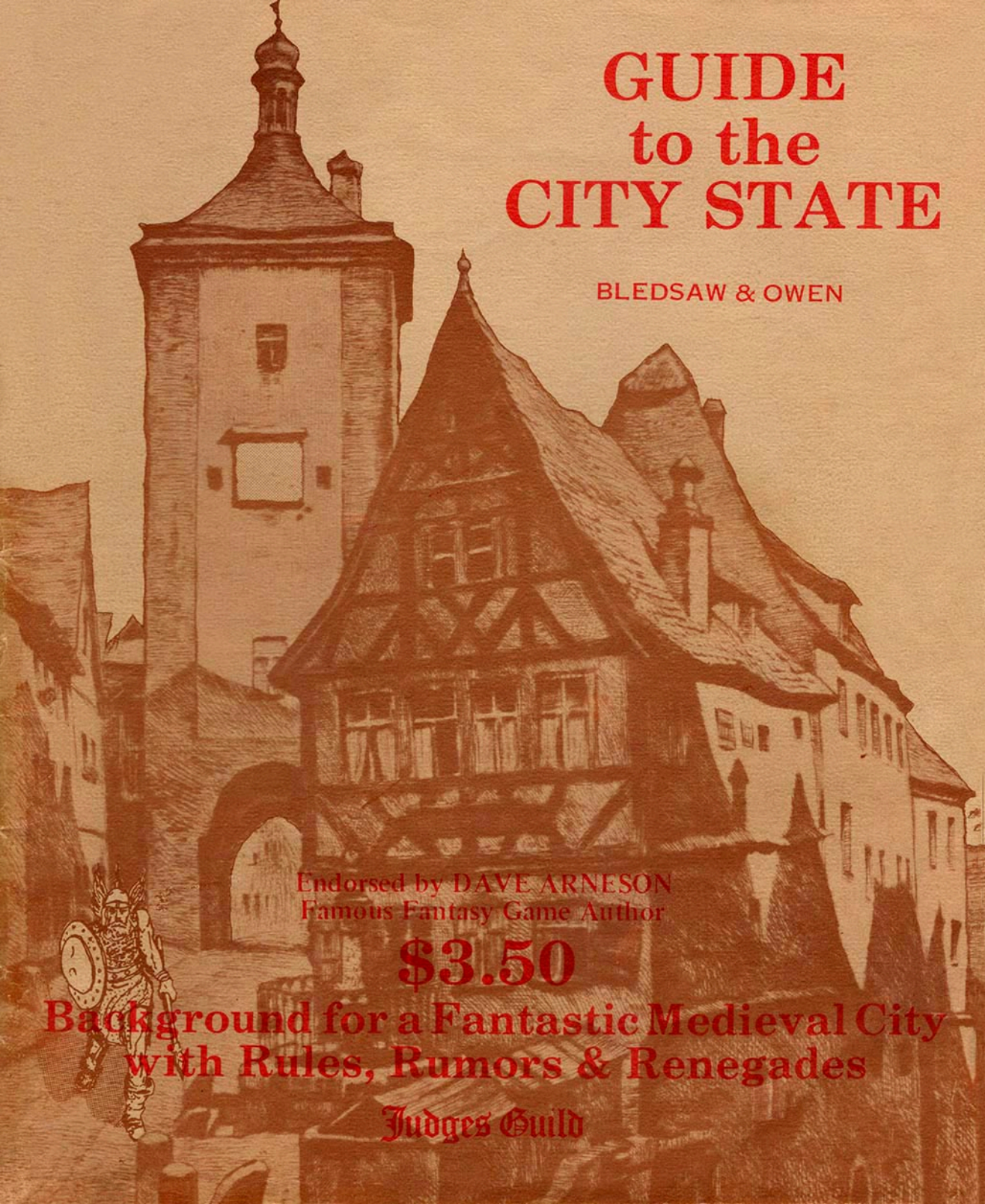




GUIDE to the CITY STATE

BLEDSAW & OWEN

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**Background for a Fantastic Medieval City
with Rules, Rumors & Renegades**

