicks children, scoffs the handicapped and belittles the insecure. PROB of fight, 10% per day; of serious argument, 96% per day. Makes enemies, 1 - 4 per week. Two caches. One special cache that includes diamond studded velvet Wimple, a gold imbued satin Camise and an emerald decked Whip Handle. Visits Paramswarn the Red often in the City State of the Invincible Overlord.

Carpenter _____

Methuen Capstock FTR N 1 8 9 7 17 8 16 9 14 9 Battleaxe

A hard drinker, Methuen is rarely found in his shop, usually found in an inn, and almost always found under a table. When he is sober, he is a fair carpenter, and as long as a project involves wood, he can handle it. He is usually mildly in debt, but still charges fair prices for his work. Usually he has a little money with him, but it seldom exceeds 25 SP. He charges 10 GP an hour.

Carpenter _____

Gebhard Sayer FTR LE 1 5 9 7 12 10 9 15 12 11 Short Sword

Excellent carpenter but he refuses to work for anyone who isn't evil. Employs 11 Assistants: FTR, LE, LVL 1, AC 9, HP: 3, 8, 7, 4, 2, 6, 6, 6, 5, 7, 3, Short Swords. Charges 15 GP an hour for himself and 3 GP an hour for his assistants but if business is slow he can be bargained down a bit.

Carpenter _____

Cadmar Wraight FTR CE 1 7 7 7 16 10 12 14 10 11 Dirk

He appears remarkably trustworthy for his alignment but he sells plans of all buildings he builds to the local Thieves Guild. He is very tall with long dark hair and is generally well muscled. Although he has few friends he does not act overly hostile toward anyone. He employs no regular assistants, but hires them as needed. He charges 10 GP an hour plus expenses (which usually include a couple of assistants at 2 GP an hour).

Carpenter _____

Kurd Sobben FTR LG 1 5 7 7 16 10 8 10 9 10 Dirk

Kurd sells and makes average quality furniture at 2 - 40 SP; he occasionally will do repair work on buildings and furniture at 5 GP/day. One cache in false bottomed chest, flying dagger protected.

Carpenter _____

Byrne Cupstoom FTR CG 3 18 9 6 15 11 14 13 12 11 Dirk

Has a potion hidden in one of the handles of his four mallets: Oil of Slipperiness. Very quick work but average quality. Byrne's daughter, Valarona, has Charisma 17 and Intelligence 4.

Carpenter _____

Nawabbe Hodkar CL N 3 12 9 7 10 12 15 10 15 16 Dagger

Likes his ale – drunkenness PROB 40% per day; Builds crooked houses; Whittles for fun; Eats raw fish; Has found two buried treasures in his life; Heals bruises by Touch. Special cache.

Carpet Weaver _____

Megan the Palfry FTR N 2 12 9 7 14 9 6 4 12 11 Handaxe

Weaves shag canvas and reed pallets. Megan loves barley cakes and gooseberry tarts and can be bribed by them. Has two pet Herons who will lay a Silver Pellet once a month. Collects knives.

Carpet Weaver _____

Gowen the Fierce FTR CE 5 29 9 7 16 15 10 12 13 6 Short Sword

Sends smoke signals by waving carpet over smoke. Gowen has been under an enchantment for 4½ years where he must be mean to someone once a week or lose his life. He has only six months to go. Big double cache in chest under floor.

Cartographer _____

Bottyl Nimbys MNK LG 4 13 9 6 12 14 16 17 14 15 None

Bottyl redraws dungeon maps and keeps a copy for himself as well as charging 150 GP. He has a large number of charts and maps of the Emperor lands (PROB 5% inaccurate) and nearby bodies of water (PROB 25% error). Common trail maps, 3 SP; uncommon trail maps, 7 - 12 GP; hidden dangers maps 100 - 400 GP; unknown or distant lands maps, 60 - 240 GP (PROB 20% inaccurate). No treasure maps. Only 45 GP, 31 SP, 2 EP in the till as Bottyl was recently robbed.

Cartwright _____

Swarthy Zlante FTR CE 2 12 7 7 13 12 13 10 15 6 Hand Axe

Zlante builds and sells carts, two wheeled at 110 GP and four wheeled wagons at 230 GP each. He has a foul mouth and terrible temper; his two slaves: FTR, N, LVL 1, HP: 4, 6, AC: 9, Hammer, stay out of his way as much as possible which isn't much. A wheel chest holds 60 GP.

Carver _____

Obed the Mighty	FTR	N	1	5	9	7	16	9	10	14	14	15	Scimitar
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Carves only statues and idols from wood. Has 260 SP buried in basement. There are Orc bones strewn around the basement. One talks. Vessels burning charcoal and incense overwhelm the shop with odor.

Casks _____

Astolf the Swift	FTR	N	1	5	9	7	12	13	9	12	14	5	Hand Axe
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Astolf makes four sizes of casks: tun (252 gal), butt (126 gal), hogshead (63 gal) and barrel (31½ gal), 27 GP, 15 GP, 10 GP, 7 GP respectively. Astolf is a loner and cannot stand crowds. The only method of transportation he uses is his feet as he runs wherever he goes. Two caches. For an extra 5 GP, Astolf will add a false bottom to a cask. Astolf is sweet on Shirl the Swift.

Caterer _____

Jadd	FTR	N	4	14	4	6	14	9	8	9	12	10	None
Zhays	FTR	N	2	13	5	7	15	10	11	14	14	12	Sword
Anib	FTR	N	1	3	6	6	17	12	12	10	15	10	Dirk
Isama	MU	N	4	20	9	5	10	17	10	12	16	10	Dagger
Fnayah	FTR	N	2	13	7	4	16	14	11	12	14	12	Cudgel
Tyae	FTR	N	2	9	8	4	15	13	16	15	15	11	Cudgel

Jadd the Caterer, a dark, brooding, mysterious fellow, has some very interesting staff. Isama gives magical flavors and chemical surprises to the cook Anib who assembles and cooks them and then Zhays gets them for artistic arrangement. Specialties: Roved out Boar Lungs and Honey Meat Pies and Verjuice. The two maids are blackmailers and rich (two caches each of 100 - 600 GP plus gems). Isama has a large special cache plus many valuable items in his lab.

Caterer _____

Topham the Jocund	Mc	LG	3	12	9	6	12	10	10	14	12	13	None
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Topham has a pet Kestrel and two mobile plants with whom he communicates. Caters plain food fancifully served. Grows vetches in his courtyard for his cow.

Cattle _____

Eldred the Hairy	FTR	N	2	3	9	6	14	9	4	13	10	8	Handaxe
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Eldred sells live cattle in his market stalls and he lives right off market row; most run 20 - 40 GP. He carries 30 GP and caches 600 GP at home. He has five Freeman Cattle Drivers.

Chainmail/Smith

Jaxel Farrain	FTR	N	1	4	5	6	16	12	7	13	10	14	Hammer
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Jaxel specializes in chainmail, working iron, copper, bornze and some silver and platinum. There is about 960 GP worth of metal laying about the shop. Although but a journeyman, Jaxel has already made a name for himself among the nobility for beautiful and costly armor, 100 - 1000 GP and up. One cellar cache of silver and platinum wire. Neighboring smiths who look in on him to check his work agree he is almost ready to become a master craftsman.

Cloaks & Tunics

Sug	MU	LE	20	103	9	13	16	18	16	17	18	11	Staff of Power
Kiya	FTR	N	3	11	5	4	14	9	7	10	11	15	Dagger
Mih	FTR	N	1	4	4	4	16	8	16	17	15	8	Scimitar
Jifwaddle	FTR	N	1	3	5	4	15	10	12	14	14	12	Dagger
Bellytoe	FTR	N	1	3	5	4	14	9	10	15	16	10	Dirk

Light Cloaks, 21 GP; Heavy Cloaks, 40 GP; Anti-Wind Cloaks, 60 GP; Anti-Weather Cloak, 100 GP; Tunics, 2 - 10 GP; Shimmer Tunics, 15 - 20 GP; Camouflage Tunics, 10 - 15 GP. The cashbox "till" consists of 9,850 GP, 1542 SP, 403 CP. One *Charmed* giant Tick dances on counter for paying customers but sucks blood of mere lookers and browsers. Tick has a phony diamond studded back and a made-to-fit cloak. Kiya sews cloaks but his halfling friends tend shop. Sug is often gone. Sug is the Magic User of the Black Adder Strike Team. Serious looking and formidable in height, he excells in aggressive, offensive magic: *Lighting Bolts, Fire Balls, Slow spell, Wall of Fire, Animate Dead, Flesh to Stone, Death spell, Move Earth, Control Weather, etc.*

Exotic Clothing

Jamiq al-Hiij	FTR	N	4	20	4	6	14	9	8	16	17	17	Dagger
Minamina	FTR	N	3	15	5	6	11	8	7	14	16	16	Sword
Kelstut	FTR	N	3	13	2	5	10	8	6	13	15	15	Club

Jamiq and her two bodyguards/clerks, Minamina (FEM) and Kelstut, run the large clothing shop of rare and exotic under and outer garments. Satin robes, 10 GP; decorated leather or polished stone encrusted fitted jerkins, 12 GP; lace gowns 16 GP; gold necklaces, 4 - 24 GP; masks, 1 - 20 GP; cloaks, 7 - 14 GP; dazzler robes, 90 GP; shimmer gowns, 32 GP. Jamiq dazzles all male shoppers into spending more than they intended. She has a jealous pet spider who bites anyone who touches her - bite, 2 - 40 plus stun immobile five turns.

Concubines _____

Freya the Radiant	TH	CE	4	19	9	4	10	9	10	11	14	15	Dirk
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Freya runs a rent-a-wife business. She has 30 young girls willing to serve a master in any way. All are: FTR, N, LVL 1, HP: 1 - 8, AC 9, Social Level 1 (Slaves), and intelligent hard working girls wanting to increase their Social Level and eventually marry well. Experience building. Jewelry stashed in lockers. Some cache.

Cordsmith _____

Irial Rapier	FTR	CE	3	13	8	7	8	9	16	12	14	14	Dirk
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Irial makes light rope and cord, both 100 hand spans for 2 SP. 2% PROB of breaking under medium load, 50% PROB of breaking under heavy load. Two apprentices, Ho and Hae, FTR, N, LVL 1, HP: 2, 4, AC: 7, Dagger. Two caches in bags, one hidden in a coil of rope, one under pile of jute.



Dancers _____

Tittle Dansi	CL	LE	4	17	6	6	15	10	16	10	16	18	Mace
Illia	FTR	N	2	10	6	5	10	11	10	11	15	17	Dagger
Matia Aleena	FTR	N	4	16	7	5	11	10	9	16	13	16	Dirk
Maisa Lyrr	FTR	N	3	13	7	5	13	12	8	10	14	17	Dirk

Tittle runs a genteel business, catering to gentlemen and nobility. Her 43 dancers command 3 GP per LVL per hour and she gets twice that. The girls cannot be bought but may be asked for further services (PROB 5% per CHAR point). Tittle also teaches dance at 8 SP per hour to those SL 6 and up. Each of the girls own 2 - 12 GP worth of jewelry, Tittle owns 1450 GP worth of jewelry and has 100 GP, 435 SP in her strong box in her room. Two vicious dogs, HP: 15, 12, AC: 6, guard the premises.

Dancer _____

Verna the Jewel	FTR	CG	1	6	8	5	9	10	8	13	16	16	Dagger
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Blinded by an enraged Lord, Verna still dances well and enchants the Nobility. She wears a large Ruby in her navel. She never married for a lost unrequited lover of a Wood Elf. She likes skinny men, though. She is rich.

Dancer _____

Ingeborn the Fair IL N 3 10 9 5 7 17 16 14 17 15 Dagger

Ingeborn spins dancing illusions to make up for her advancing age but she does still please audiences. She is training two apprentice Illusionist dancers, Zanqua and Deriabelle: IL, N, LVL 1, HP: 4, 1, AC 9. Magic Users seem to appreciate this exotic sort of dance the most. Lord Kodadaf, a King from a southern Kingdom, visits here whenever he can. Cache under doorstep inside back door.

Glove and Wand Dreamhall _____

Bleskill the

Fore-Knowing MU N 4 14 9 6 10 12 12 12 15 12 Dagger

Bleskill spends much of his time divulging "Forbidden" knowledge of lost otherwhen and elsewhere gates in hushed tones before a roaring fire.

Dried Foods _____

Moxfieln the Quaint FTR N 2 10 9 6 14 10 8 9 12 14 Dirk

Moxie dries and sells vegetables, spices, crabapples and grapes. He has a pet Phase Spider that likes him who guards the premises. Cache.

Dried Meats _____

Lonpo Hojalar Mc LG 1 7 9 5 8 16 14 10 13 9 None

Lonpo dries and sells Capon, Duck, Pigeon, Pheasant, Partridge, Razorback Hog, Squirrel and Venison. Yellow Mold is seeping into the basement drawn through underground tunnels, by smell of game.

Dried Meats _____

Gerd the Raker FTR N 1 4 9 7 16 12 10 10 12 8 Short Sword

Gerd's primary customers are adventurers who need dried meat for their long journeys. Gerd happily supplies them with this along with rumors and information which he gathers in the course of his job. Those adventurers who pay his inflated prices (rather than bargaining him down to something reasonable) will be freely supplied with this knowledge. Gerd employs two Assistants: FTR, N, LVL 1, AC 9, HP: 3, 7, Short Sword. Prices: 1 GP per pound for most meats. Customers: NA 2 - 12, Levels 2 - 12.

Dyer _____

Owen Cutbeard	FTR N	2	8	9	7	12	9	10	8	12	5	Rapier
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His shop is open roughly 16 hours a day and does a fair amount of business, mostly with local residents who have just purchased linens and want them colored. Thin and somewhat nervous, Owen is generally suspicious of people he does not know, but open and friendly to new comers with his multi-colored hands and wild, bristling hair, but he is usually harmless. If attacked, any hints of him being nervous vanish and he becomes a highly efficient fighting machine. However, he thrusts with his rapier only to incapacitate, but will kill if forced to do so. His rapier is a rarity in itself, and this is compounded by the fact that it is made of steel. If asked he will tell the person asking that it came from a ruined castle far to the east, and that there were others, but that he had left them because he had no need for another.

Dyer _____

Halbex Vilrokin	FTR LE	2	19	3	7	17	18	10	11	13	13	Poniard
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Halbex Vilrokin squeezes berries, mashes roots, steams leaves, crushes stems and takes scrapings to form his dyes. Wood waxen, soot, fustic and minium are examples of the variety of materials he uses. He likes reds and bright blues, especially. Will dye to suit. However, PROB 5% the dye makes the material itch, PROB 5% of allergic reaction, PROB 10% dye will bleed. If Halbex doesn't like you, you'll get a material (PROB 100%) that does all three. Cache: 825 GP, 230 SP, jewelry.



Employment _____

Shirl the Swift	FTR N	1	2	7	7	10	12	9	15	12	14	Dirk
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Shirl advertizes that she can place anybody in a job but of course they can't be picky. It costs 1 SP to be put on her list, and once placed, the cost is 10% of the first three months income. Recently placed: an Ogre as houseguard; an Illusionist as public relations specialist; 20 Mercenaries sent on dangerous mission; a Magic User as a fireworks inventor; a Merman as an underwater basket weaver; a Mycretian as a gardener, etc. Shirl loves to run; her favorite jogging partner is Astolf the caskmaker. There are 633 SP in the wall directly behind her desk. Cashbox and till.



Engineer _____

Lardwell Ginnen	MU	N	4	18	9	8	8	16	12	12	13	12	Dirk
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A short chubby Magic User, Ginnen specializes in war machines and weapons and construction of wall. Hates Orcs and Snakes; Loves roast Spider; Hires out on illegal projects (is a challenge, he thinks).

Executioner _____

Aldis Bunnar	FTR	N	6	34	7	6	16	7	5	15	16	6	Battleaxe
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Aldis is very good with an axe but not too smart with knotting rope. He is fearful that he is being stalked by Invisible Stalkers and Ghosts. A Demon's Amulet he has in his secret cache is bringing him bad luck. He leads prisoners down to the dungeon under the palace but he never inspects the various levels himself like he is supposed to.

Exotic Herbs and Spices _____

Ronan the Grey-eyed	FTR	LG	3	17	9	7	13	8	4	10	12	10	Rapier
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Gets paid by the City to keep the moat clean while he inspects his herbs and spices that grow along it. Spices, 1 SP - 3 GP; Herbs, 3 CP - 12 SP per bunch.

Exotic Meats _____

Lamrila Hatrishem	FTR	N	6	36	6	6	14	12	13	13	14	12	None
Sanlow	FTR	N	5	25	4	5	17	10	8	14	16	10	Sword
Mafati	FTR	N	4	26	2	5	16	15	10	14	10	13	Sword
Morsug	FTR	N	3	21	7	4	16	10	12	12	16	10	Saber

Lamrilla sends her three hunters out on campaigns with groups going after monsters. They cut up steaks, dry or salt them down and cart them back for sale at high prices. Price per Steak: Roc, 805 GP; Griffon, 625 GP; Purple Worm, 29 GP; Displacer Beast, 346 GP; Stirge, 180 GP; Dragon, 975 GP; Giant Slug, 22 GP; Beholder Eye Stalks, 210 GP each. Much in demand for high Social Level parties. Ten caches.





	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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Falconist _____

Waring the Hick	FTR	CG	1	5	7	5	10	9	10	12	13	8	Dirk
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Waring trains Falcons only. He is quite eccentric and simple but does well by his birds. He has a vial of Animal Control Potion. He visits Basteina of Playa Hel Fey.

Feed and Seeds _____

Ekmonre the Frothy	FTR	CE	1	3	7	6	10	8	3	14	10	7	Longsword
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Sacks of feed in Ekmonre's storehouse are loved by rats. He keeps five cats who can't keep up with them. A former farmer, Ek is trying to better himself but what with rats, Sanquinair after him and back taxes to pay, he's getting fed up. He's looking for a smuggling job. He's a good Owl Bear tracker and wears a Ring of Protection. Cache in bed stand.

Fire Brigade _____

Plummer the Chump	FTR	CG	4	20	9	6	14	6	10	15	12	10	Sword
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Plummer stores buckets, tin jugs, etc. but his volunteers seldom do much good unless the fire is caught early. Plummer has a Potion of Fire Resistance to help him in his fire battling.

Fisherman _____

Zebulon Roc	FTR	N	3	10	7	4	10	8	8	8	13	10	Scimitar
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Zeb has an arrangement with two Lizardmen. He trades bodies of temple sacrifices for special rare fish that bring good prices. Cashbox, 765 GP.

Fisherman _____

Emnor the Pious	CL	LG	2	11	9	5	10	9	14	12	10	9	Mace
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Emnor makes other fishermen nervous because he is so honest. Catches Crayfish which he sells and eats. A magical, speaking Crayfish once gave him a large bag of Pearls which he still has hidden.

Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Fisherman _____

Barnacle Bart	FTR	N	1	7	7	5	13	14	10	11	11	8	Dagger, Harpoon
Sloppeena	FTR	N	1	6	7	4	9	9	9	14	6	13	Quarterstaff

Bart catches a variety of fish with the help of his beloved wife: Bluefish, Porgy, Croaker, Pompano, Whiting and Shad. Owns a Glass of Underwater Seeing (1 - 6 fathoms). Special cache of Pearls on his boat.

Fisherman _____

Odo the Brave	FTR	CG	3	16	5	6	14	10	11	9	8	7	Dagger
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Catches mainly Shad and Snapper. It is though by some that Odo saved a whole large group of Mermen from a Sea Monster and that is why his catches are always so full.

Fisherman _____

Libjarrem the Cordial	Mc	LG	2	10	8	5	12	10	9	12	14	12	WalkingStick
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Fishes fresh waters only; catches Mountain Trout, Perch, Pike and Sunfish. Libjarrem salts it down and packs it to the nearest town. Gets seasick and doesn't like ships.

Fisherman _____

August Oldsod	FTR	LE	4	19	7	6	10	11	11	12	10	6	Dirk
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Fishes up north for Sea Trout and Tuna and does a good trade. "Suction" scars on his arm and face "prove" his story that he battled a giant Squid and won. Three caches.

Fishing Tackle _____

Aksheh Subbi	FTR	N	3	19	9	6	12	13	9	9	8	6	Spear
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After campaigning and gaining a modest fortune, Aksheh decided on a simpler life. But past enemies haunt him and drive him to drink. Wife, Murya, tires of this. Orcs try sneaking in but are repelled by Aksheh's Orc Sword, Knasher. Three caches, one containing eight large Diamonds.

Fishing Tackle _____

Amadis the Barbarian FTR CE 3 7 9 6 12 8 6 10 11 10 Mace

Harpoons, hooks, lines and especially nets are sold here. Amadis, a rude type, sails on trading voyages when he can. Hobby: looting and pillaging. He has a figurehead of a Mermaid with gem eyes mounted in the shop. Four caches.

Fletcher _____

Arthol the Tedious FTR N 3 18 9 7 11 10 12 11 13 4 Dagger
Aldegott Sprig FTR N 1 6 9 8 13 10 4 12 13 7 Dirk

Arthol trades regularly with bird specialisits at Kevalla getting the finest feathers. He occasionally makes trips to the Aves Sanctuary himself to search out every new varieties of feathers himself. Aldegott Sprig makes the shanks and does the tying and glueing. The most balanced and perfect arrows get Carbelium arrowheads. Some get a "Fly True" spell from Magic User friends. There is a vault of arrowheads worth 1,000 GP. 30% chance of visitors that come in are allergic to something in the shop. 10% chance of uncontrollable sneezing.

Fletcher _____

Harwood Beardless FTR LE 1 2 9 9 10 8 10 11 12 10 Dirk

Horrid Harwood is awe-inspiring in his abnormal fear of strangers as he cowers into a fighting stance. Friends usually announce themselves before entering his shop. A fair Fletcher and the son of a Noble, Harwood commands high prices (4 SP per shaft). His many children swarm in the dark corners and drool from the rafters. Cache.

Fletcher _____

Gudmundur the Vapid FTR CE 1 5 9 9 12 12 8 9 8 10 Rapier

Gudmundur has many friends in high places which explains why he hasn't been slain by some Irate Bowman years ago. His arrows are beautiful and appear quite true although they bestow - 6 to hit and always break. He demands 1 GP each and a minimum order of 24.

Fletcher _____

Throck Unkakilid FTR CG 2 10 9 7 10 10 5 7 10 9 Cudgel

Fletcher keeps Pigeons and Doves and Ducks. He makes cheap arrows; brags about adventure he never had. Poor. 20 CP and 5 SP are in sock beside bench.

Fletcher _____

Faraday Trifling	FTR	CE	1	8	9	8	10	9	8	8	13	14	Dirk
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His work is of excellent quality but he has a tendency to be extremely picky about the slightest mistake or other annoyance. He makes friends easily but he loses them just as easily because he constantly complains about and points out their character flaws. He works alone because his help never stays very long. Arrows are 1 GP per dozen; Single Silver Arrow is 1 GP. Customers: NA 2 - 12, Level 1 - 12.

Fletcher _____

Howland the Slack	FTR	CG	4	19	9	9	13	10	9	10	14	10	Short Sword
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Howland is one of those unique Elfs who gets along with Humans, dislikes Hobbits, and treats Half-Elves as someone equal in evolutionary perfection. Besides his bizarre behavior, Howland is noted for his arrows which, while being expensive, always fly true. Each arrow costs from 2 - 8 GP depending on length, style of point, etc. But before a person can purchase any arrows, Howland demands to watch them shoot under many different circumstances so he may better judge what arrows to sell. Howland's shop is frequently closed as he is off on a sort of mini-adventure with his clients. Howland has been known to refuse to sell his arrows to people he either feels are no hope archers or he dislikes. Customers: NA 1 - 6, Levels 2 - 10.

Fletcher _____

Fysst the Fast	FTR	CG	7	28	5	7	14	13	14	13	17	16	None
Shummer Shoven	FTR	N	2	8	5	7	9	13	13	11	16	13	None
Matta Mbozni	CH	N	1	1	9	3	10	14	8	12	15	12	Dagger
Slinegga Pree	CH	CE	1	2	9	3	12	10	9	7	13	12	None

Fysst buys nothing but the best arrowheads for his arrows, uses excellent, durable wood stock and only the best Fleeder Bird Feathers. He has a well-known reputation as a very good bowman, too. Arrows, 1 GP each; quarrels, 13 SP each. There is a quiver of +2 arrows and silver-tipped arrows along with 195 GP inside a locked cabinet, poison trapped.

Flower Shop _____

Fothergill the Clever	MU	N	4	17	9	6	8	16	10	12	11	12	Dagger
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Fothergill loves smelling and contemplating flowers and is a specialist on applying spells to smells. Be careful when smelling posies! Special flowers, 10-80 GP each depending on the spell (no death spells). Fothergill has a Tome of Clear Thought as well as several other spell books and flower guides. Cache and special cache.

Fazhur Pink's Flower Shop

Fazhur Pink	CL	LE	18	78	7	10	14	18	19	18	17	17	Staff
Sata Fariq	FTR	N	3	12	8	3	13	9	11	15	13	17	+1 Dagger

Fazhur Pink, while no herbalist, does have a good eye and nose for flowers and his shop is well visited. His wife, Sata Fariq, runs the shop while he does the back-of-the-scenes work including roaming far and wide for new and unusual species to grow in their extensive garden houses.

Pink appears mild mannered, almost foppish, but is in fact a devoted Natchai as well as a **Black Adder**. A member of Eleina the Fair's Strike Team he is often called on to cure serious wounds, dispell good and create food. But he also stalks like a tracker, has the stealth of a thief, protects against good and communes well with the powers below. Pink specializes in curses – such as temporary blindness whenever the cursed tries to use a weapon; induced vertigo upon sighting female CHAR 18 (includes vomiting); cursed Mur Shunnans to loathe mermaids; gray ooze to grow in footprints if wet; flowers to wilt within 10 feet of cursed, etc.

Pink owns Drums of Panic, Buttons of Hold Attention, Boots of Stumbling, Bag of Holding and Snake Staff. Three large rubies of unknown purpose grace his wife's necklace, 400 GP are hidden behind a hidden sliding door in a cubby hole with a bag of jewels, large diamonds and scarlet lychnis stamen dust. The Strike Team's main order of business is murder, kidnapping and grand theft, in that order.

Foreign Clothing

Wyziff Notwitt	FTR	CG	2	7	7	6	14	12	10	14	8	6	Rapier
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Wyziff sells bright colored Tunics and Sashes of strange design. Satin, lined in serge are popular, 4 - 80 GP. One hat of Ostrich feathers has red burning feather eyes that numb the Lawful mind with Chaotic Psionic power. 10% chance of getting a foreign skin rash upon wearing clothes from this shop.

Forest Protection

Marsh the Masher	FTR	CG	6	19	7	6	12	10	12	10	14	10	Short Sword
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Marsh roams the Emperor's forests reporting any illegal cutting or other harmful activities. He's made friends with the Wood Elves and is tolerated by most animals and some monsters. He has a reputation for being fair but harsh.



Fortune Teller _____

Zhara	MU	CE	5	19	9	5	9	16	15	17	17	3	None
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Madame reads hands, cards, leaves, faces and body language. Her Crystal Ball is one of the best and is extremely attuned to her. There is 50% chance of good luck being forecasted; 40% neutral advice or information; 10% bad luck. Short reading involves recent past, present and near future, only 2 GP. Long reading involves much of your important past moments, concerns of the present and many possibilities, dangers and forecasts of the future and why, 10 - 40 GP, depending on Social Level. Several gem and jewelry caches about the walls and ceiling, magically protected.

Fresh Meat _____

Balladonny	MU	LG	1	1	9	6	8	16	15	10	12	17	Dagger
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Sells old worn out oxen beef cuts just butchered. Spells keep away flies. He has a soft heart for beggars. A Rhyming Lurgi is his constant companion.

Furniture _____

Colgitabo Somme	FTR	LE	1	7	7	6	16	8	9	12	14	7	Morning Star
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Small tables, simple chairs, stools, benches and plain beds are cheap here. Colitabo is an ardent Mer Shunna. Also makes wooden statues of Mermaids. Cache.



Games _____

Kuno Gommonor	FTR	LG	4	24	9	6	10	11	6	15	10	6	Dirk
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Kuno loves Chess and has a standing bet of any game he sells he'll give away to anyone who can beat him in Chess. He can mind block Magic Users. A Monk beat him once but he cheated. Elnavor the Elf designs many of the games but many are too intellectual for most people. So Kuno stocks Dwarvian games, ball, chance and hoop games, bone ice skates, javelins and dice games. Cache. Cashbox: 60 GP, 300 SP.

Games _____

Truesdall Gamman	FTR N	1	2	5	6	14	12	13	14	10	8	Rapier
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Leather Gaming Boards, 9 SP; Brass Playing Pieces, 3 SP; Ivory Knucklebones, 2 GP; Carved Rat Raceways, 3 GP; Inlaid Ebony Boards, 4 GP; and Exotic Games of Dwarven Manufacture, 20 - 120 GP, line the shelves of Truesdall's colorful shop. He is usually to be found gaming with his friends: Kratofar the Javelin: FTR, LVL 1, HP: 4, AC 9, Short Sword; Goraprax Follyman: FTR, LVL 1, HP: 8, AC 8, Rapier; and Lingvat the Liar: MU, LVL 1, HP: 1, AC 9, Dagger; at the rear of the shop. Five Slaves: N - CE, LVL 1, HP: 5, 5, 4, 3, 2, AC 9, Daggers; wait on customers and guard the merchandise. One wooden playing board has a badly weathered map carved on its' reverse side which depicts all the coastal areas for 120 miles with currents listed. The map is worth ten times the cost of the game (25 GP).

Games _____

Unwin Gamman	FTR N	3	20	9	6	10	9	12	15	9	10	Dirk
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Unwin spends most of his proceeds as quickly as he earns them. He arranges Gladitorial matches for the arena being the middle-man between Nobles and the Gladiator schools. Unwin the Unwise is noted for his unfailing inaccuracy at predicting winners (many gamblers wait for Unwin to place his bet before placing theirs). In any event, Unwin has first hand knowledge of all the fighters scheduled to appear within two days. Unwin's prize possession is the split Shield of a Barbarian contestant said to have slain 326 Gladiators in one year. The mouth of a stuffed Baboon's head mounted over the door contains 12 SP and 34 CP.

Games _____

Tarkrog Vozmerell	FTR N	3	19	6	6	17	12	10	15	16	12	Battleaxe
Happy	FTR N	1	8	2	7	16	8	12	14	15	10	Hammer
Izzadan Noe	FTR N	2	19	4	6	14	10	11	13	14	8	Short Sword
Sevador Gadan	FTR N	1	3	2	6	16	9	10	14	10	12	Dirk
Filtarg Mordawl	FTR CE	3	4	6	7	17	15	7	12	12	14	Short Flail
Mogwort Wibe	FTR LE	7	5	2	7	16	14	8	16	15	13	Broadsword
Huckster Hothar	FTR N	1	8	8	6	15	8	12	18	11	12	Rapier
Lonar Zadd	FTR CE	1	4	5	6	14	13	13	15	13	11	Handaxe

Tarkrog charges 9 SP door fee for gamers to enter his commodious gaming room. Curses, shouts, and laughter make his shop so noisy that conversations are quickly turned to shouting matches. Brawlers are often tossed out the door by Terrible Tarkrog's burly bouncers. Huge miniature wargames are most popular especially between those which can afford the services of an Illusionist. Tarkrog demands a 10% fee for any gambling done at the gaming tables. Bormulea, a Female Orc: 1 HD, HP: 5, AC 6, Dirk; sells Bear Jerky to the gamers and cleans the shop.



Gemcutter

Glabrus Gemstone	FTR	N	3	9	2	9	10	12	10	15	17	14	Rapier, Knife
Rok	FTR	N	1	5	5	1	17	10	8	14	10	10	Sword
Bok	FTR	N	1	3	5	1	12	9	7	13	8	11	Sword
Nok	FTR	N	2	10	5	1	14	8	5	15	11	9	Sword

Eagerly sought after by jewelers and valuable stone miners, Gemstone is a master of masters of all types of faceting and cutting. He charges 50% of uncut value for all his work and he keeps the scraps (often larger than they have to be). He has three slave halfling guards. The strongbox double locked and sealed with contact poison contains 354 GP, 437 SP, 8 PP, 22 uncut gems at 20 - 100 GP each and 4 cut gems at 60 - 300 GP each.

Geologist

Huntz Shail	Mc	LG	6	30	9	7	12	10	12	6	12	8	None
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Knows the hills and dales, where to dig for water, minerals and oil and is 30% accurate on locating gems. Dwarves seek his advice but he says he's no good on Gold and Silver.

Ghost Chaser

Woodlock Fer	MU	CE	23	98	9	14	15	18	16	17	19	5	Corporeal Wand
Xenia Pollienna	FTR	N	5	18	6	5	14	10	11	17	9	18	Dagger
Juglak Fug	FTR	N	4	18	7	2	14	10	10	16	8	15	Club
Bumkswill	FTR	CE	3	11	8	2	9	8	9	10	8	14	Club

Woodlock Fer is known to be a nasty character (he keeps company with thieves and cutthroats) and no one approaches him without some trepidation. He is an excellent murderer, kidnapper, catcher and finder of supernatural beings. Recent escapades: one errant chasm imp now has several large sunshine crystals in his stomach; 20 spectres in the Barradine Ruins now have corporeal heads; King Dalsar the IV of Stukwrak is no longer a wandering Ghost haunting the Lake Pernicus area but is chained to a wall under Dacil Vonidar. Wooklock collects pieces of his victims that he occasionally shows to ambitious young ruffians to put the fear of the devil into them.

Juglak Fug and Bumkswill guard Woodlock's treasure in the basement: Jewel studded skulls, ex-dragon hoards, wyvern tails, manticores spikes, obscene amulets of platinum, paralysis orbs, a silver-plated purple worm, five witches' brooms, etc. Woodlock does the seamiest jobs assigned to the Limit Team of the Black Adders. Woodlock has more creativity as to methods than all the other Black Adders.

Gladiator Trainer _____

Barlon the Brute FTR N 4 17 8 5 17 15 10 17 17 16 Longsword

Barlon won his freedom by defeating four Lizardmen he is wont to brag. As overseer of Paragon of Prowness Gladiatorial School, Barlon is often called upon by the aristocrats of the City State. His quarters are filled with well-oiled and finely honed weapons of exotic manufacture. He has collected six Throwing Knives, twelve Daggers, two Handaxes, a heavy Throwing Axe, two War Picks, a Dwarven Hammer, two Morning Stars, three Flails, two Rapiers, a Silver-studded Cudgel, a Scimitar, three Spears, two Tridents, a weighted Net, four Broadwords, and five Short Swords. Barlon's Adamantive Chainmail Tunic +3 is carefully hidden within a concealed (and poison-trapped) compartment of his overstuffed bed. Four Guards: FTR, N, LVL 1, HP: 7, 7, 8, 9, AC 4, Short Swords; and three Slaves: FTR, N - CG, LVL 1, HP: 5, 6, 6, AC 9, Daggers; roam the premises.

Glassblower _____

Egron of Erd FTR LE 2 6 9 7 10 11 10 12 13 8 Rapier

Egron is well known for his cheap jewelry and paste gems for decorating armor and weapons (3 - 18 CP each). He is also well known for his shockingly hideous pet dogs (of an unknown breed): 1 HD, AC 6, HP: 3, 2, 4, 1, 1, 2, 2, Bite: 1 - 6. Egron is the head of the Nantyer's Clan and his enemies are reputed to have been found hanging from lantern posts completely dried of blood. He likes to recite parables of a menacing nature and is easily upset with customers wishing to barter for lower prices. Egron keeps a poisonous dart within a blowgun disguised as a glass-blowing tube. Three cowering Apprentices: FTR, LVL 1, AC 9, HP: 3, 2, 3, Daggers; assist Egron.

Glassblower _____

General Gurtzon the Glazier FTR CE 4 21 9 8 14 8 5 11 12 10 Rapier

A venerable old warrior, Gurtzon is reputed to be the offspring of some Demon Prince. His utter disdain of all things considered civil or genteel results in many arguments and cursings (an art highly developed by Gutzy Gurtzon). While the object of the hatred of many street urchins, his customers are amazed by Gurtzon's elegant and airy sculptures of glass. He specializes in glassware shaped as exotic animals and water fountains. Specially designed glass sculptures up to four foot high run 20 - 120 GP each. His shop is filled with objects-de-art priced 3 - 18 SP. Gurtzon was humiliated out of military service after claiming to have overheard a treasonous conversation between a wolf and a Gypsy wearing heavy earrings. He also breaks into a mystic chant at odd times.

Glassblower _____

Pepperell Verrier FTR N 3 9 9 8 12 10 12 14 12 10 Dirk

Blows nicknacks only, no containers. Glass Sailboats, 120 GP; Glass Mermaids, 35 GP. Cache.

Glassblower _____

Fielding the Duncer FTR CE 3 11 7 8 10 4 5 6 9 8 Dagger

Fielding makes simple but beautiful cups. His temporary insanity seizures cause him to become violent to living things so he must be restrained. Once, though, he claims he outstared a Troll until daylight and he turned to stone. A piece of that stone (he says) is in his workshop propping up a bench. He has a pet giant Leech.

Glassblower _____

Evinth Glotsur FTR CG 1 5 8 7 9 15 10 12 14 5 Short Sword

Evinth is a glassblower who makes only bottles, vases, cups and mugs but he also sells stoneware, clay and metal containers as well. Mugs, for example, are clay 3 CP, stone 12 CP, glass 6 SP, copper 9 SP, silver 20 GP, and gold 50 GP. There are over 4000 containers in the shop (the 2% gold and 4% silver are locked up). A ferocious (at command) dog, HP: 10, is his only bodyguard. Strongbox and one gold statue worth 918 GP is hidden under trap door in bedroom floor. Occasionally Evinth will give cups free to children.

Goldsmith _____

Marquis Goldbeter IV Mc LG 3 12 9 6 12 10 14 14 13 10 Dirk

Goldy, as his friends call him, has a very high reputation for honest weights and superb craftsmanship. Three Dwarves: FTR, LG, LVL 1, HP: 4, 8, 6, AC 6, Hammers; and four Halflings: FTR, LG, LVL 1, HP: 3, 4, 4, 5, AC 8, Daggers; work the bellows forge and tongs. Goldy requires customers to provide guards for their jobs as they progress through the shop; NA 4 - 24, FTR, LG - N, LVL 1 - 2, AC 5, HP: 6, 9, 6, 5, 8, 9, 5, 2, 5, 3, 4, Swords. The raw Gold (985 GP) is stored within a twelve foot block of granite covered with iron plates. Access is gained through the iron door in the top of the block. Three mechanical scythes hanging from the ceiling must be locked via a trapdoor in the second floor and three large locks disengaged (requiring a minimum of one hour). Four Cobras: 1/2 HD, HP: 2, 1, 2, 1, AC 8, Fangs 1 - 2+ Poison; are kept within the four foot chamber within. Goldy charges a 5% fee for storing valuables per month.

Goldsmith _____

Fenic Finegelder FTR N 4 13 2 7 14 12 11 10 9 9 Sword
Wily Finegelder MU LG 1 4 9 8 6 16 12 10 16 13 Wand of Cold

Wily Finegelder is known among the nobility for her intricate work and pleasing designs (30% PROB floral designs have luck charm worked into it). There are five small statuettes (125 GP each) on display at the front of the shop. Gold bars and gold leaf stored in small iron and stone room, walls two hand spans thick with thick iron door, double-locked; husband Fenic wears the keys around his neck. Two guards, Kaerr and Dragan, FTR, N, LVL 3, HP: 17, 15, AC: 4 are on constant duty. Iron room contains 635 GP, 7 gold bars and 805 GP worth of gold leaf. Wily must have a secret weapon because he has never been successfully robbed.

Goldsmith _____

Elberk Beter	FTR N	3	7	9	7	18	8	12	15	16	15	Longsword
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Elberk specializes in finely engraved arm bands and neck rings. Through some ancient process known only to himself, Elberk's gold ornaments stretch and return to shape up to 20%. His three daughters, Cernia, Lizina, and Janien: FTR, N, LVL 1, HP: 2, 3, 4, AC 9, CHAR: 14, Daggers; administer Elberk's ten Laboring Slaves: FTR, N - LG, LVL 1, HP: 4, 3, 7, 2, 5, 7, 1, 2, 3, 1, AC 9. His four sons, Rogue Elran, Elorix, Minot Bushynose, and Eglathor the Wraith: FTR, N, LVL 2, HP: 4, 9, 8, 6, AC 7, Swords; are in charge of the twenty Guard Slaves: FTR, N, LVL 1, HP: 3, 5, 1, 1, 7, 8, 8, 6, 5, 7, 3, 2, 2, 4, 5, 8, 2, 1, 2, 3, AC 4, Spear and Sword. Elberk, himself, finishes the last stage of the process in a carefully locked rear room. Patrons can never enter the workshop and prices range from 30 - 180 GP per armband and 50 - 300 GP per neckband. Ten Gold Bars (200 GP each) are suspended in midair by block and tackle chains which enter the rear room. Six Crossbow traps must be disarmed before anyone can step onto the platform safely. It is rumored that Elberk was once a sailor and shipwrecked upon the Isle of Blood whence he gleaned the ancient process of his fame from an injured bird-man.

Goldsmith _____

Rock Varkellit	FTR N	8	45	3	7	17	9	8	15	15	15	Sword
Lledmar Tul	FTR N	6	36	2	6	14	15	14	10	13	12	Flail

These two unlikely friends work together making Golden objects. Blustery Rock concentrates on the larger items like Gold Plated statues, idols and figurines, while lean Lledmar does the intricate jewelry like chain necklaces, rings and pendants. Each has a pet Hodag: 4 HD, HP: 13, 15, AC 2, Bite: 3 - 18, Poison Type 8. Legend of the Blinkerg Ruby Pendant. . .lost somewhere in the City's dung heap is a pendant that severely (if not mortally) wounds any LE type upon command of the wearer.

Goldsmith _____

Pashiell Ringe	FTR N	2	10	7	7	12	10	5	13	10	12	Short Sword
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Pashiell does mostly Gold Plating and Alloy work. Makes his own wine and obtains his own grapes. His Gold stock is protected by a Bloodlapper (3 HD, HP: 18, AC 5, Bite: 11 - 20), a crouching form like a rock but has many telescoping arms with dagger claw-like "hands". The head on top has no mouth but many long protruding black tongues. Keeps 3.000 GP worth of Gold in his vault. Cashbox: 700 GP, 950 SP.

Guide _____

Marl Surefoot	FTR N	3	14	7	4	15	13	9	18	10	15	Short Sword
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Surefoot, the halfling, is very friendly and tends to trust people because he can tell Alignment (PROB 90%) on sight. Knows the City intimately and the Greater Emperor Lands as well as anybody. Charges 1 GP per day plus 2 SP per mile. Carries 80 - 100 GP on him.