Judges Guild

GUIDE to the CITY STATE

by

Bob Bledsaw & Bill Owen

*A special thanks to Norma Bledsaw
for long hours of typing and inspiration*

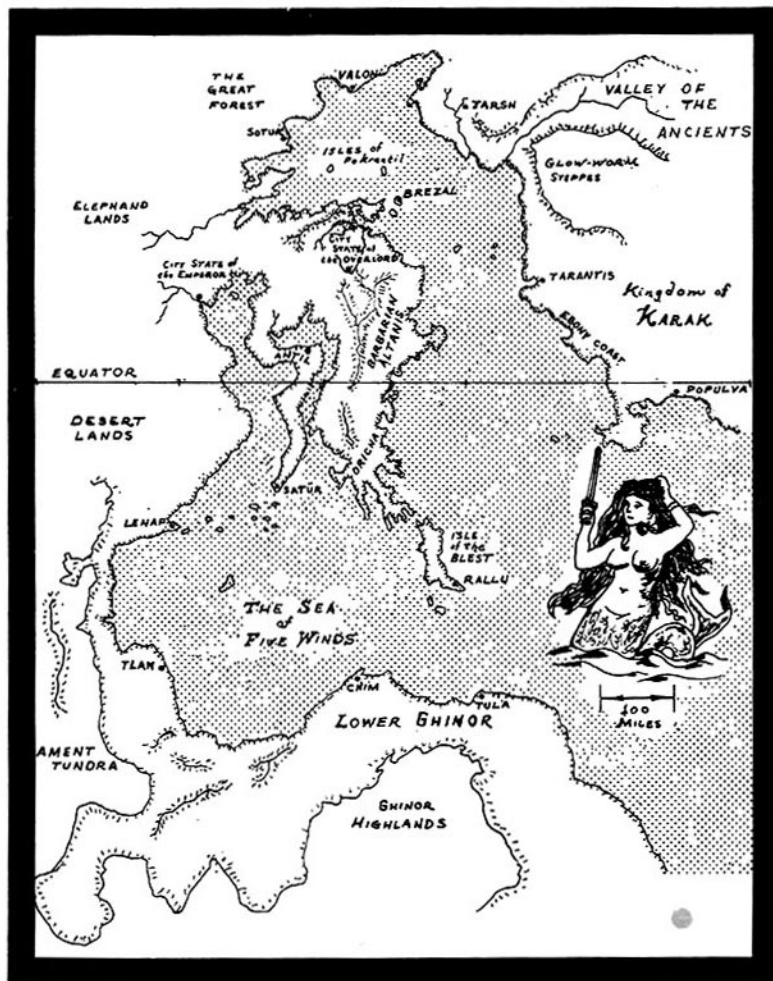
*Many others contributed much to the pages
herein, we would especially like to thank
Mike Petrowsky, Marc Summerlott,
Bruce Owen, Lynda Barnett, Craig
Fogle and Tony Floren*

*Any similarity in names of persons or things,
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CITY STATE of the INVINCIBLE OVERLORD



BACKGROUND GUIDELINES

The City-State of the Invincible Overlord is ruled by a hereditary monarch and the Senate. The Senate generally lacks the power to enforce rulings against the wishes of the Overlord. The Overlord is Lawful/Evil leaning toward Good and employs all alignment types in his efforts to maintain a firm power base.

Founded 1358 years ago (in 3075 BCCC) by a unification of nomad tribes, the city state has grown to such power as to pay tribute to only one nation located far

in the west. The citizens detain the barbarian Altanians to the south, and would be appalled if they knew of their close kinship. To the far north lies Thunderhold, the stronghold of a friendly if distant ally..Nordre Ironhelm..King of the Dwarves.

Over 300 religions are practiced in the city-state. The Overlord gives none preference and imposes an occasional tax for all the temples. The clergy maintains its own court system and pays no taxes.

An intricate judicial system maintains order in the city-state. Constables, guardsmen, deputies, sheriffs, knights, marines, and a secret police (the Black Lotus) enforces a chaotic but uniform peace on the quarrelsome inhabitants. Alignment hatred is held in abeyance by the more intelligent inhabitants (usually).

An embryonic feudal system has developed in the last 456 years following the Revolt of Craftsmen. The craftsmen having wrested a measure of freedom from the warrior dominated ruling faction, convinced the nobles that they too deserved a bigger role in the government. Thus the practice of bookland grants and the Senate was born.

CHRONOLOGY OF THE DRAGON KINGS

The chronology of the city-state is recorded in 52 year and 104 year cycles. A lapse of indeterminate length (some sages say 2460-2535 years) is obviously the result of a destruction of records on a nation-wide scale. The discovery of the following calendar obelisk and its subsequent interpretation by priests and sages revised the existing Commoner's Calendar and the Ancient Calendar was mandated 463 years ago by the Warrior-King Balozkinar. Missing or uninterpreted glyphs are indicated by +++. The BCCC column is Balozkinar's Corrected Common Calendar date with a 2500 year assumed adjustment.