Locations of Caches: Dwelling

I. Floor	II. Ceiling	III. Walls	IV. Basement
1) Porch	1) Chimney	1) Outer, Front	1) Loose Brick
2) Hallway	2) Hallway	2) Outer, Rear	2) Stone Wall
3) Bedroom	3) Bedroom	3) Outer, Right	3) Dirt Floor
4) Main Room	4) Main Room	4) Outer, Left	4) Rafters
5) Kitchen	5) Kitchen	5) Fireplace	5) Tunnel
6) Other Room	6) Other Room	6) Kitchen	6) Chest
7) Threshold	7) Rafter	7) Bedroom	7) Room magically hid
8) Hearth	8) Hanging Lantern	8) Hallway	8) Dugout Trap
9) Rug	9) Attic	9) Main Room	9) Shelving
10) Stairsteps	10) Roof	10) Other Room	10) Pile of Junk

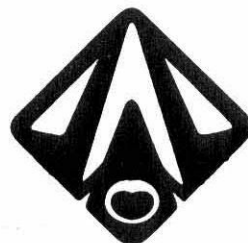
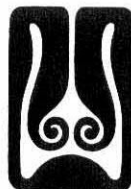
Area of Location

- | | |
|---------------------|---------------------|
| 1) Upper/Front | 6) Lower L Quadrant |
| 2) Lower/Rear | 7) Upper R Quadrant |
| 3) Right (R) | 8) Lower R Quadrant |
| 4) Left (L) | 9) Top/Above |
| 5) Upper L Quadrant | 10) Bottom/Under |

Location of Caches: Furniture & Accouterments

I. Boxes	II. Has Legs	III. Useful Objects	IV. Fine Objects
1) Jewelry	1) Bed	1) Book	1) Picture
2) Tool	2) Vanity Table	2) Lantern	2) Statue
3) Chest	3) Desk	3) Broom	3) Lyre
4) Wooden	4) Dresser	4) Kettle	4) Lute
5) Crate	5) Chair/Bench	5) Utensils	5) Flute
6) Magically protected*	6) Stool	6) Dishes	6) Crystal
7) Metal	7) Spinning Wheel	7) Rug	7) Vase
8) Chamber pot	8) Bookshelves	8) Blanket	8) Clothing
9) Bread	9) Dining Table	9) Jar	9) Linen
10) Cash	10) Wardrobe	10) Basket	10) Flowers

* Throw again, excluding 6 for further description.



LVL GL	Carried Valuables Worth	Caches** Less Than 600 GP
1 - 6	1 - 6 CP	1 - 6 SP
1 - 6	3 - 18 CP	1 - 6 GP
1 - 8	1 - 6 SP	2 - 12 GP
1 - 8	1 - 6 GP	6 - 36 GP
1 - 12	1 - 10 GP	7 - 42 GP
1 - 12	2 - 20 GP	9 - 54 GP
2 - 16	4 - 24 GP	11 - 66 GP
2 - 16	6 - 36 GP	10 - 100 GP
2 - 16	4 - 40 GP	30 - 180 GP
3 - 18	5 - 50 GP	40 - 240 GP
3 - 18	6 - 60 GP	50 - 300 GP
3 - 18	9 - 90 GP	60 - 360 GP
4 - 24	12 - 120 GP	80 - 480 GP
4 - 24	16 - 160 GP	100 - 600 GP
4 - 24	20 - 200 GP	100 - 600 GP
5 - 30	30 - 300 GP	100 - 600 GP
5 - 30	40 - 400 GP	100 - 600 GP
5 - 30	50 - 500 GP	100 - 600 GP
14 - 34x	100 - 800 GP	None
14 - 34	200 - 1200 GP	None
14 - 34	10 - 100 GP	None
15 - 40y	1 - 10 GP	None
15 - 40	None	None
24 - 100z	None	None

x 4D6 + 10

** 1 in 6 roll, Special Caches.

y 5D6 + 10

z 4D20 + 20



Special Caches Less Than 600 GP (Roll for GP accompanying, see Hierarchy table)

- 1) Pretty buttons (one black, one an amulet of protection from Cleric spells)
- 2) One regular sword with beautifully carved handle
- 3) Dagger +2
- 4) One half page of a beautiful poem (from Red Book of Ragd'lharn)
- 5) An incriminating letter between two Padishah
- 6) Potion (Flying) in a perfume bottle
- 7) A tiny locked wooden box; inside is a piece of parchment with five runes on it (translated, it spells the Green Emperor's true name — it's wielder cuts Seheitt's power in half when in his presence)
- 8) Shield +2
- 9) Magic Bow
- 10) A copper bracelet with a silver latch (keeps the wearer's spirit hidden from Mycretians)
- 11) A treasure map, no visible directions
- 12) Flaming sword, (cold) wand
- 13) A vial of acid and an obsidian arrowhead (flies true)
- 14) One red +2 chain mail suit made from carbelium (highly illegal and valuable)
- 15) Potion (Giant Control) another matching vial of water
- 16) A carved mermaid made of blue crystal, five inches high
- 17) Efreet bottle among 28 regular bottles
- 18) Spear +3
- 19) Potion (Invisibility — dehydrated dust in bottom of bag)
- 20) A book of ancient tales from the South

Each of the above should be used but once in a game. After use, replace even numbers with a small gem, odd with a small magical object.





Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Hatmaker _____

Allar Shutferg FTR CE 1 6 4 7 8 11 10 18 11 12 +1 Dagger

Selling hats is big business and Allar carries an incredible variety of materials from straw hats (1 CP) to fur, silk, velvet and gold hats as high as 275 GP. Over 30 FEM, FTR, N, LVL 1, HP: 1 - 4, AC: 9, Dirks, work from sun up to sundown sewing hats to keep up with demand. Special ordered hats are twice as expensive. Stocked shelves are worth 87 GP. Two caches.

Herbalist _____

Fernlace (Rusaadi Gaatael B'Harim)	Mc	LG	29	235	9	21	18	18	18	18	18	18	Quintuple Thong
Red Oak (Taroya)	Mc	LG	6	37	9	6	15	16	10	12	16	14	Double Design Ring
Shadbark (Jafila Ziq)	Mc	LG	12	61	9	7	14	15	14	8	14	12	Triple Protection Circle, Pentar Onyx Necklace

Fernlace is the top Herbalist in all the land. There is scarcely a plant he doesn't know and he can work wondrous things using them. He can shrink a very large tree down to its original seed overnight. He can *shapechange* into a tree and back. He can speed healing, draw up water from underground for drinking or filling moats, surround a castle with thickets. Fernlace is, in fact, a Mycretian Prophet. He has written three Herbalist texts, 29 commentaries (some banned), five Holy Book Declarations and two Prophecies. He lives simply, has few possessions but many friends. He appears ageless; he is an Old One. Fernlace has a long history of involvement with the Holy Cities, the City State and Viridians. He is personally responsible for the survival of the Mycretians several times during Seheitt's reign and for the protection of Cneninadus for as long as he was able (incredibly so) to avoid assassination. Twice before Fernlace had almost brought about Seheitt's demise but the Green Emperor managed to extricate himself. Now Fernlace is masterminding his "Great Magical Item Theft Escapade" with the help of his closest Apostle, Akii Liydala Hu'i and his good "fellow-herbalist" friend, Pakarrion Fah. Executed patiently over twenty years; the careful and precise thefts of the Emperor's many objects of power have angered, confused and worried him. Fernlace now has designs on his Scepter of Sa'annak via a child with special powers. Encased in special Sye wood the objects are transported to the Holy Cities as conditions permit and new trees grown overnight to replace the missing trees. Fernlace invented the herbalist technique that gives the Sye tree its power to hide magic; only he and Pakarrion Fah know the technique and only a few others know of its existence. Red Oak is a young student herbalist showing great talent and Shagbark is an herbalist specializing in the geographic distribution of plants and is a great help in obtaining plants necessary to the work of advanced herbalists. All three Mycretians live simply and the only things of monetary value present would be certain plants in the greenhouses.

Horse Trader

Pritjan Flenner	FTR	N	3	15	4	5	12	10	12	11	15	9	Short Sword
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Pritjan's stock varies between 300 - 500 horses; 45% are draft horses, 30 - 50 GP; light horses (25%) 50 - 70 GP; 20% are medium war horses at 100 - 160 GP; 10% are heavy war horses at 180 - 260 GP. If the buyer does not ask what his horse has been fed and fails to change its diet gradually, it will die (PROB 30%) within three weeks or PROB 10% within one week. Pritjan has 20 servants who care for and drive the horses where needed. Buys one half of selling price for average horse. He has an ornate chest of 915 GP and 10 gems buried in the ground under his front steps to his office in the stables.

Houris

Rima Sartenna	FTR	N	4	13	7	4	14	13	11	15	16	18	Dirk
Lurhyoo	FTR	N	3	13	4	2	16	14	15	14	16	12	Dagger
Basteina	FTR	N	2	3	5	2	15	14	12	11	16	17	None
Khelaret	FTR	N	2	8	5	2	10	15	15	10	17	16	Short Sword
Sysaazh	MU	N	1	5	9	2	12	16	14	12	15	15	Dagger
Zhuwwa	FTR	N	1	3	7	2	12	17	13	14	14	14	None
Shafa	FTR	N	1	3	7	2	11	13	10	16	13	15	Dagger

Dressed in open, loose satin or taffeta gowns or belted tunics, Rima's sexy ladies are very playful. All sizes and shapes, all colors of skin or fur, some have Dirks or Daggers. The Houris usually have a cash flow problem as they are often paid in gems, jewelry, clothes, pets or livestock. A short whistle from any girl will bring Rima to the rescue. There is 2,000 GP worth of jewelry and gems stashed.

Hunter

Darstagen Dragonshorn	FTR	CG	5	26	7	6	17	14	15	16	15	12	Crossbow
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Hires out to hunt down non-magical Beasts only. He likes big game. Karstagen keeps a pet Chipmunk with him. He once tangled with a Wyvern. Never again, he says. Prefers Crossbow but also has a Long Bow, Sword, and Daggers.

Hypnotist

Isaq Binadyc	MU	CG	5	20	9	5	11	12	15	14	16	15	Dagger
Baraaj	FTR	N	2	8	4	5	15	9	13	15	14	10	Sword
Gisnazh	FTR	N	2	8	4	5	17	10	10	16	13	11	Club

Isaq and his two body guards avoid crowds as Isaq is **not** popular. He digs so much out of a person's unpleasant past (supposedly to help the present) it makes one insecure. About 50% of his patients, he helps; 40%, he angers; 10%, freak out. Charges only modest fees and they live spartanly. However, his interest in sordid details is a bit much. Cache: 45 CP, 21 SP, 18 GP.



Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Illusionist _____

Blansomfeather Skyvalley IL N 4 7 9 7 9 16 17 10 17 16 None

Blansom loves changing the scenery for people and he is really very entertaining. He often throws in a commercial for his Mer Shunnan religion. A Gnome, Zuntkin, FTR, N, LVL 3, HP: 14, AC 4, keeps him company. Rumor: Five Trolls are coming south at night to attack Sunwatch.

Insect Trainer _____

Tugfoot the Creepy FTR CG 4 23 9 5 10 15 9 10 17 6 Scimitar

Tugfoot loves creepy crawlies — Annelids, Spiders, Leeches, Slugs, Midges, Maggots and Ticks. His Flea Show is quite interesting. Cache below slime trough.



Jeweller _____

Moon Silver	FTR	N	4	21	5	7	12	11	14	11	12	13	None
Starshine	MU	LG	5	39	9	7	7	14	16	8	16	18	None
Moonshine	CH	CE	1	6	9	2	5	10	13	9	13	14	Dagger

Moon Silver and his wife make and sell jewelry, mostly of silver and gems. Stock on hand is worth 14,000 GP. Six FTRs, N, LVL 5, HP: 25, 28, 21, 29, 24, AC: 4, Swords, guard the premises and so the selling. Two caches plus locked vault containing 71 small silver ingots and three large boxes of unpolished gems. Watch out for the kid. She's a mean one.

Juggler _____

Antrim Protor MU CE 4 6 9 7 12 15 9 11 18 13 Dagger

Is very good and has been complimented by the Emperor himself. Will juggle explosives for the right fee — 1000 GP. This bug-eyed turkey-necked Magic User has a mean streak and will souse audiences with paint or mild acids, etc.



	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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Lamplighter _____

Bidwell Turner	TH	N	3	10	8	5	13	8	6	11	15	8	Dagger
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Bidwell lights the street lanterns at dusk, douses every other one at midnight and extinguishes the rest just before dawn. A trained Blink Dog accompany him on his rounds for protection. Bidwell is also an expert dagger thrower and carries 8 - 12 on his body at all times while working. Carries no more than 1 SP on his person. The City pays him well and he lives well. Four caches.

Lampmaker _____

Woorsipdrang	FTR	N	5	20	6	7	16	10	10	12	14	8	Poker
Darsawain Puk	MU	N	3	11	9	5	10	15	12	12	15	10	Wand
Phinna	CH	N	1	3	9	2	6	10	9	8	10	13	None

Phinna is a lovely young child who works for her two uncles but is training on the side to become a dancer. Her finishing touch to lamps stems hopefully will encourage Genii to come inhabit them. The brothers will not keep one themselves because of the danger it draws. Brass Lamps, 15 GP.

Lampmaker _____

Higglarp the Lean	FTR	N	1	3	9	6	10	9	8	17	10	15	Dagger
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Tall, fairhaired Higglarp makes only lanterns but makes them cheaply so all can afford them. He has a Potion of Diminuation. Cache.

Lampmaker _____

Vyner Flatrock	CL	LE	4	15	7	7	16	16	15	12	18	10	Mace
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Vyner fabricates delicate lamps of brass, silver, and crystal with mechanisms which are actuated by heat. Tiny birds flutter, trolls yawn, and dwarves leapfrog on his lamps (6-36 GP). Vyner specializes in lamps for religious ceremonies being himself a cleric of a flame worshipping religion. He frequently gets stormy with haggling customers and has been known to destroy a month's work in a rage of anger. His most treasured work is a skull which grins crazily and drools hot oil on Malcontents strapped to the lamp's base.

Twin Torch Towers (Lampmaker) _____

Estriday Past-Slayer FTR CE 5 27 9 6 14 11 7 8 5 10 Mace

Estriday's corrosive and sarcastic humours have often resulted in heated arguments (which he loves).

Lampmaker _____

Bal'Duin Banem MC LG 2 8 9 7 15 8 14 6 14 15 Staff

Bal'Duin the Bold is widely known for his lamps of brass shaped like Hobgoblins, Demons, and Gargoyles (2-12 SP). Bal'Duin also sells an unusual variety of oils which burn with different scents and colors (1-6 GP). He is assisted by an elderly Gnome; Truckle Direbol, FTR, LG, 2 LVL, 16 HP, AC 8, Dirk.

Laundry _____

Bjanni the Abject FTR LG 3 17 9 7 13 7 9 12 10 9 Dirk

Not having handy access to water, it is fortuitous that Bjanni owns a Decanter of Endless Water. Owns three slaves who do most of the washing. Cache.

Laundry _____

Vagi Doizh	FTR	N	1	5	7	4	17	4	8	16	10	4	Dagger
Maati Soothey	FTR	N	1	3	7	4	12	13	13	12	15	16	Dagger
Batts Soot	CH	N	1	3	9	3	12	11	11	16	15	10	None
Vaqs Dooz	CH	N	1	4	9	4	10	12	10	12	14	8	Cudgel

Vagi and his wife, Maati, live by the outer curtain, their house over a hot spring. They have an extremely large business and charge expensive prices. Twenty Slaves do the actual washing, the family does the public contact work. Son, Batts, has recently found half of a Mirror of Mental Prowess which he is secretly experimenting with. Cache.

Leather Craftsman _____

Roderk Belger FTR N 2 8 9 7 13 5 7 10 12 10 Short Sword

Roderk and his three apprentices major in leather armor, saddles and miscellaneous leather decorations. Kinst, Martu and Kelt FTR, N, LVL 1, HP: 5, 4, 3, AC: 8, Swords, bring Roderk military trade due to their friends and family. Cache in wall — one leather magical amulet, 65 GP, 89 SP.

Leather Craftsman _____

Canon Tanur FTR N 3 15 7 8 11 15 14 9 9 10 Dagger

Canon enjoys tanning hides including those of his children. An animated Broom lies in the corner but Canon knows not to touch it. Owns a +1 Sword (+2 against Magic Users and Enchanted Monsters) but seldom uses it. Sells his work mainly to shoemakers. He spends much of his money in an anti-Mer Shannan organization. Cache.

Leather Craftsman _____

Zergun Cantar Mc LG 2 12 9 7 10 12 6 7 10 9 None

Location: Tanner's Street. Specializes in quality Slave Harness, which are noted for their functionality and beauty. He prides himself that each one is custom fitted and that no mere flunky does the job. His prices are somewhat inflated 3 - 4 times, somewhat like his ego. He cannot abide to see leather products produced by any other craftsman, and will insist on reworking and improving the merchandise. He has a business arrangement with the local iron worker for the interesting appliances (locks and shackles) he adds to the leather goods. Slave Harnesses, 15 GP; Leather Armor, 10 GP; Customer: NA 1 - 6, Level 1 - 10.

Leather Craftsman _____

Hislop Goyster FTR N 1 6 9 8 14 9 8 8 10 5 Rapier
Apprentice CL N 1 3 9 3 13 10 14 11 14 10 Hammer

Working mainly on what might be termed 'accessories' such as Falconer's equipment, decorated Scabbards and Quivers. Quivers, 15 SP; Scabbards, 14 SP. Hislop turns a fair profit. His products are somewhat expensive due to the quality work and time involved in each item. He is currently taking some time to train a new apprentice, and is currently looking for a second. Currently in the shop are a matching leather breastplate and quiver which is not for sale. If pressed, he will mention that he is expecting the owner to pick it up later. In the back of the shop are several hides ready for use, and under a floorboard in the corner is a small coffer containing 73 SP and 2 GP.

Leather Craftsman _____

Ellingwood Baelgen FTR CE 5 19 7 8 12 10 12 11 9 11 Short Sword

Baelgen collects pelts from hunters and trappers, has his apprentices, Mathey, Trewalla, Iman, Sammar, and Doyvan (FTR, N, LVL 1, HP: 5, 3, 2, 8, 3, AC 7) skin them, tan and stretch the leather, as he spends most of his time tooling. An expert at his trade, Baegen can make anything out of leather that can be made. He does, however, enjoy watching animals suffer and human sacrifices. Caches in leather bags stashed in empty oak tannin metal tins. Various decorative styles of leather armor available for 15 - 25 GP.

Leather Goods

Dukang Lluppweddin	FTR	N	2	6	6	6	16	16	13	10	10	14	Sword
Rodab Ardwil	FTR	CG	1	6	6	5	12	15	14	16	17	10	Flail
Hafnek Zor	FTR	N	2	11	7	3	12	15	12	13	14	10	Halberd

Dukang and his two sons buy "wholesale" from many leather workers and can offer in one place many styles and toolings not available locally as well as hawking skills most Guildmen don't have. Specializes in lockable leather Chastity Belts, Pit Pads for sweating arm pits, Boot Cushion Liners, replacement parts to leather suits of Armor, Tunics, Breeches and Saddles. They all constantly fight the Leather Pin Worms that eat holes in their leather — 10% loss. Leather Deer statue up front in shop.

Leech (Doctor)

Fanjhou Eepheom	Mc	CG	4	20	8	9	10	6	12	13	9	12	Staff
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Adding his herb knowledge to inorganic powder training from his apprenticeship under Uffin, a famous leech from the western lands, Fanjhou treats disease as well as any. Will not treat LE types except to save a life. Has a special gift of "Cleaning Blood."

Leech (Doctor)

Heasli Cuppenne	MU	N	5	13	9	9	10	13	10	16	12	13	Dagger
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Heasli carries her healing potions around in the saddlebags on her donkey. She enjoys serving the rural areas and avoids cities as much as possible (all except winter months usually). Her pet Blink Dog protects her.

Leech (Doctor)

Ferman Slikdert	FTR	N	3	16	7	9	10	14	14	15	15	9	Awl
Yadara	FTR	LG	1	3	7	7	15	15	11	15	16	12	Cudgel
Atlana	FTR	N	1	6	7	7	16	14	16	10	15	14	Dagger
Roich	FTR	N	1	1	9	6	17	13	14	11	17	15	Rapier
Zendi	CH	N	1	6	9	7	10	12	10	16	12	14	Dirk

Ferman always carries a supply of live Gnathobdellas, medicinal Leeches, to bleed the poisons out of feverish patients. He knows his powders and herbs such as Foxglove Leaf for certain heart palpitations, Blueberry Leaves for diabetes, Knitbone or Comfrey for internal wounds, Day-flower Blossoms for aphrodasiac tea, Elecampane for asthma, Hyssop for infections of eye and throat, Pipsissewa for urinary infection, Hawthorn Berries for dropsy and Fever Few for insect repellant. He has four young ladies "learning powders".





Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Magician _____

Orfellis Maltaran ("Malt")	MU	CE	7	49	9	7	12	15	16	16	16	15	Staff of Cancellation
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A carved teakwood and ivory chest in Malt's private chambers holds 35 crystal Balls of different sizes, luminosities and power. He specializes in fortune and future telling for the rich only (145 GP per session) and is really rather good at it (75% accuracy) – another 145 GP is due upon prediction coming true (if beneficial to the customer).

Malt has such a loud voice for such a small body that many are taken aback at first. Four caches, one special cache in a basement. He wears a protection ring and is the motivator for three skeletons (in the magically hidden room off the basement) that guard a mermaid statue of solid platinum. The long box in the corner (no lock) contains three Staves of Cancellation.

Magician _____

Thordansalf the Peace Maker	MU	CG	4	10	9	9	10	13	10	16	12	13	Dagger
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Thordansalf once found a small white worm in some ashes and was about to squish it when he realized what it was. So he put the worm and ashes into the bottom of a large cage and three days later he had a caged Purple Heron of Lalyn Heights, a never before accomplished deed. In exchange for its freedom, the Heron granted Thordansalf peace for himself and all his descendents for the next 500 years. So no matter where he goes, peace descends on all those around him (within 200 feet as long as he is present). His magic is weak except what he can do at a distance. Poor.

Magician _____

Haefinstaff the Blue	MU	LG	14	92	9	9	13	16	17	15	18	16	Dagger
Xaxul the Young	MU	LG	6	34	9	6	15	17	18	14	17	16	Sword
K'Shah	FTR	N	6	23	4	5	17	12	13	9	14	16	Rapier
Gehshem	CL	LG	5	21	7	5	16	10	18	17	15	17	None

Working among the poor in the city, Haef and his two friends, Xaxul and K'Shah help whoever they can for whatever pay can be afforded. The various chickens and pigs running about the premises are such pay. All three major in the Healing Arts – Staff of Healing, Healing Potions they make, *Cure Wounds*, *Bless*, *Dispell Evil*, *ESP* and *Remove Curse*. Mycretian friends often help in their work.



Magician _____

Greytael the Wolf	MU	N	10	28	9	8	12	15	15	14	16	14	Wand
Ardaxil the Learned	MU	N	6	25	9	7	11	17	18	11	17	8	None
K'baaya	MU	N	1	3	9	4	16	17	12	15	15	8	None

Greytael the Wolf and Ardaxil the Learned are partners. Greytael takes care of the mundane matters (food, money) while Ardaxil conducts magical research. K'baaya is an apprentice they have recently taken on, so far his primary duties have been to run errands and to watch over Ardaxil when Greytael is away. Spells cost 150 GP a level and extra 100 GP if K'baaya can't cast the spell.

Magician _____

Fothergill Urchin	MU	LG	7	22	9	7	17	9	10	9	12	15	Dagger
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Fothergill believes that as a magician he should help others who are not blessed with magical powers. Thus he wanders the City aiding those he feels need his aid (he has been known to throw invisibility spells on drunks in the gutter to prevent them from being picked up by patrols). He only charges for his spells when he believes the person can afford to pay.

Magician _____

Malgethon the Noble	MU	N	8	24	9	10	14	10	14	9	14	18	Dagger
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Malgethon has been a very lucky Magician. A long time ago, while rummaging through an abandoned Dragon's lair, he discovered a Dragon Stone which imbued him with the power to talk with Dragons and guess their names. He talked one Swamp Dragon to death, cut out its heart and ate it which gave him the ability to speak all human languages. Magethon cannot remember spells very well, though, nor can he work much magic dependent on Dexterity. He does have the Dragon's hoard worth 20,000 GP buried off his cellar.

Magician _____

Dalfindin Gangar	MU	N	4	13	9	7	14	18	17	9	15	8	None
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While really a respectable fellow, adroit in many ways, Dalfindin spends most of his time entertaining at parties, banquets, (executions) and what have you. His standard price is 40 GP per hour plus what the crowds throw at him. The shows feature a large portion of slight of hand, some illusion, some escapes, and several amusing and satirical sketches. Dalfindin has been known to go overboard on his satire once in a while and has spent more time studying the internal architecture of the City jail than is proper for a man of his standing. He does not like to be bothered by Fighters, or as he calls them "tin-plated battering rams", and will try to send a group of adventurers on errands for him to Tegel Manor (heh! heh! heh!).

Maskmaker _____

Sterndale the
Lofty

CL CE 3 13 7 7 9 11 6 8 15 10 Mace

Masks of all types 2-12 GP hang all over the walls of Sterndale's tiny ship. Custom made masks cost 5-30 GP and require 4-24 days. He worships the Red Demon Raider; CE, 12 LVL, 70 HP, AC -6, Two Claws 4-24, Drum of Panic; which appears once per month in the Temple above the shop to feast upon Sterndale's latest sacrificial offering. Sterndale has prepared one mask with impregnated drugs which renders any wearer unconscious for 1-6 hours (ST Applicable). Cache.



Mason _____

Pyke Falstag

CL CG 4 20 8 7 7 5 11 15 10 11 Mace

Pyke and his 20 helpers, FTR, N, LVL 1, HP: 2 - 5, AC: 7, Swords, build brick walls for 12 SP/cubic foot, houses at 400 GP and up, bridges 600 GP and up. Pyke hates indolence and loves teaching street urchins the meaning of a good hard day's work. About 50 GP, 127 SP, 130 CP are hidden inside an unlit broken down kiln.

Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Mason _____

Hewarj the Quaint	Mc	LG	3	15	9	7	9	11	6	8	15	12	None
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Hewarj enjoys training Bears and has three in stone cages in the basement. He works fast laying stone. Owl Bears hate him.

Mason _____

Jephson Odious	FTR	N	3	2	8	8	14	10	8	13	10	8	Two-Handed Sword
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Jephson never bathes and people can't stand to be around him. His house is a mess and his pet monkeys add to it. It's good he works on outside jobs. Baischar, a stranger new to the City, has recently claimed he is his long lost uncle and wants him to come south. "Close" friends are urging him to do so. There is treasure in the deal, of course, but Jephson is undecided. Cache.

Mason _____

Oldham the Shrewd	FTR	N	1	4	5	5	7	8	10	13	16	9	Rapier
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Oldham is an apprentice Mason who's Master-Craftsman, Feeknop, was recently eaten by a Manticore, which left him in charge of the shop. He trains under neighboring shops but does his work here unless on site. No caches.

Massage _____

Arta Wiglim	FTR	N	2	6	7	5	18	11	10	13	13	17	Axe
Jidma	FTR	N	1	3	5	4	10	9	14	8	16	14	Bludgeon
Hosdanura	FTR	N	1	4	5	3	12	10	13	12	15	16	Dirk
Fahmena	FTR	N	1	1	5	3	13	8	10	10	13	14	None
Kiya	FTR	N	1	2	5	3	15	10	6	9	14	12	Dagger
Buzhma	FTR	N	1	5	5	3	8	12	13	15	15	16	Dagger
Hija'ing	FTR	N	1	4	7	3	12	11	11	14	16	15	None

Arta, called "The Dame" of the City, runs a large comfort house where all physical needs are satisfied or tended. The 96-female floor show draws customers of every class. Specialization of exotic talents: Jiggling Jidma jiggles every part of her body separately; Fahmena belly-dances; Kiya hip wiggles; Bazhma strips; and Hosdanura and Hija'ing do the bounce dance with two 10 foot long snakes. 75 Guards: FTR, N, LVL 1, HP: 1 - 8, AC: 7, Clubs; 17 Minstrels. Back Walking, 4 SP; Back Massage, 6 SP; Front Massage, 1 GP; More, 15 GP; Water Play, 24 GP. Five caches in jewelry boxes, poison trapped. The Dame will spy out nobility for the right price but will not blackmail.

Message _____

Messenring Crock	MU	LE	4	12	9	6	9	13	13	12	9	8	Dagger
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Messenring has discovered a Wand that pulsates tingling radiations that relax muscles but does not work through clothing. Only Magic Users can work them (three assistants help). Very popular. Six caches.

Messenger _____

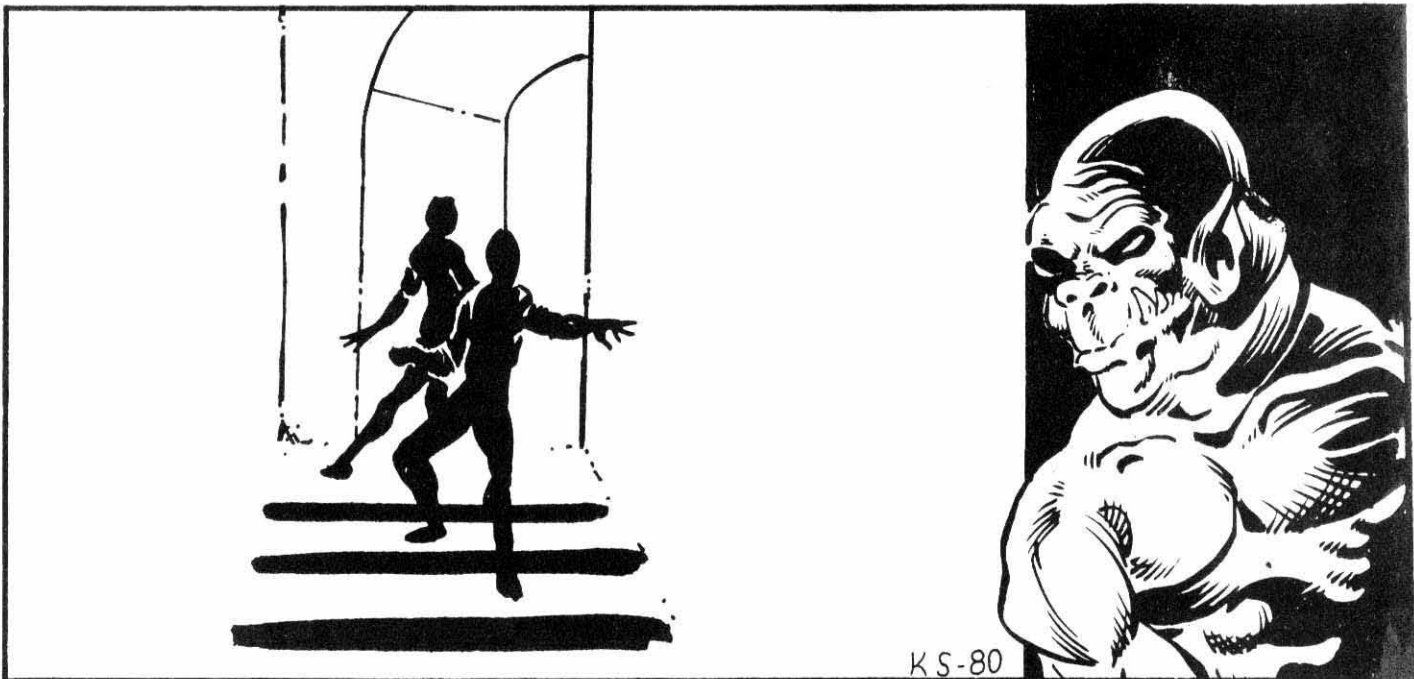
Dunnar the Hulk	FTR	N	2	16	5	5	17	4	5	13	11	3	Mace
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Dunnar is huge but not very bright and can therefore be trusted not to read his dispatches. He protects the messages with his life.

Messenger _____

Zaalit Ishan Vammar	FTR	N	3	19	7	7	12	13	11	15	15	14	Whip
Nur Zaki	FTR	N	1	5	7	7	15	12	12	16	17	10	None
Akajur	FTR	N	1	2	7	6	16	11	13	17	16	12	None
Fanstor	FTR	CE	1	1	7	6	16	10	14	14	14	9	None
Zekpa	CH	CE	1	1	9	7	14	9	10	15	13	10	None
Gormidda	FTR	N	1	8	9	6	13	12	12	16	14	11	None

Zaalit, the Messenger Master, hires young teens to run messages about the town for 66% of the 6 CP cost. By running fast, the boys and girls can make several SP in one day. Bumping Nobility (PROB 5%) is a serious hazard, usually resulting in five lashes.



KS-80

Metal Worker _____

Edgam Cutbeard FTR N 3 6 5 5 13 11 10 11 14 14 Dirk

Using both Iron and Bronze, Edgam gets more varied effects in the household items he makes than most and much of it is beautiful. Tankards, 25 - 35 SP. He now keeps his red beard cut to keep it from getting burnt in his smeltery. Cache.

Miner _____

Ichor Badon the Hunchback FTR N 1 6 7 7 15 8 11 14 7 3 None

Ichor, while not a Caveman, still likes to mine and will hire out to different crews depending on where the money is. His back does not hinder him, he is strong and he swings a pick well. He drinks up everything he makes but is always sober on the job.

Minstrel _____

Silverstring BA N 6 19 7 6 17 16 15 15 17 17 Dagger
Jumping Jocka Dog N 4 9 1

Silverstring plays harp and lute and he and his dog bring much happiness and merrymaking to the streets of the cities to which they travel. The dog does tricks days. Jocka is actually an enchanted princess who is a dog during daylight hours only and her real self at night. They seek a cure.

Minstrel _____

Ekalduk Tepotin Mc LG 3 11 8 6 12 12 13 12 11 18 WalkingStick

Dkalduk directs a choir of Bees, Crickets, Locusts, Katydids, and invisible Fleas and accompanies them on the Flam-Flam. Always produces a laugh.

Moneychanger _____

Xygbenth Pepsifub FTR CE 4 17 6 5 9 10 7 12 3 6 Rapier

Because of his lack of Dexterity, Xygbenth Pepsifub spills his change 1 - 6 times a day. Fortunately, he has a competant clerk, Stentil, CL, N, LVL 3, AC: 8, Staff, who handles the larger transactions. Usury rates for exchange are 5% except for PP and EP which are 8%. Coin collection in case in bedroom is worth 4,473 GP (all the coins are foreign).

Moneychanger

Dranedax Pockitt	MU	N	4	13	9	6	9	15	16	7	16	10	Dagger
													Lightning Bolt Wand
Quibble	FTR	N	5	16	2	6	14	14	14	11	12	8	Sword

It is the habit of the partners Dranedax and Quibble to undersell other moneychangers at 2 - 4% by aiming at volume business with moveable stalls to set up where the action is. Bosum buddies, these two can take care of themselves. All change and caches are kept in bags of holding.

Moneylender

Maefon Teppenthor	FTR	N	4	18	4	8	15	14	16	13	14	15	Dagger
P'Clun Yari	FTR	N	2	11	2	4	17	9	10	15	11	13	+1 Dagger

Lends to Humans the amount of 40 GP/CHAR; Elves, 30 GP/CHAR; Dwarves, 10 GP/CHAR. The higher the SL, the faster the service. Charges 10% interest, 2% per week overdue. If Maefon decides that you're not going to pay up (10%/week overdue PROB), he'll send his three strongarms to collect. FTR, N, LVL 3, HP: 18, 15, 10, AC: 4, Swords. Door to basement has contact poison on it (STR 8). The vault is double locked with the symbol of hopelessness inscribed on both locks. Inside the vault is 3000 GP, 5100 SP, 69 PP, 5 golden goblets with gem studded stems, each 900 GP.

Moneylender

Rhom Hordar	FTR	N	8	25	3	6	12	14	9	11	17	11	Mace
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Rhom will loan anyone 100 GP or less at 12% per month, maximum 6 months. But 100 - 800 GP loans are to upper SLs only. Failure to pay will result in a summons to the Zhir Court as Ghata Arsensandi is a friend of Rhom's. Vault contains 8,214 GP, 11,476 SP, 4,052 CP, 55 gems at 80 - 120 GP each. The four locks must be opened in sequence or stun symbol goes off at 175 LVLs. Eight guards, six guard dogs.

Moneylender

Dazhmon Tollgried	FTR	LE	8	36	4	6	10	9	15	14	5	9	Short Sword
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Dazhmon lends at the rate of 20 GP times (SL + LVL) plus 10% interest. The loan must be paid within the number of weeks equal to the borrower's CHAR. Early repayment increases possible future loans to 25 GP times (SL + LVL) maximum. Failure to repay is dealt with by four Sanguinair who moonlight for moneylenders as collectors, FTR, LE, LVL 7, 8, 8, 9, HP: 22, 29, 25, 24, AC: 7, Daggers and Swords. The whole "back room" is a vault sealed by Wizard Lock (permanent) and keyed to Dazhmon (cast by a 14th LVL Wizard). Vault contains 640 GP, 186 SP, 51 PP, three small chests of jewels, one small chest of poison mushrooms, two golden statues of mermaids, five bronze busts, one wearing a Helm of Telepathy. Three bodyguards, FTR, N, LVL 5, HP: 16, 14, 25, AC: 5, Swords, protect Dazhmon at all times.

Moneylender _____

Elwell Gabler	MU	N	3	15	9	6	7	16	14	17	9	9	Dagger
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Not your average moneylender, he caters to the tastes of the lower Nobility, and tries to aid them on their scramble up the social ladder. Always polite to any Noble man, he has no dealings with the lower classes, and will shun non-nobles. He seems to have no problems with supply of cash, and yet nobody as of yet has attempted to 'borrow' from him.

Monk _____

Moon Kemporak	MNK	LE	7	22	9	7	15	10	15	11	15	8	None
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Moon contemplates the moon and stars while standing on his head. Has a vicious kick if you get too close. PROB 80% his pet Scorpion will sting you if you touch him.

Monk _____

Brahi	MNK	N	12	42	9	8	16	18	17	18	19	18	None
Seetoo Faa	SG	N	1	3	9	6	14	18	18	10	11	8	None

Seetoo Faa and Brahi contemplate each other's navels half the day and read books on black holes the rest of the time. They are about to announce the discovery of a new theorem that explains the relationships between blackness and deepness.

Mountaineer _____

Rockinthald the Bold	FTR	N	8	48	7	11	17	17	14	16	15	13	Long Bow Pick
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Rock guides groups over mountains and will lead mine searching parties. His reputation is solid as he is a real survivor. His caches of Gold and Food are buried at key points along trails and in the mountains.





Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Navigator _____

Fenik Brio FTR CG 5 28 7 8 9 10 12 7 12 17 Rapier

Fenik Brio hires on ships as third in command; he knows the sea well. He limps as he once got his toes crushed in a tangle with a Juggernaut. He has high gaming skill and most people like him. Collects Pearls.

Net Maker _____

Kolden the Silent FTR LE 2 4 8 7 12 6 14 9 12 10 Short Sword

Over 40 apprentices (FTR, N, LVL 2, HP: 1 - 6, AC: 8, Daggers) help Kolden knot nets of all sizes, 1 - 100 SP for 4" netting, 3 - 300 SP for 2" netting and 6 - 600 SP for 1" netting. Kolden hates idle chatter; he has a fondness for platinum needles. Cache 45 PP, 11 platinum needles and 313 GP in box among rafters.



Oil _____

Zebulon the Scant CL CE 1 4 5 7 7 8 12 16 12 14 Mace

Flasks of olive oil, 2 SP; poor oil, 1 GP (PROB of not igniting 20%); cod oil, 3 SP; ground oil, 340 GP per hogshead (worth 200 flasks); whale blubber oil, 720 GP per hogshead. Two slaves FTR, N, LVL 1, HP: 4, 7, AC: 8, Swords. Zebulon always measures scantily.

Orator _____

Zoltan Spejmok SG N 1 3 9 9 8 15 13 4 11 15 Dagger

Loquacious Zoltan's interlocution obfuscates luculent parlance. Circumvention, even eschewal of this supererogator is provident.



Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Pawnshop _____

Wafim Sana the Unpredictable FTR CE 2 6 5 6 16 9 4 15 17 7 Handaxe

Wafim is so rich he can afford crystal plates in his windows and a separate room just for his toilet pit. He is good at reselling junk and buying good equipment cheap. He also deals in gems and jewelry and fine clothes. His more valuable items for sale are in a locked chest. Trained vicious Vampire Bats guard the store against looters.

Perfume/Soap _____

Swit Snella MU CG 1 5 9 11 15 13 14 15 9 8 Dagger

Swit Snella is, for all practical purposes in two completely different lines of business. She produces soap which is sold to taverns, housewives, and so forth and she makes perfume which is very expensive (100 GP a bottle and up). The perfume is primarily sold to wives of Nobles and very rich merchants. Swit also produces a special perfume for adventurers to draw out those unpleasant smells which occur in dungeons. This perfume cost 150 GP a bottle. She employs two Assistants: MU, CG, LVL 1, AC 9, HP: 3, 4, Daggers. Soap is 1 SP/ounce, and Customers: NA 2 - 12, Levels 1 - 12.

Perfumer _____

Jagadis Capstor FTR N 6 28 5 7 14 12 14 13 12 8 Long Sword

Jagadis' perfumes are in great demand, known for their powerful qualities, rareness or subtleties. Cost, 10 - 30 GP per tiny bottle. One Ogre guard in cage, who can be easily released when trouble strikes (HP: 20, AC: 5). Caches: two cashboxes plus 1100 GP and a potion of Fire Resistance hidden in a vase on a shelf in the back room.

Pipes & Bells _____

Jinglin' Jermi FTR CE 1 4 8 7 14 7 5 10 11 12 Dagger
Denlias MU CG 1 3 9 7 8 10 11 10 14 9 Metal Detection Wand

Jinglin' Jermi whittles his own pipes and casts his own bells. Depending on size, pipes cost 4 CP - 18 GP; bells, 2 CP - 64 GP. The light bells (2 SP) he has hanging about the shop jingle in the wind with a pleasant tinkle. Hence his name. Denlias, teaches pipe lessons at 2 SP per half hour to the talented only (30% PROB music ability present). A *Chime of Opening* is secured with other valuable musical instruments in a wall cabinet by a *Wizard Lock*. Cashbox and one special cache.

Potter _____

Birke Tanvin	CL	LG	3	9	7	7	11	6	8	11	13	13	Rapier
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Birke throws, bakes and sells vases, crocks and jars, 1 - 8 GP. He had two apprentices but they ran off. He'll give 5 GP for each for their return. There is 45 GP in a bag at the bottom of the largest vase in the shop.

Potter _____

Stenger Claypool	MC	LG	2	8	9	8	8	12	10	11	12	16	None
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Stenger works very hard at his craft but wears rags because he donates half his pots to the poor and sells his best works for 1-6 CP. He has inherited a map to "The Stone of Alatvair" eighty miles due north in a ruined manor. The Stone will yield one potion of healing per week or will warn the owner of any pending danger within 200 feet. The healing potion will also cure any disease except Lycanthrope or Buonic Plague.

Potter _____

Stradwicke the Dapper	FTR	LG	1	5	5	7	10	14	15	17	16	17	Mace
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Stradwicke is never messy or uncouth. He prefers the red stone clay or the gray grit clay from the Lower Stickthorn River and Utscur Bogs respectively. Helps Mycretians in their anti-human sacrifice activities and collects urchins and waifs and provides sleeping quarters and a hot evening meal for them. Two caches.

Precious Gems & Metals (Wholesale) _____

Lufkin Marber	FTR	CE	5	27	5	9	9	12	8	7	4	5	Rapier
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Lufkin is a small-minded, sordid, petty, pusillanimous sneak who will cheat, lie, steal and bamboozle to make an extra gold piece. Jewelers try to avoid him but he has some of the best gems in town and his five Bodyguards (FTR, N. LVL 3, HP: 20, 28, 25, 14, 20, AC 5) protect him well insuring delivery. Triple walled vaults and an array of locks, traps and intricate approaches protect his stock and savings.

Puppeteer _____

Poppy Pip Pooby	FTR	N	1	6	9	5	8	8	8	4	17	15	Dagger
Slappy Hup Snigger	FTR	N	1	3	9	4	9	9	9	7	15	15	Dagger
Novas Lankrana	CH	N	1	1	9	3	8	10	7	13	12	12	None
Stippa Sae	CH	N	1	2	9	2	10	9	12	10	14	14	None

The Pooby-Snigger family entertains with marionettes and puppets, from the Sunshine Cart. Sometimes the children have to beg to help make ends meet. Cashbox contains 4 CP.



Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Rat Killer _____

Watti Qaesí FTR N 3 10 6 7 16 8 10 12 14 6 Dirk

Watti uses trained minks to hunt down rats and charges 5 GP per floor plus 5 SP for each rat killed and 15 GP for each mink killed. Watti has many thief friends who will pay him 5% of the take for the layout and family schedule of nobility and other high SL housing. Seven minks are released per job, ½ HD, AC: 5, HP: 3, 4, 2, 2, 4, 4, 3, 1 - 4/bite. Mice or other small vermin caught costs 1 SP each.

Roofer _____

Gylian Reeder FTR CG 1 7 7 7 17 10 7 12 10 5 Hand Axe

Gylian is known for his skill at repairing old roofs, or building new ones which last, and are somewhat watertight. He charges on the average, 6 SP persquare foot of work, but will modify his price based on complexity of the job and ability of the client to pay. The only problem is that he takes twice as long as any other carpenter to do the job. Not that he needs so much time to work, but that he is afraid of climbing ladders. Once up on a roof, however, he works dilligently and cheerfully. He claims that his fear of ladders is the result of a curse laid on him by a dissatisfied Wizard who did not care for water spots on his grimoires each morning after a rain. Gylian frequently advertises for Fighters who will go with him as "guards" to a parley with the Wizard. He will offer each person who goes with him 7 SP an hour. The only terms of this employment being that he will not object overmuch at the prospect of either helping to fix the roof when they arrive, or being turned to toads. As a side benefit, those who go with him will receive an introductory course in roof repair. So far the idea that his helpers are causing more harm that good has not dawned on Gylian, so he makes a call on the Wizard many times a year.

Roofer _____

Jotham Rusher FTR N 2 5 9 7 14 6 7 10 13 7 Dagger

Most houses get roofed with thatch and pitch but some of the better housing uses slate or tin and tile. Fire is a real problem and Jotham tries to add fire retardants to his pitch (only moderately effective). He wears a ring that squirts a blinding poison, effective for three hours. Cache.

Ropemaker _____

Guthril Rospdan FTR N 1 3 9 7 17 6 8 15 7 7 Flail

Guthril weaves rope out of Hemp, Leather, Hair, Burlap Strips, Hevanniculae Tendrils, Bark Fibers, Creeper Vines, Binrushes and Wicker Withe. All prices from 4 CP per 50 feet to 18 SP per 50 feet.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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Ropemaker _____

Nubbos Suppin	FTR	N	1	6	7	6	14	10	6	10	11	10	Glaive
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Nubbos sells only hemp rope at 11 SP per 50 foot hank. He and other Halflings gather hemp from Targnol Plains not only for its tough fiber but also for making bhang and hashish. Halflings love that comfort feeling.

Rugs & Tapestries _____

Leeminwa Xamasma	FTR	LE	2	2	6	6	15	16	14	12	17	18	Dirk
Saqiya Kum	FTR	N	1	5	5	6	13	10	11	9	11	12	Dagger
Rafika	FTR	N	1	7	4	5	11	8	12	14	13	9	Saber

Leeminwa and her helpers weave intricate Mats, Rugs, Wall Coverings, Table Cloths and Blankets and sew fabulously designed Fur Pattern-rugs. Leeminwa, from a noble background in the North, is fabulously beautiful but she hides it, painting herself to look common. Cashbox: 18 GP, 235 SP, 9 CP.



Saddlemaker _____

Ranjan Bastoth	FTR	LG	1	5	8	7	10	11	9	8	14	15	Broadsword
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Half price: One Centaur Saddle and two Pegasi Saddles. Regular Saddles, 25 GP; specially decorated, 32 GP. Cache.

Saddlemaker _____

Mervyn Baster	BA	LG	1	4	8	8	15	12	16	10	15	15	Jo Stick
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Mervyn is somewhat eccentric, and refuses to make side-saddles, which he feels to be offensive. He is a very skilled worker, and his saddles are well worth the 30% above the usual price. Has 31 spingots as raw materials and large sack of leather. 25 GP in the till.

Saddlemaker _____

Scudamore Goyster	FTR	N	1	5	8	7	10	8	9	7	14	12	Military Pick
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Scudamore is a klutz. His fingers are always bandaged from whacking them with a hammer. Despite this, his saddles are quite usable, if unadorned, and he gives a 10% discount because of the lack of ornamental trim. 10 GP hidden under a rock in a corner of the shop.

Saddlemaker _____

Ghenpo Pastaroth	Mc	CG	9	50	9	7	10	14	12	13	11	9	None
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Ghenpo takes orders for saddles and has no stock on hand except for a few used ones he'll sell. Plain saddles, 45 GP; tooled with decorative designs, 55 GP; outlined in metal, 75 GP; color added, 90 GP. Ghenpo has a few special and unusual gifts: His Open Hand Channel works 100% of the time; damaging sparks fly out from his fingers during an Open Hand if he points his fingers forward; and has the gift of Kenning.

Sage School of Ancient Verities _____

Bransum Wen	SG	LG	1	1	9	8	10	17	18	13	14	16	None
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Bransum Wen and his fellow Sages, Pottwick, Perea Panou, Baaldok, Kodadaf, Alamosit, Tantalar, Nygayak and Annis Bhurr, teach 175 students in astrology, logical thinking, science and fine trades' aesthetics.

Sage _____

Lockwood Graff	SG	N	3	7	9	8	6	15	15	11	6	10	None
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Lockwood is a wanderer and any students who want to study with him will have to tag along. He currently has three students. Lockwood is good at survival skills, trapping, metaphysics and psychology.

Sage _____

Frey Penman	SA	LG	0	4	9	8	5	16	15	6	8	12	None
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Frey has specialized in metallurgy, and his information in this field is 75% reliable. He proudly exhibits a coil of seamless copper tubing on the wall behind his desk. He is willing to sell that secret for 10,000 GP. His treasure consists of his library and 200 SP hidden in a hollow book.

Sailmaker _____

Tadeus Conevacer	FTR	N	1	3	9	7	15	6	14	7	15	10	Short Sword
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Tadeus is incompetent, and his sails shred at the first good blow (75%). Never do they last longer than six months. Despite the shoddy workmanship, they are very flashy, coming in all colors and designs, and he often gets the 20% over average price that he asks.

Sailmaker _____

Livermore Canevacer FTR N 1 7 9 7 14 10 8 17 12 13 Mace

Livermore makes quality sails that will last the season. He is known to be a soft touch for a handout, so he has no money at present.

Sailmaker _____

K'von Pevill FTR CE 4 25 7 7 10 15 10 9 16 16 Dagger

K'von secretes illegal drugs into hems of sails and certain sailor friends smuggle Diamonds and Emeralds back to him. Bag of gems stashed in chink in chimney. Keeps a vicious patrol Dog who attacks on command.

Sailmaker _____

Livermore Canevacer FTR N 1 5 9 7 14 10 8 17 12 13 Mace

Livermore makes quality sails that will last the season. He is known to be a soft touch for a handout, so he has no money at present. Sails, 2 GP per square yard. Customers: NA 1 - 3, Level 2 - 12.

Sailmaker _____

Farquhar Pavillonner FTR LG 3 24 9 7 12 10 6 16 15 10 Ranseur

Farquhar is a cantankerous old sod who is probably the best sailmaker in the city. While the sails he make are plain, they will last a minimum of 14 months, possibly two years. Charges 10% over list. His horde of 200 GP, 22 SP and one rare Dwarven Slug (a souvenir) are kept in a ship model on a high shelf.

Sailor _____

Suckatoot Saele	FTR CE	4	15	7	5	14	9	7	6	11	4	Dagger
Mosienna	FTR N	4	15	7	5	8	10	11	13	13	3	Dirk
Fobdib	FTR N	5	19	8	5	13	8	9	11	10	6	Sword

Home for a week before sailing again, Suckatoot, the quartermaster for the trading vessel, Majestic Charm, is getting reacquainted with his wife and 7 children N, LVL 1, HP: 1 - 4, AC: 9, Knives. Fobdib, Mosienna's leechy lover, is making himself scarce. Cache in trunk below: 51 beautiful scarves from exotic places. Bag of Invulnerability Potion, +1 Ring of Protection and a Flying Carpet are in false bottom to the chest unknown to the family.

Scribe _____

Narsok the Huge	CL	N	1	6	6	7	9	15	13	10	11	7	Mace
Coll Shrebden	FTR	LG	1	4	8	6	14	17	10	16	10	15	Dirk

Narsok and his journeyman, Coll, copy books, scrolls, letters, skins, etc. for nobility, Magic Users and Clerics. Books are 3 CP per page; scrolls, 5 - 8 CP; letters, 1 SP; skins, 4 SP. Magic items cost 90 SP/page for books and 110 GP for scrolls. Because of the danger involved (induced insanity, etc), each spell copied is an extra 45 GP. Diamond dust is inside each quill Narsok uses. "For balance", he says. Narsok must have giant blood in him but he is friendly and gentle. Narsok and Coll produce the best quality product in town but it is too florid for some.

Scribe _____

Punbar Natte	MU	CG	4	14	9	7	8	14	9	8	16	5	Dagger
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Punbar serves mainly MUs and CLs and knows the intricacies of spell copying. Magic Scrolls, 150 GP; books, 8 SP per page. He lives in a shack, eats strange unmentionables and never bathes. Cache inside table: Elven Cloak, Bag of Holding, +3 Dagger; cache in invisible chest in attic: treasure map to 3000 GP plus 8 large gems on an island, a magic bow, 80 GP, 20 PP, and a Protection/Magic Scroll. Punbar will tatoo (non-permanent type) any Female with a CHAR 14 or higher for return services.

Scribe _____

Mae Zhemaeta	Mc	LG	4	10	8	7	10	12	14	11	14	16	Walking Stick
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Mae writes a fine hand but she prefers to serve anyone and everyone. Books, 1 CP per page; one page letters 3 CP, with each additional page 2 CP. No scrolls and no magic copied. In her sash, Mae keeps her change - 14 CP, 9 SP, 2 GP. Higher SLs do not get favored treatment so most of her business is with lower SLs.

Seal Maker _____

Eldred Carrier	FTR	CE	2	8	7	7	13	9	7	14	14	13	Sword
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Casts and attaches your seal to a signet ring. Bronze, 2 GP; Silver, 24 GP; Gold, 190 GP; Gems, 50 - 100 GP extra. Also sells ink made of gum and soot, goose quill pens and reed and pulp paper. Will also sell forged seals for 1500 GP.

Shipbuilder _____

Evenaus Gynoyr	MU	LE	4	19	5	9	12	10	12	11	8	4	Dagger
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Evenaus practically sleeps in the latest ship he's building but his wife, Zomina, keeps him coming back to visit his estate occasionally at least. Seven servants keep the grounds and estate together and Zomina directs them plus keeps her husband's records. PROB 33%, Evenaus will curse ships he builds for LG types.

Shipbuilder _____

Astolphe Menknell	FTR	LG	9	20	7	7	17	17	10	5	7	14	Hand Axe
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Astolphe's ships are famed around the world as being either practically unsinkable or death traps. There is a 5% chance each week that an Astolphe-built ship will burst a seam in the first three months and sink rapidly. After that, they take double the usual amount of damage before sinking.

Shipping Line _____

Eilif Corser	MU	LE	4	8	9	7	11	14	11	7	13	10	Staff
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Eilif is a moderately honest man, but is known for his trickery shipping contracts. A past master of fine-print, Eilif will do his best to legally cheat his customers. Has a safe – (four doubled gas trapped) in his office containing 486 GP, 842 SP, 1400 CP and the left ear of a reluctant debtor.

Shoemaker _____

Dragutin Corwin	FTR	CG	2	7	9	6	8	9	10	14	10	9	Dagger
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Dragutin specializes in Expeditionary Boots that are very serviceable, and worth the prices he asks – straight list. Possesses a full Dragon hide (black) and will make armored boot and same for 100 GP.

Shoemaker _____

Walford Clouter	FTR	LG	1	6	7	7	14	11	17	5	10	17	Sword
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Ever since he was granted a wish by a grateful Fairy Queen (for services rendered), Walford's shoes have been famed for their sheer beauty and durability. They will not scuff or stain and never need oiling or polishing. Hidden in the back are a pair of Elven Boots and an Elven Cloak.

Silversmith _____

Damzha Sakoona	MC	LG	10	25	9	7	12	12	14	9	16	15	Dagger
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Damzha skill has made her wickedly known as an artificer of Magical, Clerical, and Alchemical Parathenalia. She has a large selection of Silver Crosses and Holy Stars, as well as Mirrors and Daggers. By a magical process known only to her, she is able to give Silver the hardness of Steel. Another spell gives Silver Weapons an everlasting edge. The cost for a hardened blade is 100GP extra as she does large numbers. The sharpness enchantment costs additional 500 GP, and both spells may be dispelled. She has 1000 GP and a necklace worth 1500 GP. Hangone wants to try and take it from her.

Silversmith _____

Lafjan Fytekeller	Mc	LG	2	10	9	8	16	11	14	5	13	10	None
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Lafjan crafts rings, bracelets, necklaces and other jewelry. Enjoys herbs and mint teas. Travels a lot to the Holy Cities.

Silversmith _____

Gothl Finesilver	MU	N	2	6	9	7	15	16	11	10	12	14	Dagger
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Gothl Finesilver hates the trade that was passed down to him and he hates that he's not good enough at magic to be in great demand. However, his finely wrought silver utensils, tankards, cups and platters are. A Rug of Smothering hangs on the wall. Gothl wants to get even with the world for his plight in life. Special cache basement vault, trap protected.

Skins _____

Olbat Squil	CL	CE	2	6	7	7	10	15	16	14	14	9	Dagger
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Olbat is a scribe who will transcribe or copy letters, document, etc., for 5 GP per page if nothing is out of the ordinary. Forged signatures, 550 GP; forged wax seals, 400 GP plus expenses and danger quotient. However, Olbat's favorite love is obtaining and selling quality and exotic writing materials, mainly skins. Rubbery Troll hide, 130 GP; Warthog skins, 19 GP; Mummy leather, 27 GP; Orc skin, 5 GP; Balor hide, 902 GP, pieces all letter size. Cache in pouch and 900 GP worth of rare skins in back room.

Skins and Hides _____

Arthol Whythair	CL	LG	4	20	6	6	13	11	13	12	13	16	Dagger
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Arthol buys and sells hides at fairly reasonable rates. MUs are among his biggest customers (PROB 20% that 1 - 3 LVL MU and PROB 60% 4 - 8 LVL MU is in the shop). Total hide selling price: Orc, 15 SP; Troll, 3 GP; Goblin, 9 SP; Dragon, small, 90 GP; Basilisk, 19 GP. Two caches. Buys at one half selling price.

Slaver _____

Bal Gatward	FTR	CE	4	26	4	7	15	6	10	16	16	7	Broadsword
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Bal has a rotten reputation, even for a Slaver. He specializes in exotic women, and has four on hand. An Elf (Charisma 17), a Dryad (Charisma 18), a Female Centaur (Charisma 16 – in human form ½) and a rare mutated Human, with fur and tail (Charisma 18). 10 SP on his person. The girls are for sale, with a starting bid of 1000 GP each, but since he is hungry for cash, he will come down somewhat.

Slaver _____

Ingram the Selfish	FTR	N (C)	3	23	5	7	10	7	6	17	16	14	Spear
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Ingram is, at the moment, looking for slaves to sell to a colleague in the City State of the Invincible Overlord — He may attempt to get players drunk to enslave them.

Slaver _____

Utibi Sa'oms	FTR	N	6	23	2	7	16	10	8	15	11	9	Partisan
Sajjil	FTR	N	4	20	5	5	14	8	10	16	14	12	Dagger
Tannyim	FTR	N	1	3	9	1	13	12	14	14	15	10	Sword
Sooyassa	FTR	N	2	5	9	1	16	10	15	12	13	11	Scimitar
De'hrekh	FTR	N	1	4	9	1	14	9	12	11	13	9	Broadsword

Utibi has villainous connections in Targnol Port with many undesirables. Most of his slaves come from there. Some come from Freeman who cannot pay their bills. Utibi always has three or four concubines of Charisma 17 or 18 hanging around him. He likes to feed his ale belly and dresses flashily. Many caches. Many rooms of clothes, some of great value. Has a collection of decorative Daggers.

Smith _____

Shallel Jejezm	CL	N	1	6	5	6	11	9	17	10	7	14	Hammer
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Shallel prays to each horseshoe, each iron bar, each plate mail piece as he shapes them as his hands are not steady. He cannot do intricate work. Has a pet Snakebird.

Smith _____

Aldis Ferrer	Mc	LG	3	15	7	8	10	10	10	10	11	16	Sledge-hammer
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(Dwarf)

Aldis like many Dwarves, has a weakness for Mythrill, and has a standing offer to make anything at half-price if paid in the metal. As a result, he has one small 50 piece Ingot of Mythrill stashed under the anvil. Cashbox contains 60 SP, 25 CP.

Smith _____

Gurney Bellows	FTR	LG	5	20	4	6	8	14	14	5	12	12	Hammer
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Gurney does only repairs and shoeing. Repairs on plate mail, 100 - 600 SP, depending on damage or he'll buy it for 50 - 300 SP; chain mail repairs, 100 - 400 SP, but will not buy it. Horses shod 5 SP per hoof. He has 676 SP, 45 EP, and 3 PP buried next to his anvil. **Does not like gold** and will not trade in it. Gurney has done Blansomfeather Skyvalley several favors who now is deeply in his debt.

Smith _____

Duald Goffe FTR LE 1 1 6 8 16 13 5 10 10 9 Hammer

Duald has a standing offer to buy scrap armor and broken weapons for 10% of list. 15 GP in sock under scrap metal pile. Shoes 3 CP, Stable Care 1 SP per day, grooming 2 CP extra.

Smith _____

Lightfoot Feaver FTR CG 1 5 5 7 14 9 10 14 18 7 Sword

Lightfoot keeps talking about dancing, and indeed, is thinking sobriously about converting his Smithy into a Discotesque. He will question customers about the advisability of this with great persistence. 150 SP on person.

Smith _____

Dyke Feaver FTR N 2 7 3 7 13 14 14 10 9 15 Spear

Dyke is Lightfoot's mother. She claims that she had him by Parthogenesis. Dyke is the treasurer for the Local chapter of the League for the Abolition of Childbirth, and keeps it's total funds 23 CP under a loose brick near the forge.

Spellbinder _____

Talonmouth Talar MU CE 9 18 9 7 9 15 13 7 17 4 Wand

Talar spins spells so intricately that they bind tightly and many higher Level Magic Users cannot undo her work. She is death on LG types as one depowered her father, the great Alafrakshah Mal Noro. Her specialties are Hold Person, Polymorph Self and Others, etc. She takes no jobs for pay but merely involves herself in projects that are rewarding and she can take what she wants. Mycretians are not her favorite people and she watches them closely. She has a Robe of Powerlessness that it takes Remove Curse from two Magic Users to shed the robe.

Spelunker _____

Trowbridge Longwalk RGR LG 5 22 5 6 14 11 13 15 12 9 Handaxe

Trowbridge is an excellent Tracker, Cave and Tunnel Explorer and Disguise/Camouflage Artist. He has made friends with Lupin and Canin, powerful King and Queen Wolves of the Western Mountains. They often accompany him on long treks, sometimes with their packs. His brother, who lives in another large city, trains Bears; sometimes they go Rangering together and the animals come along.

Spice Merchant _____

Alfred Bakon FTR LE 1 2 7 7 10 12 9 14 15 6 Longsword

Sell Capsicum, Cardamon, Zingiber, Lanton Ginger, Myristica, Phoeas Poppy, Turmeric and Hrenadine, 8 - 17 SP per ghru. Most are grown locally and traded for goods from afar. Consults three Mycretians for advice as to quality and varieties. Cache.

Spices _____

Ruggles Kelhroon FTR LE 2 12 6 7 15 14 8 12 15 10 Short Sword

Ruggles sells mainly locally but does some trading for fungi from the Holy Cities and rare herbs and spices from the North. He's known as being fair in small trades and not at all fair in big trades and purchases. Hot tempered and hold grudges. Four caches.

Stables _____

TodhunterStedmann FTR N 2 7 7 8 17 8 9 14 13 6 Shortsword

Todhunter administers these stables for five squadrons of Royal Cavalry (quartered above the stables). He is the Grand Humbug of a Secret Society to exterminate all Hippogriffs in the Empire. Todhunter is quite candid and often his information for sale to the right bidder. Ten slaves and twelve indentured servants: FTR, N-LG, 1 LVL, 5-3-3-1-5-8-6-7-4-5-4-4-5-6-6-3-2-1-2-3-7-4HP, AC 9, Daggers; work the stables constantly. Extra horses can be stabled (4 SP per day) if a squadron is on patrol PROB 40%.

Stables - General Livery _____

Gwyn Mascall FTR N 1 4 7 5 15 10 7 8 11 12 Dagger

Gwyn usually can be found asleep in the stables. He wakes up a couple of times a day to make sure the stable boys are doing their jobs and covering for him. There are eight Stable Boys: FTR, N, LVL 1, AC 9, HP: 5, 6, 3, 2, 8, 7, 5, 5, Dagger. Fees per horse per day (including fodder), 2 SP. Customers: NA 1 - 6, Levels 1 - 12. Horses: NA 2 - 40.





	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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Tailor _____

Pugab	FTR	CG	3	16	7	7	8	11	12	10	15	11	Quarterstaff
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Sews up tunics, cloaks and leggings, specializing in cold weather clothing. A Wyvern's bones are buried below the shop with much treasure. A curse is on the bones.

Tailor _____

Tolbech Stodd	MU	N	2	6	9	7	15	16	11	10	12	14	Dagger
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Weaves spells into cloth to repel rain and wind as he cuts out cloaks. He also collects needles made out of Silver and collects Gold threads. Two caches.

Tailor _____

Mollum Frew	Mc	LG	3	12	9	7	12	12	10	11	13	12	None
Kortienna	Mc	LG	1	3	9	6	9	10	12	14	16	17	None
Kort Penx	CH	N	1	1	9	3	8	8	10	14	12	9	None

Mollum and Kortienna live simply, repairing and tailoring clothes. Cashbox, 28 SP. Rabbits, ducks, geese and squirrels frolic about their house as friends. Giant snails keep the house clean and provide a semi-wet manna in their wake which when dried, makes a good bread. Picture of an open hand hangs on the wall.

Tailor _____

Baldor Walshman	FTR	LE	1	8	7	7	9	7	8	8	11	10	Dagger
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Baldor is a real dandy, and it shows in the cloths he makes. Since his clothing is so gaudy, and finely made, it is in great demand by the upper class. A full wardrobe of Baldor's will boost Apparent Social Level by 1 for every 500 GP expended. Baldor has a magic chest to hold his treasure in – the size of a small jewel box, it holds 1000 GP. Its additional quality is that, if disturbed, it will stick firmly to the nearest solid object, with the thief's hands firmly fastened to it (the tar-baby effect). Contains 500 GP, 20 SP, and 100 CP, also 1000 GP in assorted small gems.

Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Tailor _____

Duer Capron FTR N 1 2 9 7 11 16 13 8 12 8 Sword

Duer is fairly inept as tailors go. He does a satisfactory job of providing cloaks, hoods, and other such garments but whenever he attempts fancy clothes, they come out ill-fitting and ugly. He employs one assistant who is a much better tailor: FTR, N, LVL 1, AC 9, HP: 6. Customers: NA 1 - 8, Level 1 - 8.

Tailor _____

Ninian Snidkit FTR N 2 9 7 7 11 6 10 13 15 4 Dagger

Ninian is assisted by three apprentices and can usually offer next day service. Quickies: Robes, 2 SP; Tunics, 7 CP; Stockings, 1 CP; Cloaks, 4 SP; and Capes, 1 SP. Ninian's cheap prices counteract his poor personality. One Diamond is hidden in a stuffed Owl perched on the wall.

Tanner _____

Sallodrath Omar	FTR	N	5	28	9	7	15	12	12	13	14	11	Axe
Faurana	FTR	N	4	21	6	6	16	10	12	14	13	10	Sword
Sium Moh	MU	LG	3	12	9	7	10	16	14	10	12	13	Dagger
Zhalosh	FTR	LG	3	16	7	6	14	12	10	12	13	14	Short Sword
Bradán	CH	N	1	1	9	3	8	13	13	10	14	13	None
Masira	CH	N	1	1	9	3	10	14	16	10	15	10	None

Oaks are hard to find when so many of them close by are protected by Elves. So tannin is more expensive to collect than it should be. Sallodrath encourages and participates in raids on them and their forests. Friends of Elves are enemies to Sallodrath. Cache hidden in workshop table.

Tanner _____

Bercan Berker FTR CE 1 9 8 7 12 4 10 15 9 18 Longsword

Bercan's shop reeks of spoiled oils and foul chemicals. Huge vats can be seen at the rear of the shop where 16 Gnomes, HD 1, AC 5, Dagger Armed; swarm over the cutting tables and carry wooden buckets. Bercan claims to know a process of tanning the hides of Hell Hounds to a light absorbing quality which renders those wrapped in cloaks of these hides almost invisible at night. The floors are exceptionally slippery and the walls are hung with the hides of many animals. Cow Hides, 4 SP; Sheepskin, 3 SP; Horse Hide, 2 SP; Dog Hide, 1 SP; Ox Hide, 4 SP; Strips, 1 CP/Ft. Bercan's pride, a leather canoe, hangs near the ceiling. He often punishes his Gnome workers by dipping them in the vats, has fits of laughter, and enjoys stomping on the multitude of roaches running across the floor while singing at the top of his voice.

Tanner _____

Stopford Barkis	MU	LG	2	7	9	7	7	13	12	9	7	13	Dagger
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Stopford loves chicken and keeps his flock in a coup at night but out and about during the day. Tans exotic hides with strong acids, tannins and fermenters. Magical Softening spells help, too.

Tattoo Shop _____

Arvo Pender	MU	CG	1	3	9	6	10	11	6	10	13	7	Dagger
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Sailors and Hunters frequent this shop the most. Mermaids are the most popular design. Safety rune is popular, too.

Teacher _____

Aemiery Bursar	CL	N	2	12	5	6	7	11	8	15	8	10	Mace
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Aemriery is a firey, brash young Cleric, keen on bringing education to the populace. He is always willing to take on a promising, new student at no cost other than a basic outlay of 3 GP, which goes towards refreshments for the small class. If the student does not measure up to Aemiery's standards, he will find himself being educated by the business end of Aemiery's Mace. If the student continues to disappoint Aemiery, the student will be shown the door and then be deposited in the gutters out front. Aemiery loves riding and will frequently take one or two students on a field trip to find beings interested in a riding game. If no one can be found, Aemiery will conduct a small riding game with his students and when engaged in said manner, Aemiery is peaceful and tolerant of the errors of his students and strives to assist them instead of castigating them.

Teacher _____

Truffit the Cross	FTR	N	1	2	4	7	9	16	8	14	10	9	Dagger
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Truffit teaches only younger students reading and scribing. Truffit and his apprentices handle 30 kids a day who show up for learning three hours per day, either morning, afternoon or evening. Cache, 158 CP.

Teacher _____

Sleekbye the Skinny	FTR	N	1	3	5	7	8	17	16	7	14	12	Poniard
Ghurtanna	FTR	N	1	4	7	6	15	10	11	14	12	9	Dirk

Husband and wife teach a few rich students history, philosophy, herbalism, astrology and scribing. Giant Lizards live with the students and provide them with transportation.

Thief _____	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Cyryl Salty	TH	N	7	28	8	4	13	10	9	11	10	13	Dagger

Cyryl does most of his thieving under contract for other people. If no contracts present themselves before his money runs out, Cyryl will perform minor burglaries on his own. He owns a pair of Elven Boots and can be reached at the Thieves Guild.

Thief _____

Tingur Purloin	TH	CE	4	12	7	5	9	14	13	14	18	10	None
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Tingur is a small, unassuming man with piercing eyes and quick hands. Of no fixed abode, or at least no one has found where he lives, he moves with the shadows and is totally familiar with the City. If he attempts to cut a purse and is caught, he will quickly tell the person who caught him that all he was trying to do was get the person's attention. Tingur will further go on to say that he has been "following people around to try to find a quick-witted fellow, like yourself who will help me retrieve my stolen goods from the fat, odious cur who snitched them". If the party goes along to help, more the fool they, for when the job is over, Tingur will scatter off with the goods leaving them in the lurch.

Thief _____

Stikkim Baggit	TH	N	5	31	7	4	10	12	11	13	17	9	Dirk
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Stikkim's basement abode looks a mess but below the trash are many trapped pits full of booty. Only he knows the safe way into them. Stikkim always cuts his victims. Loot worth 980 GP.

Tools _____

Riksl Suppin	FTR	CG	2	13	7	6	10	16	12	13	10	11	Dagger
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Riksl works in wood making only Tool Handles, Mallets, Bench Clamps, etc.; but he assembles and sells many kinds of tools: Box Vises, Block Knives, Mortise Axes, Shingling Hatchets, Cobbler's Hammers, Carpenter's Adzes, Iron Scorps, Wedges, Froes, Drawknives, Barking Irons, Mortise Chisels, Planes, Tang Saws, Frame Saws, Burn Augers, Ream Awls, etc. Riksl shuns Spiders. Because of a curse, if one bites him, he turns into a giant marauding Spider looking for blood. Cashbox.

Towncrier _____

Hagar Gorlkuk	FTR	N	4	29	6	5	10	16	12	13	10	14	Short Sword
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In the morning, Hagar cries, "Hey ho! Say so! Sazies stay low. Get up, Shut up, Here ye, Sun up!" At night, he sings: "To bed, To bed, The lights are out, Patrol's about, Enough is said, All's well – Sleep, sleep, sleep."

Trapper _____

Beastly Byre	FTR	N	5	38	4	6	7	9	12	9	13	12	Rapier
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Two Wyverns are very angry at Byre for trapping their tails. He uses a Roe's Eye to keep them under observation so he can avoid them. He has a silver plated hook for a right hand. Money pouch contains 55 GP, 13 SP, 9 CP.

Trapper _____

Bulldarius	FTR	CE	3	15	5	6	16	10	9	14	13	11	Long Bow
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Bulldarius traps for soft furs like Rabbit, Chinchilla, Otter, Mink, etc. Women like him. Bulldarius has heard that a warren of giant Rabbits is out after him.



Undertaker _____

D'heegir Longface	FTR	N	3	25	4	6	14	9	9	16	10	4	Poleaxe
Suum Bombuff	FTR	CE	2	12	4	6	16	11	9	12	12	7	Mattock

These two scoundrels put on sad faces while secretly gleeful that more people are just dying to be their customers. Burying the deceased's loot with him or her is very unwise with "helpers" like these. Ghouls inhabit their graveyard. Eight caches about the office contain 150 - 300 GP each and another contains 2000 GP worth of Gems.

Undertaker _____

Aidan the Frothy	MU	LE	8	19	9	7	7	13	11	6	12	13	Dagger
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Aidan enjoys producing elaborate ceremonies with the help of his three special assistants and thirteen workers. Many of the mere customers are pressed into service as Zombies and Skeletons in the Mage's extensive laboratories far beneath the street level chambers. Complete silence is maintained at all times within the darkened parlors. All the workers are mute and the assistants communicate with sign language to please their master. Services range in price from 20 - 120 GP. The assistants, Gespire Toff, Tvashtarn, and Ribbus the Artificer: LE, MU, LVL 2, HP: 4, 6, 8, AC 9, Daggers; conduct all busines except with aristocratic customers.



	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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Wagoneer _____

Donial Pevill	FTR	N	3	11	4	7	15	17	17	16	13	13	2-Handed Sword
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Donial Pevill sells wagons and tests new designs. He likes speed. He once cut a Troll in two by running over him so fast. Donial's most treasured keepsake is an Amulet of Safe Travel. Nevertheless, he keeps an Archer as a body guard.

Warehouseman _____

Usqik	FTR	N	5	23	2	4	13	10	8	7	11	9	Sword
Rigbah	FTR	N	3	19	4	4	16	10	12	11	14	10	Scimitar
Waffaq	FTR	N	1	3	6	4	15	8	9	10	11	8	Broadsword
Haklar	FTR	N	1	5	5	4	16	10	8	10	10	6	Pike
Mukfun	FTR	CE	1	4	2	3	15	14	10	11	8	10	Short Sword
Rudyak	FTR	N	2	8	7	3	14	13	13	12	15	6	Rapier

Usqik watches over the Emperor's food and stuffs he trades and keeps. When winter hits, most of the food is stored in the Palace pantries except for grain large storage. Grain tanks take up the Whole of Warehouse Two. Usqik is a good record keeper but is bribeable.

Warehouseman _____

Hazard Turnor	MC	N	1	7	9	4	14	11	12	12	5	15	Staff
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Hazard administers a staff of 22 freemen in a wood seasoning warehouse. He has been particularly disturbed lately by an attack by Giant Termites; NA 8-48, HD 1, AC 9, Bite 1-2. Hazard is offering a Bounty of 1 SP per Giant Termite destroyed. The freemen are scared witless of the warehouse at night fall when the insects swarm.

Warehouseman _____

Damian Barret	CL	N	4	13	8	4	7	10	12	9	10	13	Mace
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Damian protects his private warehouses many of the City's common folk use. Five Fighters: N, LVL 1, HP: 7, 6, 2, 5, 3, AC 4, patrol it.

Weapons _____

Clinch Gowain TH N 2 7 7 7 10 13 4 10 15 11 +1 Rapier

Clinch keeps four Kobold Slaves, ½ HD, HP: 2, 1, 3, 3, AC 7, Dagger; and an old friend, Bymaster Bigears: FTR, N, LVL 2, HP: 14, AC 5, +1 Sword; to assist customers. Clinch imports his wares from Mountain Dwarves and commands exceptionally high prices. Falchions, 85 GP; Sabers, 80 GP; Cutlasses, 82 GP; Hand & Half Sword, 97 GP; Two-Handed Sword, 140 GP; Rapier, 92 GP; Broadsword, 94 GP; and Dirks, 45 GP. Clinch will haggle but never sells at less than 30% off of the asking price. He keeps a drugged flask of wine beneath the counter. Out of stock for any particular sword. . . .PROB 20%.

Weapons _____

Eilbard Cuttler FTR LG 2 12 6 6 12 7 18 6 14 13 2 HD Sword

Sells and sharpens blades of all types. Handles come in Jade, Ebony, Gold, Silver, Bronze, Iron, Pearl, Oak, Emerald, etc. Sometimes Eilbard has his six Amazon Guards dance and march, showing off his knives in throwing exhibitions. Nine gems in iron filings jar.

Two Edged Weapons _____

Bobibar Belgaeforin	FTR	N	3	13	2	7	15	10	10	11	11	12	Sword, Dagger
Sergeant Gaxtor	FTR	N	2	8	4	7	17	14	15	17	16	15	Sword
Sergeant Zammar	FTR	N	2	6	2	7	16	12	13	15	15	12	Sword
Lakthorpe	FTR	N	1	8	2	5	14	13	14	17	12	10	Sword
Halfling Hossintook	FTR	N	1	3	6	4	13	14	13	15	15	14	Dagger
Wood Elf Elrafin	FTR	N	1	6	6	5	16	15	15	15	16	14	Dagger

Bobibar sells and takes orders for any weapons that have two sharp edges – Double Axe, Daggers, Swords, Dirks, etc. He has three armorers, a Dwarf, Halfling and a Wood Elf, who do good, fast work. Bobibar also employs two sergeants to round up used, lost, or captured weapons for refurbishing and selling. Used Swords, 3 - 12 GP; New, 5 - 40 GP; +1 Swords, 60 - 120 GP; Daggers, 2 - 8 GP; Dirks, 1 - 4 GP; Axes, 3 - 12 GP. Six caches.

Weaver _____

Dikl Weaff FTR LG 1 9 4 6 12 9 11 9 12 12 Broad Sword

Dikl weaves rugs 3 - 30 GP, clothes (lightwear, 2 - 40 SP; heavywear, 4 - 80 SP) and tapestries, 20 - 70 GP. Clothes and tapestries by special order only, one third down. There are 32 rugs (20 - 75 GP) in the shop. Ten FEM helpers, FTR, N, LVL 1, HP: 1 - 4, Daggers, also guard the shop at night. Cashbox contains 18 GP, 10 PP, 7 SP. Dikl wears a chain of gold and jewels worth 240 GP.

Weaver _____

Hildric Sakwebb	MU	N	2	2	9	6	9	14	13	10	12	8	Dagger
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Hildric weaves only coarse gray winter wools. Part of his loom dismantles into a +1 Long Bow. Moths flutter about the lanterns which light the loom.

Weaver _____

Holden Wrac	FTR	N	3	16	7	7	12	10	10	10	12	10	Axe
Jahridnu	FTR	N	1	2	7	6	11	11	10	13	13	14	Dagger
Scirab Fas	CL	N	1	5	7	7	11	17	16	14	15	13	Staff

Holden and his friends, card, spin and weave fine threads into fine materials. Linen by flax, worsted wools by long fibered wool, satin by silk, felt by fur, gossamer by Black Bottom Spiders. Gold thread can be woven into your order if paid in advance. Black Bottom Spiders weave a tough "silk"; rowdies will find themselves all wrapped up.

Weaver _____

Phanthel Blott	MU	N	7	27	9	7	11	11	10	7	9	13	Dagger
----------------	----	---	---	----	---	---	----	----	----	---	---	----	--------

Phanthel keeps a Broom of Flying handy for his many trips and Elven Boots for his spying activities. He works for the Emperor, mainly finding out what the Invincible Overlord is doing. He is a master of Disguises.

Wet Nurse _____

Plump Plimmentheld	FTR	LG	2	8	9	5	14	10	10	17	11	8	Broadsword
Badra	CH	N	1	2	9	1	8	12	12	15	14	11	None
Chutt	CH	CE	1	3	9	2	9	15	14	11	15	10	None
Twik	CH	N	1	2	9	1	9	10	13	12	16	11	None
Brena	CH	CG	1	4	9	2	10	8	10	10	14	12	None
Mallo	CH	N	1	1	9	3	11	6	7	9	13	11	None

Plimm takes on toddlers and infants, caring for them while their high Level parents take care of the City's business. Her own five children "help". Eight cows in the barn provide fresh milk for those Plimm can't feed from herself. Her cookhouse is amazing for its cleanliness, the barn for its muck. Plimm hides runaway Serfs for a year and a day, helping them become villains (some become apprentices). The barn is so foul it is the perfect place to hide.

Wet Nurse _____

Zenda Frump	FTR	N	1	5	6	5	9	9	6	10	15	8	Dagger
-------------	-----	---	---	---	---	---	---	---	---	----	----	---	--------

Mogan and Zenda scrape out an existence feeding infants and hauling firewood. Mogan is easy-going, Zenda is uppity and headstrong. She feeds and cares for three very hungry kids of Noble families. She occasionally gets a piece of jewelry as a gift which she immediately hocks.

Wheelwright _____

Bannon Wayhb	FTR	CE	3	16	5	7	7	11	12	9	14	7	Mallet
--------------	-----	----	---	----	---	---	---	----	----	---	----	---	--------

Bannon's hub cradle holds his hubs (naves) which are mortised to receive the dished spokes. Carefully he fits the felloes to the spokes, backscrapes them smooth and measures the sheel circumference with his traveller for the Blacksmith's tiring. Marked with bacon fat for luck and initialed for identity, the wheel is ready for its wagon.

Chasm imps regularly steal Bannon's tools but he gets even with them with a certain potion he has and then they return them for awhile. Bannon owns potion of Diminuation. He keeps three Diamonds hidden in a hub mortise. Cache.

Whips _____

Waldegrave Skiver	FTR	CG	1	3	8	6	13	14	7	13	9	9	Long Sword
-------------------	-----	----	---	---	---	---	----	----	---	----	---	---	------------

Ninetailer, 5 GP; Leaded, 4 GP; Tipped, 3 GP; Plain, 2 GP; Flogger (short handle), 1 GP. Waldegrave is a masochist.

Wig Maker _____

Steponas the Eager	CL	LE	2	11	5	8	9	10	16	13	8	7	Mace
--------------------	----	----	---	----	---	---	---	----	----	----	---	---	------

The finest Wig Maker in the whole Empire, Steponas hard sells his wares, depending on his pitch mainly upon vanity. He constantly flashes his many rings, bracelets, wigs and fancy clothes, trying to shame the higher Social Levels and to increase his stature and visibility. It doesn't always work.

Wine _____

Otton Bushem	CL	N	3	17	7	7	8	8	13	11	10	9	Mace
--------------	----	---	---	----	---	---	---	---	----	----	----	---	------

Bottles of Rotgut go for 8 SP; average domestic wine, 12 SP; good domestic wine, 2 GP per bottle; imported wines go for 3 GP and up. PROB 50% halflings will be given a free bottle (after purchase). Otton hates Mer Shunnans and charges them double.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Robek Wine Shop													
Fleid Robek	FTR	CE	4	16	3	7	13	11	14	13	6	11	Long Sword
Brodnibb Urn	FTR	N	3	15	3	7	5	11	15	8	13	8	Short Sword

Specializing in cheap wines (280 GP per tun), Robek and Brodnibb do a booming business, keeping peasants happy. They also smuggle illegal drugs in false bottom tuns to keep the peasants happy. Caches: four in basement cask storage room including one that has a bag of gems; two in main shop selling area and three special caches in back room.

Zhama'at Wine Shop													
Zhama'at	FTR	N	3	13	7	9	15	14	13	15	15	12	Dagger

With the help of his assistant, Honor Mckthoth, Zhama'at sells 45 varieties of wines, most in the intermediate price range, around 360 GP per tun. Zhama'at's vineyardist, Fyfon Heneworth makes deliveries monthly from his cave winery along the banks of the River Leandor. The cool shop basement holds 350 large casks (tuns) plus 950 small casks (barrels, at 48 GP each, equal 31½ gallons; 8 barrels equal one tun). One barrel, cleverly devised, holds 100 PP and 60 GP plus a bag of gems in a large false bottom. There are two cashboxes in the shop.

Witch													
Morkweb Green-Shoot	MU	LE	9	49	9	6	11	15	15	15	16	12	Wand
One Eye	CAT	CE		3	9								Claws
Long Nail	CAT	CE		1	9								Claws
She Cat	CAT	CE		2	9								Claws
Black Star	CAT	CE		1	9								Claws
Spit Claws	CAT	CE		4	9								Claws

Known by her cats as Ssssheeeeeeah Ffft, Morkweb has a talent for talented cats. All of her cats are deadly weapons and are experienced in the ways of evil witches. The key to their strength is their lightning reflexes as they can have a Magic User's eyes scratched out before he can utter a spell. Other cat talents: Screeches of Deadly Fear; Spell Enhancement; Catching Ingredients for Brews; Night Sight; etc. Morkweb lives potions and brews. Specialties: Frog and Toad Brew; Hairy Horror Brew; Forgetful Slime Brew. Morkweb is tricky. Watchout! She also loves to eat children. There are five caches plus four special caches in her shack.

Witch													
Clawbone Hakkle	MU	LE	4	8	9	5	8	8	10	15	8	13	Dagger

Clawbones reads fortunes, cooks up witches' brews (weak potions) and travels to Covens to learn evil deeds. Collects Amulets that supposedly are of luck and power.

Witch

Agglerooot Wortstinger	MU	N	6	13	9	5	10	14	12	12	16	10	Dagger
	Class	Align	HD	HP	AC	SL							
Hefflestoot	Newt	N	½	4	5	1							
Kerr Roak	Frog	N	½	3	7	1							
Grog	Toad	N	½	1	7	1							
Cushion	Spider	N	2+2	12	9	1							
Scuttlecot	Roach	N	¼	2	3	1							

Agglerooot Wortstinger is a very fine witch. She controls herself from eating children and limits her battles with Malgethon to only one a year. However, she loves collecting creepy crawlies, gold, gems, magic items and forbidden knowledge. She thinks she will soon know where the Black Cauldron is. No caches – all the loot is just laying about – but watch out. The creepies will get you (2 - 6 HD).