<u>THE BROKEN DATUM CYCLES</u>	<u>BCCC</u>	<u>CHRONOLOGY OF KINGS-52 YEAR CYCLES</u>
THE SHIFTING LANDS	575	VAR+++++ +++++KLAR CAPTAIN +++++ OF 5 +++++
THE TOPPLED MEGALITH	679	SC+++ TAZAKEL OF +++994 4+++ +++++ STEN+++++
THE SHIFTING SUNS	783	KUKALKIN THE PRESERVOR BITOL THE ENGIN++++KING
THE CATAclysm OF THE TURTLE	887	ITZLAZAM THE STRONG CAMWRITAN THE PRIEST-KING
THE LOST BEASTS	991	GOLDEN ANOTHEZAM TREGWAR THE MAGNANIMOUS
THE SERPEANT-PEOPLE	1095	AHKAN CHANE THE WIZARD CAJALAN THE PROGENITOR
THE GREAT MIGRATION	1199	QUEEN ALOMIENNA GOVERNOR-GENERAL TEPINAR
THE BARBAROUS HORDE	1203	AFTAR THE FIRE-DOG KING MENESTOR THE DEFENDER
THE FALSE WARS	1307	ERMID THE RUTHLESS FLAMESNAR THE BARBARIAN
SEPARATION & DIVISION	1411	UNDER-KING LEDGELYS LLMANOGAN OF THE RED STONE
THE FALSE SUN	1515	CARONDINAS THE DRAGON-KING DRAKOMIAN THE KIND
VOLCANOES AND LIARS	1619	DAMERMID THE TALON EMPEROR GRONGYRFENG
THE DEATH-GOD	1723	ONTEMAC THE BALD CARONDINAS THE USURPER
INFINITE DESTRUCTION	1827	AYMARAN THE FALSE-KING AKENOTHEZAM SILVER-BROW
THE LOST MOON	1931	LAMAT OF THE EMERALD WORM MANIKON THE SEA-DRAGON
THE QUAKING MOUNTAINS	2035	POLASSAR THE COLONIZER KUNDAL OF THE FLAME
WIND WAR OF +++++ ++++++	2199	KUKALAN OF THE STORM THE BETWEEN TIME KINGS
RAINSTORM OF RED +++++	2303	GUCUMAT THE WEAKLING-KING CHACJALOM THE WAR-LORD
SHEDDING OF THE OLD	2407	CHACMOL THE CONQUEROR CHULIAN THE DEMI-GOD
THE SEEKING	2511	HAMENTOR THE WISE HAMENTOR THE OLD
MARKAB RETURNING	2615	BALOR THE SHIELD WULFRIKAN OF THE FLIGHT
MARKAB CODICE BREAKING	2719	ERMANARIK THE BOY-KING ERMANARIK THE VALLIANT
RAGING OF THE BLUE DRAGON	2823	This ends the chronicles of Dragon-Kings and begins
MUROR BENEATH THE WAVES	2927	the Cycles of Atrabiloran...The Great Chasm.

Here the obelisk was broken but it is generally accepted that the founding of the new City-State was began in 3075 BCCC precisely 5466 years after the Uttermost War and 11,683 years after the creation (according to the Patriarch of Odin..Ralibarn the Wise). The Commoner's Calendar is based on a false creation date of 0 BCCC proposed by the Temple of Pegana clergy. Few religions agree on this critical date. The calendar year of the city-state is officially divided into eighteen months of twenty days each plus a five or six day celebration at each year's ending. The Commoner's Calendar which was once the official system is still used by most citizens. Confusion

as to when certain festivals are to be held is resolved by the town crier.

*By the name of each street, there is probability chance of an 'encounter' peculiar to that street; this chance is rolled on alternate turns (on the turn that the normal encounter is not rolled). Notice that having one or more comrades will reduce the basic chance, per comrade, for some street encounters.

*Gambling is done by exceeding 0-100% dice roll of establishment game plus house odds. Players have 'Gaming Skill' +3-18%.

Characters sleeping in armor must roll for Crud- PROB 20% per night.

*Intoxicants (unless otherwise noted) cause drunkenness anytime the number of drinks exceeds the character's constitution. Drunks have temporary loss of 1-6 on Intelligence and Wisdom characteristics and 1-10 on Dexterity, but Strength is increased 1-4 (actual penalty & strength bonus should not be disclosed). During fights roll 'Confusion'.

*Non-played characters have been assigned alignments- LG- Law/Good, LE- Law/Evil, GC- Good/Chaos, EC- Evil/Chaos & N- Neutral. While in the City State it is considered a social repugnance to use alignment language publicly. Only Common and Altanian are used, the latter considered a base tongue. Fear of the law and bloody riots keep alignment hostilities in check (usually). However, the legal system makes some allowance for alignment hatred. Generally, any resident has a 20% PROB of being a given alignment.

ABBREVIATIONS: SL- Social Level; LVL- Experience Level; GL- Guideline; HD- Hit Dice; NA- Number Appearing; HTK- Hits to Kill; FEM- Female; HP- Hit Probability; FTR- Fighter; MU- Magic User; CL- Cleric; TH- Thief; IL- Illusionist; BA- Bard; RGR- Ranger; DR- Druid; MNK- Monk; AS- Alchemist; SG- Sage; GP- Gold Pieces; SP- Silver Pieces; CP- Copper Pieces; EP- Electrum Pieces; PP- Platinum Pieces; ExPt- Experience Points; WPN- Weapon; r- Melee Rounds; t- Turns; PROB- Probability; S- Strength; I- Intelligence; W- Wisdom; CON- Constitution; DEX- Dexterity; CHAR- Charisma; PSY- Psionic Ability; HO_%- House Odds; AC- Armor Class; @- each; ALIGN- Alignment.



BARTER STREET PROB 38% OF BEING SURROUNDED BY STREET URCHINS DEMANDING 1CP @ TO GO AWAY

THE BALROG'S EYE

CRUSTY BIBULIS MU N 5 10 9 7 11 17 12 13 10 12 Dagger
Bibulis has a wand of fireballs and a scroll of disintegrate hidden under his blue cloak. He rarely ventures out of his quarters (Hold Portal on door). Grunting Eudeina the Bellydancer; FTR, N, 2 LVL, 3 HTK, AC 9, dagger. Vederburn the Minstrel; BA, N, 3 LVL, 5 HTK, AC 9, dagger; and a 36 girl floor-show bring customers of every class (open-dusk to dawn) NA 70-120, 1-12 LVL. Rizome the Barkeep; FTR, 4 LVL, 13 HTK, AC 9, sword. Wine 5 GP, mead 4 GP, Roast Leech 15 GP, Snake Stew 12 GP, Beaver Tail 27 GP, Frog Legs 17 GP. Knucklebones HO 38%, Rat Race HO 29%, Shell Game HO 19%, Fortune Wheel HO 49%, Cestus HO 60%. *Legend the Cauldron Born...an army of synthetic giants being created by a Liche in the Dearthwood.*