Wood

Mogan Borders	FTR	N	3	12	5	5	10	6	11	13	9	9	Short Sword
---------------	-----	---	---	----	---	---	----	---	----	----	---	---	-------------

A small shop with a large variety of exotic woods. Mogan is on fairly good terms with Elves and Druids since he is careful to take dead wood. Some types of Magic Users frequent his shop in search of spell ingredients.



Zookeeper

Scapedown Sotar	FTR	N	4	20	7	7	14	9	14	15	13	10	None
Rodert Gerimandor	FTR	LG	1	5	7	6	15	12	8	11	15	12	None
Karim Longfingers	Mc	LG	1	6	9	6	13	16	16	12	14	11	None

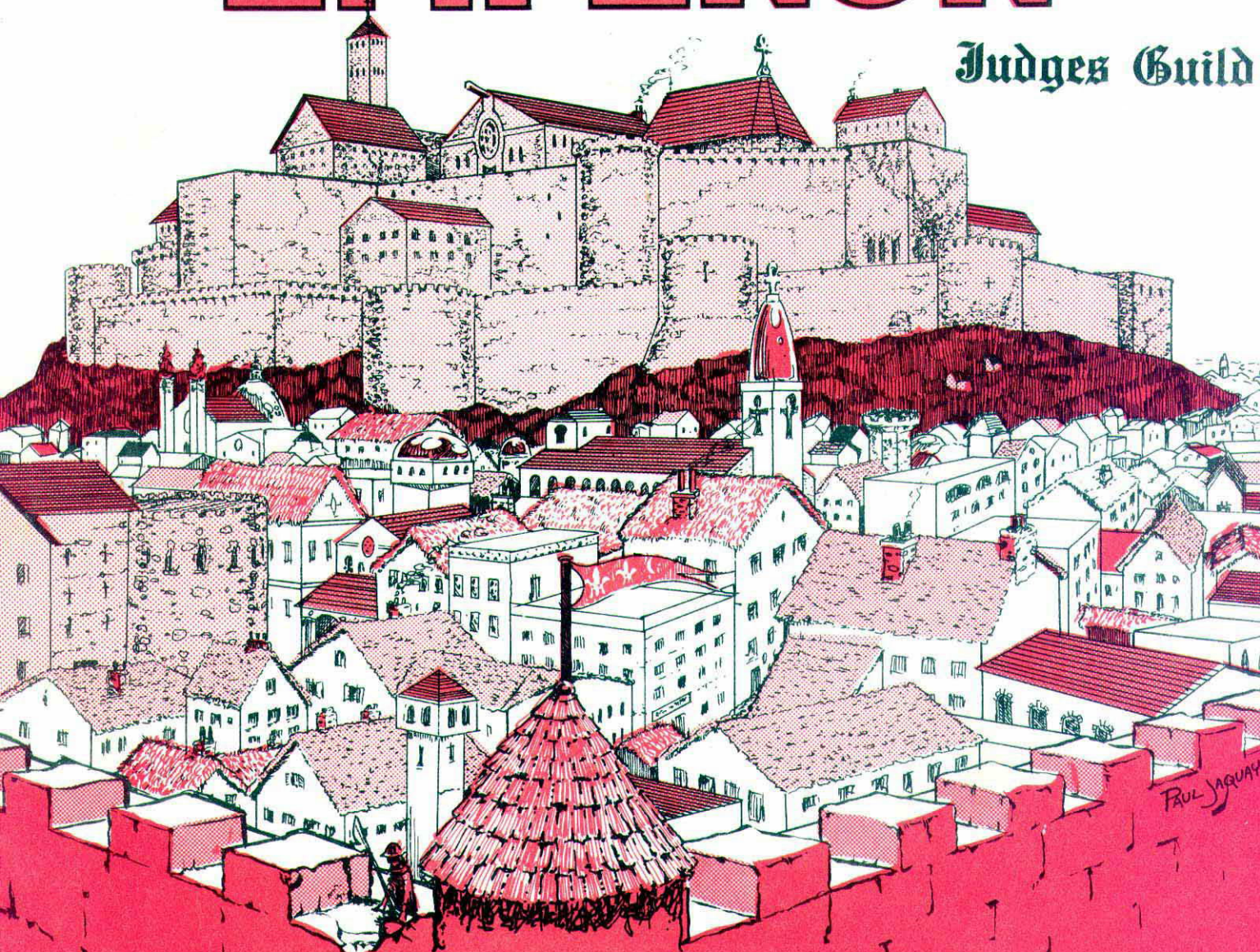
A small Zoo of exotic and not-so-exotic animals attracts children and flies. The monkeys are trained pick-pockets. Watch out. Scapedown oversees, Rodert cleans and Karim feeds.



City State OF THE WORLD EMPEROR



Judges Guild



APPROVED FOR USE WITH

DUNGEONS & DRAGONS™

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Play Guides

It is important that played characters interact with NPCs. Friendly casual conversations are the most effective. Needless to say, friendly conversations with drunk employees are especially effective. Roll per Hierarchy table for any undesigned "cache" (assumed to be less than 500 GP). For "special cache" roll appropriate table.

Rumors

One rumor (maximum) can be heard per every two hours in an eatery (food and drink). One rumor per hour can be heard in an inn (food, drink, and beds). Three rumors per hour can be heard in a tavern (drink). One hour of conversation equals four turns of interaction if with different people, or six turns of interaction if with one person. Ten interactions equal one turn. One interaction equals two verbal statements (or questions) and two retorts (minimum). About 50% of rumors are true (Judge's discretion, unless stated T or F).

Establishing Camaraderie

Two jokes plus one round of drink (or other experience in common with those present) equals 1st level camaraderie — they feel warm toward you. Relating one experience and one heart-gripping story equals 2nd level camaraderie — they feel inclined to trust you. Making a faux pas, or social blunder, will increase identification and empathy for you, and equals 3rd level camaraderie — they will rush to your aid to avoid your social embarrassment. Ask for a person's confidence privately, and get to the point as quickly as the situation allows — 4th level camaraderie.

Gathering Information

Talk with everybody, being especially friendly with the employees of inns, taverns, and eateries. If possible, get them drunk, or otherwise in an open frame of mind. Observing marketplace activity can be extremely helpful. Encourage the relating of rumors, new and old. Learn about sudden unusual behavior. Concentrate on getting to know persons of one's own rank, position, and interests. Talk with the right people. Books and libraries (the literary kind) may also be advantageous.



Table VIII A: Encounters

Types of Encounter	Religion	Who Encountered
1) Player initiates conversation	1) Priest	1-7) Human (see SL/Heirarchy table)
2) NPC initiates conversation	2) Priest	8) Roll per Religion
3) Questions/20% chance insults	3) A Worshipper	9) Roll per Quarter
4) Propositions player (below)	4) Bishop	10) Roll Non-Human
5) Special Encounter (below)	5) A Magic User	
6) One Unusual Encounter (below)		
	Child	Non-Human
Propositions		
1) Dangerous mission/high pay	1) Begs	1) Wood Elves
2) Work Offer	2) Urchins demand to help for a price	2) Wood Elves
3) Challenged or searched	3) Whispers overheard conversation to a player	3) Wood Elves
4) Offers "good deal"	4) Will squeeze into tight place to spy	4) Trolls (2)
5) Offers mutually beneficial deal	5) Will deliver message unnoticed	5) Hill Giant (1)
6) Sexual	6) Bites player and flees	6) Gargoyles (2)
	Visitor	7) Lycanthropes
Special Encounter		8) Goblins (10), night only
1) Has important information	1) Bears message from far country	9) Skeletons (5)
2) Confirms a rumor	2) Wants to meet secretly with a Prophet	10) Ghouls (3)
3) Wants to introduce player to important person	3) Bears a casket of jewels for Emperor	11) Imps (like Nixies, except lairs are in deep earth)
4) Gives player valuable object	4) Brings bad news from the East	12) Giant Rats
5) Offers his expertise	5) Will swap spells (knows exotic spells)	13) Gnomes
6) Wants to trade valuable book	6) Questions (tests player's honesty)	14) Dwarves
7) Has urgent private information		15) Dwarves
8) Unwittingly drops key information		16) Halflings
9) Unknowingly gives location of map		17) Halflings
10) Finks on his boss or other higher-up		18) Wood Elves
	Patrol	19) Wood Elves
Unusual Encounters		20) Wood Elves
1) Pickpocketed	1) Asks where "they" went	
2) Bit by pig	2) Questions player severely	
3) Drunk makes nuisance of himself	3) Knocks player down in pursuit of someone else	
4) Beautiful girl slave begs player's help		
5) Falsely accused before authorities		
6) Bribe offered		
7) Robbed		
8) Attacked		
9) Bored by loquacious socialite		
10) Called to a meeting		
	Women	
	1) Slave (Roll owner's hierarchy)	
	2) Vixen/Houri/Concubine (Roll SL)	
	3) Wife/Lady (Roll hierarchy)	
	4) Barmaid/Dame (Roll Special Encounter)	
	5) Eligible Daughter (Roll SL)	
	6) Underage Girl (Roll hierarchy and Child)	



Table VIII B: Encounter By Social Class Hierarchy

Dice % Encounter	Nobility * 1	Gentlemen * 2	Military * 3	Guildsmen * 4 - 5	Merchant * 6 - 7	General * 8 - 10
1 - 20	SLV	CH	FEM	CH	P	Slave
21 - 32	CH	CH	Gladiator	Beggar	CH	Serf
33 - 42	FEM	FEM	Servant/Page	Laborer	Huckster	Villain
43 - 52	P	P	Militia	Apprentice 1 - 4 yrs.	Vendor	Freeman
53 - 61	P	P	Guard	Apprentice 5 - 7 yrs.	Trader	Citizen
62 - 69	V	Parvenu	Patrol	Journeyman	Proprietor	Bureaucrat
70 - 75	V	Arrofiste	Sergeant/Squire	Master Craftsman	Agent	Alderman
76 - 78	FEM	Socialite	Cavalryman	Expert	Entrepreneur	Syndic
79 - 81	FEM	Gentry	Archer	Guildmaster	Magnate	Landowner
82 - 83	Varlet	Magistrate	Seige Engineer	FEM	FEM	Squire
84 - 85	Thane	Boroughmaster	Captain	FEM	FEM	Landgrave
86 - 87	Knight/Baron+	Zhir	Equite	FEM	FEM	Baron+
88 - 89	Lord	Zhirquis	Commander General	FEM	FEM	FEM
90	Archon	CH	CH	CH	CH	CH
91	Grandhee	V	V	V	V	V
92	Padishah	Mc	Mc	Mc	Mc	Mc
93	Suzerain	CL	CL	CL	CL	CL
94	Viceroy	MU	MU	MU	MU	MU
95	Empress	BL	BL	BL	BL	FEM
96	Emperor	FEM	FEM	FEM	FEM	FEM
97	Old One	V	V	V	V	FEM
98	Ancient One	FEM	FEM	FEM	FEM	FEM
99	Demi-God	P	P	P	P	FEM
100	God	V	V	V	V	FEM

* To dice Class, dice 1 - 10. FEM (Females) are in the hierarchy listed, but SL (1 - 12) and LVL (1 - 12) must be diced; for all other abbreviations dice 1 - 10 for SL and 1 - 6 for LVL.

Abbreviations

BL - Black Adder
 CH - Child
 CL - Cleric
 FEM - Female
 Mc - Mycretian
 MU - Magic User
 P - Patrol
 SLV - Slave
 V - Visitor

Quarters

Castle Area	Temples	Market	Seafront	Poor	*Special
1) Parvenue	Roll per "Religion"	PushyHuckster	Sailor	Shoemaker	Houri
2) Baron		Inept Apprentice	Storyteller	Robber	Teacher
3) Magistrate		Child will Trade	Sea Captain	Mercenary	Bard
4) Padishah		Dishonest Vendor	Inn Keeper	Villain	Jester
5) Thane		Master Craftsman	First Mate	Beggar	Thief
6) Lord		Rude Woman	Stevedore	Burgler	Artist

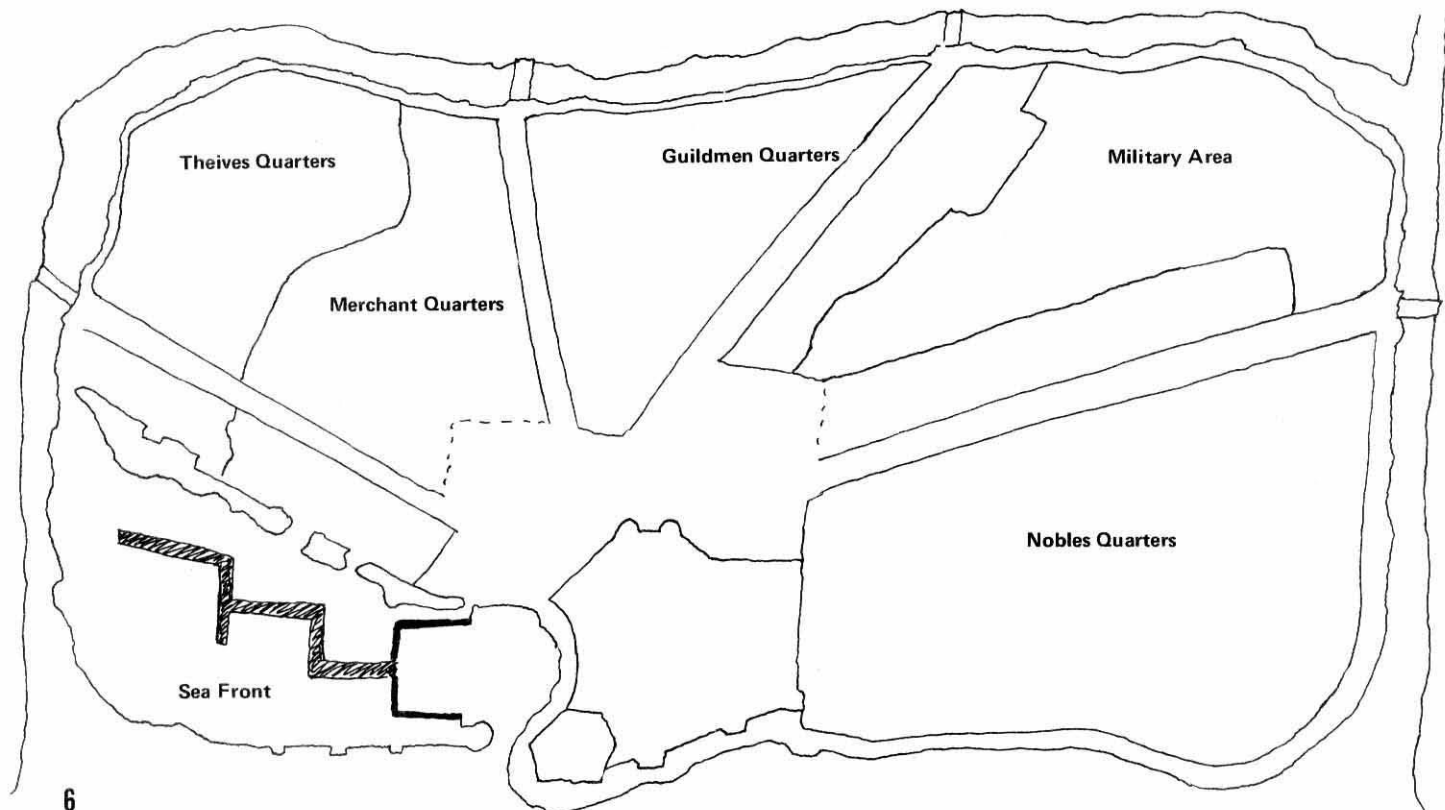
*Parks, Entertainments, Plazas

Table VIII C: Heirarchy - Social

Hierarchy SL*	Nobility	Military	Merchant
	10) Varlet	2) Gladiator	3) Huckster
	11) Thane	3) Servant/Page	4) Vendor
1	12) Knight/Baron +	4) Militia	5) Trader
2	13) Lord	5) Guard	6) Proprietor
3	14) Archon	6) Patrol	7) Agent
4	15) Grandhee	7) Sergeant/Squire	8) Entrepreneur
5	16) Padishah	8) Cavalryman	9) Magnate
6	17) Suzerain	9) Archers	
7	18) Viceroy	10) Seige Engineer	
8	19) Empress	11) Captain	General
9	20) Emperor	12) Equite	1) Slave
10	21) Old One	13) Commander General	2) Serf
11	22) Ancient One		3) Villain
12	23) Demi-God		4) Freeman
13	24) God		5) Citizen
14		Guildsmen	6) Bureaucrat
15		2) Beggar	7) Alderman
16		3) Laborer	8) Syndic
17	Gentlemen	4) Apprentice, 1 - 4 years	9) Landowner
18	6) Parvenu	5) Apprentice, 5 - 7 years	10) Squire
19	7) Arrofiste	6) Journeyman	11) Landgrave
20	8) Socialite	7) Master Craftsman	12) Baron +
21	9) Gentry	8) Expert	
22	10) Magistrate	9) Guildmaster	
23	11) Boroughmaster		
24	12) Zhir		
	13) Zhirquis		

+ When a Landgrave becomes a Baron, he becomes nobility.

* To dice SL, 5 in 6 dice 1 - 20; every sixth time dice 4 - 24.



Emperor's Palace

Emperor & Empress (see Tiphrodd Temple)

Viceroy Rooms

Character	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Nantarh El-Antaggrah	MU	LE	26	91	9	18	16	18	18	17	18	17	Wand

Suzerain Rooms

Kavar Laanaban	MU	LG	25	122	9	17	15	18	18	18	18	18	Quarterstaff
Fals Fellenbakhi	MU	LE	24	111	9	17	15	18	17	17	18	17	Sceptor

Padishah Rooms

Shah Paharrib Fu	MU	LE	20	105	9	16	17	18	18	16	18	18	Staff
Shah Satyrbis Orcuz	DEM	CE		160									Sceptor
Shah Kijdawr Aenekosii	Mc	LG	23	127	8	16	17	18	18	17	18	18	Quarterstaff
Shah Dyshim Leayh	MU	N	22	96	9	16	18	18	18	17	18	17	Wand
Shah Abdu Inslar	FTR	N	23	114	2	16	18	17	18	18	18	17	Flail
Shah Drong Dirkah	DEM	CE		165									Sceptor

Type V Demon Polymorphed to Human Form

Emperor's Palace Hex 3528

Waterway tunnels in the rock under the palace are large enough for the Emperor's warships to navigate to the hidden docking areas. Marine barracks at water level include 200 Oarsmen: N, LVL 1, HP: 1 - 8, AC: 7, Spears; 30 Divers: N, LVL 3, HP: 6 - 18, AC: 9, Tridents; 150 Fighters: N, LVL 2 - 7, AC: 6, Spears, Swords; 20 Officers: LE - N, LVL 7 - 14, HP: 10 - 40, AC: 6, Swords, Knives. Several other equally sized shifts are available on call. Armadad Bog, God of Mer Shunna, lives deep in the warship bay and blesses each ship daily as it leaves. Not a one has been lost to storm. There are 400 Palace Guards: N, LVL 4 - 6, HP: 6 - 12, AC: 2, Swords, Spears. The Green Emperor, Hautulin Seheitt, has his rooms on the main floor near the Empress Murielle and Viceroy Nantarh El-Antaggrah. The Viceroy, tall, skinny and bony with large bushy eyebrows and black hair and a severe expression, runs the day-to-day business of the city. The Black Adders, the city patrol and the Zhirquis answer to him as well as the Suzerain. The western three Padishah answer to Kavar and the eastern three to Fals Fellenbakhi. Trade agreements, transportation passage rights, duties and taxes, and province politics and misunderstandings keep the Suzerain busy. Usually no more than one Padishah is present in the city at a time except for High Council. The throne room is exquisite in green jades, emeralds and draperies. Three beautiful mermaids each have room tanks next to the harem quarters. The cellar includes food and wine storage (the best), five strong treasure rooms, magically protected by 22 powerful spells, a magical research room and a garbage pit (rat infested). A long descending tunnel leads deep beneath the palace and water tunnels to three dungeons (10, 11, and 12 LVL Dungeons). At one end of the main hall is an ancient object of art, possibly of great power, triangular in shape (25 inches tall, 5 inches wide at the base and 3 inches thick). It glows with a faint green light. A sign under it promises great wealth to the one who can translate the runes that are on it but no one ever has.



Mer People of the Trident Gulf

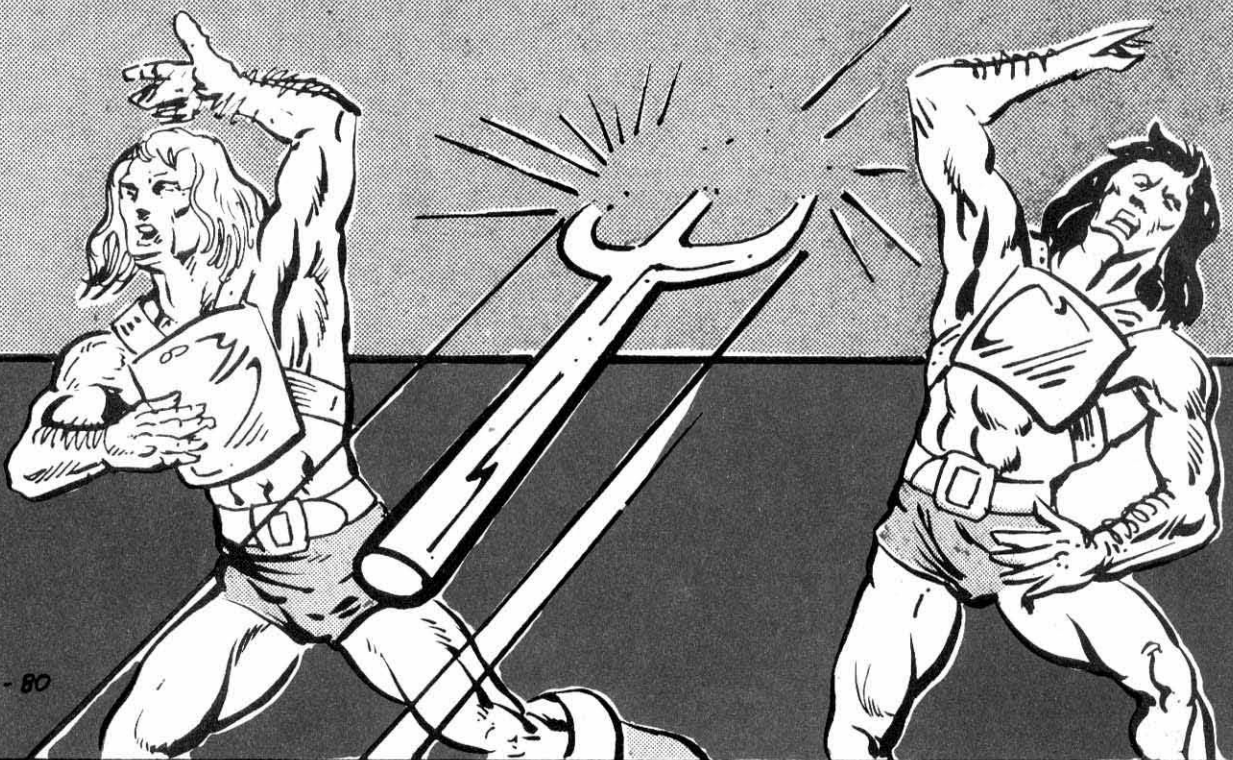
	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Queen Deleamaka	MU	CG	21	90	9	21	12	18	18	17	18	18	Tric Trac Trident

Trident

(Tric Trac Trident contains powers of: Warning; Commanding Water Creatures; Submission; Yearning.)

The Mer people of the Trident Gulf have had a difficult history for thousands of years, dating back even before the beginnings of the Viridian race. Queen Deleamaka dreams of re-establishing the golden years of freedom they had under Reddisorn and Cneninadus but the vast majority of their bondages have been due to the amulet Khetren falling into the wrong hands. The amulet is now in the hands of the God, Armadad Bog. The only way to retrieve it would be through involving several Ancient Ones, Demi-Gods or Gods and that is always dangerous since they have their own ways. Sae Laamer, the very rich and beautiful abode of the Mer people, is located deep in the treacherous sea between the islands Tric and Trac, islands that have their own unsavory reputations. Countless legends and songs have come out of this area such as "Dark Sea, Flying Maid", "The Tale of the Lost Mariner", "The Rock Siren", and "Ol' Fish Tail Blue". Queen Deleamaka has ruled her people wisely for centuries and led them, despite several slaveries, into a more advanced civilization beyond their simple natural tendencies.

She is currently a reluctant "guest" at the palace on a diplomatic mission. Unable to persuade the Emperor to accede to her requests she is about ready to return to Sae Laamer. She is staying in one of the Mermaid tanks next to the harem.



SIEMBIEDA - 80

Tiphrodd Temple (Mer Shunna Temple No. 1)

Hautulin Seheitt, God-Priest (The Green Emperor)	MU LE 28	200	9	20	17	20	19	18	19	16	Sceptor of Sa'annak
Murielle Eidn, High Priestess (Empress)	MU LE 26	150	9	19	13	19	18	18	20	18	Mer-Mer- Ring
Indred Agyoq, High Priest	CL LE 21	80	7	15	18	18	17	12	13	14	Staff
Ussit Yeifok, High Priest	CL LE 20	75	7	15	11	17	15	10	11	13	Staff
Garrifuss Percallub, First Priest	CL LE 16	59	7	14	12	16	13	14	6	15	Staff Staff
Mitognossim, First Priest	CL N 15	68	7	13	13	14	12	11	9	9	Staff
Sokkoruk Bomm, Hooded Offerer	FTR LE 13	66	7	11	14	11	9	13	13	5	Dagger
Yaimondar Fenrapphon, Head Sanguinair	FTR LE 13	69	6	10	18	9	9	16	15	4	None

Tiphrodd Temple Hex 3526

Surrounded by mermaid fountains, large crystal lamps and golden spires, the temple itself produces awe. Statues and pools grace all levels inside and every detail is plush. The lowest level of the temple contains only the Shunna statue, Armadad Bog's watery throne room which glistens with emeralds and a passage under the castle's outer curtain under water; the passage leads to the hidden warship bay where Bog lives. Twenty-one terrible Bokthoanids live in the passage and flourish by eating the Purple Scunge that grows there. Bog is always unpredictable but if he gets really angry he will be incredibly vicious and depraved in his malevolence. Bog will defend his God-Priest if he ever needs to. Hautulin Seheitt officially resides in his Palace but he spends a lot of time here. Seheitt has managed to outsmart and out-power all comers but is getting jumpy due to the steady and powerful inroads being made on his power. He finds himself forgetting spells and magical powers, his books and objects of power have all but disappeared and his voice doesn't carry the authority it use to. Seheitt suspects the Three Witches of Marmon as they enjoy collecting items of power. He knows he will have to check them out himself because his spies never come back. He has several plans but needs additional trustworthy, powerful but expendable help to implement them. Seheitt still has the ancient Viridian ability of staying under water for long periods of time, an inheritance of ancient times when the sons of the Mariner Gods married the daughters of the mer people and formed the green Viridian race. This helps immensely in communicating with Armadad Bog in his natural surroundings. Seheitt's Sceptor of Sa'annak raises the user 4 LVLs, shoots yellow mold spores 30 ft., shoots diminuation potion 15 ft., will electrocute upon touch and scrambles all psionic ability within 50 ft. He keeps it upon his person at all times. Seheitt once knew all MU well-known spells and then some but now he can remember only 50% (roll dice to determine whether he remembers). Seheitt's wife, Murielle Eidn, the High Priestess, knows a few spells but doubles the power of any spell Seheitt throws if she is present. Murielle conducts the Mer-Moon sacrifice at full moon in the stone table sacrifice room where the Young Tenders are slain. All of the hundred and one pools inside on ground level are lined with Blue Light Oysters that grow extra large good quality pearls. Ten pools of the 101 contain four weed eels each: HD: 1, HP: 4, AC: 8, 1 - 4/bites kill in one turn, STR 8 for poison. Ten inch green jade mermaids are sold for 50 GP; same inlaid with ivory and gold, 150 GP. Ground level contains several worship areas; it smells from the fish tails sold for the daily flogging. Level two contains the Temple Tenders' quarters and work areas; Level three contains the Young Tenders' training grounds and quarters; temple staff are on level four, priests on level five; the two basements contain storage. The level below that is under water and is visited only with great risk, even with magical gills.

Indred Agyoq, second in command of the temple, keeps 12 Temple Guards each on levels 1 - 5 and 36 on ground level: N - LE, LVL 4 - 6, HP: 10 - 20, AC: 4, +1 Swords. The 20 Sanguinair, the Mer Shunnan strongarm men and blackmail experts are LE, LVL 7 - 10, HP: 21 - 30, AC: 7, Daggers, STR: 16 - 18, CHAR: 3 - 7. Indred has the Black Sama Staff of Dispell Good. Ussit Yeifok is known for his Finger of Death and Darkness spells plus his Staff of Giant Insect Plague. The two First Priests are High Priest assistants. There are 85 Priests: CL, LE, LVL 6 - 16, HP: 18 - 54, AC: 9, Fins, who do the temple scut work. There are 270 Young Tenders: CH, N, LVL 1, HP: 1 - 4, AC: 9, and 65 Temple Tenders: CL, N - CE, LVL 2, HP: 1 - 8, AC: 9.

Rune Ki Temple (Shang Ta Temple No. 2) Hex 2626

Qraatin Star, High Bishop	CL	LG	21	80	2	16	16	18	16	18	18	18	The Rune Ki Staff (Lightning Bolt, Triple Power; all CL Staff Powers)
Daxxihdil, Bishop	CL	N	17	75	5	14	17	18	17	16	15	17	The Rune Xe Staff (double powered Staff of Wizardry & Snake Staff)

A tall circular building open to the sky in the middle. There are 600 mats on the floor for adherents to lie upon to face the heavens and to enter their float meditations; if they partake of "The Drinking" the meditation quadruples in time and a higher high is reached. Six orators on constant rotating duty preach forth on etherial subjects in the arena so there is never a break. There are 42 Low Priests and 19 Priests: CL, N, LVL 2 - 12, HP: 4 - 24, AC: 9, Staffs, who assist in the fog making and meditations. Only CL incantations can dispell. Qraatin Star, High Bishop, and Daxxihdil, Bishop, have one official job: To perform the weekly invocations. However, they enjoy looking for and doing good deeds that are visible and that will bring recognition and praise from important people. Large quantities of diamond dust are stored (locked up) just off the fog room as one of the ingredients of the fog making.

Obelisk Zeph (Natchai Temple No. 3) Hex 0619

Wu Ug, Prelate	MU	CE	19	81	9	15	17	18	18	14	18	10	The Blood Staff
Taata Ert, Primate	MU	CE	16	65	9	13	18	17	16	18	17	12	The Root Staff

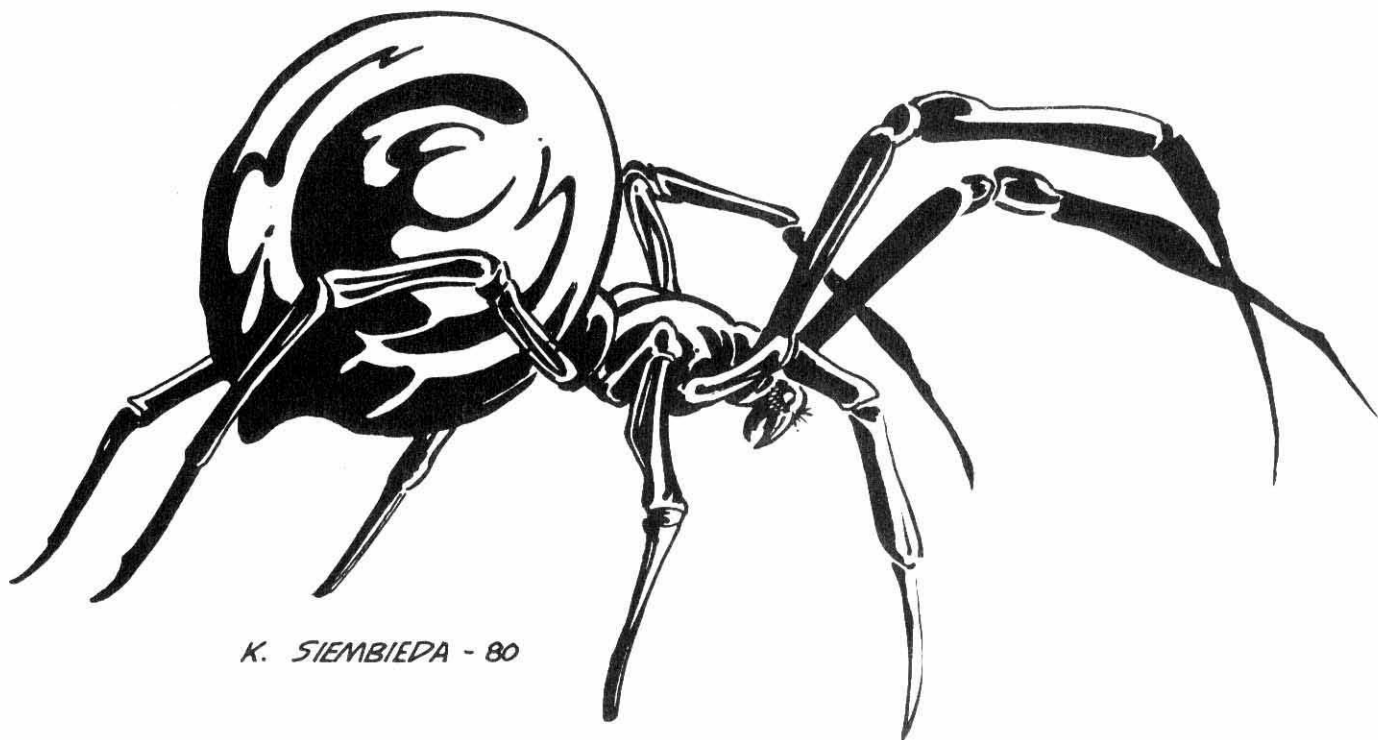
Only two Natchai Obelisks are in the Emperor's lands, the other being Obelisk Feigh between Feather Shoals and Demon Valley, NE of Tak Shire. Fa Pok is the Prelate there. Wu Ug, Prelate, has many strange, eerie powers. He can entice the heart out of any animal or child (handy during the Scarlet Sprinkle); he can put flesh and entrails back on any skeleton (handy in the Menhir Raising); he can hear and understand rock talk. His Blood Staff makes fiends, ghouls and/or zombies form from human blood. Taata Ert, Primate, has a Root Staff that seeks out earth imps, gods and demons. Friendly with Shah Drong Dirkah. Has a collection of valuable demon bells.

Obelisks stand over extensive cave systems and many of the cave rooms are made into temples where the Dalles burials and the Reana Mate Festival Wait take place. One tunnel leads into the depths of the earth, a side tunnel leads to the palace and a certain apothecary shop. There are eight Mages, MU, CE - N, LVL 4 - 9, HP: 8 - 36, AC: 9, Wands. Chasm imps lend Mages power and earth magic in return for sunshine crystal (one of average size worth 115 GP). Sunshine crystal is manufactured in all Obelisks (Alchemy Room) from quartz and certain chemicals that make them glow. All Diaboles are to be avoided and sunshine crystals repel them. Ten crystals make a lamp; renew crystals in eight months. The cavemen of the Eleph Territories have several separate caves in the escarpment near the Obelisk but the connecting tunnels to their quarters have long been sealed off to insure their privacy, a key political move some time back to keep the Elephans happy.

Temple Tempter (Spider Goddess Temple No. 5) Hex 3422

Blacksting, The Spider Priest	CL	N	17	59	7	14	16	17	18	17	16	17	Staff
Jama Darlit, Priest 1st Web	CL	N	11	38	6	9	18	15	15	17	12	18	Staff
Jama A'Abot, Priest 2nd Web	CL	N	8	25	6	9	16	17	16	16	18	16	Staff

Nephtlys, the Spider Goddess of Wealth (per Supp. IV, page 4) sometimes appears as a woman but when she appears here it is always as a giant spider. She often casts a *Weak and Collapse* spell extending 30 feet out from her and sucks blood from those that cannot move. Those who have tempted someone to stand within 30 foot spell range have their LVL doubled if under LVL 4, increased two LVL if LVL 4 and above and rise in the religion hierarchy. Two Web Tenders: CL, N, LVL 7, HP: 28, 31, AC: 9; Five Temple Wisps: CL, N, LVL 5, HP: 16, 14, 21, 8, 18, AC: 7; 45 Temple Tempters: FTR, N, LVL 1 - 4, HP: 3 - 18, AC: 7. Much of the inside of the temple, statues, walls, decorations, webs are plated with silver. Blacksting prays (from a distant altar) for the reappearance of his goddess and both Jamas attempt to set up the proper web tremors to attract her. All three have a plentiful supply of Oil of Slipperiness.



K. SIEMBIEDA - 80

Starlight Temple (Sekerite Temple No. 6) Hex 3521

Saah Faara, High Priestess	CL	LG	13	44	7	15	11	18	15	17	17	16	Staff (Commanding and Healing)
Saah Lissta, Low Priestess	MU	LG	8	20	9	13	12	18	18	17	18	8	Wand
Zagrenna Waef, First Maiden	FTR	N	4	14	4	6	17	9	8	16	18	17	Sword

Seker, God of Light (per Supp. IV., page 3) a strong virile average-looking man, likes women serving him. The temple is small, having three thrones but otherwise bare. First Maiden Zagrenna organizes 25 maidens: FTR, N - CG, LVL 1 - 4, HP: 1 - 10, AC: 7, to organize Sekerites in do-good projects. All Sekerites are taught one spell: *Protection from evil, 10 foot radius*. The temple has a large library of scrolls and books of philosophy, magic and religion for those who want to seek out truth. The priestesses tend their god when he appears; otherwise they are seeking out evil to destroy; they have an effective cooperative system worked out with several Mycretians to save youngsters from being sacrificed. They sometimes foil Mer Shunnan Sanguinaires. Coffers hold 3,100 CP.

Thoth Temple (Gnosophim Temple No. 7) Hex 2425

Bran Gno B'roo Master	CL	N	16	67	7	13	15	18	18	10	12	13	Naysayer Book
Az'eh Mindarrow Associate	CL	N	12	46	8	10	13	18	16	14	14	15	Staff
Epiginosk, Head Monk	MK	N	6	19	9	7	17	17	17	16	15	11	None

An average of 200 monks (MNK, N, LVL 2 - 5, HP: 4 - 16, AC: 9) study and meditate here, use the extensive library of science, metaphysics and history and have borrowing privileges at the Starlight Temple library. A complicated doorway entry system discourages visitors — iron gates, a portcullis and a magical shield of power plus a formidable gatekeeper and associate master, Mindarrow. Thoth adherents burn incense for their souls around the outside of the iron fence at MIND stations. Thoth (Supp. IV., page 2) seldom visits. The monks live austere but there are 15 marble statues and 38 stone busts of famous scholars and monks in the gardens. The Master's Naysayer Book counteracts all known sayings including spells; the Gnosophim are two 10-inch winged seraphs who sit on the Master's shoulders — power unknown, but they are wise. The Master writes many books. No one uses his real name.

Hedonae Temple (Tama Hama Temple No. 8) Hex 1513

Ekporneia, The Lady	FTR	CE	16	44	4	12	18	13	10	17	18	19	+5 Sword +3 Dagger
Fajaaja, Most Holy Courtesan	FTR	CE	4	15	5	10	17	15	14	17	18	18	+1 Dagger
Tiskhi Adelloh, Holy Courtesan	FTR	CE	3	12	5	11	18	11	12	14	16	18	Poison Blow Dart

On a slightly raised dais surrounded by devoted worshippers, the Lady and her courtesans reenact fertility rites and the beauty of passion. However, Tama Hama (Goddess, CE, HP: 240, AC: 4) once a year inhabits a FEM worshipper who will then take on all 16 courtesans (FTR, N - CE, LVL 4 - 12, HP: 4 - 40, AC: 5) plus the holy courtesans. At night nude dancers with exotic gossamer flying capes take up the dance floor and others fill up the sama drug drinking rooms or smoke heesh. Whoever dares touch the golden upright spike statue will have strong desire. Dancers merely step over those on the floor. Trained six inch chasmimps pickpocket all valuables they can reach; profits split 60/40 with the temple. Five caches and three special caches on lower levels. Cache of 280 gems at 150 GP and 90 gems at 225 GP in the Lady's room; Tiskhi makes and sells poison blow darts for 30 GP; 55 GP for extra accuracy. All courtesans have them.

Ugtargnt Temple (Seekers of Health Temple No. 9) Hex 3722

Ghraf Stagin, Doctor Supreme	CL	N	10	47	7	13	16	17	17	16	15	17	Staff of Healing
Tigwah Fadar, Honorable Doctor	CL	LE	7	25	7	11	8	16	16	17	17	15	Staff of Commanding
Valyn Da'Haadi, Honorable Doctor	CL	LE	6	19	9	11	15	15	17	10	12	13	Staff of Commanding

The Honorable Doctors and Supreme Doctor lead the suffering, diseased and lame toward a better life. This is done in three ways: 1) By worshipping and drawing hope and encouragement from their idol of Ugtargnt, Goddess of disease, a monstrous demon (DEM, LE, HP: 110, AC: 2) who looks wracked in pain from a hideous disease. It's all really a sham but it fills the coffers – 2 GP per look at idol, 10 GP per touch of idol; 2) By eating right – 150 different diets are available, some strange indeed; 3) By proper exercise – gym on second floor. The Doctor Supreme's Staff of Healing heals only one point per touch to keep them coming back. The red disease hives covering the golden idol are large rubies; the two horns are of black ebony; the seven eyes are green emeralds; the navel, one large diamond and the long tongue is carbelium.

Court of the Zhirquis Hex 2418

Sir Aghill the Impatient	FTR CE	13	45	5	13	16	15	11	14	16	9	Sword
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Sir Aghill is the terror of all law breaking roughnecks and big crime operatives plus, unfortunately, those in the wrong place at the wrong time. Anyone who bothers gentlemen and nobility to an uncomfortable degree will see Sir Aghill. One word from him to the Viceroy and the Black Adders may be out after family, associates or accomplices.

Sir Aghill hates dawdlers, those who hesitate and any sign of weakness. The best bet in handling oneself in court is to speak up in a clear voice, shoot from the hip straightforwardly and be levelheaded. His favorite sentences are the torture chamber and the dungeons.

The Zhirquis might take a bribe but he might not. He does, however, have quite a lush living arrangement with a harem – 13 FEM, FTR, N LVL 1, HP: 1 - 6, AC: 9, Daggers, and five Amazons: FTR, N, LVL 2 - 5, HP: 4 - 24, AC: 5, Spears – that he keeps living well.

A silver and carbelium chest in his private quarters is constantly replenished from the civil Zhir court, now holding 5,170 GP and 520 SP plus jewelry. The Zhirquis is not much impressed with magic except the more powerful sorts as brute strength and political power is what he thinks is superior. Guild-master Hreimar of the Assassin Guild of the City State of the Invincible Overlord is his personal friend and in debt to him personally so this immeasurably increases Sir Aghill's influence and power.

The Zhirquis has scabies; 1 in 10 chance of catching it if one touches what he has touched.