BOOT & STRAP

KARUGY ONE-EYE FTR CE 3 13 7 5 13 9 8 14 14 14 +1 Dagger
Notorious bootmaster-28 pairs PROB 20% of fit, 3 GP @ (double for dwarves). Large battleaxe over counter; strongbox 14 SP, 28 CP; 1-6 GP on person. Aliadar, huge Ogre wife; 4+1 HD, 26 HTK, AC 5. Trapdoor to pit opening into tunnels below city. Four kegs of wine, flask of oil, roast pig, cloak hanging on peg has key to strongbox. Map to 3000 GP hidden in the Despot Ruins. Customers include bandits, thieves, and Ogres NA 1-6, 1-6 LVL. Sign over door 'Elves & Hobbits Axed on Sight in Shop'. *Rumor... an adolescent wench is being dragged by her hair south on Slash Street by an Ogre named Gothmag. Rumor...two drunken rogues possessing a staff of power are slumped over a horse-tie (actually two dying sages).*



BEGGARS' STREET PROB 70% OF BEGGER ACOUSTING FOR ALMS

SEAL MAKER

NERVY BNAZOTH MU N 5 12 9 7 10 15 17 12 12 9 Dagger
Brazoth doubles his income by heading a secret coven of witches within the city. As warlock he receives 'gifts' totaling 280 GP/month.. in addition to his income from gold seals 160 GP, silver seals 70 GP, and wooden seals 15 GP...invisible in room 1600 GP in trunk guarded by a poisonous snake Class 4, 1 HTK, AC 6. 12 CP, 34 SP, in box

CONSTABLES BARRACKS

BULL JIRELMOR FTR LE 5 27 4 8 13 8 4 17 10 15 +1 Mace
The 'Bull' personally commands the 310-360 constables of the City-State (one of their problems). He is known for rash decisions and lack of planning. Each constable is permitted 1-3 slaves, a large footlocker for their garrish clothes and a personal set of wall chains for detaining prisoners for questioning, 1-6 days. The constables receive 10 GP/month but each must donate 1 GP to a temple, 1 GP to the constables' ball fund, 1 GP toward Bull's birthday gift, and spend a minimum of 3 GP/month on clothes (soiled being sold for 1-6 SP). Gambling, drinking, shouting, swearing, running, and sneezing in the barracks is punished by a fine of 2 GP/offense. 21-26 patrols are always out and the barracks will be occupied by 10-100 constables; FTR, LG-LE, 1 LVL, 8 HTK, AC 7, Spear & Mace; 20-120 slaves; FTR, N-LG, 1 LVL, 6-2-5-6-1-3-1-2-2-4 HTK, AC 9, daggers; and 2-12 prisoners. The constables ball fund chest 3236 GP is hidden in Bull's room. Each constable's chest has 2-12 CP, 4-24 SP and 1-4 GP. A poisoned trapped false bottom in Bull's chest contains 4 pieces of jewelry, 200 GP @, 6 gems 50 GP @, 340 SP and 275 GP. Rumor...a dolphin has appeared in the By-Water Road Bath. Rumor...a djinn is coming south on Constable's Street. Rumor...the merchant sheriff is being tortured by four amazons in the Park of Statues. Rumor...a hill giant is wading across the Estuary on the wrecked bridge.

THE SILVER GOBLET

BAKROG THE BEASTLY FTR N 9 28 9 8 11 12 10 17 6 10 Sword
Bakrog is assisted by Trifid Thornwik FTR, N, 4 LVL, 12 HTK, AC 9, SL3, dagger who oversees four barmaids and three dwarven acrobats N-CE, 1 HD, 5-2-3-1-2-3-1 HTK, daggers; frequented by nobles, tradesmen, and trappers NA 11-16, 1-6 LVL, HO 5%. Renowned frog legs 2 CP, otter stew 5 SP, lizard steaks 2 GP. Rumor-horri-fina shrieks frighten draft animals on Ox Cart Road outside the Plant Shoppes.

PEREENOLOGIST

TARNEKNAR POLLI MU N 10 26 9 6 6 14 15 16 8 8 Dagger
Can make short forecasts (one week in advance) of future events affecting the customer whose head bumps he studies for one hour. He charges 10 GP per customer (60% accurate) for vague information. Tarneknar has a secret teleport to 5 levels below where his laboratory containing 1,600 GP and two potions of giant strength are hidden in a cage.

GAMING HOUSE

CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN
VERSTAGIN THE RENEGADE FTR LE 6 24 9 5 11 9 8 7 11 4 Sword
Verstagin operates his business with the aid of 15 Kobolds 1/2 HD, AC7, 2-1-3-3-1-3-1-1-2-2-2-3-1-1-1 HTK; and ten footpads CE, 2 LVL, 3-8-2-5-3-3-2-2-4-4 HTK; Knucklebones HO 20%, Wheel of Fortune HO 10%, Rat Race HO 20%, Frog Jump HO 40%, Wrestling HO 30%, Cestus Fighting HO 15%, Cup & Pea HO 45%, Coin Toss HO 16%; frequented by bandits and guards, NA 20-30, 1-3 LVL. Legend of the Citadel of Agrat (liche stronghold) wherein can be found the 'Empire Stone' worth 40,000 GP. Rumor... Count Ruodleb the Razor, a mad killer, has just been released from prison.

LOCKS

SCOPGRADON FTR LE 5 18 9 6 10 12 15 5 10 14 Dagger
Noted for super-strong locks (STR 18-00 to break) selling for 100-600 GP...50CP and 15 SP in cash box; 550 GP triple-locked chest in room chained to steel post.

KICK'S TAVERN

KICK LANABOL MU N 7 17 9 6 13 16 10 11 14 13 Dagger
Kick has an exotic dancer; Jenisha of Rumpf N, 1 LVL, AC 9, 3 HTK, CHAR 17; which brings him customers of every walk (occasionally blocking traffic outside). Ten slaves and two cooks in blue smocks serve up boney platters of bear bacon free (5 GP cover charge)...PROB of GRIPPE 20% - frequented by any NA 60-120, 1-12 LVL. Rumor... a lucky troll named Ezzorix just won 650 GP at Masher's Gaming House. 670 GP in chest.

ALE SHOP

DANDY DAMARAGEL FTR LG 9 22 9 6 12 4 9 6 11 7 Sword
Dandy sells dwarven ale imported from Thunderhold - 8 quart kegs 10 GP, two hobbits Dalkin Longtoes and his wife Priskywink LG, 1 LVL, AC 9, 5-1 HTK, daggers aid Dandy. 36 GP in box.

TRIPPING TRIDENT TAVERN

MAGLOC NIPPY FTR LG 4 19 7 6 6 8 9 14 11 12 Sword

Nippy is fond of adventure tales and sets up free drinks for same. He formerly served aboard a ship which was captured by worshippers of a sea-god and taken to the temple for sacrifice. Upon escaping, Nippy made a map for which he will accept an equal share. *Rumor...giant rats are swarming on small parties venturing down Tempest Street.* Customers are brigands, buccaneers, and pirates NA 4-24, 1-4 LVL..HO 08%.

COOK

FLAXEN NANIELIA FTR LG 3 6 9 4 13 9 8 8 10 14 Cleaver
Customers flock to her shop for roast goose 2 CP every noon...friend of the constables.
stables 58 SP, 210 CP

MESSY MESSAGE

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
RETTHA THE STROKE	FTR	CG	5	15	9	7	12	9	12	9	9	16	Dagger
PONDERONA PRUBA	FTR	CG	4	12	9	4	13	13	9	13	11	6	Dagger
LIEWALIK WAMIG	FTR	CE	3	10	9	5	6	5	10	10	7	15	None

Customers are beaten with herbs, given an oil bath, scrapped, and pounded for 4 SP @...PROB 10% OF FRACTURED RIBS. Ten slaves FTR, N-CG, 1 LVL, 1-2-2-3-2-5-5-2-5-3 HTK, AC 9. swords. Customers include guardsmen, buccaneers, and sailors, NA 20-120, 1-6 LVL..waiting in line - four at time only. Cashbox has 3 GP, 204 SP, 15 CP. Each female wears 30-180 GP in jewelry. *Rumor...a child ghost is haunting the School of Ancient Secrets...reward of 250 GP promised for exterminators.*

GLOVEMAKER

SHELGRAVE THE SEWER FTR N 4 15 9 5 8 11 13 7 15 10 +1 Dagger
Shelgrave is famed for his gloves of varied materials; mouseskin 3 SP, minx 4 SP, bear skin 2 SP, deer skin 5 SP, others 1-12 SP, PROB OF HAVING 15%/Week. Cashbox 35 GP, 142 SP, 14 CP. Secretly an informer for the Overlord's secret service, the Black Lotus. A paper describing illegal gatherings in the sewers is hidden in his cloak. *Rumor... every third night water rises out of the river and sweeps guardsmen off the top of the Southern Keep.*

PLEASURE DOME

LIAR MUKANG MU CG 6 12 9 9 14 14 11 10 9 13 Wand of Fear
Mukang is reputedly a far eastern prince who fears snakes as much as he loves wild tales. He is sought by the bōrin, a water naga of completely snake form which hates him. Visitors are shackled and led before Mukang to tell their tale - successful reportee results in 15 days of wining, dining, and entertainment as a guest. Failure results PROB 50% in being beat unconscious and tossed into the street. 216 slave guards, FTR, N-CG, 2 LVL, 7-5-8-9-5-7-10-6 HTK, AC 6, two-handed swords; 40 harem girls, 26 dancers, 8 minstrels, and guests NA 3-18, 2-12 LVL. Mukang's chamber's contain a crystal ball, ebony chest 3850 GP poison trapped Type 5 full of silk clothes, and a carved teakwood chest containing a potion of growth. *Rumor...a Kopoacanth (water gargoyle) kidnapped Captain Iremath of the Marsh Gate and escaped into the Mermist Swamp...ransom of 400 GP is offered by his sergeants.*

SPEAR & SHIELD

SLIM SIMOORG MU CE 1 2 7 3 8 16 12 13 12 13 Dagger
Known for excellent spears and poor shields (30% split upon being hit), Simoorg uses four aged fighters to make his wares FTR, N-LE; 3 LVL, 9-14-27-16 HTK, AC 9, swords. Simoorg has recently purchased the shop and wishes to sell it for 8,300 GP. He has 220 GP hidden in his trunk. *Legend of the Owl Bear Shield... a +2 shield protected by a pack of owl-bears living in a cave 10 miles northeast...formerly owned by a famed werebear.* Sign posted for weapon makers 2 SP/day. Spears 2-12 GP, shields 6-36 GP.