Zhir Court (Civil) Hex 2520

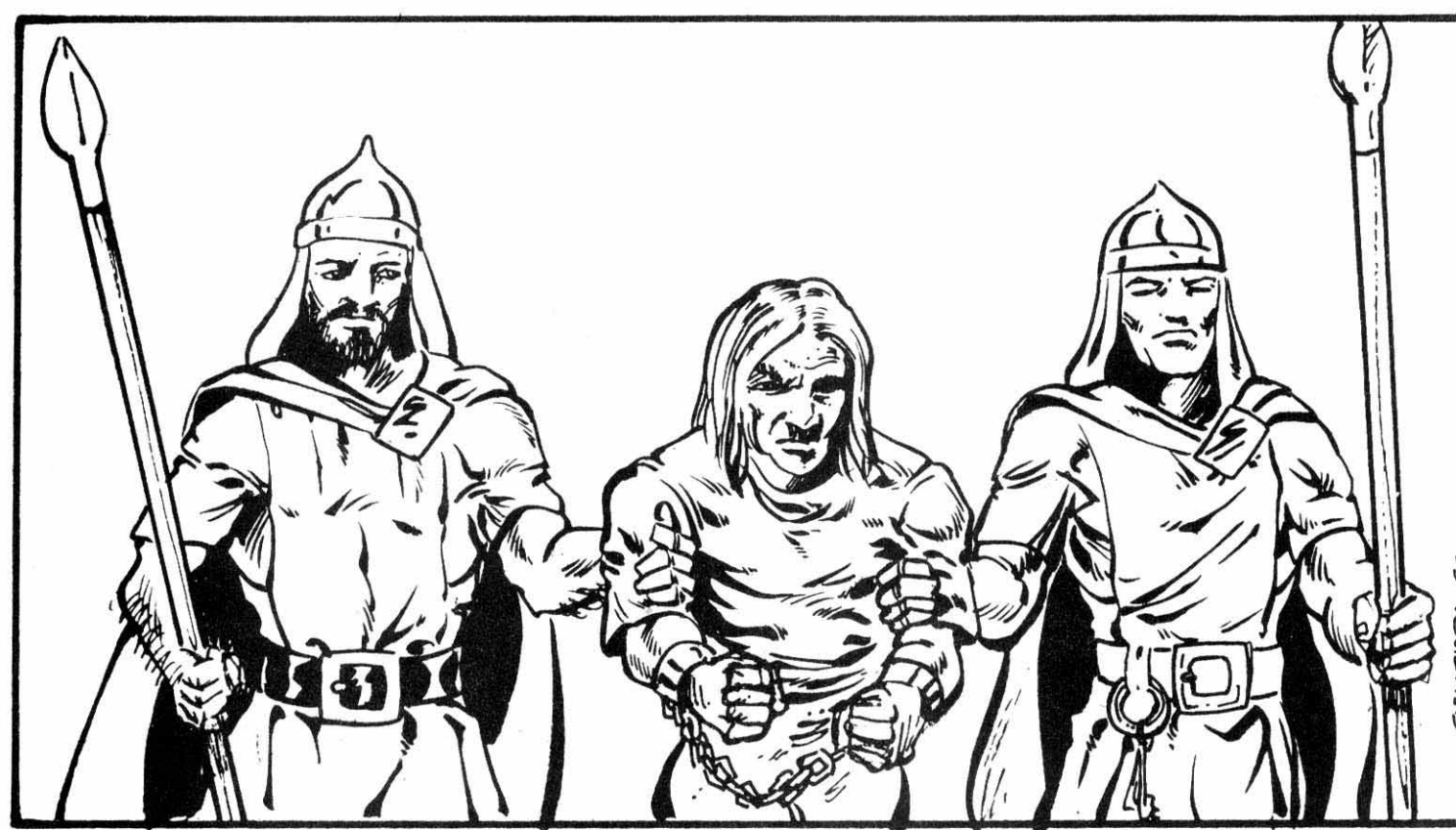
Ghata Arsensandi	FTR N	11	53	7	12	17	15	13	15	15	16	Sword
Kapelan Gwith	FTR LE	10	31	4	12	16	14	14	13	9	11	Dagger
Nuhar Kerason	MU LE	10	84	9	12	13	17	16	14	16	12	Dagger

Handles routine civil cases. Ghata takes all family disputes; Gwith takes property disputes; Nuhar takes all other cases. All proceedings are handled with haste and dispatch – nothing must interrupt happy hour. Eight guard/bouncers: FTR, N, LVL 2 - 5, HP: 9, 5, 12, 16, 7, 11, 7, 14, AC: 4, Spears, Swords. The courtyard contains a gallows and whipping post. The fine vault is located at the center of the sun ray design on the floor; all that can be seen is a slot – the vault can only be reached from below in the first basement.

Zhir Court (Criminal) Hex 2618

Happy Dengar the Crazy	MU CE	11	46	9	12	10	17	5	10	16	17	Axe, Dirk
Aphy the Apt	FTR N	8	40	2	12	15	14	17	13	12	11	Axe
Domo Hessun	CL N	6	28	7	12	11	16	17	9	12	12	Dagger

These are an informal lot; prisoners are always brought in in chains so only four guards are necessary, FTR, N, LVL 2 - 5, HP: 6, 12, 16, 26, AC: 4, Spears, Swords. Happy Dengar the Crazy and Domo drink on the job so Aphy does most of the thinking; Dengar holds court with the other two assisting. Majority vote wins. Minor infractions are held here such as petty thievery, murders of common people and disturbing the peace. Dengar is not predictable. The courtyard contains a gallows and whipping post. All whips have leaded tips and leather handles. No cases are allowed to be resolved via fines. Torture chambers are below. A fortunate sentence is one year's hard labor in the Missing Memory Marshes or the pits of the South Mantle.



Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Bureaucrat

Roos Tashah	FTR	N	7	29	5	6	13	14	12	10	18	10	Sword
Eelm Bandworm	FTR	N	3	18	5	6	15	12	11	14	17	12	Rapier
Bardab Punk	FTR	N	6	29	5	6	14	9	12	15	15	14	Broadsword
Sniddle	FTR	N	5	25	7	5	13	10	11	12	14	15	Dirk
Hochakocha the Fiend	FTR	CE	4	14	7	5	16	12	12	13	12	16	Dagger
Likstak Qutperd	FTR	N	2	12	5	5	14	15	13	16	16	15	Sword

Roos sees that all communications, laws, rules, suggestions and reports pass smoothly between the Guilds and the Government. City entertainments are also regulated. Roos regularly meets with seven magical maidens wearing crowns of silk who dance his nights away in the Fairy Room. Has four valuable stashes.

Bureaucrat

Horton Hayward	FTR	LE	7	34	9	6	15	10	12	13	14	15	Rapier
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Controls permits to sell foreign animals and furs — permits to set up trading stalls and new businesses. Adds 120% to line his own pocket. Three times there have been attempts on his life. His coffers contain 1000 GP plus. . . .

Bureaucrat _____

Eliakim Gerner	Mc	LG	5	12	9	6	12	14	15	12	15	16	None
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Eliakim is an unusual fellow for a bureaucrat. Rather than being obstructive or following the letter of the rules at all costs he sincerely makes an effort to get things done and to help those he comes in contact with.

Bureaucrat _____

Asgar Buddleshine	MU	LE	4	7	9	6	8	17	16	10	16	15	Dagger +2
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Asgar loves fire and other painful lights and rays and he experiments with fire. He oversees the hiring, firing and payroll of special talent hired for government jobs. Cache.

Bureaucrat _____

Sherd Pottgum	FTR	N	5	30	5	6	12	12	8	14	14	11	Sword
Lafstor	FTR	CE	4	31	5	5	10	7	9	15	17	10	Flail
Thaenhed	FTR	N	3	10	7	5	13	6	10	15	10	7	Sword
Riklak	FTR	CE	4	25	5	5	12	6	5	14	10	8	Scimitar
Mortsnort	FTR	N	4	27	7	5	14	8	12	16	15	14	Mace
Haftthir the Slick	FTR	N	2	15	7	5	16	9	13	10	13	6	Blackjack

Sherd is in charge of street repair and park maintenance. His help is not very bright and so the City is not exactly always in the best of shape. Two streets have collapsed into the tunnels below. Loves to flog himself with fishtails. Rumor: A Homonuculai is loose, going about collapsing streets.

Sanitation Department _____

Pike the Lefty	FTR	LE	4	20	10	6	18	9	8	11	8	10	Lance
Salmon Rudee	FTR	CE	3	16	8	4	11	5	10	8	9	8	Spear

Pike supervises the cleanup crew in the city and arrests residents who continually throw garbage into the streets. Hires rodent specialists when they are needed. PROB 10% of sanitation workers contracting dysentary; 30% PROB contracting fever rash; but pay is good. Salmon Rudee, in charge of the Street Scoopers Section, sees that the constant traffic of animals is cleaned up after; he has a special detachment in each stable area.

Tax Collector _____

Aarlen Counter FTR N 5 41 4 7 14 8 10 16 13 7 2-HD Sword

Aarlen is in charge of all taxes related to gates, bridges, toll roads, public baths, stables, and weapons. He keeps a large body of handpicked Mercenaries: FTR, N, 1-3 LVL, 5-24 HP, AC 4, Swords; and six Dwarves; FTR, LG, 1 LVL, 8-9-6-8-4-7 HP, AC 3, Axes near him at all times. The taxes are kept in a stone chest with a Stun Symbol inscribed under the lid, 789 GP, 963 SP, 59 CP. Aarlen secretly catches all gems he gathers in a money belt on his person. The enterprising collector has an excellent selection of appropriated horses for sale at half normal prices (although the former owners have been known to spend as much as six months tracking down unwary buyers).

Tax Collector _____

Daron Strongsage FTR N 4 19 4 7 12 9 8 11 10 9 Shortsword

Daron is very uncomfortable in his official position since he's well-known for his benevolent relatives and especially his patrician father who died a popular hero. Daron has few friends and most view his new position as the young hero's downfall. Daron is secretly accumulating wealth for a revolutionary party. Six Guards: FTR, N, 1 LVL, 3-6-2-5-8-2 HP, AC 3, Swords; flank the doors and Daron's faithful servant, "Useless" Farworm, FTR, N, 3 LVL, 22 HP, AC 9, Sword +1; carefully watch all who enter. The triple locked tax chest is poisoned trapped; 379 GP, 968 SP, 592 CP. Daron collects all birth, death, and conveyance taxes.

Tax & Toll Collector _____

Baghlum A'Hdzwiil FTR LE 9 42 4 7 11 11 11 11 16 14 Scimitar
Abit Yat Lebning FTR N 7 40 2 6 16 10 10 15 10 12 Rapier

Baghlum and his assistant cover both entrances to collect tolls on wheels, horses' legs, number of containers and weapons. Their cut is however much they want to increase the toll base tax that goes to the Emperor. The job is therefore socially ostracizing. Eight caches plus one special cache.

Tax Collector _____

Infriga Silverclaw FTR N 7 50 4 6 9 11 9 15 14 13 Longsword

The daughter of Warchief, this Barbarian woman has risen high in the esteem of the City's Aristocrats since her privateering days. Infriga collects all taxes associated with foreign shipping and privateering. The hook on her left arm conceals a huge Amethyst worth 395 GP. Her mates are an assorted collection of Pirates, Buccaneers, and Mariners; FTR, 1-6 LVL, 28-15-19-26-34-8 HP, AC 6, Scimitars. Her private sloop "The Moon Swan" is fully crewed and provisioned at all times. Her adventurous spirit is not easily held in check by her lucrative position (a reward for capturing an enemy Prince). Infriga longs to investigate the fabled Amazon City where the natives use gold for hitching posts. The banded tax chest contains 715 GP, 548 SP, 676 CP and a poisonous Scorpion.

Limit Team

Slapping Fish Inn

1) Riffin Zhard: FTR, LE, Barkeeper; 2) Woodlock Fer: MU, LE, Ghost Chaser; 3) Musi Suleim: CL, LE, Books & Art.

Strike Team

The Spitting Spirits Tavern

1) Eleina the Fair, FTR, LE, Head Waitress; 2) Sug, MU, LE, Cloaks & Tunics; 3) Fazhur Pink, CL, LE, Flower Shop.

The Black Adders are two teams of highly trained experts in tracking, sabotage, assassination, and other highly paid dirty work. All six live in the CSWE incognito in other professions, and are known by only the Emperor, Empress, and three others. Each team is composed of three highly LE Mer Shunnas – one high level Magic User, one high level Fighter, and one high level Cleric. The Black Adders are extremely intelligent, extremely resourceful, and extremely effective.



The Imperial Guard

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Equite Mondar Sangalord	FTR	LE	11	65	2	12	17	12	16	10	16	15	Sword of Sharpness

The Imperial Guard, entirely mounted on Barded Heavy Horse and wearing Plate and Shield, is the Elite of the army (even though it carries no missile weapons) and embodies the ideal of everything a Viridistani soldier is supposed to be. To enter as a recruit, one must be nobility or have other political connections. Valiant and skilled warriors from other units who have proven themselves worthy in battle earn the great honor of being transferred into the Imperial Guard. Foreign heroes, hearing of the splendor and glory of the Guard (and the high pay and low risk), are often willing to come and join up for a six-year term. Even a few Gladiators, if their powers and skill are famed throughout the City State and the Green Emperor is in a kind humor (and if none of his court oppose it), are sometimes inducted into the Guard, often with a jump of two or three Social Levels or more. This accounts for the inordinate number of higher-level warriors in the Guard, even though no Guard unit has gone on campaign for over forty years.

The Guard are of course the Emperor's favorites, and every luxury imaginable is showered upon them. Every man is attended by a page boy and 1 - 4 slaves, depending upon his social status and fighting level. The helms of the Elite Guards are fashioned to look terrifying. The effect of seeing an entire Throng in formation is often the equivalent of a *Fear* spell upon non-allied warriors, non-combatants, and animals. Despite the lavish accoutrements they are busy fourteen hours a day, six days a week, training, drilling and jousting "To keep the blade sharp"; watching their drill is one of the Emperor's favorite past-times. And so, even though their actual combat record has recently been rather brief, the Imperial Guard would prove truly awesome foes should any real threat force their mobilization. It is indicative of the true state of Viridistan that this Guard can draw the best Fighters in the world; they limit the number to only four hundred of them. They are headed by a fierce, expert horseman named Equite Mondar Sangalord who gives orders to ten special unit Captains.

The Green Warlords

Mondra Whip-Tongue	FTR	LE	11	65	0	10	17	12	16	10	16	15	Sword of Sharpness
Captain Sartallo Viridistar	FTR	LE	10	48	2	11	18	15	14	9	15	12+2	Longsword

The most prestigious of the special units is known as The Green Warlords. Captain Sartallo Viridistar, the Captain of the Green Warlords, was a rich, wandering Mercenary Lord but gave it up at the chance of this illustrious position when it was offered. He is a cynical sarcastic rogue whom the Emperor treats as a scintillating wit, much to the dismay of the court. All are equipped with Longswords, some magical. The heroic names in this unit make a long and awe-inspiring list: Barno One-Eye (Align: LE, LVL 8, HP: 30, STR: 18 (65), +2 Longsword, +1 Plate); Gann of the Arena (former Gladiator, Align: N, LVL 6, HP: 36, STR: 17, DEX: 17, +1 Longsword, +1 Plate); Telek the Bold (Align: CG, LVL 7, HP: 25, STR: 17, WIS: 4, DEX: 15, +1 Longsword, +1 Plate); Tonarome Blade Arm (personal Bodyguard of Sartallo, Align: N, LVL 9, HP: 41, STR: 18 (90), DEX: 17, +2 Longsword, +1 Plate); The Faceless One (Hideously disfigured by a Fireball, he always wears a mask which gives him his "Charisma of Mystery"; it is said that his voice will one day command Dark Legions and he will reach to "pluck the world"; Align: LE, LVL 13, HP: 50, STR: 18 (00), DEX: 17, CHAR: 18, +2 Longsword, +2 Plate); and many more, forty all told. This is not the only Imperial Guard Unit that sees action, but The Green Warlords get picked first and so see more action than the other units. Each warrior carries 1 - 6 GP and 5 - 30 SP, and has hidden 6 - 36 GP and 11 - 66 SP. War Chest: 110 PP, 560 GP, 973 SP, Scroll: *Mass Charm*. 40 Page Boys, 80 Houris, 80 Slaves.

Cavalry Barracks

Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Barracks V Cavalry (Heavy) _____

Oaf Potanchus	FTR	N	6	37	3	8	14	7	10	15	9	11	2-Handed Sword
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A pretentious slob, Oaf glories in his position as a member of the Cavalry. Somewhat on the dim side, he bullies first and asks questions later. As is usual with this sort of person, his mount looks as if it has been ridden near to death, and his women appear worn out. Frequently he can be found in a corner of the local tavern, giggling to himself and leering at the underage serving girls. He also frequents shops on dark corners in seedy alleys.

Barracks VI Cavalry (Heavy) _____

Damien the Windbag	FTR	N	3	23	3	8	10	12	4	15	10	8	2-Handed Sword
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Damien the Windbag, as might be expected, is a boastful man. He claims to have killed a Red Dragon single handed and to have once been 8th level before a run-in with Spectres. Damien is not at all popular with his troops who consider him a fool. He commands 24 Men: FTR, N, LVL 1, AC 5, HP: 2, 8, 3, 4, 6, 1, 7, 7, 5, 3, 6, 4, 8, 2, 1, 1, 7, 6, 3, 8, 4, 8, 1, 3, Broadswords.

Barracks - VII Cavalry (Lt) _____

Anson the Hale	FTR	N	4	22	7	7	12	16	5	6	12	12	Scimitar
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Anson is known for his intense attention to detail and supervises one of the most effective units in the Empire. His unit disdains Plate Armor and wears light green cloaks. Armed with Composite Bows and Scimitars, they are frequently called out to Reconnoiter Troublesome Areas (PROB 35% per week). The treasure contains 56 GP, 96 SP, and 25 CP.

Barracks - VIII Heavy Cavalry _____

Himset the Cordial	FTR	LG	7	42	3	8	16	15	16	8	10	12	2-HD Sword
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Himset is magnanimous with his subordinates and quickly compliments any display of efficiency. An old Noble, Himset has often interceded with the government on behalf of his men. The unit is armored with Chainmail Tunics and Barded Horses. Lances and Swords are the preferred weapons although many are permitted favorite weapons. The War Chest contains 15 GP, 279 SP, and 54 CP.

Barracks IX Cavalry (MDM)

Armath the Beady-Eyed	FTR	LE	4	29	4	8	16	8	7	12	8	6	Sword
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Armath is fastidious and egotistical. He has been known to have a man strung up by his toes, thumbs, or feet for a slight. Rather than going into too much detail, it is best said that this man is somewhat maniacal. This man is considered dangerous even by the vilest of Clerics. He is, however, a good horseman when not in the clutches of his madnesses. It is rumored that his mother was a prostitute and his father was a Demon.

Barracks X Cavalry (MDM)

Garish Kochilar	FTR	LE	3	18	4	8	17	5	4	9	10	4	Sword +1
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A witless incompetent, Garish is despised by the experienced horsemen of the unit. Unfortunately, Garish is the Viceroy's cousin. His faults: picks his nose in public; belches at weddings; laughs at funerals; has no respect for his horse or his weapons, or anyone else for that matter; gets a stipend from the government of 200 GP a month in addition to his military pay, which he immediately blows on wine, women, and song (not necessarily in that order); has never been known to pay back a loan (of course no one has ever been known to refuse him one on account of his being a dirty fighter). But all of the faults are offset by one thing: he is still the Viceroy's cousin.

Barracks XI Cavalry (MDM)

Blount the Sorrowful	FTR	N	3	20	4	8	16	12	6	10	10	10	Scimitar
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Blount has rarely been known to smile and is well named. An apt commander, he drills his men each day for several hours, and then disappears into the darker areas of the City until early morning. Blount has been known to get into fights in the local taverns, but has never missed a day in drilling his men. When encountered on the street he normally will ignore who he meets, but if pushed he will demonstrate why he is commander of a trained squad of warriors.

Barracks XII Cavalry (Heavy)

Sanfried Rudneck	FTR	LG	4	28	3	8	13	10	8	8	9	10	2-Handed Sword
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Sanfried is very blunt and unaffected in his manners. The horsemen enjoy his humble speech and trust him explicitly. His one fault is that he is superstitious to a high degree and that he hates cats with a passion. He does not live at home with his wife because recently she found a stray cat, and refuses to get rid of it. Sanfried once invented a better stirrup and now lives comfortably off of the proceeds. He enjoys sharing his modest fortune with his companions.

Barracks XIV Cavalry (LT) _____

Sasabonsum the Duelist	FTR	LE	4	27	7	5	14	11	12	8	9	10	Scimitar
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An accomplished duelist, Sass is collecting the scalps of his victims on the mess hall wall. It is thought that he provokes many of these one-sided duels as a way of alternately feeding his ego and venting his frustrations. Like many other members of the realm army he is somewhat superstitious and will often postpone a duel until the omens and soothsayers feel that the time is right. His one big quirk is that he cannot abide to see any weapon or armor which is not in prime condition. This has saved him and his men on many occasions.

Barracks XV Cavalry (LT) _____

Tiway the Awful	FTR	CE	4	25	7	5	13	10	6	5	15	11	Scimitar
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Tiway is awful in many ways. First he is awful to get on with, and secondly he has a poor grasp of battle tactics, whether tactical or strategic. Frequently the Barracks XV group is used to patrol the inner City where their flashing armor and bright banner make the petty Nobility feel at ease, and serve to cover up their poor battle record.

Barracks XVI Cavalry (LT) _____

Witchbender Jarn	FTR	LE	4	15	7	4	10	12	9	12	15	10	Scimitar
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A Commander second to none, Jarn got his name from his somewhat brutal manner of finding and executing suspected witches. Not an overly strong man, he disturbs most people with his feral looks and baleful eyes. Hating the rest of humanity, Jarn isolates himself from the world by covering himself in black and silver trimmed clothes, or his black armor. Often carrying a silver tipped riding crop of flexible black material, he is an expert at using it on the back or face of anyone who he singles out, and often he will beat an "Offender" for reasons only he knows. Most of his men will gladly die for him in battle, mainly because they believe that any death would be better than what he can devise in his warped mind. If he is attacked, his men will defend him, out of fear of course.

Barracks XVII Cavalry (Lt) _____

Buck Makil IX	FTR	N	5	31	7	6	13	10	12	7	15	13	Scimitar
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Short and wiry, Buck is the local champion at wrestling and has an impressive list of victories. He inspires great loyalty in his men who will fight for him like no one has ever fought before. Buck is a tough section Leader with a relatively fast turnover rate, but the survival of the group is the highest in the realm. Since Makil took command, the standard has not been known to touch the ground in battle.

Barracks XVIII Cavalry (Lt) _____

Sachem the Surly FTR CG 3 17 7 4 15 10 5 12 15 6 Scimitar

Not strictly a Mercenary group, Barracks XVIII is the highest paid, lowest disciplined group. Sachem has no official title, but fancies that his men are a match for any other group. It is well known that the members of Barracks XVIII are not above mugging and stealing, in the name of justice of course, and are careful to hide this fact from Sachem. Sachem does get on with people to a small degree, but usually is not seen except when he and his men go on parade or patrol. However, Sachem has not been seen for over a month and speculations are rife over who had done away with whom, how, where, when and why.

Barracks XIX Cavalry (Lt) _____

Gareth Kinlord FTR LG 3 17 6 6 13 11 11 14 16 10 Morningstar

Gareth is the sort of man one would think more readily as a scholar than a warrior. He has an amazing repetoire of bawdy songs and jokes with which he entertains the rest of the Barracks. His favorite past-time is writing, poems and ballads which gets him a sizeable addition to his military pay. Gareth always takes his leave time when it is given to him to go to his home village of Sunwatch to visit with the people he left behind.

Barracks - XX Cavalry (MDM) _____

Dalartha Maraset FTR LG 4 20 4 4 12 9 8 11 14 12 Sabre

Up and coming in the fighting profession, Dal is treated rather distantly by many of the other members of Barracks XX Cavalry unit. This is due to the fact that he never removes his helm in public, and even dines in private. It is thought that he has been terribly disfigured in combat at some point and is unwilling to show the scars. There are those among group XX who are not that sure they want to know what is under the helm. Dalartha is somewhat of a moody man, but still has his share of fun, and will often actively seek out a party of adventurers to travel the taverns with. The only thing he can not tolerate is somebody trying to remove or open his helm, and has been known to strike such transgressors down. It is rumored that one night in a dark alley he was jumped and wounded, and rather than use his sword, he merely opened the visor of his helm. It is said that the fear still paled the faces of the men three years later.

Barracks - XXI Cavalry (LT) _____

Galiabrar-Marfestung FTR N 6 31 6 12 12 12 9 13 16 10 Bull Whip

An excellent warrior and good commander, Gali's future is somewhat doubtful because of his continual disagreements with his superiors. A unique commander in some respects, he has outfitted his group in Black Dragon Leather. The Barracks XXI Cavalry group is considered second only to the Barracks XVIII Cavalry group. Galibrar is a trifle hard on his men, but this comes from his enthusiasm. There are vague rumors that the XVIII and the XXI are going to join forces and break away from the Emperor and his control.

Barracks - XXII Cavalry (LT) _____

Thomas the Wall Splitter FTR N 3 10 6 6 10 12 9 11 13 16 Longsword

Thomas the Wall Splitter is a good fighter, but he lacks in experience, and is still considered to be in training by the other veteran members of Barracks XXII. He does not object to this view and when not practicing sword work, he is out trying to find experienced warriors to get some tips from. He has a passion for mushrooms, and will travel almost any distance to try a new recipe involving mushrooms. It has been prophesied that these mushrooms he loves so well will be the end of his life one day. He has so far managed to avoid the prophecy. He makes friends well and can make good account of himself in a brawl.

Barracks - XXIII Cavalry (LT) _____

Bellwether Kathar FTR N 3 15 5 14 12 6 13 15 12 11 Flail

Bellwether does his best to command his group of men, and carry on with his job, which is peasant control. He would be better at his post as Commander-Councilor if he did not have the tendency to delight in the carnage he and his elite squad can cause in the countryside.



Foot Guards Barracks

Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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Barracks - I Heavy Foot Guards

Albian Spiergem	FTR	N	5	40	4	5	13	14	10	10	12	12 Sword +1
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Albian the Unassailable has earned his reputation as a tough and seasoned veteran. His Throng is armed with mixed two-handed weapons and Dirks. The men are very loyal to one another and don't accept new recruits until they prove themselves in some way. Ten slaves keep the Chainmail Tunics bright but the soldiers maintain their own weapons and Helms. The War Chest contains 245 GP, 68 SP, and 314 CP. HO 18%.

Barracks - II Heavy Foot

Natty Ward	FTR	LE	3	19	4	5	17	10	11	13	12	14 Short Sword
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Natty prefers not to have any direct contact with the peasants he is responsible for keeping under control. He, therefore, allows the individual members of his unit considerable freedom in the course of their duties. His guard unit consists of the following 20 men: FTR, LE, LVL 1, AC 4, HP: 6, 8, 4, 2, 5, 3, 7, 5, 1, 7, 6, 5, 4, 2, 3, 8, 7, 4, 3, 5, Short Sword.

Barracks - III Heavy Foot

Splendid Totman	FTR	LG	8	43	4	5	10	8	7	6	14	5 Longsword
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Splendid is well known for his incorruptability and bravery. He has been reported to spend even some of his off duty hours roaming the city looking for trouble causers. His guard unit consists of the following 20 men: FTR, LG, LVL 1, AC 4, HP: 8, 4, 3, 7, 2, 5, 6, 5, 4, 3, 8, 4, 1, 1, 7, 6, 3, 5, 2, 8, Short Sword.

Barracks - IV Heavy Foot Guards

Medart Yeoman- scyld	FTR	LE	4	28	4	5	15	10	10	12	8	7 Scimitar +1
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Medart's unit has the highest desertion rate of any guard unit because of his numerous regulations and severe methods of punishment. Failure to maintain a spotless War Cloak results in being dipped in the Latrine. Medart's "Maulers" (the Throng's nickname) is armed with Polearms. The War Chest is usually empty and unguarded.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Barracks – V. Heavy Foot Guards													
Fairgarrish Warder	FTR	N	5	30	4	5	12	12	12	10	14	13	Short Sword

This Barracks houses 100 Heavy Foot, armed with 100 Short Bows and Short Swords. Thirty slaves keep their chainmail tunics in good repair. The war chest contains 44 GP, 96 SP, 23 CP in Fairgarrish's room. Transfer PROB 10% per month. Inspection PROB 05% per month. Cholera PROB 10% per week. Demi-Whelp Fenlyn, an old veteran, has a ragged map of the Belmarald Archipelagoes where Elven-knights battle Sea-Dragons.

Barracks – I. Light Foot Guards

Amadis	FTR	LG	6	39	6	5	17	10	7	12	10	11	Spear +1
"The Jade Yoeman"													

This unit of 100 skilled Bowmen are equipped with 50 Short Bows and 50 Composite Bows. Amadis is held in high regard for his heroic rescue of a noble lady sightseer at a battle two years ago. It is said that his superb marksmanship felled 23 Orcs while his unit circled the band of Orcs, capturing the remainder. Treasury: 79 GP, 62 SP, 17 CP. Inspection PROB 10% per week.

Barracks – II. Light Foot Guards

Old Garthag Starman	FTR	LG	5	31	6	5	16	15	6	12	13	10	Short Sword
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Garthag's force is a highly disciplined and well equipped troop of 100 Short Sword with mirror-bright large Shields. Garthag is well liked by his men and he is quick to come to their aid if they get into any mischief. Gossip relates that Garthag has some Elven blood and keeps a leather case with better maps of the Empire than are available to the general staff. The war chest contains 49 GP, 139 SP, and 214 CP. Inspection PROB 02% per week.

Barracks – III. Light Foot Guards

Herik Sergeant	FTR	CE	5	25	6	5	10	10	11	8	6	7	Scimitar
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"Horrible" Herik's unit is somewhat undisciplined yet are ferocious fighters. Trained in riot control, 50 are armed with Spear and Short Sword and the balance with Broadwords (NA: 10 - 60). Treasury: 24 GP, 53 SP, 96 CP. Inspections PROB 10% per week. CRUD PROB 20% per day. Misilicus the Mosseater, an outlander veteran is the informal leader of the unit and consistantly arouses the ire of Herik by complaining of the poor food and rusty weapons of new recruits. Scuffgraf is the official "scrounge" and is often hard-pressed to find sufficient pilferage to fill the larder (Herik gambles away half the food allowance each month). Nubb Starkeye (Herik's bootlicker) is fond of telling tall tales of the Confederacy Tribes and his part in a minor punitive raid he calls "The Tolkmac War of Retribution". Nubb is secretly a spy from the Alkmen State (a Confederacy Tribe to the far north).

Patrol Foot Barracks

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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Barracks - I Light Foot _____

Baliol Sayner	FTR	N	6	22	5	5	15	8	7	17	5	7	Mace
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Baliol performs his job as a patrol with great enthusiasm. He doesn't go out of his way to find lawbreakers but when he does encounter them, he subdues them with what might be called excessive force. Frequently his arrests require medical treatment before they are put in jail. His patrol consists of the following 24 members: FTR, N, LVL 1, AC 5, HP: 8, 8, 8, 7, 7, 7, 7, 6, 6, 6, 6, 6, 5, 5, 5, 4, 3, 3, 3, 3, 2, 2, 1, 1, Maces.

Barracks - II Light Foot _____

Archibald Shirrefs	FTR	LE	4	21	5	5	10	9	6	16	10	12	Short Sword
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Archibald has an understandable, if unfortunate tendency to enforce the law unequally. Anyone who is aligned with Good will find themselves treated much worse than those who are Neutral or Evil. His patrol consists of the following 24 men: FTR, N, LVL 1 - 4, AC 5, HP: 8, 7, 4, 2, 5, 7, 6, 4, 3, 3, 7, 1, 3, 2, 5, 6, 7, 8, 1, 2, 4, 3, 8, 4, Short Sword.

Barracks - III Light Foot _____

Balduin Shreeves	FTR	N	4	28	7	5	15	8	9	12	7	10	Spear & Dagger
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Balduin has a rather perverted sense of duty. He gives the impression that he can be bribed successfully, but when the bribe is offered, he arrests the briber on charges of attempted bribery. The members of his patrol do not approve of this policy and can actually be bribed on an individual basis. There are 24 members of his patrol: FTR, N, LVL 1, AC 7, HP: 6, 6, 4, 7, 8, 3, 2, 6, 5, 5, 8, 8, 7, 1, 2, 6, 2, 7, 8, 1, 8, 5, 3, 4, Spears.

Barracks - IV Light Foot _____

Pyke Baylyff	FTR	LE	4	12	5	5	10	8	9	12	10	10	Short Sword
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Pyke enforces the law to the letter, actively searching for the slightest breaker of the law. He has been known to arrest a man who shouted to a friend for disturbing the peace. His patrol consists of the following 24 members: FTR, N, LVL 1 - 4, AC 5, HP: 8, 8, 8, 8, 7, 7, 6, 6, 6, 5, 5, 5, 4, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1, 1, Short Sword.

Barracks - V Light Foot _____

Artur Bailie FTR CE 4 14 5 5 16 16 10 8 12 10 Longsword

Artur is a fairly nasty sort. He frequently stops passers-by and questions them severely about their activities. Anyone who refuses to answer these questions is beaten up and/or arrested on trumped up charges. Artur's command consists of 24 Patrolmen: FTR, N, LVL 1 - 4, AC 5, HP: 8, 8, 8, 8, 8, 7, 7, 6, 5, 5, 5, 5, 5, 5, 4, 4, 4, 3, 3, 2, 2, 1, 1, Short Sword.

Barracks - VI Light Foot _____

Byre Senskell FTR CG 6 36 5 5 12 7 12 10 11 15 Short Sword

Byre is a devoted patrolman. He works hard to insure that no serious crimes are committed in his duty area. However, he defines "serious" in his own way. He works hard to stop thefts and assaults but he basically ignores drunks, bums, and minor disorders. His command consists of 24 Patrolmen: FTR, N, LVL 1 - 5, AC 5, HP: 8, 8, 8, 7, 7, 7, 7, 6, 6, 6, 5, 5, 5, 5, 4, 4, 4, 4, 4, 3, 3, 3, 2, Short Sword.

Barracks - VII Light Foot _____

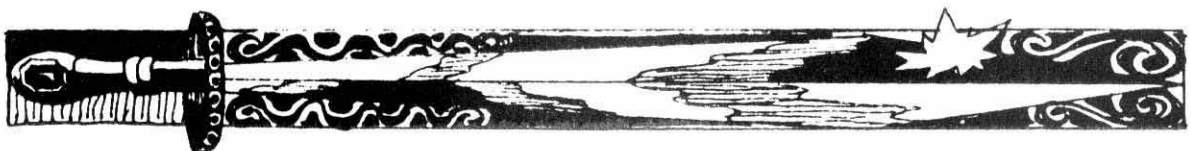
Farquhar Stewart FTR N 4 15 7 5 10 6 7 10 12 13 Short Sword

Farquhar cares very little about day to day happenings and when encountered on patrol, he will ignore almost everything (unless some is around who could report his sloth in which case, he is extremely efficient). He spends his off duty hours drinking. His command consists of the following 24 FTR, N, LVL 1, AC 7, HP: 8, 8, 8, 7, 7, 7, 7, 6, 6, 6, 5, 5, 5, 5, 5, 4, 4, 4, 3, 3, 3, 3, 2, 1, Short Sword.

Barracks - VIII Light Foot _____

Maxfield Provost FTR N 5 32 6 5 12 10 6 8 6 9 Scimitar

Maxfield is not an honest man. He can be bribed for a couple hundred Gold Pieces into doing anything as long as he isn't likely to get caught. The other members of the patrol are basically the same except they cost less. The patrol consists of 24 members: FTR, N, LVL 1, AC 6, HP: 8, 8, 7, 6, 6, 6, 6, 6, 6, 5, 5, 4, 4, 4, 4, 3, 3, 3, 2, 2, 1, 1, 1, Scimitar.



Barracks - IX Light Foot _____

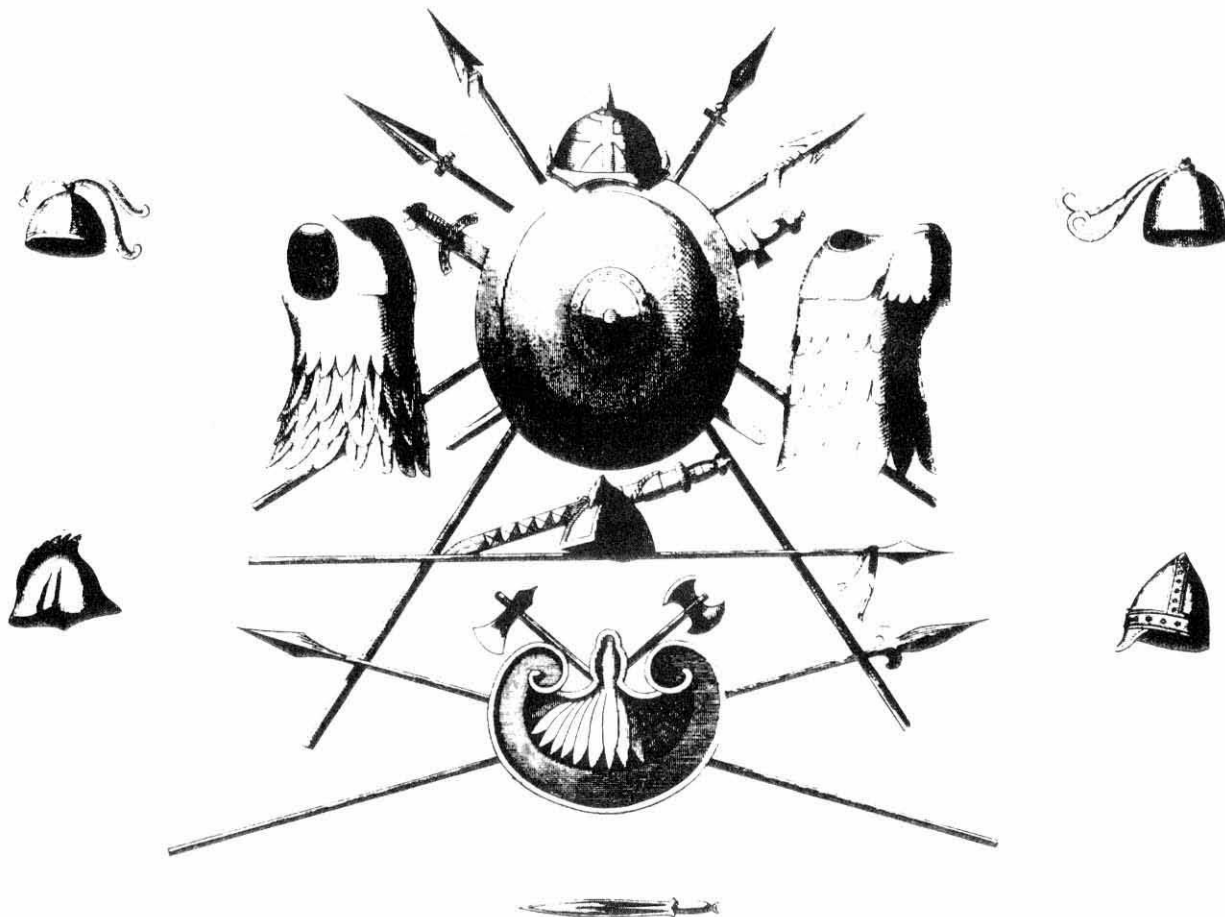
Birger Pretor FTR LE 4 13 6 5 14 10 9 10 9 16 Broadsword

Birger dislikes working at night. If his patrol is encountered during the night it will do nothing unless the situation is very serious. During the day, Birger enforces the law with a zeal equaled by few other officers. Birger is the victim of a curse which requires that he lick his sword clean after he uses it to kill someone. He therefore, attempts to avoid combat himself if at all possible. His patrol consists of the following 24 men: FTR, N, LVL 1 - 4, AC 6, HP: 4, 5, 6, 3, 1, 3, 8, 7, 5, 6, 6, 3, 4, 4, 2, 1, 7, 8, 8, 5, 4, 2, 3, 4, Broadsword.

Barracks - X Light Foot _____

Vannevar Shirrefs FTR N 6 29 7 5 17 6 5 10 7 8 2-Handed
Sword

Vannevar usually patrols at night preferring to operate in the darkness because he has an amulet which gives him infravision. He will take advantage of this ability to remain unseen while observing crimes from a distance. Then he can move in and nail the criminal. His patrol consists of the following 24 men: FTR, N, LVL 1 - 5, AC 7, HP: 7, 5, 1, 4, 1, 1, 6, 4, 3, 5, 4, 6, 1, 8, 5, 6, 7, 1, 8, 4, 1, 3, 4, 5, Short Sword.



Archers _____

Coalter Shuter FTR LG 6 33 7 9 16 12 10 11 10 12 Short Sword

All armed with Composite Bows. 14 LVL 2 with Leather and Short Sword; 47 LVL 1 - 4 with Leather and Hand Axe; 7 LVL 2 with Leather and Mace; 21 LVL 1 - 5 with no Armor and Hand Axe; 10 LVL 1 with no Armor and Mace. Each carries 4 - 24 SP and has 1 - 6 GP and 5 - 30 SP stashed in his personal gear. Coalter is the third son of a noble who leads adventuring expeditions during off-duty months, he also has a Silver and Sapphire necklace worth 470 GP, and a +1 Ring of Protection whose purpose he has not fathomed. War Chest: 77 GP, 109 SP.

Archers _____

Erdmann Bowmaster FTR N 7 37 7 9 15 10 8 14 13 7 Short Sword

All armed with Composite Bows. 16 LVL 2, Leather, Short Sword, 35 LVL 1 - 8, Leather, Hand Axe; 1 LVL 3, Chainmail, Bastard Sword (Janvel Janson, Align: LE, HP: 15). This elite Throng is outfitted with the Carbelium Red Arrows. Each man carries 5 - 30 SP and has 1 - 6 GP and 4 - 24 SP hidden in his personal gear; Erdmann also carries two Silver Arrows and an Arrow of Slaying (Men). Erdmann's brother is Sergeant of the Throng of regular Shortbowmen. War Chest: 89 GP, 208 SP.

Archers _____

Pinkstone Boman FTR CE 5 27 7 9 16 17 10 13 13 10 Short Sword

Pinkstone is a political enemy of the Military Hierarchy, so several other "troublemakers" were put in this Throng and it was sent on an extremely dangerous patrol. Only these came back: 25 LVL 1 - 4, Leather, Short Sword; 16 LVL 2, Leather, Hand Axe; 18 LVL 3, Chain, Mace; with Pinkstone, 60 all told. All have Leather or Chains due to scavenging from bodies of Comrades; plus 4 - 24 SP each (carried) and 2 - 12 GP and 6 - 36 SP each (hidden). Pinkstone is so named due to the strangely hued Gem in his belt buckle, worth 350 GP. War Chest: 90 GP, 170 SP, may go to hiring an Assassin.

Archers _____

Elhanan Balter FTR N 5 31 7 9 10 12 11 10 8 9 Longsword

This Throng is made up primarily of impressed hunters from outlying villages, and is a veteran unit from several patrols; 9 LVL 4; 12 LVL 3; 18 LVL 2; 60 LVL 1. Each carries 1 - 6 SP and has hidden an additional 3 - 18 GP. All nine Level 4s are outfitted with Red Arrows. War Chest: 14 GP, 113 SP.

Archers _____

Isambard Bowmaster FTR N 4 19 7 9 10 10 11 14 15 16 Short Sword

While Isambard himself is a wicked shot, he has been stuck with a gang of Oafs, 99 LVL 1. He is deeply envious of his brother Erdmann, who commands an elite Toxophile Throng. War Chest: 16 GP, 129 SP.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Archers	_____												
Swain Benbow	FTR	N	8	32	7	9	14	10	12	13	14	12	Com- posite Bow

Frequently paired with III Heavy Foot on patrols, Swain's Archers have seen much action without losing many men. An elite force of Marksmen: 8 LVL 3; 16 LVL 2; 75 LVL 4 - 7. Half have Carbelium Arrows. Each man carries 2 - 12 SP and has hidden 3 - 18 SP. War Chest: 33 GP, 109 SP. Swain carries three Silver Arrows and an Heirloom, a 300 GP Diamond Ring.