MOUSER

DIRTY DAVISHER FTR CG 7 36 8 6 13 6 16 12 14 8 Sword
Davisher uses traps, poisons, and his 'pipes of the sewers' to rid houses of mice and rats (he also supplies meat for orc banquets) charging a flat 400 GP fee placing his services beyond the reach of most citizens. Davisher claims to have seen tiny rats using miniature crossbows, spears, and torches walking on two legs. Pet leopard 3 HD.

BEGGARS' GUILD

MASTER ZECKFRAL	BEGGAR	N	6	28	9	1	9	11	14	9	12	7	Dagger
SMOOTHIE LASTCON	BEGGAR	CG	3	11	9	1	6	13	8	14	14	16	Dagger
STRUMPET SENGORN	BEGGAR	N	2	3	9	1	13	10	12	12	8	9	Club
SOAPY MORT	BEGGAR	CE	4	8	9	1	10	9	6	15	6	7	Cane sword
PAUP SKINNY	BEGGAR	N	3	9	9	1	4	12	9	7	6	9	Dagger

For more information on beggars-see booklet J. Rumor...600 GP purse found on Brazier Street by six fighting orcs. Beggars only NA 4-24, 1-6 LVL. Free gruel if any PROB 15%.

CARPENTER

COWERING TAMURAD FTR N 5 24 9 7 16 14 15 8 10 16 Sword
Having been robbed ten times in the last year, Tamurad has hired two mercenaries FTR, N, 3 LVL, 16-20 HTK, AC 6 to guard his meager 320 SP, 510 GP hoard. Furniture 3-18 GP.

GLASSBLOWER

ANPHISBIR THE DIM FTR CG 4 15 9 4 5 9 11 13 15 10 Dagger
Anphisbir is an expert craftsman of bottles and linden glass windows which keeps him busy supplying temples and magic users. His prize possession is a potion of giant strength given him by a customer and 280 SP, 590 GP hidden in a jar.

CARVER

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
<u>BELLAROP THE CUDGEL</u>	CL	LG	4	16	9	6	11	4	11	16	9	7	Mace

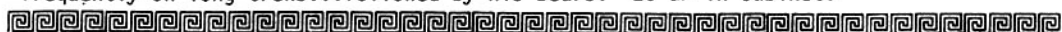
Bellarop is an unusually poor carver but his secret is his djinn bottle which keeps his shop and pockets full. He donates his income to Temple of the Toad.

THE WILD SURF TAVERN

LINDWORM OYVELOOR FTR LG 6 20 9 6 13 10 7 7 11 11 Handaxe
Lindworm has 12 female slaves which operate the tavern which caters to sailors, artisans, and off-duty constables NA 21-27, 1-8 LVL; rooms 2 GP/night including servant; shambling mound salad 2 CP, beaver tail roast 4 SP. HO 2%. Rumor...a Giant Stag Beetle 6 HD, AC 3 has escaped from the Overlord's Zoo.

BEAR TRAINER

DRELORLAC LONGWALK RGR LG 4 13 7 5 9 15 12 6 11 7 Spear
Drelorlac has 3 dancing bears, 2 watch-bears, and 1 acrobatic bear 6 HD, AC 5, 21-30-37-23-19-18 HTK; costing 300 GP, 400 GP @ and 500 GP. respectively. Drelorlac goes frequently on long treks...followed by his bears. 20 GP in Cabinet.



BELFRY STREET PROB 26% OF ATTACK BY 1-6 STIRGES; 4LVL, 1 HD, AC 7, 1-3/ATTACH + 1-4/r BLOOD DRAIN

GATE KEEPER

THINWAY ABUN FTR LG 5 15 9 9 12 11 6 7 10 14 Sword
Thinway is entrusted with the companion key 150 GP to the North Gate. Four dwarves, Bobar, Berkal, Bomash & Bungri; FTR, LG, 2 LVL, 5-4-12-10 HTK, AC 4, axes. 88 GP, 40 SP, 110 CP in a locked trunk. Friend of Prince Glisonyagazinat and Llangwellan the Wizard..PROB 10% OF VISITORS. Rumor...the Wailing Street dyer is hiring fighters..120 GP @.

WALL CAPTAIN

SARWAN THE HAIRLESS FTR LG 7 33 4 10 13 13 8 17 15 14 Sword
Banbag Steadyfoot, HOBBIT, TH, LG, 6, 11 HTK, AC 7, +1 dagger. Sarwan has been seeking information on Kemul the Ogre who destroyed his father's manor. Chest 54 GP, 210 SP, 346 CP; 5 silver tankards 140 SP @, sack containing 6 stakes and a mallet. Legend of Ermanarik the Old-King...despot whose ruins stands outside...to return from the dead to avenge himself against the nobles.

BLOODY TUSK BANQUET HALL

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
<u>HALFDAN THE SMITER</u>	FTR	CE	4	30	9	6	10	11	15	10	15	12	2-Hd.Sword

Though very old and mute, Halfdan does a roaring business with fighters of every class NA 42-52, 1-6 LVL who flock to view his 12 bellydancers and hear the latest 'Toasts of Valor'. Each group is given its turn to toast a comrade-at-arms and, depending on the outrageousness of the saga, is cheered or tossed out PROB 30%-Charisma of Toaster. Mead 3 CP, whale blubber 2 CP, eel steaks 1 SP...PROB OF GRIPPE 25%, roast pig 1 GP. Halfdan has been known to spike drinks (ST-5, Unconscious 2-12 hours) for a few coins. Legend of the Antechamber of Gems...a chamber six levels below the city with gem encrusted walls (false). Legend of Bandvares the Thinker...a sorcerer who plays chess with real fighters in a village 60 miles west. Legend of the Endless Winebarrel...a nexus point to an underwater city of fabulous wealth inhabited by sea monsters. Legend of Sakarra...the pyramid tomb of a Sea-King on the Eastern Shore...400 miles SE.

ARMORER

KAROVAN THE OLD MARSHAL FTR CG 5 24 7 7 17 6 9 3 15 14 Sword

Famed for twice forged iron, scarred and one-eyed, solemn. Tabard of gold 1250 GP hidden beneath forge. Chest holds ragged war cloak, boots, and backpack with 153 GP, 211 SP, 52 CP. Iron helm 12 GP, hand axe 4 GP, battleaxe 10 GP, broad sword 13 GP, rapier 10 GP, scimitar 17 GP, two-handed sword 20 GP, plate 62 GP (7-42 days), shield 20 GP. Legend of the City of Shadows...an Altanian ghost-city ruled by a balrog and his army of shadows 120 miles SW. Renvarch the Brawny; N, FTR, 3 LVL, 10 HTK, AC 9, hammer. Chained chest 160 GP, 437 SP, 35 CP, a bottle of green wine, 9 iron spikes, mace, and a pouch containing an efrete bottle, and 7 turquoise gems 10 GP @. Rumor... the Captain of the Palace Guard was killed last night by a mind flayer in the Singing Squid Tavern.

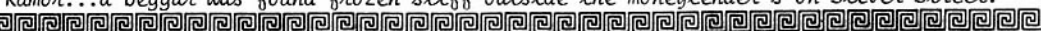
CANDLE SHOP

CALPERNIS THE DEAF FTR N 6 26 9 7 7 14 8 7 15 11 Dagger
Candles 10 per 1 CP. Special orders 1-6 SP and 1-4 days. Arsienina, daughter; FTR, CG, 2 LVL, 10 HTK, AC 9, dagger, wears jewelry 250 GP. Cashbox 33 SP, 314 CP.
Rumor...a grand ball is to be held in the Plaza of Profuse Pleasures to celebrate the Prince's birthday.



BRAZIER STREET PROB 30% OF DELAY 1-6 TURNS BY VENDORS & HUCKSTERS NA 2-12, 1-6LVL
ALE

ASIELOMAR FTR N 6 20 8 5 15 7 11 6 14 6 Sword
Asielomar is fond of relating his confrontation with the 'Keeper of the North Winds' on Thunder Crag... 'Misha'... Lord of the Wind Giants; 15 LVL, 189 HTK, AC -1, a double air elemental, unaffected by missiles or spells cast in air, that can call upon 1-20 air elementals for aid, Supp. IV p. 55. Misha became drunk on the heady fumes of Asielomar's purple ale which allowed a hasty escape from his gigantic cave. Ale kegs (8 quarts); gold, 5 GP; brown, 7 GP; purple, 10 GP. Stock includes 3-18 kegs @. 170 GP, 27 SP, 55 CP hidden in an oak keg covered with barley. Brisandi; daughter Mu, N, 2 LVL 6 HTK, AC 9, CHAR 17, dagger; wants to return to Misha's lair for a huge diamond... bigger than...
Rumor...a beggar was found frozen stiff outside the moneylender's on Silver Street.



BY-WATER ROAD PROB 60% RUN OFF ROAD BY HORSE RACING PAGES..RUN OVER PROB 10%/3-18 PIPS
SADDLE SHOP

WAGONMASTER MUSPIL FTR CE 7 30 9 6 9 13 18 10 12 7 Sword
Muspil is noted for Wagon trappings and carriage craft. He has six slaves FTR;LE-N, 1 LVL, 4-2-1-2-3-7 HTK, AC 9, dagger; two craftsmen FTR, N, 2 LVL, 6-13 HTK, AC 9, spears; and 690 CP, 742 SP, 178 GP hidden in a pit below a pile of saddles..21-26 GP.

SMITH

SKINNY OTFRIL FTR N 4 10 9 5 13 12 8 11 13 14 Sword
Skinny has 14 dogs, fanatically loyal, 1/2 HD, AC 8, 2-1-1-1-3-2-2-1-1-3-3-2-1-3 HTK, 1-2/bites, Stable 2 SP/day, shoes 3 SP; 27 GP, 58 SP, 125 CP hidden in rafters. Rumor... horses to be confiscated. Skinny will stable unusual animals for 15 GP / day.