Archers _____

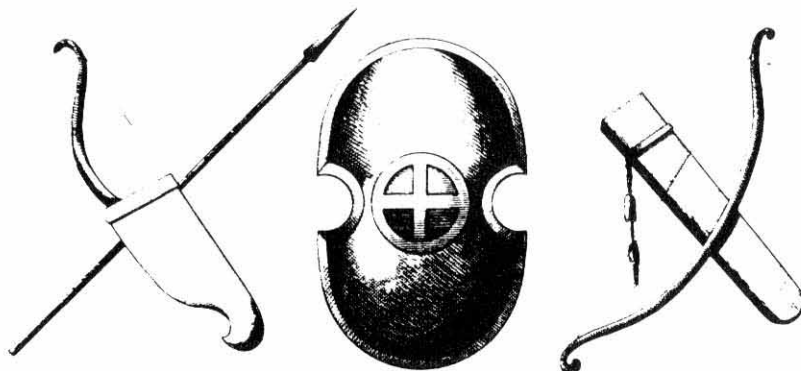
Hack Benbow	FTR	N	5	30	7	9	12	10	9	10	12	10	Short Sword
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Hack's Throng was severely mauled on its last campaign, and its seasoned core of survivors is slowly being built back up to full strength. 3 LVL 4; 4 LVL 3; 6 LVL 2; 56 LVL 1 replacements; total 70, all AC 7. Each man has 3 - 18 SP, plus 2 - 12 SP hidden in his bedroll, etc. Hack Benbow also has a bag of 221 SP and a 500 GP Ruby, which he scavenged from among the Throng's victims; these are hidden under a loose floorboard. War Chest: 13 GP, 155 SP.

Archers _____

Jephson Bender	FTR	N	6	25	7	9	16	8	9	14	12	8	Short Sword +1
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Seasoned veterans of several small but vicious pitched battles on their last campaign, 1 LVL 4 (Karel Goss, Align: LE, HP: 19); 12 LVL 3; 37 LVL 2; 39 LVL 1 (mostly new recruits to replace casualties), total 80. One third of these valued men are armed with Red Arrows. Each man carries 3 - 18 SP and has 2 - 12 more stashed in his personal belongings. All are AC 7. War Chest: 22 GP, 134 SP.



The Toxophile Militia

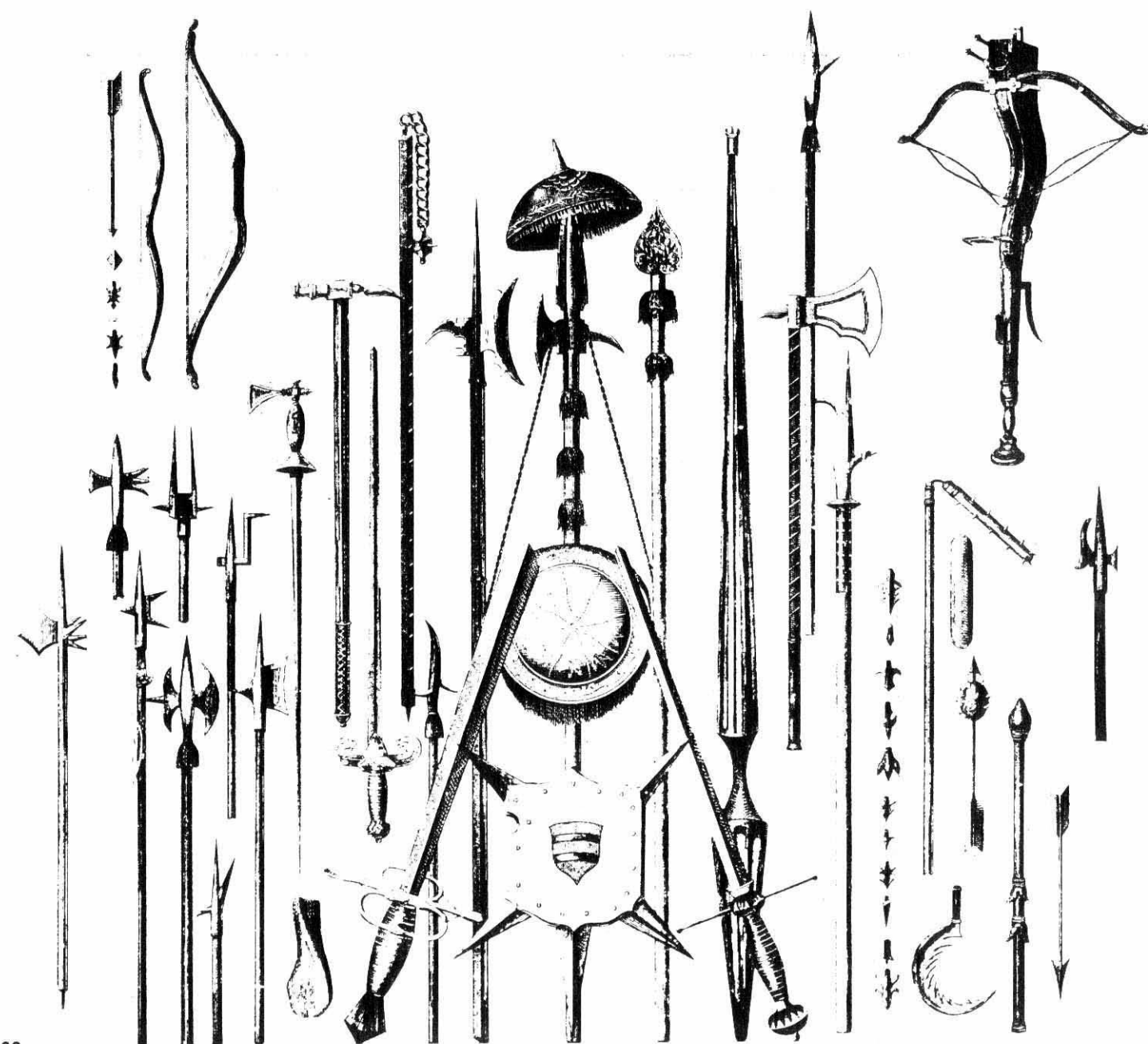
Toxophile Militia are wealthy townsmen and younger sons of Nobles who are impressed for six years of service as follows: Upon impressment each man selects what season of the year he wishes to serve (in most cases the choice is granted). They are then organized into Throngs, which are each called up in a certain season and put in reserve for the rest of the year. Reserve Toxophile Throngs may be called up during any season in a time of obvious crisis (siege etc.).

The Toxophiles are paid as Mercenaries. They supply their own armor (usually of a type selected by the Throng's Sergeant), and their own side arm (Sword, Mace, Hand Axe, etc.), but are equipped by the government with a uniform type of major weapon and tunics bearing certain colors, each Throng therefore having at least this degree of uniformity. During off-duty months the Guildsmen return to their trades and the young Nobles usually ride off in search of adventure.

Heavy Cavalry: Elite Nobility, Bachelor Squires, Men-at-Arms, also some Mercenaries.

Medium Cavalry: Very professional, valuable but not Elite, volunteer Freeman Versatile.

Light Cavalry: Impressed Nomads and hunters, universally despised.



Military	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Captain Raudell	FTR	LE	7	34	4	6	17	10	15	10	15	15	Shortbow Shortsword
Captain Searngi	FTR	LE	6	25	4	6	16	10	14	8	16	15	Shortbow Shortsword

These two men are in charge of two auxiliary Vastthrong of peasant levies. Each leads 39 Regulars armed and equipped the same as themselves. There are five permanent Cadres under each Captain, one for each Throng. Each Cadre consists of one LVL 2 and nine LVL 1, all armed and equipped the same as their Throngs. Each Vastthrong has three Spear and Shield Throngs and two Shortbow and Shield Throngs, all with Leather Armor. The gear is stored here; the primary duty of the Cadres is maintenance, issue and collection of the equipment and training the peasants. Searngi's War Chest: 12 GP, 270 SP. Raudell's War Chest: 14 GP, 256 SP. Everybody else carries 3 - 18 SP and has hidden 1 - 6 GP and 6 - 36 SP.

Military

Eanger Sargint	FTR	N	7	37	5	6	14	13	13	15	8	9	2-HD Sword
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All armed with 2 HD Swords, Chain Byrnies and Helmets. A small but seasoned force, Enger's unit has seen much action without really getting hurt. Each soldier has 4 - 24 SP and has stashed 1 - 6 GP and 5 - 30 SP. War Chest: 77 GP, 310 SP.

Barracks I Cavalry (Heavy)

Pretor the Elder	FTR	N	8	39	2	9	16	10	12	11	10	14	Longsword
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Two LVL 5 Fighters each with +1 Plate and +1 Longsword, two LVL 4 Fighters (one with +1 Plate) five LVL 3 (two with +1 Plate), 24 LVL 2, 66 LVL 1, all with Plate, Shield, Lance and Longsword on Barded Heavy Horse. Each man carries 1 - 6 GP and 5 - 30 SP and has hidden 6 - 36 GP and 12 - 72 SP. War Chest: 45 PP, 121 GP, 750 SP. Pretor the Elder is next in line for a Captaincy in the Imperial Guard; his brother is one of the Emperor's most trusted advisors, and his eldest son commands the IV Cavalry.

Barracks II Cavalry (Heavy)

Merkalo the Bold	FTR	CE	6	31	2	8	15	11	5	9	9	13	Longsword +1
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1 LVL 5 FTRs with +1 Plate and +1 Longsword; 3 LVL 4 FTRs, two with +1 Plate; 4 LVL 3 FTRs, 2 with +1 Plate; 24 LVL 2, 69 LVL 1, all with Plate, Shield, Lance and Longsword on Barded Heavy Horse. Merkab earned his post through a brilliant cavalry charge while Sergeant of VI Cavalry; in actuality he lost control of his horse, which charged; his pennant on the Lance dipped awkwardly and was seen as a signal by his men, and he was lucky enough to happen upon a weak spot in the enemy line. Each man carries 1-6 GP & 4-24 SP and has hidden 5-30 GP & 10-60 SP. War Chest: 10PP, 120 GP, 396 SP; 100 Page Boys 271 Houris.

Barracks III Cavalry (Heavy)

Kuleiman Swiftblade	FTR	LE	7	40	1	9	18	10	12	12	15	14	Longsword +2
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One LVL 5 Fighter with +1 Plate and +1 Longsword; two LVL 4 Fighters both with +1 Plate; five LVL 3 Fighters (2 with +1 Plate); 21 LVL 2; 70 LVL 1, all with Plate, Shield, Lance and Longsword on Barded Heavy Horse. Kuleman earned name and fame as leader of a wandering adventure/mercenary band. While I Cavalry is the Emperor's favorite, the Emperor's Wizards obviously have their own favorite; the two LVL 4 Fighters are the twin sons of the eldest Wizard. Each man carries 1 - 6 GP and 4 - 24 SP and has hidden 5 - 30 GP and 10 - 60 SP. War Chest: 10 PP, 131 GP, 440 SP. 100 Page Boys, 335 Houris.

Barracks IV Cavalry (Heavy)

Pretor the Younger	FTR	N	6	34	1	8	16	10	10	12	14	14	Longsword
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Two Level 5 Fighters each with +1 Plate; three LVL 4 Fighters, one with +1 Longsword, one with +1 Plate; six LVL 3, three with +1 Plate; 27 LVL 2; 61 LVL 1, all with Plate, Shield, Lance and Longsword on Barded Heavy Horse. Pretor is the brightest of the rising young stars of the military; he is only twenty-three years old, and made his mark in the V Cavalry (Heavy) before being transferred to this post. His father commands the I Cavalry (Guards); his Uncle is an advisor to the Emperor. 100 Page Boys, 210 Houris. Each man carries 1 - 6 GP and 4 - 24 SP and has hidden 5 - 30 GP and 10 - 60 SP. War Chest: 12 PP, 100 GP, and 477 SP.

Military

Alsop Ryder	FTR	N	5	31	5	4	16	8	8	10	6	8	Halbard
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All equipped with Halbard, Chainmail Byrnie, Helmet. Accompanied III Toxophile Militia on recent disastrous patrol but was not mauled as severely: Alsop's family has relations in the City State of the Invincible Overlord's Hierarchy and so there was this attempt to be rid of him. Each man carries 2-12 SP and has hidden 3-18 SP. War Chest: 48 GP, 237 SP.



Stables

Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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Stables - Imperial Guard-Horse _____

Aikman Stedmann	FTR	N	6	36	6	6	15	10	12	10	7	14	Rapier
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Aikman is a top-notch horseman who, unfortunately, angered his commander by out-doing him in a recent battle. As a result, the commander demoted him and placed him in charge of the stables. Needless to say, Aikman is not happy here. There are four Stable Boys: FTR, N, LVL 1, AC 9, HP: 7, 7, 8, 5, Short Sword. An employee, who is nominally a stable boy, in reality is a spy for the unit's commanders: MU, LVL 2, HP: 7, Dagger. Aikman knows about the spy.

Stables VI-X _____

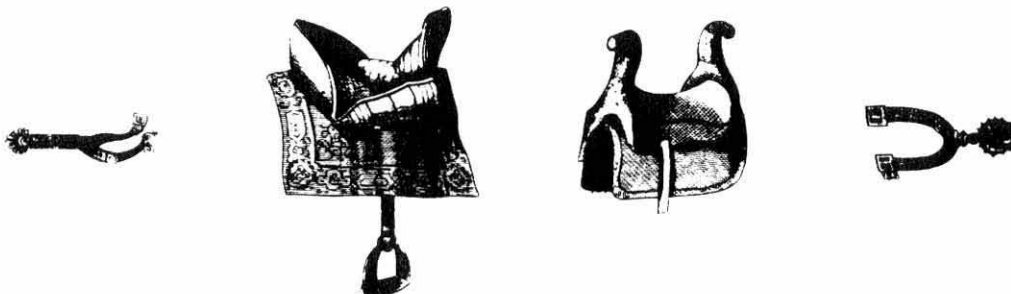
Arnvid Hakoey	FTR	N	3	13	7	6	16	8	8	8	12	6	Shortsword
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Arnvid seems to be harboring some grudge or secret constantly. He particularly dislikes non-humans and small animals. Six stable hands and ten indentured servants: FTR, N, LVL 1, HP: 4, 3, 1, 2, 7, 5, 6, 4, 5, 1, AC 8, Daggers; assist Arnvid with the horses of the five squadrons of Cavalry quartered near the stable. He has often tried to become head of the Saddler's Guild (an art he doesn't practice) through his military contacts.

Stables XI - XV Cavalry _____

Cnud Pullin	FTR	N	3	7	4	8	18	8	9	14	6	10	2-Handed Sword
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Cnud was once a member of the Cavalry himself but a mishealed broken leg has made it impossible for him to ride a horse. Now he is in charge of his old unit's stables. He is not at all bitter because he loves just being near horses. There are four Stable Boys: FTR, N, LVL 1, AC 9, HP: 1, 5, 3, 2, Daggers. The four squadrons of Cavalry, whose steeds Cnud attends, are quartered above the stables.



Special Clubs

Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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The Viridian Vine Club Hex 3924

Maldevin the Heartless	MU	LE	12	77	9	13	16	15	13	13	17	9	None
Morlar	FTR	CE	10	51	2	10	16	11	17	10	18	10	None
Dragon Breath Gywort	FTR	CE	8	39	2	11	18	10	8	17	13	12	None
Mara Fey	FTR	N	7	28	2	10	9	12	14	15	16	17	Club

An exclusive club for snobbish lower echelon nobility, many who base their station in life on ancient ancestors who were Viridians. Talk centers around the momentous import of whether any members still have any greenish cast to their skin. Maldevin is a high class murderer who keeps his club list weeded. Morlar works his torture chamber equipment with glee and Gywort slips him the names of dissidents too hungry with power or curiosity. Mara is a poison-making expert. The Club cuisine consists of foreign exotic unmentionables known only to the club members. Club fees support the doings, all secret except for the Green Day Parade. Rumors are squelched. Visitors are allowed only on the porch where quick food is sold (5 SP per meal — sughe sprouts and cheese and bread) and in the gallery where the history of the Viridian people is displayed in relief carvings and diaramas. Caches: Maldevin's: In hidden room No. 1) A stolen Fagma goddess 12 foot statue of gold leaf imbedded with 1200 small diamonds and veined with platinum on a five foot hollow copper base in which is concealed (magically) the Mynyaethiel Black Cauldron from which the Cauldron-born killers come. Fortunately, Maldevin is unaware of the cauldron's location. Room No. 2) Three special caches — a box, a silver sphere and a book shelf (hollow books). Room No. 3) Two caches — in a two foot horse statue and in a wall vault behind a headboard. Room No. 4) Small room, six foot cube with two small window entrances concealed as vents, contains loose gems, gold, silver, carved and wrought works of the finest art up to two feet deep in places. Morlar's: in stronghold room: +1 Sword, +2 Mace, +1 Spear, Human Control Ring on a raised dias over which hangs a bell that controls the ring. The bell dias is difficult to move so victims must be brought to this room. Mara's: In flower bin; in pickle jar; poisons hid in spice jars in potion bags. Gywort's: In Emperor Vatchel's coffin.

Green Spear Hunting Club

Sir Brin Baent	FTR	CG	6	27	4	12	10	17	12	15	8	15	Rapier
Sir Attar Attak	FTR	N	8	41	2	12	18	12	14	11	16	6	Sword
Mabrum	FTR	N	5	26	2	12	14	13	13	14	18	12	Sword

The club is open to knights only with the exception of an occasional fierce baron. Other SLs must be accompanied by a member. Monthly dues are 20 GP/month; banquet fees are 10 - 80 GP. The membership is held to a maximum of 300 but there are only 280 members at the moment. An invitation to join may be bought with a 1000 GP contribution to the club board. Ale, 3 SP; Wine, 9 - 16 SP. Rough bark and stone interior, plush furniture and high revelry attract prospective members. No Females allowed on the premises. Two attack dogs: AC 6, HP: 14, 12, guard the door. Caches, behind bar, in keg storage room and beneath the floorboards in each of the five private rooms.

Miner

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Cavemen-Elephan Quarters Hex 0722													

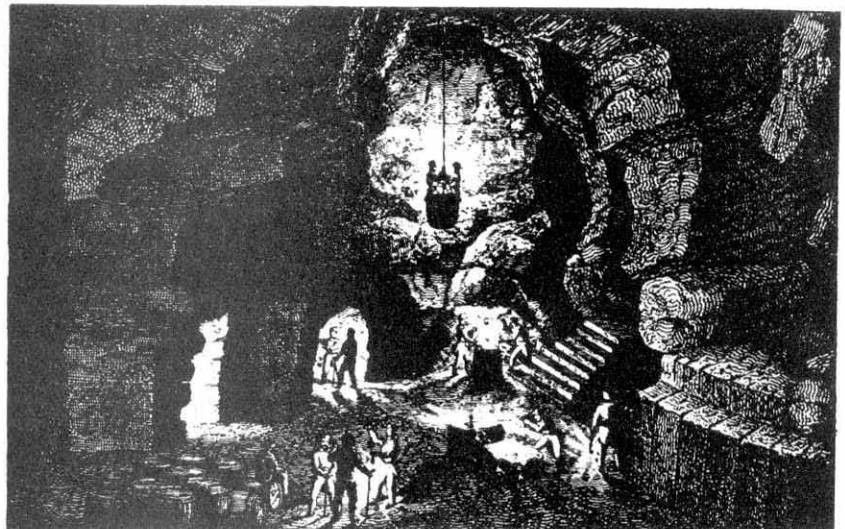
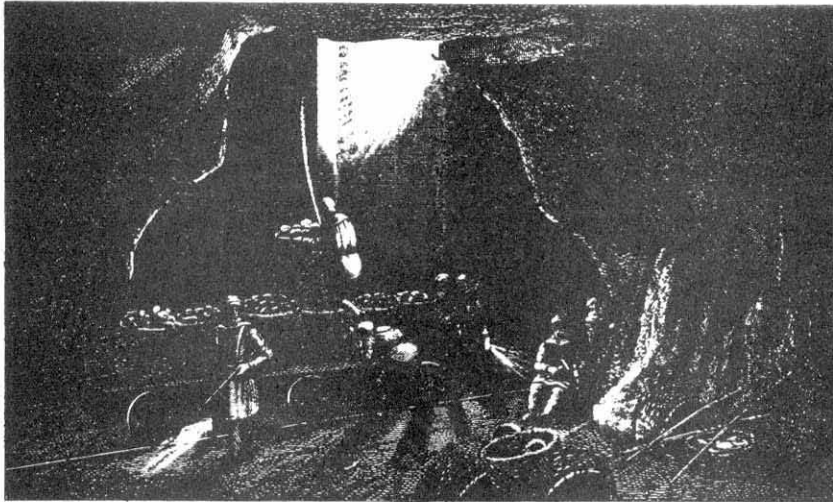
Buh Dussa	FTR	N	8	52	5	4	13	10	12	16	17	18	Club
Rollo Guh	FTR	N	8	20	5	3	13	8	10	11	14	4	Dagger, Pick
Dulf Duh	FTR	N	6	30	5	3	12	3	6	14	14	11	WarHammer
Brocdoc Luzuh	FTR	N	6	15	10	3	5	6	3	12	14	17	Dagger, Pick
Aah Rakbuh	FTR	N	5	20	5	3	5	8	8	12	14	7	Mace
Thorh Fidbuh	FTR	N	3	15	7	3	11	5	7	12	9	3	WarHammer

The Elephant Cavemen are expert miners and are hired by the government to mine Carbelium on Gheulost Island and Marble, Coal and Silver. Therefore, there are always Cavemen in the city, coming and going. The caves in the sea quarters scarf were long ago dug out to give the Elephants a place to feel at home (and keep them out of the way since because of their crude and rough ways, they have long been a problem).

The Natchai Obelisk and Caves are now kept separate to avoid problems. Connecting tunnels have been sealed off.

Buh Dussa, Rollo Guh and Dulf Duh are Elephant clan leaders and are responsible for keeping the peace among these wildmen and generally do a fair job. But their very smelly presence and rude ways offend many city dwellers. Elephants are large, ruddy, hairy and not very bright. They love loud rowdy playmaking, riding the Oc Running Birds and eating (slobbering over) raw meat. They do not understand cultured ways but will viciously defend a fellow Caveman and (often) imagined wrongs.

The Elephants are good workers and are paid in meat and ale. New recruits and replacements arrive from the Elephant Land Caves in late fall and early winter causing much political trouble because of their ignorance and thick heads.

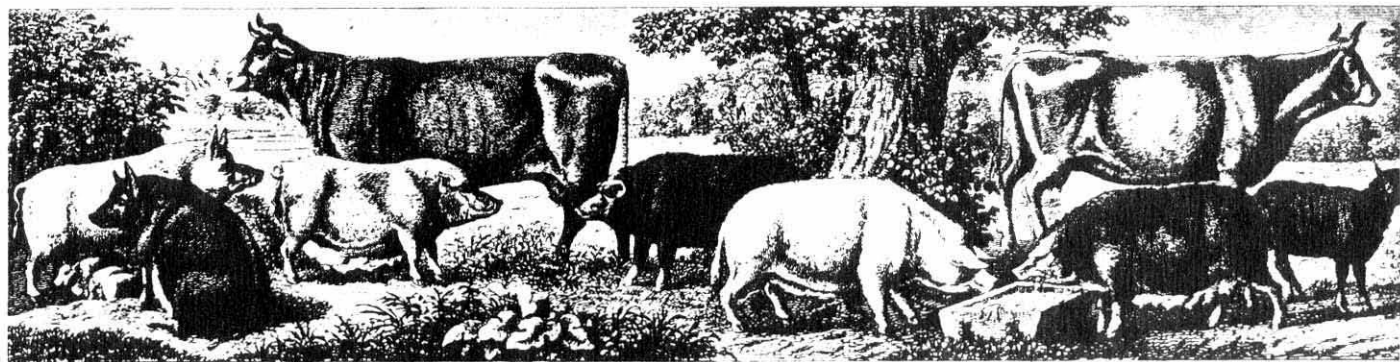


Farmers' Market Hex 2721

Merrost Forjikim	Mc	LG	5	19	8	5	16	7	9	10	12	10	Quarterstaff
Griega	Mc	LG	2	10	8	4	11	10	9	12	11	13	Walking Stick
Thormoddin Weip	MU	N	1	3	9	5	10	15	10	8	12	10	Magic Hammer
Yellowbutton	MU	N	3	10	9	4	8	14	12	7	11	15	Wand
Pokpok	FTR	N	2	4	7	1	15	7	5	17	12	10	Hoe
Rinfin	FTR	N	2	5	7	1	16	6	7	14	10	12	Hoe
Cheetzhi	FTR	N	3	6	7	1	17	5	6	15	14	8	Hoe
Antriq Reper	FTR	CE	3	14	9	4	15	10	7	7	13	10	Long Sword
Antrea	FTR	CG	3	13	8	4	9	13	11	8	10	12	None
Kenesaw Tilyer	FTR	N	1	4	7	4	15	10	11	11	14	12	+1 Sword
Londa Benna	FTR	N	3	13	7	4	10	15	16	12	12	14	Dagger
Akrid	CH	CE	1	6	9	4	7	14	10	10	13	15	None
Moothmouth	CH	N	1	5	9	4	4	11	9	13	14	8	None
Bongist Mawyer	TH	CE	4	9	7	4	10	11	12	8	14	14	Rapier
Makdoggin the Stout	Mc	LG	4	11	8	5	13	10	14	15	13	10	Walking Stick
Toony	Mc	LG	3	8	8	5	10	15	12	10	14	17	Walking Stick
Bell	CH	N	1	4	9	5	6	14	13	13	15	16	None
Donn'l	CH	N	1	3	9	5	9	15	11	13	14	11	None

Market Avenue (Encounter 70% PROB Farmer)

Busy stalls line Market Avenue and the Farmers' Market as the farmers set up every morning bringing fresh food, grain, livestock and in colder seasons, preserved foods. Food and other edible items are the only things that can be sold in the open air; flowers, utensils and all other household and work related items are sold in the shops. The atmosphere is congenial, lively, colorful and smelly. Merrost sells fruits and vegetables. He has an uncontrollable fondness for apples and is usually eating one in season. His wife, Griega helps with the weighing, selling and preserving. Five Halflings: N, LVL 1, HP: 2 - 5, AC 6, Daggers, do much of the planting and harvesting. Cashbox in donkey saddlebags or in Merrost's sash. Thormoddin and Lysander grow and sell mainly vegetables. The MU Thormoddin adds spells to his plants to make them grow bigger but with only marginal success. Lysander also sells herbs, Antriq and Kenesan sell grain; Bongist sells poultry and other fowl, reptiles and fish and Makdoggin sells beef and pork. Flies cover the fresh (?) meat but no one notices. Each farmer has a cashbox (emptyish in the morning but full in the evening). There are many other farmers and many helpers, but peasants cannot sell the fruits of their labors as most of it goes to their landowners.



Rumors

- 1) Someone just stole the Emperor's Sceptor of Sa'annak.
- 2) Shabakan is an Emperor spy.
- 3) The trees at High Court Lodge move at night.
- 4) Greenfast turned a Padishah **green** last night.
- 5) Herbalists can help flagging ardor.
- 6) Lord Pampajas threw waitress Jyin in the waterfall last week at High Court Lodge.
- 7) A demon was unmasked at the High Court Lodge by a Choking Vine.
- 8) The Slapping Fish Inn is serving dragon toes, 1 GP each.
- 9) A heavy iron kettle was seen floating above the city this morning.
- 10) Beanweather zapped two cutpurses this week and burnt their fingers to a crisp.
- 11) There's a valuable treasure map in the leg of a table somewhere in the city.
- 12) An Orc was seen eating in the Beanery not two hours ago.
- 13) Bluebell will clear a house of all four and six legged pests for 12 GP (guaranteed).
- 14) Three amazons are fighting out front of the Beanery.
- 15) See Barnacle for dangerous work.
- 16) A message-carrying Spyragol Hawk was seen at Yakin Ley last month.
- 17) All finn fish caught recently have been poisonous.
- 18) Greyshark will award a bag of pearls for information leading to the identity of the spy who's been keeping the docking bay closed to contraband.
- 19) The street crews are cleaning up 20 dead Orcs in front of Snake Pit Cellar.
- 20) Hill Giant Hubblegrim is looking for Sotgut to avenge his brothers.
- 21) The military are planning a raid on Snake Pit Cellar.
- 22) An Emperor spy disappeared in the vicinity of the Wayfarer Bard two nights ago.
- 23) Ghaddo and Darzha were seen riding a giant snake in Slithytove at full moon.
- 24) A very green Viridian (?) stranger was seen in the Viridian Vine gallery.
- 25) Morlar's right arm was burnt off in a squabble last night with Maldevin.
- 26) The Black Adders are trying to find a ring of X-Ray Vision.
- 27) Ooh-Oh, a zombie, is looking for a certain torturer.

- 28) Watch out for sughe sprouts.
- 29) Five mermaids were seen down by the Abalone Locker awhile back.
- 30) Guards were just tipped off to another load of contraband at the docks.
- 31) Sandy Snailweed is about to sail again (F).
- 32) Rabbithorn is looking for a talented MU student who would like to learn magical recipes.
- 33) Funnun Thornbol is offering 8 SP each for Giant Beetles and 15 SP each for Giant Scorpions.
- 34) Lackhog's ears are twice as big as they used to be.
- 35) The dragon's eye spoke yesterday ON ITS OWN! Whoever finds its mate eye will have riches untold.
- 36) A dragon's two eyes cannot be controlled when they're together as they will seek out the remains of the dragon's body they were in originally.
- 37) Suggon Drup has ordered Tingur Purloin out of town for indiscretions unbecoming a guild member.
- 38) The Targnol Plains Platinum Bell worth "millions" is in a dungeon under Slop and Hop.
- 39) The Red Plague has hit Antil and is moving north.
- 40) The Ghost of Chacjalom the War-Lord Dragon King was seen just north of Grimlon.
- 41) The Ghost of Chacmol the Conqueror Dragon King was seen heading south with forces outside Cronyhag.
- 42) A large band of undead lead by the Ghost of Dragon King Ermid the Ruthless was spotted in the Barradine Ruins.
- 43) General Wulfric the Rogue is leading a "Battle" west, now at the Crossings of Quoth just north of the Grimlon Outlands.
- 44) General Hubar is leading a "Battle" west and approaching Fagamuc.
- 45) Captain Rikter is hiding an Equithrong in Thistledown Forest north of Targnol Port.
- 46) Captain Raask is camped with his Vasthrong not far from the Stickthorn River.
- 47) Five Vasthosts are preparing to leave the City State of the Invincible Overlord environs; includes two Vasthosts of Barbarian Altanians.
- 48) The Pegasi of Gheulost Volk Mountain left when the mining started.
- 49) A Mycretian prophet is due in the City State at any time.
- 50) Carbelium arrowheads can be had for a price by dickering with a beggar outside Amber Tip Inn.
- 51) Rags dressed a Grandhee's wife in a transparent gown but she couldn't tell.
- 52) The three Hags of Marmon were seen in Tak Shire last week.

- 53) Assassins have been frequenting the Bag and Flagon.
- 54) Either very large fish or mermaids have been spotted in the moat.
- 55) The Sanguinair have been asking about missing Mer Shunna mermaids.
- 56) An Orc killer at Red Roc Inn is back again and waiting for challenging employment.
- 57) Gruff Griff says the Orcs at Glass Mountain are much agitated about something.
- 58) Three cattle and five goats were found drained of blood outside the East Gate.
- 59) The patrol did not respond last night to the riot down by the Bag and Flagon.
- 60) Any Dwarf in town will pay 5000 GP for a Blue Dagger made by their great ancestor, Oakenbark.
- 61) Haefinstaff treated 10 cases of Dragon Breath yesterday in the slums.
- 62) Anyone who can outspit Nazzil will win 200 GP or their own personal Orc.
- 63) Varta foretold Seheitt's demise will be by a boy and a mermaid.
- 64) Eleina the Fair is nursing two strangers back to health.
- 65) The Black Adders struck down a loudmouthed cavalryman in the stables last night not far from the riot.
- 66) Fusslings are a delicacy to eat.
- 67) Two succubi were seen about Grog Stop night before last.
- 68) Snarling Peleg, the beggar, got a job at the Grog Stop.
- 69) Twenty thieves and several traders were in a back room at the K'Baiya Club last night.
- 70) A bony Wyvern rattles around Rattlebones Tavern on mid-summer's eve.
- 71) Malkin told a story last night about a little man in a red suit who had a long nose and poof! He appeared. He didn't stay long — there were Elves present.
- 72) The Elephants have dug many tunnels under the city and only they know them all.
- 73) The Eleph Territories are dangerous country — wild men, Invisible Stalkers and Barrow Wights inhabit the area.
- 74) A Magic User or Illusionist is being hunted for in the slum quarters by Invincible Overlord spies for crimes against His Lordship.
- 75) An Invincible Overlord spy was unmasked last week in the palace scullery.
- 76) Wolves (werewolves?) can be rented at the Taxing Tox.
- 77) A pack of forty werewolves, forced by spells still holding from a long-deceased Evil High Priest, are guarding his tomb in Dankbark Forest.
- 78) Two waitresses fainted after getting too close to Captain Chantibblue.

- 79) It is not wise to whistle in the Silver Leaf Tavern.
- 80) Two Ogres are stampeding the horses in the stables.
- 81) King Litestar of the Western Lands has offered two Baronies and a Dukeship to the person finding and safely returning his daughter.
- 82) Several giant slugs have been cleaning the streets of refuse.
- 83) Ghalo'ataan is planning an expedition to Mount Garp near Lake Pernicus for the rare Orange-Spotted Hooked-Wing Stirge – quite a delicacy – dead that is.
- 84) One of the mermaid fountains at Tiphrodd Temple has disappeared.
- 85) Armadad Bog is angry – someone defaced the Mer Shunna statue (F).
- 86) There has been much more warship activity lately than is usual.
- 87) The Mer Shunna priests in the Tiphrodd Temple tower windows are not meditating – they're ogling females.
- 88) The Emperor has been hiding in his temple avoiding his affairs of state.
- 89) Purple Scunge has been eating away at the hulls of the warships.
- 90) The Emperor just ordered cavalry and archers somewhere east.
- 91) The three western provinces' Padishahs have been ordered to the City State with their companies.
- 92) The Emperor is not available for audience; two Kings and a Warlord are cooling their heels, waiting.
- 93) The Emperor can teleport to any spot he's been to before.
- 94) The Emperor is missing.
- 95) A Temple Tender escaped two nights ago; that makes five this month.
- 96) Five giant grasshoppers are attacking a wagonload of hay in the Central Square.
- 97) While practicing their techniques last week, the Sanguinair killed a priest.
- 98) Murielle Eidn loves the taste of blood.
- 99) Doctor Supreme Ghraf Stagin has a bad rash.
- 100) A pickpocketed Lord went berserk in the Hedonae Temple last night and that ended the orgy.
- 101) Tama Hama, Goddess of Fertility, has 14 Demi-God friends who will fight the Emperor.
- 102) Chasm imps can be trained to steal anything they can carry.
- 103) Poisoned blow darts are available at Hedonae Temple.
- 104) The Master of Thoth Temple has written five new spells, all dangerous to the Emperor.
- 105) Az'eh Mindarrow can blow a man's brains out by shouting at him.

- 106) The Stone Busts in the Thoth Gardens give good advice.
- 107) A Monk was seen practicing praying in the moat.
- 108) Twenty Young Tenders are to be rescued tonight.
- 109) Saah Faara heals even Orcs.
- 110) The Zhir Courts sentenced a petty pilferer, an amazon, to being dragged through the streets naked.
- 111) A staff of fear was lost when it mistakenly got made into a broom.
- 112) Three Blink Dogs guard a vast treasure under the palace.
- 113) An extra-large giant spider is sitting on top of Temple Tempter sucking blood out of a horse and its rider.
- 114) Blacksting has a collection of silver webbing in his private quarters.
- 115) Blacksting's Staff makes entangling webs.
- 116) The service is slipping at Arta's.
- 117) Over 200 men fainted at the floor show at Arta's last week.
- 118) According to Malt, disaster is about to strike the Invincible Overlord.
- 119) A child bought a jug at the bazaar for 3 CP and it turned out to be a Jug of Alchemy.
- 120) Malt is sometimes seen with shadowy types at night.
- 121) A Witch's black cat blinded an Altanian girl at the apothecary shop for dragging her feet.
- 122) Never carry catnip into Morkweb Greenshoot's hut.
- 123) Five cats are killing a Goblin down the street.
- 124) Lorin is too sickly for school, but he sure has strange visitors.
- 125) One of the young messengers at the Palace has an icy stare.
- 126) One of the Temple Tenders shows talent as a Magic User.
- 127) A Cockatrice is looking for his baby son – a very unusual Basilisk.
- 128) Sir Aghill is visiting in the City State of the Invincible Overlord.
- 129) Several high LVL Fighters are planning an assassination plot against the Green Emperor.
- 130) The Zhirquis just threw a whole family into the dungeon for snubbing a Thane.
- 131) Sir Aghill would like to be a Magic User (F).
- 132) Inghar Corwain was beheaded for possessing Elven wine.
- 133) Happy Dengar sentenced a woman to eat 1000 live minnows for vomiting in the street.

- 134) Hooktong invented a Grow Fangs Potion.
- 135) A nosy street urchin bothered Hooktong one too many times and has been holding his nose for three weeks.
- 136) Hooktong hates Whitefire for stealing and now controlling his Homonculous.
- 137) The Natchai Archimage is a mysterious, elusive character; no one has ever seen his face.
- 138) Lightning sometimes crackles along the Palace Walls.
- 139) There is a two-headed Ogre lurking somewhere along Pleasure Alley.
- 140) The Black-Hooded Slinker was about again the last three nights.
- 141) The Emperor's long dead son was brought back to life in a far country and is coming home (F).
- 142) Two Wizards are battling with Lightning Bolts and Fire Balls in the merchants' quarters and badly scorching stalls.
- 143) The Natchai are planning to regain power in the City State: Natch Ur has commanded it.
- 144) Hundreds of fiends and ghouls have been seen climbing the Obelisk Zeph and diving into the ground.
- 145) An Elephan caveman is going berserk and killing loud, carousing Natchai under the Obelisk.
- 146) Sunshine crystal is becoming chic night-time lighting for the rich.
- 147) Thousands of Chasm Imps live below each Natchai Obelisk.
- 148) Millions of Chasm Imps live below each Natchai Obelisk.
- 149) Chasm Imps are responsible for misplaced objects in the home.
- 150) Infighting among the City's archers has caused serious morale problems.
- 151) The City's archers are the only military units that have any morale at all.
- 152) Wu Ug defended himself before the Zhirquis for enticing children into the Natchai caves never to be seen again and talked him into letting him free.
- 153) Wu Ug talks to rocks.
- 154) Taata Ert has been seen convorting with goat demons in forest clearing macabre dances.
- 155) Natchai love blood pudding.
- 156) Quick! Magic Users hide in the back room! Woodlock Fer is walking towards the tavern.
- 157) Thousands of Ogres live in Woodlock's basement.
- 158) Sir Aghill avoids Woodlock Fer.
- 159) Red Ire Spiders are attracted to gold.
- 160) Books on military technique are available in Musi's Books & Art Shop.

- 161) Bad luck curses often go wrong.
- 162) Baby ticks often hide in new cloaks.
- 163) Shimmer tunics help children grow bigger.
- 164) Giant ticks can hypnotize you by dancing.
- 165) The Black Adders have caught over 50 Overlord spies and are still looking.
- 166) Flowers are sometimes deadly (an old saying).
- 167) Grey ooze grows in Blansomfeather Skyvalley's footprints.
- 168) Fazhur Pink's Flower Shop has the perfect flower for protection from muggers, rapists or overly amorous admirers: the Heinous Eyeslap.
- 169) One "Happy Floater" reached six feet above the floor last week in Rune Ki Temple.
- 170) Shang Ta fogs cannot be dispelled by magic.
- 171) Fernlace can heal a broken leg in one morning.
- 172) Fernlace's **Commentary Number Four** is on the evils of Mer Shunna religion it is thought; no one is sure since no one has seen one and Fernlace won't talk about it.
- 173) Take care in digging tunnels under the city or you might flood all of them.
- 174) The Palace cellars are haunted.
- 175) Seven patrolmen are lying dead in front of the Snake Pit Cellar.
- 176) Nine Carbelium-tipped spears are imbedded in the door of the K'Baiya Club.
- 177) A special hoof tax is to be levied on all non-military animal modes of transportation to cut down on traffic in the City State – 3 SP per hoof.
- 178) Three halflings, eight children and one Dwarf were run over by traffic in the City State during the year.
- 179) A couple of Amazons picked up a horse at East Gate and shook the cavalryman off of it.
- 180) Five Varlets lost their nobility papers after passing out in the Spittin Spirits.



Random Rumors

- 1) Two Mermen were seen slithering into Tiphrodd Temple.
- 2) Three visiting Invincible Overlord Dignitaries disappeared in the Emperor's City last week and are still missing.
- 3) The Great Serpent of Zenigamble the Necromancer is on her way to do battle with Iso, the Lake Monster.
- 4) Four Patrolmen were found bludgeoned to death in Central Square with their hearts cut out.
- 5) Eight giant Leeches in Cesspin Bogs are protecting 17,000 GP and three chests of gems.
- 6) Thirty Nixies were just spotted in the Docking Bay.
- 7) A snort of wild Peccaries are loose in the Emperor's grain fields.
- 8) There's a lonesome Dragon's Eye in the dungeon at Talaway.
- 9) Three Invincible Overlord Vasthosts are advancing on the Emperor's City.
- 10) The Invincible Overlord has been loosing many powerful Undead within his lands.
- 11) Smirge, the Eerie Eel, eats three Purple Worms for its midday meal.
- 12) The Dryads of Shimmertree Vale charmed half a company last month.
- 13) Quickbog has completely sunk under the mud.
- 14) Raknid inhabitants have recently discovered that their giant Spiders hoard gold.
- 15) An Emperor ship has just crashed into the Villaine Cliffs.
- 16) Over 40 Centaurs were spotted in Adder Copse this week.
- 17) A talking, moaning bone is said to be in Bone Hollow.
- 18) Over 200 Berserkers are ransacking Saimon looking for their lost (stolen?) iron Horn of Valhalla.
- 19) A pack of Blink Dogs inhabit Bitter Ridge.
- 20) White Apes have been ambushing travellers in the pass east of Augge.
- 21) A Wyvern lair by Lake Pitts holds a pile of jewelry pieces ten feet deep.
- 22) A circle of dead Mycretians was seen at Holy Mounds.
- 23) One thousand giant Sea Horses sank a ship near Gheulost Island.
- 24) Giant Desert Fire Ants are attacking a Green Dragon in a cave near Ezrahaddon.
- 25) Carbelium arrowheads have been disappearing.
- 26) A Listening Stone was recently found in the Freeman Fields.

- 27) Zikkinaam the Venal of the Western Lands stored 1000 platinum bars and 250 jars of GP in magically protected tombs at Pamak Illip and Daican. Banshees haunt the tombs.
- 28) A battered Mermaid statue was found on Harpy Scarp.
- 29) A Mud Flollup lives in Utscar Bogs.
- 30) Serd Worms inhabit the hills southeast of the Obsidian Citadel making approach from the east difficult.
- 31) Veldin Gard, a villain, discovered a bush by his field that burns without being consumed.
- 32) Demon dances can be seen in Feigh Forest.
- 33) Minor earthquakes near the Aves Sanctuary meant the Chasm Imps are restless again.
- 34) There's a strange 900 foot long Tree Snake in Adder Copse that Elves are deathly afraid of.
- 35) Twenty floating heads were seen in the Barradine Ruins.
- 36) A new ghost is haunting Lake Pernicus and Stukwrak.
- 37) A jewel studded Skull marks a Dragon hoard at Harkarim.
- 38) Mycretians like Elsenwood.
- 39) There is a thirty level dungeon somewhere around Nho.
- 40) An ancient Demi-God with a trident lives in Ladd River.
- 41) Ships that go down on the Sae Laamer reefs are never seen again and never have survivors.
- 42) Mermaids love to run off with sailors.
- 43) Sailors love to run off with Mermaids.
- 44) The Mer People are training for war in Nereus Firth.
- 45) Beware of Tric and Trac.
- 46) The Freeman Fields are infested with Bog Snakes again.
- 47) The Smoke rising from the Vapor Hills might be Dragon Breath.
- 48) The Pegasi of Gheulost Mountain left when the mining started.
- 49) Three Sectors haunt the Midwall Towers.
- 50) Fifty Kings of old are buried at Crown Knoll.
- 51) The River Flee at For'n South
A treasure be by Shunnan's mouth.
- 52) Thousands of Miniboppits live in the hills west of Yrahm Jakupda; they'll slash your ankles and then ask questions.

- 53) Slippree, shinee, nastee Seridgees live by Sharryn River by Eagol.
- 54) If you hear this sound in the Missing Memory Marshes, you are a dead man: Squidge, squidge, squodge – squidge, squodge, squidge.
- 55) A clan of Umber Hulks have been sighted in Bestial Barrens.
- 56) Strange lights have been emanating from Dacil Vonidar at night.
- 57) Hell Hounds live in the hills of Berserker Wilds.
- 58) There may be a castle in the mountain range south of Crystal Lake that holds a family of Fire Giants.
- 59) Cape Salmo is infested with wererats.
- 60) A treasure of hundreds of minor magical items are said to be hidden in the ruins of Talaway.
- 61) A Mud Flollup lives in Cesspin Bogs.
- 62) Thousands of Witches have been gathering at Cronyhag.
- 63) The Undead of Groth and Bendigroth are more active than usual.
- 64) The buried, forgotten library of Harkarim is still intact and contains a Libram of Silver Magic.
- 65) An island called Trac near Sae Laamer is said to have disappeared 700 years ago but reappears only during storms at full moon.
- 66) Legend of Three Mull Kree:
The Three Mull Kree have darkling guile –
Faer' nether runnel banks they dwell
To spin their straw – Fie! Sparkling pile
Of gilt, ye fetch enchantment fell.
(The Three Mull Kree have done no wrong –
They merely tell their story well.)
It lures the foolish and the strong
To fiendish fangs and hairy hell.
- 67) Rinfaf, a Dwarf of LVL 8 and Agnuslov the Dragon guard the vast treasure of Andvarion, reachable only past the Etherial Door of Stickthorn Boscage.
- 68) Phinna, daughter of Woorsipdrang the Lampmaker, plays with Djinn when her parents visit Moon Tower.
- 69) An Amazon is wrestling a giant Cockroach near Temple Tempter.
- 70) Forty Black Horsemen were spotted on Minq River.
- 71) A merchant ship leaving tomorrow is heading south to Satur and Rallu.
- 72) The Mer-Mer Ring was once in the possession of a Troll woman; it made her more rubbery.
- 73) Fireballs shoot heavenward in the Gigabolt Mountains during the longest and shortest nights of the year.

- 74) A man with invisible hands is bringing six coffins into Sunwatch.
- 75) Fifty or so Wizards, Warlocks and Witches met in Nho last spring.
- 76) The wind has blinded travellers on Zirzus Plain.
- 77) There's a forest fire south of Harkarim raging uncontrollably.
- 78) The Aldeddin Brothers are back in the Brigand Hills again.
- 79) Lizard People inhabit several underwater caves at Lake Pitts.
- 80) Haret, the Harpy of Harpy Scarp, has been seen at Jes and Trenth and points between.
- 81) The Druids in the Gigabolt Mountains have not been seen for a couple of years.
- 82) Hyyap farmers fertilize with bird dung.
- 83) A beautiful Princess is being held captive at the top of Glass Mountain.
- 84) The Barradine Chant:

Walk, walk, walken walk
 Rocky way, walk, walk
 Sight, sight, 'lign the sight
 Moon and spire, sight, sight
 Gleam, gleam, narrow beam
 On the door, gleam, gleam
 Climb, climb, moonlight time
 Up the stairs, climb, climb

Night, night, door of night
 Pass the door, on the right
 Pain, pain, say your name
 Touch the sword, no more pain
 Tower, tower, rock of power
 Fall on rock, rock of power
 Walk, walk, walken walk
 Rocky way, walk, walk

- 85) A Calah sandstorm has unearthed a monstrously large bronze statue of a rider and his winged horse.
- 86) Gold has been discovered in the Hoary Mountains.



Taverns, Inns & Eateries

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
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Pale House Ale

Madam Sadeera	FTR	N	4	18	6	6	9	16	15	14	17	13	Dagger
Twigna Sela	FTR	CE	4	29	6	5	16	8	10	16	16	8	Dagger
Etalle the Bonny	FTR	N	6	45	2	5	17	10	9	15	14	16	Dagger
Nannom Imsk the Bony	FTR	N	3	14	7	4	6	9	7	7	15	6	Dagger

Madam Sadeera runs a tavern for females only and two hefty oxes guard the door with four pet wolves (a gift from Grey Wolf of the Taxing Tox), HP: 16, 20, 15, 19, AC 7, to turn away all males. The ale is weak but also cheap, 1 CP. The tavern is made of beech wood and 24 dryads inhabit the 24 living beeches that hold up the roof (HP: 12 - 60, AC 2) and they *Charm Person* only males. Fifty-four male skeletons are somewhere below the floor (no basement) and under tree roots. Five caches. One large wardrobe of fancy clothes for women to try on (fun trying on clothes out of SL).

White Egg Tavern

Larbrum the Lusty	FTR	N	5	37	7	6	10	10	11	13	6	7	Rapier
Mennar Dembi	FTR	CE	4	19	7	5	12	11	10	10	8	13	Dirk

Larburn runs a small sleazy tavern with 6 - 18 patrons present during the day, 20 - 40 NA after sunset. Five bouncers (thugs) FTR, CE, LVL 4, HP: 28, 19, 22, 17, 15, Swords, keep "peace". Five serving girls, FTR, N, LVL 1, HP: 4, 5, 2, 7, Daggers. PROB 20% of muggers outside as you leave. Ale 3 CP. There is 123 GP, 6 gems each 95 GP and 188 SP inside a chest, hidden behind a loose stone in the fireplace. Goblin secret meeting room off basement. Mennar floats eggs in the ale of easy marks for the muggers and gets 15% cut.

Yellow Willow Lodge

Jirnon Bottas	Mc	LG	4	17	8	6	10	15	14	13	10	12	Walking Stick
Myya Crocus	Mc	LG	5	29	8	6	9	16	17	15	12	16	Quarterstaff
Niegeld Ashmarekaun	FTR	N	1	4	8	5	12	10	7	7	15	11	Bardiche
Kaspin Flotar	FTR	N	2	7	5	4	8	7	12	15	16	10	Short Sword
Kian Boesan	FTR	CG	1	5	9	3	12	10	11	8	13	9	Broad Sword
Ganneth Salob	FTR	N	4	13	4	3	14	12	9	10	14	15	Rapier

Jirnon and Myya run the Yellow Willow for sick, weary, abandoned, retired and shore leave sailors. Beds are 3 CP per night. There are lots of beds but not much variety of food. Simple meals, but nutritious and often repetitive, also cost 3 CP. Those that cannot pay are often overlooked. Maximum stay, three weeks. Niegeld and Kaspin are retired sailors who supervise 14 FEM, CL, N or CG, LVL 1, HP: 1, 3, 4, 2, 3, 3, 2, 3, 4, 2, 4, 4, 3, 1, AC: 8, Daggers, maids and spin yarns and care for sick and needy. Caches: Cashbox and till.

Kian and Ganneth are on shore leave and have overrun their stay. Their ship Water Sprite, leaves in two days.

The Bywater Firewater

Sanguin Longsayer	MU	N	4	15	9	7	10	15	14	8	16	11	Wand
Pickling Yardarm	BA	CG	4	27	7	7	14	15	15	14	15	13	Crossbow
Snuf Weeds	CL	N	5	17	6	7	12	9	15	10	12	10	Mace
Kuggit Scurf	IL	CE	6	9	7	7	10	16	14	10	17	7	Wand of Fireballs

Visited by sailors, stevedores, patrol and priests, Sanguin Longsayer's Tavern is a jolly happy place like his own personality. Bard Pickling sings pleasant tunes but his accompaniest perfers somber melodies due to his embarrassment over his seizures. Illusionist Scurf provides more levity for the amusement of all. Why all the hilarity? All four are hiding their true identities because of crimes committed in the City State of the Invincible Overlord. Firewater, 13 CP; grog, 2 CP. Six Dwarven guards: FTR, N, LVL 2, HP: 9, 6, 5, 7, 9, 6, AC: 2, Mace, Axe. Pickling is an expert with the Crossbow (has scar on cheek) and Scurf carries a miniature purple worm in a flask in his pocket. Otter furs in back room. Three caches.

Soup and Sop

Sleazy Ughns	FTR	N	3	14	4	6	12	11	10	9	13	7	Axe
Waafiq the Weak	FTR	N	1	2	7	5	16	16	10	8	14	12	Dirk
Knash Heun	FTR	CE	3	7	5	5	10	10	8	6	10	10	Dagger
Jeeldor Duff	FTR	N	4	20	5	5	11	10	12	7	11	8	Dagger
Gutt Slikh	TH	CE	1	4	7	4	8	9	6	11	13	8	Dagger
Fickle Fuggle	FTR	N	1	5	8	4	8	12	12	10	9	9	None
Muss Uggbit	TH	CE	1	6	7	4	10	10	15	15	12	9	Dagger

Sleazy Ughns runs a large operation and in spite of his appearance, sees that it is kept clean. Good location and cheap prices keep it hopping with SL 8 and below. NA 40 - 200. Several thieves find it convenient to work out of Soup and Sop. PROB 3% times SL of being pickpocketed while eating or robbed later. Bread sop free with soup (heavy brown, light brown, millet-rye and corn bread). Soups: Zhirquis Bean Soup: (a lot of noise), 2 CP; Oyster Bisque, 4 CP; Cream of Eel, 3 CP; Trident Gulf Gumbo Special, 4 CP; Ganmaro-Barley, 2 CP; Rat-Lizard Onion, 1 CP; Zirzus Warthog Stew, 1 SP; Leek and Sparrow Broth, 1 CP.

A collection of odd tools in back room: arrowhead breaker/sword bender; flail cutter; axe duller; star metal punch; diamond scratcher. Bag of scratched diamonds and three bent swords under floorboards.

Frog and Toad Lodge

Satidar Limka	FTR	N	5	19	9	6	14	8	7	10	9	6	Short Sword
Tian Barzar	FTR	N	5	19	8	6	15	9	7	10	9	6	Sword

These two stalwars bought the Frog and Toad from their life savings from the city guard. The frog and toad stew is one of the best meals in town (15 SP). Wine, 2 SP. Cashbox in kitchen. A large leering brass toad in the center of the room provides daring sport for would be leachers: if anyone outstares the toad (PROB 2%), he gets Tian's CHAR 18 barmaid, Malza; but if he fails, he passes out for 2 turns.

Hoof and Head Cheese

B'tokim Chop	FTR	CE	2	9	2	6	13	9	6	10	14	8	Dagger
Tishban	MU	CE	1	4	9	6	10	17	8	14	16	10	Dagger
Riimara	FTR	N	1	3	4	4	15	8	7	15	11	6	Dirk

Specializing in entrails and extremities, Tishban hot curries or peppers everything. Turtle snouts, fowl feet, bat wings, dogs tails and salamander heads, 2 CP each; rabbit heads, ass and horse legs, beaver tails and turkey wattles, 3 CP each serving; hog heads, steer entrails, centaur locks, gorgon organs and leech lips, 4 CP. Firewater, 2 CP. B'tokim encourages the surrounding slum dwellers to eat here by cutting prices in half on Third days and all you can eat for 1 CP on Fifth days. No rates on firewater. Two caches.

Fowl and Flavor

Bushy Boushnim	FTR	N	5	38	7	6	15	15	16	14	14	17	Knife
Baht Nroo	FTR	N	1	4	4	5	17	8	6	14	10	5	Dagger
Mara	FTR	N	1	6	5	4	14	10	7	9	16	16	Dagger
Mata	FTR	N	3	12	7	4	8	12	10	8	15	12	Dagger

Bushy loves birds and cooks them well. He can shape-change into a falcon and so he never serves birds of prey. Chicken, 4 SP; Dove, 3 SP; Crow, 4 CP; Pheasant, 2 GP; Grouse, 5 SP; Seagull, 1 SP. Wine, 3 SP, ale, 1 SP.

The Golden Tiger Star, a necklace of immense power and wide renown, was Princess Mara Litestar's downfall. Once a bright young MU student, Mara got greedy and attempted a feat of foolhearty head strongness to master the Tiger Star but it stripped her of all MU ability and lessened her Intelligence, Wisdom, Constitution, and Charisma. Two caches of gems. One special cache.

The Tiger Star necklace lies in a stream in Glint Valley (F). . . A shipment of harpy is on its way in.

Exotic Foods

Ghalo'ataan	FTR	N	16	41	4	7	13	10	12	10	13	7	Dagger
Su'aan	FTR	N	6	25	4	6	14	12	10	14	12	11	Dagger
V'rooti Kah	CL	LG	4	14	7	4	8	8	16	10	10	8	Staff

A tiny shop but well known in well-to-do circles, Ghalo'ataan will order anything humanly possible you want to eat and are willing to pay for. Rare White Apes, 1500 GP per steak; giant slug fillets, 85 GP; salamander legs, 27 GP; frog and toad stew, 14 GP with no refunds for the unexpected; green eel, 9 GP; shark fin ribs, 6 GP; hydra head cheese 465 GP; giant beetle crunchies, 5 GP; harpy breast, 6,400 GP. Wine 15 - 20 GP; bubbly, 10 GP.

The basement cold storage has a strange assortment of carcasses and plants. Three triple caches, four special caches, one regular cache and one cache as follows: Flaming Troll Sword +2; Decanter of Endless Water; Gauntlets of Dexterity; two gems of Brightness, one mounted in a ring, the other in a bracelet; 950 GP in large stone jar with yellow mold.

Ghiddim's Guzzler

Rhupkeep Ghiddim the Drunk	FTR	N	4	16	5	6	12	9	9	12	17	9	None
Lamar Tipsi	FTR	N	2	10	2	5	17	6	10	14	12	10	Axe
Drane Tall	FTR	N	2	9	2	5	15	12	8	10	10	7	Dirk
Stakidal Ae	TH	CE	4	18	7	4	10	13	10	7	15	8	Short Sword

Rhupkeep keeps a pickpocket at work at all times and splits 60/40. He and Lamar, both Dwarves, hoard gold statues in 6 underground chambers each worth about 500 - 3000 GP; chambers hold: 3, 15, 87, 44, 29, 8 statues; each chamber guarded by one cockatrice and one basilisk and three traps except one guarded by green slime and one owl bear (87 statues). Ale 2 CP. Pickpocket booty stored in five caches.

Gold Piece Resthaven

Sir Kalirag Booth	FTR	N	8	28	6	12	12	12	12	10	14	17	Short Sword
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Sir Kalirag was knighted by the Emperor some years back for saving his life when His Most Highness choked on a chickenbone. Kalirag liked his innkeeping, however, so he just kept on with it. He did raise his class of clientele served to SL 9 and up. Two bouncers: FTR, N, LVL 3, HP: 18, 10, AC: 7, Clubs; two cooks: FTR, CG, LVL 2, HP: 10, 13, AC: 6. Wine, 6 SP; meals, 20 - 40 SP, are most tasty. Kalirag has 100 GP stashed in each of four caches about his room.

The Wayfarer Bard

Darzha	BD	LG	14	44	9	13	11	17	17	16	17	12	Dagger
Ghaddo	Mc	LG	25	109	8	18	14	17	18	15	17	18	Quarterstaff
Linah Lee	FTR	CG	1	6	6	4	8	12	10	12	15	18	Dirk

A friendly little hole in the wall, guests are entertained by hearty ballads and quintessential epithets and riddles. Simple meals: Black bread and barley soup, 4 CP; bread and cheese, 1 SP; cock and goose stew and biscuits, 2 SP; Mead, 2 CP. Although all social classes are welcome here and do in fact come, beds are cheap, 4 CP. No individual rooms.

Darzha is an old but spritely, battle-scarred bard with vast experience with Viridians, Mycretians, Elves and Magic Users of power. A virtuoso on harp and lute, he is well travelled and well respected as a senior music teacher and entertainer. Darzha is watched constantly by the Green Emperor's spies as the Bard is well known to have a great deep-seated distaste for Viridians. Ghaddo, a cook well known for his talent for wonderful seasonings, is Darzha's constant sidekick and both are often gone for months at a time. Linah Lee runs the Inn then and she is most capable. Money is not kept on the premises except in the change till. No caches. Ghaddo is a recently appointed Mycretian Judge, known in the inner ranks of the faith for his selfless devotion to one of the most potent forces for good in the land, Darzha, and for his iron will to remain cool under pressure.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
High Court Lodge													
Hex 5422													
Zharr Akii Liydala Hu'i	Mc	LG	27	175	8	18	16	18	18	18	18	18	Quarterstaff
Selce Fluvius	FTR	N	14	88	2	7	17	14	12	13	18	10	Mace
Pakarrion Fah	Mc	LG	21	91	8	13	15	17	18	14	18	16	Quarterstaff
Greenfast	MU	CG	16	85	9	8	16	18	16	17	18	15	Wand

The high Court Lodge is a favorite of the higher social classes regardless of religion. The three connected dining rooms surround a small grove of trees and each of the 25 private rooms (10 GP/night) has a central garden of fresh greenery. Three communal rooms, beds 1 GP/night, semi-privacy only, 10 beds per room (one room for females). Non-exotic, common meals well prepared, 1 GP per meal. Valuable caches: 1) Underneath the waterfall in the central grove, buried in solid rock is a Clay Golem – only Akii Liydala can loose it to rain destruction upon man, beast or city (HP: 300; all attack throws against the Golum are divided by four); 2) Pakarrion Fah grows the Bird of Paradise flower secretly in his greenhouses and each is worth thousands for its aphrodisiac qualities (it's so rare that only herbalists recognize it); 3) Some of the 67 trees in the grove hold a magical item of power or spell book encased in Sye wood; thus held they can not be detected by any magical means. All of the items have been stolen from the Green Emperor over a period of time, greatly reducing his power nad worrying him considerably. Eighty-seven more items are thus encased in the Holy Cities.

Zharr Akii Liydalla Hu'i is the highest level Mycretian apostle in the CSWE. He is well thought of by most, especially by nobility and gentlemen as he is willing to compromise in many matters as long as his ultimate ends are not disrupted – that of overthrowing the Green Emperor. With other Mycretian help, he is now coming close. Hautulin Scheitt's power is on the brink of collapse. Pakarrion Fah with the help of Fernlace can grow a tree to full height and return it to seed overnight. Greenfast has a special ability to levitate objects but he keeps it a secret; he has one student, a young man. His special effects entertainment at dinner consists of changing the colors of things. Selce Fluvius is a Green Emperor spy but is known by the Mycretians as such; in fact, that's why he was hired.

The Bygate Stop

Rijilla the Hustler	FTR	N	3	15	6	7	16	10	9	17	12	17	Dagger
Kradon Krag	FTR	N	2	12	2	6	15	7	10	15	13	10	Short Sword
(Bouncer)													
Waddy Blowbush	HfIng	N	1	5	2	5	13	10	12	16	15	9	+1 Sword
(Barkeeper)													
Hajif Latidd	CL	LG	1	7	7	5	12	9	17	14	12	10	Bludgeon
(Flutist)													

Located near the Northwest City State Gate, the Bygate Stop quenches the thirst of thirsty travellers. Rijilla the Hustler has hired a gang of boys: CH, N, LVL 1, HP: 1 - 4, AC 9, as pilferers of parked animals and baggage on a 80/20 split (NA 6 - 36). Rijilla loves gaming – HO 90%. Ale, 4 SP; Wine, 8 SP. Tushy Tenska and Bouncy Bunska: FEM, N, LVL 1, HP: 4, AC: 9, CHAR: 17, Daggers; dance the "Bounce" for a few SP. Waddy Blowbush is known for hating Goblins as he lost his favorite uncle, Tilbee Bobble, to them and will pay 3 GP per Goblin head (under the counter). Waddy likes comfort too much to go after them himself. Hajif Latidd plays haunting melodies that make people forget themselves and dream important dreams (40%) or remember lost loves (30%) or visualize the most beautiful and desirable Houri (30%). Kradon hates kids; they stay outside. Pilfered booty stored in hidden room 2nd level down (worth 11,000 GP); money from hocked booty in nine caches.

Slapping Fish Inn Hex 2321

Mermergolden	MU	CE	15	60	9	14	12	15	16	13	18	17	Wand
Riffin Zhard	FTR	LE	21	112	2	13	18	18	16	17	18	13	Dagger
Coupador Pogdog	FTR	N	5	19	2	7	15	11	10	13	14	8	Knife
Jing Ding	FTR	N	2	9	2	5	14	10	10	11	12	12	Sword

Mermergolden is an extremely evil and mean magician who is oily and ingratiating; he'll weasel into your confidence and then destroy you. He keeps several Orkiss demons under his control for the Dance as none of the Mer Shunnan priests are able and Hautulin Seheitt, The God-Priest, cannot be bothered. The Slapping Fish is the official Mer Shunnan inn in the city; it is huge and ornate. It has only private rooms (4 - 8 GP) and exquisite meals (2 - 12), specializing in sarlon fate, runyun steaks and greyhart dauseed ribs. The 30 foot crystal chandeliers and marble walls make dining truly a memorable experience. Three mermaid fountains grace the large entryway. Coupador Pogdog runs the bar most of the time even though Zhard is in charge because Zhard is often away. Jing Ding is an imported chef being paid well to serve customers their unusual requests. Riffin Zhard is an average blank-looking person who gets along with everybody. He tries to offend no one and many think him a push-over. Don't be fooled, though, because Zhard is a member of the Black Adders' Limit Team. He is an expert in hand-to-hand combat (can kill with his bare hands in five seconds), skilled with the dagger, knife and sword, has stealth like a thief, picks locks, and pockets. Although he cultivates a weak look, he is very quick and strong. No one suspects him. The inn is chock full of caches. One in six is a special or very large cache. Intrigue: Bressa Bonsse knows where Mermergolden's Wand is hidden and how to get it. Starnienna is jealous of Peena Supple who hates Hebsil Lae who's blackmailing Peena concerning Coupador Pogdog and Zenorsha the Pretty (a baker). Whitefire (the Apothecary) occasionally visits Mermergolden. Honorable Doctor Valyn Da'haadi of the Health Temple plays Rockbones with Zhard and Bulldarius the Trapper.

The Silver Leaf

Fancy Lancey	FTR	NE	4	12	4	6	16	16	16	10	8	18	Dagger
Hosh Mangor (Doorman)	FTR	N	3	10	4	5	18	10	7	18	15	5	None
Galkerd (Waiter)	FTR	N	1	5	4	5	18	11	7	10	13	10	Dirk
Dreen the Fastidious (Waiter)	FTR	CE	1	4	4	4	14	10	13	9	15	14	Dagger

Lancey is a dude and puts on airs wearing feathers, lace and leaves. He wears a silver leaf in the middle of his forehead. He also has a mean streak and has been known to drug the drinks of troublesome revelers, carve their bellies, and throw them out on the street. Two caches under the counter, two in basement and three in the walls. The Silver Leaf sees a rough type of customer and Hosh, the doorman, is equal to most situations. When Hosh gets in trouble he calls on his friend, Kukgak, an Ogre, who comes up from the basement via rope and pulley when he hears Hosh whistle. Ogre, HP: 33, AC 2. Ale, 3 - 4 CP; Devalla Ale, 2 SP. Plain durable surroundings.



The Bottomless Mug

Gatael Noleg	FTR	CG	2	8	5	6	16	18	15	18	9	9	Dagger
Jagger Nykk (Barkeeper)	FTR	N	4	16	2	5	16	12	14	12	13	14	Two-Handed Sword
Xydorn Arrbubber (Bouncer)	FTR	N	2	9	6	5	17	8	15	14	12	10	Rapier
Hibwaena (Waitress)	FTR	N	1	4	7	4	13	12	13	10	14	15	+1 Dagger

Gatael has a platform built up behind the counter on which he walks on his stubs. Jagger serves the front section with no platform. The Bottomless attracts students, merchants, military and guards, NA 20 - 60, LVL 1 - 3, by providing cheap drinks (Ale, 2 CP) and fast service. Eight FEM slaves, FTR, N, LVL 1, HP: 3, AC 9, speed about on bare feet and in the barest of rags. Chest containing assorted lost weapons, a bag of gems and an inner box, poison type 2 trapped, containing 1000 GP, 850 SP, 310 CP. Electrum Halberd by hearth. Bottle of gray ooze on upper shelf.

Amber Tip Inn

Caedfer Arrow-Head	FTR	CG	4	15	2	8	17	13	10	11	18	18	Sword
Fsammetophra (Rags)	MU	CG	5	14	9	7	10	18	15	8	16	12	Dagger
Nekko	FTR	N	8	41	2	5	16	12	14	16	17	10	Short Sword
Zakah Doria	FTR	N	5	15	7	4	16	14	10	17	13	14	Dirk

Caedfer, an ex-metal worker specializing in Carbelium arrowheads, is a perfect specimen of manhood. There is a 90% chance of any women in his vicinity making fools of themselves (40% noisily; 30% in ridiculous conversation; 30% obvious longing looks and sighs). Due to the Innkeeper's frequent absences due to his amorous preoccupations, "Rags" is a quite visible assistant. For the mere asking, Rags will conjure up any sort of fancy clothes (temporary, of course - 1 - 6 hours) a guest may desire. Rags is slightly unpredictable; there is a 5% chance a guest may be embarrassed. From the street, the front of the inn looks plain but the inside is lavish - heavy oak beams hold up a low ceiling, furniture of takwood, draperies of vers and eljab furs from Altania decorate the main room and the frequent alcoves. An amber tipped sword of curious design hangs over the massive stone and takwood fireplace which is said to give good luck to all of pure heart who touch it with another blade. The second floor consist of bunks in an open room and the third floor has private rooms. Nekko gets easily drunk; Zakah is a nymphomaniac. Rags has extensive knowledge about the Wood Elves; he is also forgetful (2 in 6 memories forgotten). Caedfer has an illegal cache of Carbelium arrowheads off a secret tunnel located halfway down the basement stairs. Past the magically camouflaged door, the tunnel is guarded by green slime. There are two pots: One holds the arrowheads and 100 SP; the other holds 250 GP. Smaller caches: 1) Inside fireplace located by twisting carved rose petal just above the center of the mantel; 2) Cash box; 3) In hollow bedstead in Room 40 (3rd floor); and a special cache in Zakah's bedroom in false bottom of wardrobe. Amber Tip specializes in red bottomed leeches garnished with seaweed olives (3 GP) and sauteed bear haunches (4 GP). Beds, 2 GP, Rooms, 3 GP.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Pack and Shack													
Duwali (Innkeeper)	FTR	N	3	14	4	6	16	14	12	10	15	13	Dagger
Bladdin (Chef)	FTR	N	2	12	2	6	18	14	16	16	17	10	MorningStar
Forstin (Waiter)	FTR	N	2	14	2	5	16	13	16	17	15	6	Sword +1
Thornfis (Waiter)	FTR	N	2	15	2	4	16	10	12	17	18	13	Dagger

Duwali and Bladdin, Dwarf brothers, run a small no-nonsense inn of spare accommodations and hearty meals. The inn is made of dark roughly textured wood with little decoration or ornamentation. Beds are 1 SP/night. Raw Fish and Crab Salad, 2 CP; Rabbit, 2 SP; Frog Legs, 3 SP; Pheasant, 1 GP; Duck Soup, 1 SP; Warthog Hoof, Boar Snout and Leek Broth, 1 CP; Black Bread, 1 CP extra; Ale, 3 CP. Caches: 1 GP in bottom of each keg for luck; one bag of assorted gems in wall above kitchen door; basement holds mining gear and 3+ Hammers and Picks and Helms of Light. Off one of the six tunnels leading off the basement (the one heading north) there is a magically concealed Magical Weapon Room: Sword +1, Locating Objects Ability, one Suit of +3 Armor (Dwarf size). Duwali is an expert in mining gems, in dressing pheasant and is knowledgeable about the ways of the old time Viridians, especially their weaknesses. Bladdin regularly uses bat extract and lichen (Green Devil variety) finely chopped as seasoning; he hates mining. Forstin is a big talker and drinker; Dwarf secrets can be squeezed out of him with effort. Thornfis is a burly old fellow with experience fighting Orcs and Elves of all types; he is one of the few who has visited (and escaped) the Marmon Mist Marshes and lived to tell about it which he seldom does. Woodsi and Pipsik: CH, N, LVL 1, HP: 3, 5, secret friends to Eilegsteniel, heir to the Wood Elves' Throne. Thornfis is recently back from the Starrcrag Mountains in the west with news of Dwarf skirmishes with Orcs that are growing more serious. He believes the Green Emperor is giving them too much latitude. Many agree and worry.

Grog Stop

Fluff the Flabby	Mc	CE	14	30	9	13	14	17	18	16	17	17	Staff
Stark Barlain (Barkeeper)	Mc	LG	5	19	9	7	16	14	16	18	17	14	Staff
Zach Runelight (Bouncer)	MU	CG	2	2	9	6	14	17	15	9	15	14	Dagger
Salah Mana (Waitress)	FTR	N	1	4	7	4	10	10	11	12	11	12	None

Fluff is a Mycretian Guide who specializes in good advice. The troubled from all around come for his words of practical wisdom. Fluffs pet fuzzling, Pszt, rides around on his shoulder all of the time. Pszt trembles when an LE type is near and shakes and chatters when someone near intends on doing harm. Fluff's gift of Spirit Fresh is especially strong (for for 30 turns) and he uses it often for down-and-outers. He also has a special gift of being able to hold any Magic User totally immobile, body and mind, for three rounds (saving throw 50% chance, 33% effective). Stark Barlain enjoys using his Skill Touch gift; he also can add taste and bouquet to his wine, 7 SP. Ale, 2 SP. Zach has a magic big foot (connected to nothing) that will literally kick rowdies out. His floating hand will tap shoulders to warn that the big foot will be next. Two Succubi haunt Zach. Caches: Cashbox in foot stool; 60 GP hidden in Bag of Holding; two bars of silver, 40 GP each, hidden under brick hearth; a bronze open hand hangs on the wall.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
K'Baiya Club													
Siah Coubja (Natchai)	MU	LE	3	15	9	11	15	18	18	15	17	13	None
Madam Maenipat (Barkeeper)	FTR	LE	1	7	7	7	15	14	13	17	17	13	Sword Cane
Lonty Rhong (Waitress)	FTR	LE	1	8	7	5	13	12	10	10	16	13	Dagger
Shayla Tiln (Waitress)	FTR	N	1	1	5	4	12	10	13	14	18	12	Dirk

Popular with merchants and agents, the K'Baiya Club caters to traders, foreigners and other wheeling dealing entrepreneurs. Many a deal is made here and of course many a plot. Siah Coubja hates the Mer Shunnans as only a Natchai can. His psionic powers are great which has made him a rich man. Caches: Five secret rooms off the basement each hold 500 GP worth of jewels, coins, furs, crafted metalwork, statues and valuable weapons. No magical objects. Ale, 1 SP.

Gambol and Frolic

Funnun Thornbol (Innkeeper)	MU	N	5	16	9	6	12	16	17	14	15	4	Dagger
Rabbithorn (Chef)	MU	CG	3	9	9	7	11	17	16	14	16	15	Dagger
Nozak Gar (Barkeeper)	FTR	N	2	15	2	5	17	10	9	17	17	14	Scimitar
Daviera (Headwaitress)	FTR	N	1	3	4	5	15	12	13	11	14	13	Dagger

Funnun Thornbol is an overly creative fun-loving type who keeps his inn hopping with the latest in unusual entertainments. Some recent attractions: a Naiad and Fire Elemental Dance; Pixie Piping Wish Fulfillment Dreams; an International Bards' Harp and Ballad Contest; Magical Watch-Your-Neighbor's Dreams Illusionary plays; the Annual Naked Mud Dance; a Ghoul and Orc Wrestling Match, etc. The large entertainment pit is surrounded with richly decorated tables on elevated steps staggered for perfect viewing – Lighting by candle only. The food is excellent and often unusual. Rabbithorn specializes in magical recipes such as Star Sing Slush (you see blue sparkles before your eyes and hear long-forgotten erotic wistful tunes while swallowing only) and Dragon Breath Curry (you get a knight's nose "view" you-were-there feeling). Magical recipes are 20 GP and up. Peccary Steak, 8 GP; Shark Fin Ribs, 6 GP are house specialties. Nozak Gar has a "standing" bet that whoever can still stand after drinking his Black Bard Bopper can have his daughter, Daviera, for one night. Many have tried but none have succeeded (CON: 18 plus 1 out of 20 luck roll needed). The drink comes with a warning: **Do not chug-lug or you will surely die.** Individual rooms are plush with the finest satin draped beds, ornamental chamber pots cushioned with ermine fur, and private, rooms are in the two basements). Rooms: Small, 6 GP; Large, 15 GP; Suite, 28 GP. There are 50 cots in the cot room upstairs, 1 GP per cot per night. Caches: Hundreds of GPs in the hot springs wishing pool. Vault room contains eight regular caches, two unusual caches plus a trunk that contains Potions of Fire Resistance, Elven Boots and a tiny pincushion (turns into a forest of cactus when placed before an enemy). In the actress' dressing room there is a hidden compartment in the perfume cabinet that holds an effective aphrodisiac perfume and its antidote. Pumptas, the Regal Faun, once left Rabbithorn a solid gold half-sized winged horse but only he knows where it is.

Black Star Tavern _____

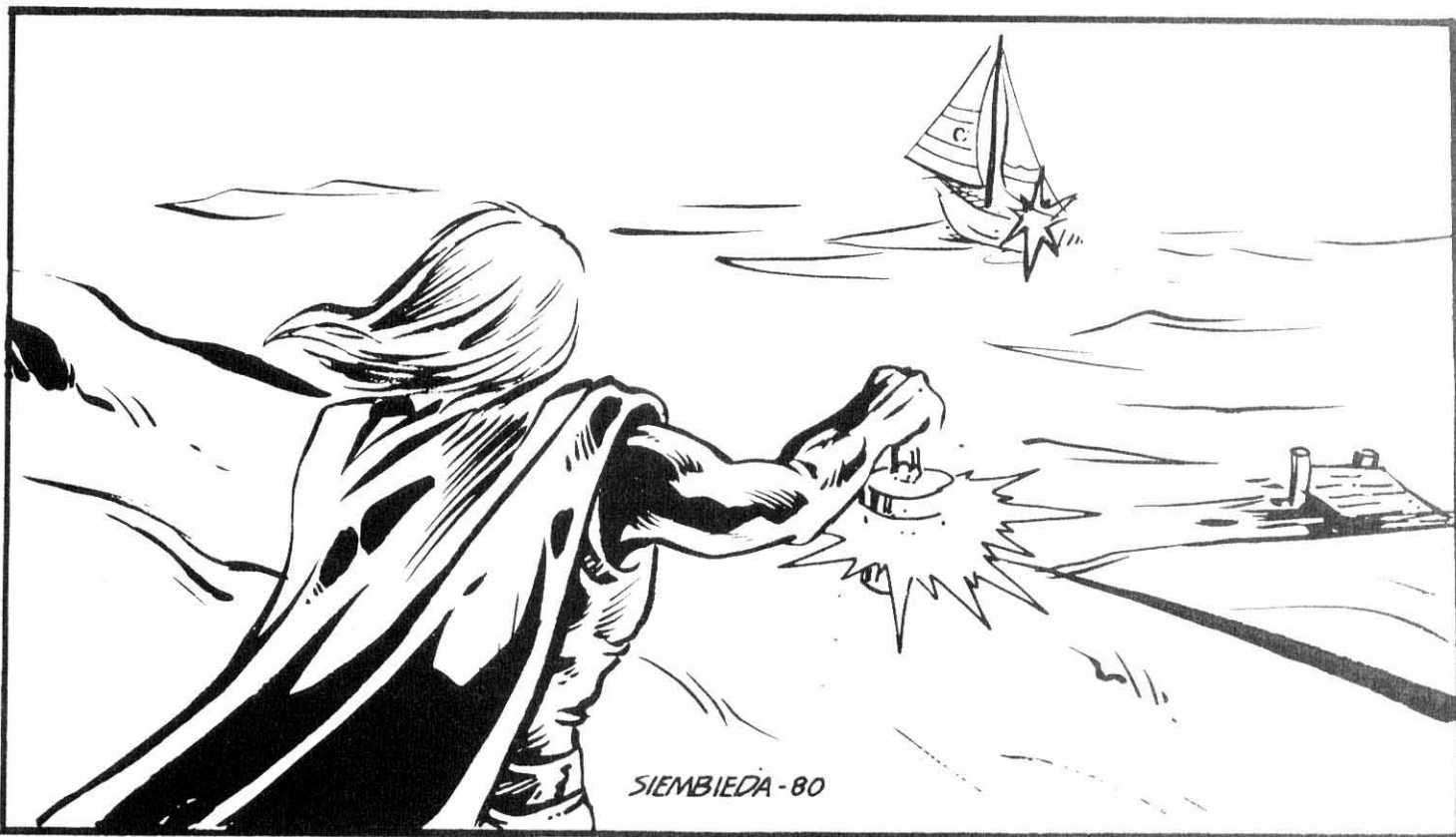
Erijn Oath-Breaker	TH	CE	4	13	7	7	10	12	7	8	14	12	Rapier
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Powerful firewater 2 CP; ale 1 CP. Thief Erijn sees into pockets with his Black Star Seeing Stone (disguised as a dispenser handle knob). PROB of being pickpocketed of all valuables on person worth over 25 GP is 80%. There are four rooms in basement, locked and disguised, full of stolen valuables of all kinds worth 60,000 GP. Four basilisks guard the treasures.

Blue Chantey _____

Pegleg Pistalf	MU	N	2	10	9	6	10	14	8	8	12	4	Dagger
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Pistalf is an old sailor who has dabbled in the magical arts and lost his leg in a nasty battle with a sea monster. Ale is 2 CP per flask, wine 17 SP per bottle. Pistalf has three barmaids: FTR, N, LVL 2, HP: 7, 9, 10, AC: 8, Daggers. A map of a large treasure trove on an unknown island (not on any official maps) is hidden in a chink in his bedroom wall. There is 60 GP under a slab in the cold storage room. A wild monkey lives in one of the empty wine barrels – bite 1 HD.



The Beanery

Beanweather the Old	MU	LG	9	35	9	12	14	17	17	14	16	16	Dagger
Bluebell (Wife)	MU	LG	2	9	9	8	7	17	16	9	16	16	Dagger
(Bean Gardener)													
Fetish Longstick	FTR	N	1	5	4	6	16	10	12	15	15	14	Axe
(Cook)													
Zhara	FTR	N	1	3	7	5	15	14	10	8	13	10	Dagger
(Waitress)													
Sarma See	FTR	CG	1	7	7	4	12	10	10	11	14	14	Dirk
(Waitress)													
Rila Toji	FTR	N	1	8	6	4	13	8	9	12	12	9	None
(Waitress)													
Fair Lily	FTR	LG	1	2	7	4	11	11	10	10	12	17	Dagger
(Waitress)													

The Beanery sells nothing but Bean Salad, Bean Soup, Bread, Butter and Jam but it is extremely popular. Salad, 1 CP; Bean Soups: Black Nosed Bean, 2 CP; Lentil-cress Heart Bean, 2 SP; Chock Bean, 1 SP. Cache: Bag of giant bean stalk beans hidden in cold cellar under other seeds. The dining room is large, bright, open, plain and functional. Beanweather is fairly new to the City, having arrived only two years ago. Called by his old friend, Darzha the Bard, to help with an important project, Beanweather has been regularly providing expertise to his friends. He is an expert in Shooting Quiet, and extremely (pin point) accurate Lightning Bolts; his best student is a precocious child, the boy, Lorin. Bluebell makes very good magical smells to entice or to repulse. Longstick is good with herbs, spices and greens to flavor soups. His home-made bread can't be beat. Caches: Two magical potions locked in rigged chest; one Scroll in library hidden in separate hollowed books; Treasure Map in leg of table in far corner – "X" marks the spot in the Valley of the Dead Queens near the source of the River Flee.

Whale of a Tale Tavern

Captain Chantibblue	FTR	N	3	14	6	11	14	15	12	11	16	15	Spear
Blackbuckle	FTR	N	1	4	2	6	17	8	6	17	15	7	Short Sword
(Barkeeper)													
Dok Flounder	Mc	LG	1	3	8	6	16	16	14	15	16	14	Walking
(Diver/Herbalist)													Stick
Almeronius (Merman)			4	8	7	5							Trident

Captain Chantibblue, patch over left eye, is a foul-mouthed, rip roaring storyteller who blows everyone down with his deep booming voice and bad breath. Anyone who can gain his attention with a well-told story earns his lasting admiration. Captain "C" keeps a giant sea horse, "Sea Finn", for regular sea excursions and night raids on Gheulost Island for Carbelem and diamonds. Dok and Almeronius often take Sea Finn towing a skiff to dive for Coral, Pearls, Abalone and Xeansly Seaweed. Blackbuckle serves Grog, 1 SP. A small but busy tavern, Whale is bare boards and polished deck. Two hatches lead below to two separate basements, one containing three treasure chests (one with double cache, one with triple cache, one with special cache) and the other containing the "Lost Siren Bell" that drives men crazy with passion for 1 - 6 melee rounds.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Tavern _____													
Stillman Burle	FTR	N	1	8	7	6	15	8	10	12	14	15	Short Sword

A small unassuming tavern, Stillman caters mostly to persons who are not overly concerned with what they eat, as long as it tastes good. It is a quiet place, and if trouble arises Stillman will frequently try to handle it himself. The place is decorated with many sketches and various artwork of many and varied birds. The "change box" is guarded by an Owl, and the box has in it 121 SP, 10 CP, and 52 GP. Prices: Meal, 1 SP to 1 GP, depending on quality; Pint of Mead, 7 SP. Customers: NA 3 - 18, Levels 1 - 10.

Baby Coracle Inn

Barnacle the Rat (Innkeeper)	FTR	CE	6	41	2	9	18	14	11	15	16	10	Club
Lightfoot Lien (Cook)	FTR	N	2	8	4	5	15	15	14	17	17	14	Mace
Greyshark Fin (Dealer)	TH	N	4	18	9	8	13	15	14	16	18	17	Dagger
Wench Shalut	FTR	N	1	4	5	4	14	13	14	12	17	16	Dagger

Rough hewn boards, stones, shells and other odds and ends have been slopped together to make a very rustic sea-smelling inn where much more goes on than eating and sleeping. Barnacle the Rat is a tough character and keeps his place relatively safe if not clean. He favors unsavory types, especially thieves, smugglers and treasure hunters. Beds, 4 CP; Minnow Chowder, 2 CP; Abalone Tips, 1 SP; Finn Fish, 4 CP; Seaweed Soup, 1 CP. Caches: Pearls are hid in all the Coyle Shells in the walls. Mermaid intoxicants and fish catching potions are hid behind the cupboard. Intrigue: Greyshark deals fin cards for high stakes including human flesh. He also coordinates most of the illegal contraband deliveries via land to Targnot Port, and does occasional filching himself. Shalut has the hots for Lightfoot but he likes only men. Barnacle is a lover of birds and a good friend of Fluff the Birdtrainer. He especially likes his four Spyragol Hawks who are good at carrying messages and his Kew Kaw parrot who talks sea slang and sings chanties.

Tun and Tubs

Mangora Humrubbin	FTR	N	2	10	8	6	12	15	10	13	12	6	Long Sword
Bubba	CH	CG	1	2	9	4	10	13	10	12	17	8	None
D'Lanna	CH	N	1	3	9	4	6	11	14	12	13	10	None
Sella	CH	N	1	1	9	4	7	12	13	11	14	16	None

Mangora Humrubbin, a halfling FEM, bustles about fixing lunches only all day long for 4 - 7 SP. She serves meat pies, rolls and ale or tomato bean soup, sop rolls and wine or lentil bean salad, cheese and rolls and ale (and of course tubs of butter). Three young waif halflings assist serving tables and two Dwarf cooks, FTR, N, LVL 2, HP: 12, 14, AC: 6, Hammers, stay in the kitchen with the cashbox. The City Patrol's favorite hangout is Tun and Tubs.

Slop and Hop	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Suggon Drup (Innkeeper)	TH	N	13	60	7	7	8	15	7	16	18	5	Mace
Fingers Sam (Barkeeper/Cook)	TH	CE	5	33	7	5	16	15	15	16	17	12	Short Sword
Ugfut (Orc) (Bouncer)	TH	N	4	24	7	4	15	14	10	15	15	8	Dagger +1
Spyyen Slivver (Orc) (Bouncer)	TH	N	2	18	7	4	16	10	8	17	16	6	Hand Axe

Suggon Drup, Heirmaster of the Thieves Guild, has no control over the membership except when they're in his inn. There Suggon **rules**. There is a miniature 3 level dungeon under the basement filled with terrors and evils, all of which he controls (to the extent that it's possible to control such monstrosities). Yellow Mold grows rampantly on Level 3. The inn from the front is tiny, has two rooms, front and back, but the basement, entered by a hidden staircase in the rear room, has 30 Cot Rooms plus Meeting Rooms. Thieves and other similar cutthroats only are allowed. Any LG or CG alignments to enter have only a 20% chance of leaving with all parts intact. Beds per night, 3 SP; Cots, 1 SP. Ale, 1 SP; Lamb Stew, 1 GP. Fingers Sam cooks only stew and bakes heavy bread but makes a fat, if dangerous, living by pickpocketing his fellow thieves. There are no caches either in the basement or ground level rooms (thieves know better than to store or hide their loot here) but there are untold riches in the dungeons below. One Basilisk guards the tunnel down to the dungeons.

Dragon's Eye Inn

Patcheye the Bluff (Innkeeper)	FTR	N	5	19	7	6	17	9	17	18	10	10	Dagger
Donkslay Bree (Cook)	FTR	N	1	7	2	5	14	5	4	9	14	14	Mace
Nannah Mic (Waitress)	FTR	CE	1	4	7	4	15	14	9	14	13	10	Dirk
Momo Greenstick (Waitress)	FTR	CE	1	1	7	4	13	8	12	9	14	15	Dagger

Even though the ale is cheap and the food terrible, the Dragon's Eye Inn is a tourist attraction and does a steady business. The inn is small and rustic and the many buxom young waitresses (FTR, N, LVL 1, HP: 5, 4, 6, 8, 4, 7, 2, 3, 2, 8, AC 7) keep the atmosphere pleasant. Patchey loves patches but both eyes are good. He is good at most any betting game and knows when to quit. Donkslay is not very bright and there is a 30% chance you'll find something strange swimming in your soup. Leech, 2 CP; Eel, 3 CP, Beetle Soup, 1 CP; Rat and Lizard Stew, 4 CP, Hare, 1 SP. Cots, 4 CP, Beds, 2 SP, 2 CP. HO 60%. The main attraction, however, is the Dragon's Eye on the pedestal in the center of the room. All who dare may ask a boon of it while staring at it. It answers in magical writing on the two flat areas towards the top of the pedestal. 40% chance of it answering. If it answers: 1 in 6, the boon is granted in the best possible way, magnanimously, but you are afflicted with an incurable disease; 1 in 6 the boon is granted but someone you love will have three years of bad luck; 2 in 6, the boon is granted with strings attached; 1 in 6, the boon is granted to an enemy of yours; 1 in 6, the boon is not granted and the situation goes against you very seriously but you will have three years of good luck in other areas. Caches: Under floorboards in far corner from the entrance; inside the pedestal (cast die for amount of booty and add eight Rubies and four large Diamonds); the incense altar in the prayer alcove is made of solid gold with silver trim — it casts a curse on whoever attempts to move it.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
The Abalone Locker													
Sandy Snailweed (Innkeeper)	FTR	N	4	17	6	6	17	17	11	15	12	11	Mace
Muckwork Lea (Cook)	FTR	N	2	9	2	5	16	13	12	14	15	13	Dagger
Fairwave Foam (Waitress)	FTR	N	1	3	9	4	14	12	13	11	15	14	Dirk
Loba Sandcrab (Scribe)	CL	LG	3	19	7	6	15	14	18	16	16	14	Mace

Snailweed is short, strong and wiry and a good friend to the Mer-people. He no longer sails as someone cast a curse on him and he lost five ships in rapid fashion. He's one of the few humans who's met Deleamaka. Abalone shells decorate all the walls and a large strangely-shaped anchor is prominently displayed by the entrance among netting and carved wooden mermaids. Squid, 4 SP; Octopus, 4 SP; Red Bottomed Leeches, 2 GP; Seagull Breasts, 5 SP; Steamed Lobster, 4 GP; Boiled Green Angle Fish Entrails and Pickled Melon Rinds, 6 SP; Silver Eel Suckers (so rare they still kiss — what a shocker!). 8 SP. Bunks, 7 SP, no individual rooms. Caches: Sea trunks in each of the four private staff rooms; a triple unusual cache in a trunk under the wharf at three fathoms. Loba wears an X-Ray Vision Ring, thereby preventing crimes on the premises (he keeps a close eye on things). He will also write letters for 1 SP per page. All smuggling into the City State is not very successful via ship or boat due to Loba. Items on the menu less than 3 SP have fancy names (like Foilae Somstrous Icterolus or Ignescient Rara Avis Myxomycete) but don't ask what they really are since Muckwork can make **anything** edible. Muckwork has a penchant for model sailing ships made of rare woods (23 line his room) and furry vixens. Fairwave is still pining her Captain Horndee who never came back one wicked winter five years ago. She is getting lonely (finally) after financing four hopeless search and rescue missions.

The Toasting Toad Guesthouse

Nailfoot the Lame (Innkeeper)	FTR	N	3	17	4	6	14	14	13	11	12	15	Dagger
Nobbin Fisk (Chef)	FTR	N	1	5	7	5	18	14	10	16	15	10	Falchion
Naffrin Bucko (Barkeeper)	FTR	N	1	5	2	5	16	12	12	15	16	15	Longsword

Run by Halflings, this homey little toasty inn is dominated by the huge, formidable fireplace. Tea and Crackers, 1 CP; Rodent Head Soup, 1 CP; Kiwi Legs in Pintz Sauce, 3 SP; Longtail Bass with Club Moss Salad, 2 SP; Savory Seakelp over Sauteed Slug, 1 SP; Roast Mutton and Mint Leaf Butter Dip, 4 SP; Magpie Morsels and Pigeon Pieces, 3 SP; Flatcake and Cream, 2 CP. Nailfoot plays the lute and pipes and knows all the Bards and other musicians of note in the surrounding country. He directs the City Pipers who occasionally rid the City of rats and mice and any mousey or ratty kids. Nobbin Fisk dabbles in alchemy and herb gardening. He also whittles pipes to smoke. Naffrin is a popular psychologist who gives free sound advice to troubled travellers and residents. Beds, 4 SP; Rooms, 1 GP; Ale, 1 SP; Wine, 2 SP. Caches: Cashbox under counter; one of the 124 hanging lanterns has a filled bottom of agates; the two bronze-looking griffon bookends on the mantel are actually made of silver; 600 GP are buried in the wine cellar; an unusual cache of valuable musical instruments are in a false-backed closet in Nailfoot's room.

Toddy Toe Toddle	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Lackhog the Inquisitive (Innkeeper)	FTR	CE	1	7	4	6	11	4	5	15	3	10	Sword
Fubbles (Cook)	FTR	N	1	3	7	5	13	10	8	10	5	12	Axe
Pigknuckle (Waiter)	TH	N	1	2	9	4	13	13	6	13	16	13	Short Sword
Flopsy Mop (Waitress)	FTR	N	1	1	8	3	12	10	7	10	8	15	Dirk

It is incredible that the Toddy Toe Toddle does any business at all but due to the general shortage of inn beds in the City, what they do get is probably due to default. Everyone who works here is extremely inept due to Lackhog's need to surround himself with others worse off than himself. Fubbles spills half of what he cooks every day (he limits himself to soup since thats all he can handle) and buys sopping bread from a nearby bakery – Pigeon and Hare Soup, 3 CP; Rat and Toad Soup, 2 CP; Cream of Turtle, 4 CP; Lentil and Garlic Broth 2, CP. Pigknuckle has yet to steal anything without getting caught but he keeps tripping and falling on his face. Cots, 1 SP; Mats, 2 CP. 20% chance of being bit by a rat during the night (if so, 80% of rigid fever, 2 - 12 days immobile). Lackhog's one saving grace is that he is terribly nosy. He knows "everything" (90% chance) that is going on in the seedy side of town although half of what he "knows" is rumor. He is more than willing to part with information for inflated fees. The only "cache" he has is the many CPs and SPs scattered on the floor among the junk in his room.

The Taxing Tox

Grey Wolf the Sly (Barkeeper)	FTR	CE	5	20	6	6	17	17	18	16	11	9	Dagger
Qatter Eekacheep (Waiter)	FTR	N	1	4	5	4	17	8	10	15	16	8	Blackjack

Thieves, drunks and guards visit the Taxing Tox, NA 3 - 18, but Grey Wolf stays ahead of them by being sly. Mean and nasty and belligerent customers are egged on until the noises arouses Oom, the usually placid 20 foot Cobra, who, when angry, spits accurately. If Oom doesn't get him, Zlat, the friendly resident Anole (HP: 25, AC: 3) will. Qatter, the waiter, is understandably jumpy. Ale: 4 CP. Grey Wolf sees Thrifty Norwoka of the Golden Handle often but doesn't like her conscience about things. He also visits and communicates regularly with a pack of werewolves in Dankbark Forest; Grey Wolf wears gray tunics and cloaks, has gray hair and bushy eyebrows and a rather long nose. He hides ten silver daggers (22 GP each) on his person. Three regular caches.

Hearty Halfling Home

Murgun Big-Dome	FTR	N	1	6	7	6	12	10	6	9	10	10	Short Sword
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Murgun is especially fond of Halflings and his inn is usually packed with them, NA 31 - 36. A naturalist, Murgun specializes in vegetarian dishes.

Rattlebones Tavern	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Grogslap the Messy Malkin	FTR	CG	2	14	2	7	12	9	10	15	6	3	Sword
(Storyteller)	RGR	LG	5	27	7	8	17	16	17	17	15	17	Broadsword
Rhoik One Eye (Waiter)	FTR	N	1	8	5	5	15	11	10	16	17	5	Dirk
Levvon Togg the Complainer (Waiter)	FTR	N	1	7	4	4	18	11	12	16	17	12	Bludgeon

Legend has it that Rattlebones was built on the ancient lair of a bony wyvern whose skeleton reassembles to rampage should anyone disturb his final resting place. Grogslap encourages these tales by rattling bones in his cellar occasionally at midnight. Ale, 4 CP. Malkin knows the ways of the Elephants; he has made their friendship through swapping stories. He is often used as a translator and/or envoy. Malkin also knows the Wood Elves of Elsenwood and out-riddled Oakenthal Heft at Selisengard and thereby bested the berserkers. Caches: 150 GP, one Scroll, one very small bag of assorted jewels in box in secret room between chimney and private quarters.

Mutton Haunch Inn

Protub Red-Eye	MU	LE	4	13	9	6	8	16	10	7	10	4	Dagger
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Proprietor of the Mutton Haunch Inn, Protub is known as the calm in the eye of the storm. While rival businesses close down all around, and competitors disappear, he always stays open and stays out of trouble. The Mutton Haunch Inn is reputed to be an emporium of intriguing recipes brought from far off realms. Frequently the recipes are quite exotic, and it is difficult to tell exactly what one is eating. Protub is always accompanied by a pet Otter, which some people speculate is his familiar. Prices: 5 SP to 5 GP per meal, Ale, 1 SP per pint. Customers: NA 3 - 18, Levels 1 - 10.

The Golden Handle

Thrifty Norwaka	FTR	LG	5	11	5	6	18	9	11	13	13	10	Hammer
Gardi Manta	FTR	N	1	5	3	5	16	10	15	14	12	14	Dirk
Disa Ilairam	FTR	N	1	3	4	4	14	12	10	12	13	8	Hammer
WowasafMadamHouri	FTR	N	1	4	5	4	17	8	8	11	10	10	Hammer

Norwoka is the only tavern keeper in the city known for a variety of drink. Firewater, 1 GP; Wine, 7 SP - 2 GP; Maka, 9 SP; Bubbly, 8 SP; Spirits, 6 SP; Mead, 4 SP; Cider, 1 SP; Ale, 4 CP; Grog, 1 CP. She is also very hefty and strong and can take on any two or three 1st level Fighters. Her all FEM staff appreciate her protection. Four Houris: FTR, N, LVL 1, HP: 3, 5, 7, 8, AC 7. All of the staff wield a wicked Hammer. Two caches, one cache under the basement stairs includes 156 GP, 318 SP, 98 CP, Boots of Speed, two regular Carpets, one Blanket, three Candles and Holders, and Twelve gems.

Red Roc Inn	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Xeerha Wing (Innkeeper)	FTR	CG	3	14	5	6	17	16	15	14	15	13	Mace
Nether Sahal (Chef)	CL	LE	1	6	7	5	15	15	18	17	16	13	Mace
Gruff Griff (Waiter)	FTR	N	1	5	2	4	17	10	14	15	14	10	Dagger
Stryk (Waiter/Orc Killer)	FTR	N	6	24	2	10	18	14	15	10	11	14	Dirk

Nether Sahal will poison anyone for a fee if the cause agrees with him – never via his own cooking, of course. He's much too clever for that. Known for his you-provide-it Roast Griffon, 28 GP; Fried Dragon Legs, 56 GP; and Breast of Red Roc, 15 GP; most can only afford his more modest fare: Gazell Hearts, 7 GP; Boar's Head Cheese, 3 GP; Seagull and Cream Gravy, 2 GP; and Harpy Sand Crab Eye Stalks, 5 GP. Xeerha is a well meaning sort but has fits of wanderlust treasure hunting and is often gone, so the chef takes over. Most everyone fears Stryk. Along with his feared sword, Wingsong, his icy glare is a major weapon (mesmerizes and/or causes "caught by surprise" reaction). In between Orc jobs, Stryk is content to wait on tables. Untalkative. The building is made entirely of red rock, warmed by thick furs everywhere. Beds, 1 GP; Rooms, 6 or 7 GP; Ale, 4 SP; Wine, 7 or 9 SP. Gruff Griff is an Orc and Gnome expert and Stryk's friend. Information can be had about them and their territories for drink, a fee or well-paying and challenging employment.

Morning Star Inn

Ravathene the Lover (Innkeeper)	FTR	N	3	13	3	6	16	15	14	9	7	17	Dagger
Shabakan (Chef)	FTR	N	2	9	5	5	17	14	14	15	14	10	Axe
Pameleth Hrasha (Waitress)	FTR	N	1	2	7	4	13	10	13	12	16	15	Dirk
Ankitarka (Waitress)	FTR	N	1	2	8	4	12	10	12	13	17	15	Dagger

Taking over a deserted temple can be dangerous business but Ravathene took the risk some years back and is now a rich man. The marble columns surrounding the front 3 sides clash with the tiny rough hewn timber door at front center and the gaudy decorations and signs that attract business. Prices are greatly inflated but the ex-temple is located in the perfect central location to attract nobility, worshippers, visitors to the castle and other important people. Beds, 4 GP; Rooms, 8 GP; Wine, 3 GP. A variety of excellent wines is available and the food if not great is good. Mutton in Grapple Leaves, 3 GP; Veal, 7 GP; Horse, 4 GP; Pork & Pigeon Stew, 3 gp; Flatfoot Hound Briquets, 1 GP. There is a brooding evil lurking in one of the 6 purification "basins" on the lower level. These pools are now seldom used as refurbishing attempts lost too many workmen. The Zylgaeth (CE, 88 HP) has 20 tendrils 50 feet long, 2 HD each squeezing capacity, stinger on end of each, 3 HD. The bottom of its basin is lined with bones and gems (worth 30,000 GP). Shabakan is a wheeler-dealer and loves to cache his riches. Ravathene spends most of his earnings on women (esp. higher SLs). Caches: 1) behind the navel gem of the Sordigon God statue; 2) in the broken-looking wine keg in the storeroom; 3) inside the Great Hall chandelier; 4) under the 17th and 26th steps that lead to the second floor. There is a special cache of 3 potions, 1 bag of holding, and 1 pair pair of boots of speed, each in a square box each protected by 3 spring-flung knives when the lid is opened.



Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

The Spittin Spirits

Nazzil the Spitter	FTR	CE	5	21	4	7	16	10	8	13	16	4	Longbow
Eleina the Fair	FTR	LE	25	101	4	21	18	18	17	17	17	18	Dagger
Varta	MU	CE	4	16	9	7	16	10	13	14	15	12	Dagger
Wemina Prythor	FTR	N	1	5	9	4	8	14	6	12	15	15	Dagger

Comfortable surroundings with plush furs highlights this tavern that specializes in good wine, 4 - 6 SP, ale, 2 - 3 SP and mead, 4 CP. Comfortable women will wait on your every need. NA + HP 1 - 6.

Nazzil the Spitter can hit a spittoon at 40 feet and is an excellent bowman. He tips his arrows with snake venom and is said to be friendly with Orcs and Trolls. How so ugly a man could have so fair a wife is a constant source of wonderment. Eleina the Fair is known for her great beauty, kindnesses, generosity and needlework. But all is not as it seems since she is actually head Black Adder on the Strike Team. She has unbelievable strength, excellent swordplay and is great with a spear. She has the stealth of a thief, boldness of a Paladin and availability of poisons. She is formidable indeed. Although she looks young, she is an Old One.

Caches: Carbelium arrowheads in vase worth 10,000 GP; secret room in basement with a great variety of weapons; sliding panel in bar hides 900 GP; the 26 needlework pictures hung on the walls contain the life threads of important people.

Intrigue: Varta tells fortunes on the side and has considerable talent. She wants to tell Eleina's but Eleina won't let her. Wemina has big ears and knows Eleina's friendship with Padishah Satyrbis Orcus of Effernath but not its import. Varta does not drink; Wemina gets drunk easily and often.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Last Stay House Barracks													
Amsheddin Talar (Innkeeper)	FTR	N	4	20	5	6	17	9	14	15	12	16	Sword
Bana Badra (Cook)	FTR	N	1	8	4	5	15	12	12	15	17	15	Sword +1
Taminaulk (Head Guard/Bouncer)	FTR	N	2	20	7	4	17	15	14	17	16	13	Longsword
Egniel Fardron (Waitress)	FTR	N	1	6	7	4	10	12	11	11	18	14	Short Sword

Except for the small dining area (few eat here since grub is only packed here for journeys), Last Stay, located just inside the northwest gate, consists of long rows of bunks (3 CP/night) in each of the six interconnected long, rectangular barracks. Any travellers, military, undesirables, aliens are welcome here and there are 60 Guards (FTR, N, LVL 1, HP: 6, AC 4, Clubs) paid by the City State answerable to Taminaulk to keep the peace. Grub Packs per per person per day run: 1) Meager, 4 CP; 2) Light Weight, 1 SP; 3) Regular Repast, 2 SP; 4) Ample Ration, 4 SP; 5) Plentitude, 8 SP; 6) Gluttinous, 4 GP. Ale, 1 CP. Egniel Fardron slays most men who see her but she is secretly in love with Amsheddin, the terribly robust, rowdy and blustery innkeeper. Being the sort he is, he hasn't noticed and if he had, he'd only take advantage.

Belt Notch Ale													
Ruddy Blabbit (Barkeeper)	FTR	CG	3	13	3	6	17	7	6	12	16	5	Dagger
Earthdown Soot (Barkeeper)	FTR	N	2	8	2	5	17	12	12	16	16	15	+1 Sword
Donno Felt (Barkeeper)	FTR	N	1	5	2	5	18	10	14	15	16	11	Rapier
Hoimi Muckles (Barkeeper)	FTR	N	3	16	2	5	16	13	13	16	12	14	Dirk

Ruddy sells little cakes with his ale. Ale, 4 CP; Cakes, 1 CP. Like other Halflings, Ruddy likes things comfortable – padded chairs, fireplace, furs, reclining couches. Five guest rooms with feather beds. He is also handy with a Short Axe. Earthdown is known for his down-to-earth dirty jokes and Donno is a speedy messenger. Muckles is an adventurer and loves a challenge.

Three Oaks Guesthouse													
Dellinvor Highlaugh	FTR	N	4	13	9	6	10	10	6	16	14	12	Rapier

Dell, nicknamed Squeeky, lost his right hand and something else in foiling an assassination's attempt on the Suzerain Kavar Laanaban. The grateful Suzerain gave Squeeky a +2 Sword, the inn and 4000 GP. Specializes in venison (20 SP) and bear steaks (18 SP). Rooms, 2 GP. Two cooks, five wenches. Three caches.

Long Lover Lodgings

Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Kargyle Rorrak	Mc LG	2	9	9	6	10	6	4	13	10	9	None

Kargyle is a bit haphazard and happy-go-lucky about collecting his fees (2-12 CP/night).

Ale

Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Dirman Green-Hand	FTR N	1	2	7	7	15	8	7	10	12	12	Rapier

Dirman runs an unusual place in that it offers cold ale to it's customers. His brewery is next door to his rather small ale house, so there is usually no lack of supply. The money he makes selling his brew is kept in the brewery itself, with the exception of what he takes in each night. He is fond of sea stories, and will offer a free tankard to any ship's man with a good and believable tale to tell. The till at the end of each night averages 173 SP and maybe one or two GP. Prices: One pint of ale, 1 SP. Customers: NA 1 - 6, Levels 1 - 10.

Bag and Flagon

Floogi the Fat (Innkeeper)	FTR CE	5	29	5	6	18	6	6	17	14	10	Dagger
Shimsham the Hill Giant (Ass't Innkeeper)	N	8	45									Cudgel
Flatch (Cook)	CL CE	2	5	5	5	18	9	10	16	14	8	Mace
Gogglefree (Ass't Cook)	FTR N	1	4	4	4	17	13	12	10	13	12	Short Sword

Floogi's jovial exterior conceals an unhappy interior. His cook, Flatch, is blackmailing him to the tune of 75% of the inn's profits which are considerable. Floogi had made the mistake of leaving his secret room off his living quarters open once and Flatch discovered his captive Mer Shunna mermaid, Memasna, in a specially made water bed tank. Floogi, unhappy with the plight of the mermaids had stolen her from the Mer Shunna Temple in an extremely heroic and well planned escapade but later fell in love with her and kept her. Memasna is happy to be out of the clutches of the Mer Shunnans and is in frequent contact with her Queen, Deleamaka, plotting the overthrow of Armadad Bog. Floogi fears the Sanguinair who have been looking for him for two years. The Bag and Flagon is a "greasy spoon" and cheap. Spider Crisp, 4 CP; Rat Stew, 3 CP; Snake Head Mash, 2 CP; Ale and Snail, 1 SP; Pigeon Soup, 1 CP. There are no private rooms but over 60 beds at 3 CP per night make this the biggest and cheapest place in town. Shimsham the Giant heads a well-trained band of three Hill Giants: N, 8 HD, HP: 50, 32, 28, Damage: 2 - 16; who keep order effectively. Gogglefree will add poison to the soup served any Dwarf. There are three small caches: 1) Cash-box; 2) In the bottom of the flower vase in the entrance; 3) Behind a secret sliding panel in Floogi's desk. Since Floogi showers Memasna with gold, there are 300 GP in the bottom of her tank. A tunnel off the basement leads under the stables and outer wall and into the moat (underwater entrance).

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Easy Breeze Rest													
Yaasef Piztagin (Innkeeper)	FTR	N	1	2	2	6	13	13	13	8	10	16	Axe
Abot Helif (Chef)	FTR	N	1	5	2	5	17	13	10	9	15	17	Bludgeon
Dirkalt Saq (Barkeeper)	FTR	N	1	8	3	4	15	14	12	12	13	13	Sword
Hartienna (Waitress)	FTR	N	1	1	4	4	12	12	15	8	18	14	Dirk +1

The Easy Breeze is known for its feather beds and down pillows. The chef fixes only Fried Fowl of different types, all at 5 SP per meal. The bar, however, has as wide a variety as the best taverns: Ale, 4 CP - 8 SP; Wine, 2 SP - 9 SP, depending on variety. Caches: Cashbox; and Diamond Dust in the hollow stems of two wine glasses.

Copper Cup House

Polybis Beak-Breaker	FTR	N	1	7	9	6	15	10	9	12	13	13	Rapier
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Prices: Nights lodging, 1 - 8 SP; Guests: NA 3 - 18, Levels 1 - 12. Polybis is a portly gentleman given over to frivolity. However, he does run a half-way decent inn. Continually on the prowl for a good joke or clever story, he frequently mingles with the guests, and passes his jokes and tales around. Always cheerful, he makes a point of personally greeting patrons as they come in, and if this is the first time they have visited his place, he gives them their first drink free and has them sign in. The north wall is covered with the names of the patrons, and the date they first entered. About the only subject which will "switch off" Polybis' good humor is that of his cousin, Alexandris Malendri, who vanished several months ago, along with Polybis' favorite Horse. The last any was heard of Alexandris was that he was nearing Yakin Ley. Polybis is unwilling to go into much detail about the disappearance, but will hint that somebody should have the decency to go out and look for Alexandris.

Green Lantern Inn

Kodah Bigfist	FTR	CE	3	12	7	16	16	7	8	6	4	6	Mace
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Guests must watch what they say about the food and lodgings here as Kodah is quick with his left hook and right jab; fortunately he's not very coordinated or accurate. Poorer guests sleep in the Common Room at 4 CP per night. Others will probably wish to pay for a room (less smelly) at 11 SP per night. PROB 15% that persons in private rooms will be robbed and 10% that poorer guests will be shanghied. The chicken, bass and snail are passable; all other main dishes are not. All meals are 3 SP and include wheat custard, hard rolls, garnish and java. Ale, 2 CP per mug is extra. Kodah has three bouncers: FTR, N, LVL 3, HP: 17, 18, 22, AC: 5, Swords, and four serving girls and two cooks: FTR, N, LVL 1, HP: 5, 6, 6, 4, 3, 2, AC: 8, Daggers. Five caches.

	Class	Align	LVL	HP	AC	SL	STR	INT	WIS	CON	DEX	CHAR	WPN
Singing Sword Cellar	_____												
Praetor Meddan	FTR	CE	3	15	7	6	16	7	7	10	9	5	Morning Star

A huge and brooding man, Meddan flies into a rage very easily (PROB 33% of rage). His wine is poor and most of his food inedible (PROB 40% of mild food poisoning affecting the lower gastrointestinal tract). Beds, a meal, three tankards of ale and a bottle of wine are all 3 CP each. He has six slaves, two serving girls, and one cook. Two bodyguards: FTR, N, LVL 3, HP: 19, 15, AC: 6, Swords; guard the strongbox (450 GP, 405 SP, 4 PP), bounce rowdies and keep an eye on the mad Desert Raider who sings to his weapons and is chained to the cellar wall.

Eatery _____

Pekmoose the Valiant	Mc	LG	2	8	9	7	8	10	16	15	10	13	None
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Pekmoose will only serve those who claim to be aligned with Good. However, he makes no serious attempt to confirm people's claim so, in effect, anyone may eat here if they are willing to lie about their alignment. Pekmoose enjoys meeting people and can usually be found talking with his customers. He employs two Cooks: Mc, LG, LVL 1, AC 9, HP: 8, 7, no weapons; and four Waiters: FTR, LG, LVL 1, AC 9, HP: 8, 6, 5, 5, Broadsword. Prices: Good Meal, 15 SP; Bad Meal, 1 SP. Customers: NA 2 - 12, Levels 1 - 12.

Sidarris' Place _____

Sidarris Taagra'hban	FTR	N	4	26	2	8	18	14	11	14	17	15	Spear
Ba'hreen Karlama (Barkeeper)	FTR	N	1	4	2	6	18	7	5	14	9	8	Dagger
Shirrah Fettihwa (Bouncer)	FTR	CG	2	17	2	5	18	16	17	15	16	9	Spear
Koona Fatrina (Waitress)	FTR	N	1	7	4	5	14	12	12	17	16	12	MorningStar
Sila Furr (Waitress)	FTR	N	1	8	5	4	16	17	12	15	15	6	Rapier
Llana Rien (Waitress)	FTR	N	1	2	6	4	15	12	14	10	15	11	Dirk
Gniella Mantra (Waitress)	FTR	N	1	3	7	4	15	14	13	11	14	13	Dagger
Tiny Winterspur (Waitress)	FTR	CE	1	8	7	4	14	11	10	10	13	14	Dagger

Sidarris is known for wrestling alligators in the pit in back. Less well known is that he is a scholar in metallurgy, especially metallic dyes and malleability factors. He also likes to discover possible prime mining sites. Good with a spear. Karlama has muscles where his brains should be – the drinks he mixes are never the same. Mixed Drinks, 2 SP; Ale, 3 CP. Shirrah is unpredictable – don't get him angry. But usually he is jovial and a backslapper. Ruddy. Caches: Under alligator pit and in empty ale jug.

Staff and Stag Inn _____

Rimemage the
Keeper CL LG 4 13 7 6 15 12 15 16 10 7 Staff

Rimemage is the sole priest of the Forest God in the city and spends much of his time haranging his guests about the merits of his simple nature religion and the Great Drought to come soon. While the prices are right (2 SP per day), Rimemage has few customers because he keeps a large number of forest animals throughout the inn (and the odor is overwhelming during the summer). Rimemage vows to take any convert wishing to enter the clergy to see the Great Stag himself at Winter Temple upon a mountain near Daican. A particularly vicious weasel, he loves to steal bright objects and hide behind the wall paneling.

Eatery _____

Murgabin XII FTR CG 1 8 9 6 12 6 8 6 10 11 Rapier

Murgabin's place caters mainly to fighting types of all sorts; Monks and Clerics are not preferred customers. The food is good, the drink plentiful and the service is quick. The only disadvantage to this place is that some of the guests might kill for that last slab of beef. This eatery is conveniently located to several of the barracks, and is decked out in a mild military flare, although this is kept to a minimum so that the patrons are encouraged to relax after coming off duty. Often Murgabin himself can be found at a table carousing with friends while his serving wenches try to cope with the chaos. All manner of story telling, boasting, and out and out lying may be heard. Guest: Meals from 1 SP to 1 GP. Customers: FTR, NA 4 - 24, Levels 1 - 10, Levels 1 - 10.

Starlight Helm Inn _____

Alecon Belnap FTR CG 3 15 9 6 8 10 8 9 12 13 Rapier

Alecon himself seems quite discordant with his peaceful inn and indeed he is wont to disappear for months at a time in search of high adventure. Gelann the Halfling; LG, FTR, 1 LVL, 7 HP, AC 9, Dagger; and Askar Loreman; N, FTR, 1 LVL, 7 HP, AC 8, Sword; run the inns during Alecon's sojourns. Rooms 3 SP per night with breakfast. Guests include Marines, Passengers, and Mercenaries; NA, 8-48, LVL 1-3.

The Goose's Gander _____

Angleam the
Protector FTR N 1 2 9 6 9 10 8 12 13 13 Shortsword

Angleam loves to tell tremendous lies and elaborate deceptions. Rooms one GP per week, Beefsteak and Ale 5 SP, and Mead 1 SP. Tundum the Barkeep, FTR, N, 1 LVL, 7 HP, AC 9, Sword. Darts HO 35%.

Class Align LVL HP AC SL STR INT WIS CON DEX CHAR WPN

Luter Tooter Tavern

D'bujin the Singer	Mc	CG	3	8	8	6	6	17	10	8	14	12	Walking Stick
--------------------	----	----	---	---	---	---	---	----	----	---	----	----	---------------

Music is ever present at the Luter Tooter and is ever relaxing. All well-meaning creatures are welcome.

Snake Pit Cellar

Mongablood Throatbite (Innkeeper)	FTR	LE	6	39	4	9	17	8	6	9	18	4	None
Sotgut Giant Slayer (Bar)	FTR	N	5	23	2	7	17	16	16	18	17	16	Sword +2
Theezil Wolf-Eye (Cook)	FTR	CE	3	20	7	5	17	13	14	14	16	10	Axe

Only the lowest of the low, will even venture into the Cellar as there are often murders here. Mongablood Throatbite is the cause of many of them as he is quite bloodthirsty. Sotgut claims to have killed 20 Giants; no one disputes him. Theezil's favorites are: Eyeball Soup, 2 CP; Head Cheese, 3 CP; Blood Pudding, 1 CP; and Ratsnake Gruel, 3 CP. Caches: The cellar holds the largest collection of weapons in one place outside of the military (good collection of Pit Vipers too).

Tavern - The Bawdy Piglet Alehouse

Ra-Iveral the Dark	FTR	N	3	18	9	6	13	7	8	10	9	9	Longsword
--------------------	-----	---	---	----	---	---	----	---	---	----	---	---	-----------

Ra-Iveral runs a well furnished tavern where drinks are high and the gambling stakes are higher. Cache.

Flogger's Flagon Flophouse

Istipul Malbar	FTR	LE	5	38	9	6	11	8	12	10	10	9	Rapier
----------------	-----	----	---	----	---	---	----	---	----	----	----	---	--------

Istipul is horror-stricken by worms and is often terrorized by street Urchins. Rooms 3 SP per night, Furs 4 CP each, Meals/GP, Mead 2 SP, and Concocts 2 GP. Customers include bandits, thieves, and kobolds; NA 6-36, LVL 1-3. Istipul is the head of the Bull Clan and secretly provides the head of the Thieves Guild with information about new-comers to the neighborhood.

Wiz, Domwar and Lock Tavern

Fashlaak the VII	FTR	N	2	10	9	6	12	11	16	5	7	18	None
------------------	-----	---	---	----	---	---	----	----	----	---	---	----	------

Coming from a long line of practical dispensers of wisdom, Fash's advice attracts business from the troubled and hurt. Mycretians visit often to help and are welcome. Two caches.

Shuffle Pad Inn

Shava Sleepfast	FTR	N	5	25	2	6	17	10	10	11	3	9	Flail
Akar Flairn	FTR	N	1	3	3	5	14	11	9	12	17	8	Dagger
Somnabulon Fit	TH	N	9	36	7	5	14	11	9	12	17	18	Dagger
Sientib Laana	FTR	N	4	19	5	4	13	12	14	14	15	14	Pike

No one cares what the food is like here because the sleep producing incense burned in the six altars make it difficult to stay awake. All the staff are immune. Sientib relaxes stubborn clients via massage or hypnosis. Beds, 8 SP; meals, 1 GP; sauna, 2 GP. All sleepers feel better in the morning which encourages business. Caches: Beside each of the 80 beds there is a small table with drawers where loot is lifted from the sleepers by Somnabulon Fit, loot that won't be easily missed. 1 - 20% of sleepers' valuables will be lifted, depending on their nature, bulk, amount, etc.

Tankard Temple Inn

Morgain Hjemourn	FTR	LG	3	13	9	6	15	8	4	7	12	8	Short Sword
------------------	-----	----	---	----	---	---	----	---	---	---	----	---	-------------

Morgain is especially proud of his special Scarlet Mead, 7 SP, and provides many weary traveller with comfortable lodgings for 3 GP per day. The "Temple" is renowned for it's 12 Course Meals, 3 GP, and features 11 Dancing Girls, 4 Barmaids, 5 Cooks, and 3 Bouncers. Morgain has information on the latest ships to arrive because many Captains, Merchants, and Ship Masters always drop by here first. NA 8 - 48, LVL 1 - 3. Morgain spent much of his youth on trading vessels and can relate many unusual experiences. A map is hidden behind a mirror in his private quarters depicting an island with a ruined castle and hundreds of strange statues.

Jerkin Jingle Mathouse

Timid Noadin	FTR	CG	1	8	9	6	14	8	9	9	12	17	Rapier
--------------	-----	----	---	---	---	---	----	---	---	---	----	----	--------

Timid is known for his prudent and cautious nature. He frequently drives off potential customers with his numerous questions and long deliberations. Two Barmaids, three Cooks, and five Scullery Slaves serve up Sea-Food Meals for 2 Gp. Mead 3 SP, Spided Wine 5 SP, and exotic Teas 2 SP. Customers are Rangers, Clerics, and Merchants; NA 6-36, 1-6 LVL.

Eatery

Seeming Tipac	FTR	N	1	7	7	6	10	10	7	7	8	9	Rapier
---------------	-----	---	---	---	---	---	----	----	---	---	---	---	--------

Seeming's place, specializes in a variety of kinds of Roast Beef. Some of Seeming's regular customers feel that his beef is the best in the City. He employs one Cook: FTR, N, LVL 1, AC 7, HP: 7, Meat Cleaver; and three Waiters: FTR, N, LVL 1, AC 9, HP: 6, 8, 7, Short Swords. His guests tend to be Fighters; NA 3 - 18, Levels 1 - 4. The prices for a meal range from 2 SP to 3 GP for his finest Roast Beef.

Hunter's Trek Lodge

Bossal the Wretch FTR N 3 14 9 6 17 10 8 9 9 10 Rapier

Bossal is completely hairless and rumored to be a devotee of a mysterious sect of fanatics. (He simply hates comments on his orange beard). Flop space, 2 CP per night, Furs, 2 CP per night, PROB 20% of attack by Giant Flea; 1 HD, HP: 4 - 5, Bite: 1 - 2, attack only when sleeping. Customers include Sailors, Students, and Bucaneers; NA 11 - 16; LVL 1 - 2. Bossal awaits his brother who said to wait for him at this port fifteen years ago. His brother is the heir of a petty kingdom to the far west and was driven into exile by an evil Wizard.

Tavern

Ashur Cadel FTR LE 2 9 7 8 16 8 8 6 12 10 Short Sword

Ashur runs a tavern which caters to Blacksmiths, Armorers and other metal workers (NA 2 - 12). There is nothing unusual about the quality or the price of merchandise. Ashur owns a beer mug which detects poison and he will not drink out of anything else. He employs one Barkeeper: MU, N, LVL 1, AC 10, HP: 2, Dagger; and two Waiters: FTR, LE, LVL 1, AC 9, HP: 8, 6, Dirks. Prices: Pint of Ale, 1 SP; Pint of Beer, 5 CP; Pint of Mead, 5 SP. Customers: NA 3 - 18, Levels 1 - 10.

Globe and Goblet Resthouse

Wazir Panj Groze CL N 1 4 9 6 8 12 10 14 12 15 Mace

Panj is the favorite of most of the guards about the City as he is always quick to curry their friendship with a free ale or biscuit. Thieves, traders, and students are the main customers; NA 7 - 42, 1 - 3 LVL. Rooms 4 GP/Week; Meals, 3 SP; Ale, 3 CP; and Laundering, 1 CP each article. Panj is assisted by 4 Barmaids, 2 Cooks, and 9 Slaves. HO 35%. Cache.

Winking Window Inn

Windowinder Wolftracker IL N 2 6 9 6 12 14 14 12 16 16 Dagger

Windy is widely known for his congenial and friendly inn. Innkeeper Hygilac Wideslapper, Halfling, FTR, LVL 1, HP: 1, AC 9, Dirk; oversees the four Halfling Cooks: FTR, LG, LVL 1, HP: 5, 7, 4, 3, AC 9, Daggers; Two Linen Maids: FTR, N, LVL 1, HP: 1, 2, AC 9, None; and four Sword Dancers: FTR, LG, LVL 1, HP: 4, 5, 5, 2, AC 9, Broadwords. Patrons include Mariners, Pilgrims, and Rangers; NA 21 - 26, LVL 1 - 4. Room and Board (six meals per day) is 3 SP per day.

Bed 'N' Down Resthouse

Kahmar the Lanquid FTR N 2 7 9 6 12 9 11 14 10 8 Shortsword

Kahmar is very security conscious in his inn and changes the countersign every evening at sunset (admitting no one till dawn without it). Flop Space, 2 CP, Bedding, 1 CP, and for Stew, 1 SP. Kahmar trades drugged customers to a Troll living in the sewers for money and magical items. Patrons are usually Mercenaries, Slavers, and Brigands, NA 4 - 24, LVL 1 - 4.

Inns

	Beds/Cots per Night	Rooms	Food	Grog (Sailors') Ale	Wine
Expensive	1+ GP	6+ GP	4+ GP	3+ SP	7+ SP
Medium	5 - 9 SP	2 - 5 GP	16 - 39 SP	1 - 2 SP	3 - 6 SP
Inexpensive	1 - 4 SP	6 - 19 SP	1 - 15 SP	3 - 4 CP	1 - 2 SP
Cheap	3 - 4 CP	1 - 5 SP	1 - 4 CP	1 - 2 CP	2 - 4 CP

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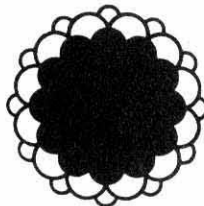
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City State of the World Emperor Campaign Map Six

Judges Cartography to the Wilderlands West of the City State
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Queen Deleamaka

Sac Laam

Tric

Trac

Rece

Braddor

Nereus Birth

Villains Cliffs

Freeman Fields

Shorn River

Mark Burn

Poppy Hills

Gashmu

Phouth Bog

Casspin Bog

Utsur Bog

Stony Slip

Chekulon River

Celeadorinlin

Nest of Vipers

Amber Ford

Spine Falls

Coastal Lake

Glenn Mt.

Obsidian Chadei

Head Spring

Panak Illi

Yakin Lay

Ramarche

Ming River

Shimmering Lake

Yrain Jakupa

Spugar

Stuk Wrak

Lake Pernicus

Wnan

Howe Caverns

Erba Albas

Bone Hollow

Hoag Caves

Pac Cove

Neapolis

Isa Monster Lake

Lair of the Three Witches of Marmon

Marmoth Mt.

Sharryn River

Quinn

Feigh

Feather Shoals

Nathal Obelisk of Feigh

Lake Phis

Tannagers

Demon Valley

Rakshashas

Tak Share

Quessen River

Upper Stickthorn

Lower Stickthorn

Stay Falls

Ruppin Atuk

Nurn River

Stable Strata

Eagol Ruins

Glint Valley

Oonsta

Sharryn River

Yrain Jakupa

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Nurn River

Stable Strata

Eagol Ruins

Glint Valley

Oonsta

Sharryn River

Yrain Jakupa

Spugar

Stuk Wrak

Lake Pernicus

Wnan

Howe Caverns

Erba Albas

Bone Hollow

Hoag Caves

Pac Cove

Neapolis

Isa Monster Lake

Lair of the Three Witches of Marmon

Marmoth Mt.

Sharryn River

Quinn

Feigh

Feather Shoals

Nathal Obelisk of Feigh

Lake Phis

Tannagers

Demon Valley

Rakshashas

Tak Share

Quessen River

Upper Stickthorn

Lower Stickthorn

Stay Falls

Ruppin Atuk

Nurn River

Stable Strata

Eagol Ruins

Glint Valley

Oonsta

Sharryn River

Yrain Jakupa

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