CHAINMAIL SHOP

MERRYMAN GRAYLING FTR N 3 19 9 6 13 9 11 10 11 12 Dagger
Specializes in custom-made suits of intricate design, tunics 50 GP, suits 120-240 GP plus 2-12 days, Legend of the Pirates' Palace... fleet commander who was exiled and built an extravagant jewel-encrusted palace 85 miles NE on a coastal bluff. Merryman stores 115 chainmail tunics for the government; loves salt pork and light ale snacks; carries 15 CP, 28 SP, 5 GP. Fastolph, hobbit, CG, 3 LVL, 5 HTK, AC 7, sword; guards 450 GP idol.

CANDLE SHOP

REMY THE MARINER CL LE 3 8 5 7 8 8 11 7 7 10 Mace
Sells candles made of unusual tallow types for temple uses-and special gas emitting types...1 GP/taper. Remy is protected by the God Harmaklius according to his sign.

BLUE DOLPHIN INN

RHINO RUDIGORE FTR N 2 7 3 6 15 12 8 13 12 11 Dagger
Bartender Koris Brightips FEM, FTR, GC, 2 LVL, 4 HTK, AC 9, dagger, CHAR 15. Minstrel Zikle Arzilla, blue skinned blonde FEM, BA, GC, 3 LVL 5 HTK, AC 9, dagger sings Legend of the Fluvina Citadel... Storm-Giants Castle in Harridan Cap. Customers include freemen, sailors, and nobles NA 4-24, 2-12 LVL... Rhinos trunk (Poison room) contains 1,500 SP & 1,300 GP. Snakes fried in bear fat 3 SP, wolf stew 2 CP, room 1 SP, furs 2 CP..HO 5%

SMITH IN REAR

JOLLY NABEN FTR CE 6 18 9 4 8 11 10 15 9 9 Hammer
Sabra Nabes daughter FEM, CE, 2 LVL, 3 HTK, C 9, dagger, CHAR 16 shoes horses 1 CP;
stable 1 CP/night...Jolly is given to fits of 'prospecting fever' and knows the area
around the Dwarven Mines quite well. Life savings include 2 saddles, 35 CP and 7 SP
in cashbox. His nag, Fly-tail, has a fake unicorn horn and mirror by Tinker Sandbur.

RACKETEER

SQUEAKY WERTER FTR CE 7 22 5 7 5 8 11 13 9 10 +1 Sword
Protection and blackmail money keeps Squeaky's small force of 28 bandits CE-LE, FTR,
1LVL, 3-1-4-4-3-2-2-6-1-4-2-3-3-4-2-1-3-6-7-2-2-3-5-8-7-4-3-4 HTK, AC 6, swords. Being
the thane of a Senator has kept him from the gallows so far. Nasty Kathank FTR, LE, 4
LVL, 24 HTK, AC 4, sword guards the counting room wherein 1,604 CP, 3,508 SP, and 1786
GP are stored...the door has been Wizard Locked. Picky, Crafty, Slick, Fingers, Shifty.

FLIPPING FROG TAVERN

PUG SHADBOLT FTR LE 6 21 9 5 12 14 14 9 10 14 Sword
Concoctions of caviar and salmon 1 GP/meal brings sailors & bucaniers NA 3-18, 1-6 LVL
to view exotic dancer Saucie Vezida Vales FEM, FTR, N, 2 LVL, 3 HTK, AC 9, dagger, CHAR
14; rooms 2 SP, furs 5 CP, giant ticks invest 50% of rooms NA 1-3, 3 HD, AC 4, 10-15-13
HTK, hit is drain 4/r, 80% cause. Spotted Fever Incubation 3-9 days, Duration 10-40
days, Recuperation 5-10 days, fatal 45%, insanity 5%, Shadbolt will pay 10 GP to be rid
of them. He has 250 CP, 128 SP, 810 GP hidden under the floor. *Rumor...a travel-stain-
ed and bandaged fighter is riding up By-Water Road with a dragons horn tied to his back.*

SAILMAKER

CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN
LONGWITHTY CL LG 4 20 9 4 8 8 10 7 7 9 Club
An ancient mariner turned cleric upon being rescued by a Sea Goddess and studying at her
temple for fifteen years. Longwithy awaits the appearance of a curly headed, one sand-
led stranger to give his ten prayer beads to. The marines protect this 'holy man' be-
cause his Goddess protects the estuary.

PET SHOP

CHILLY GOORHORN FTR LG 2 5 9 3 12 9 14 17 5 8 Dagger
The pet shop has frogs 2 CP, leeches 3 CP, snakes 1-6 CP, spiders 1 CP, weasels 1 SP,
boars 4 CP, skunks 2 SP, owls 4 SP, dogs 1 GP, cats 1 GP, and birds 2-8 SP. Chilly
will pay 1-6 GP for non-dangerous unusual pets. Although usual pets are usually in
stock PROB 60%, unusual pets are difficult to come by PROB 10%. Chillys own pets; a
leopard, 4 HD, 23 HTK, AC 8; a baboon 2 HD, 5 HTK, AC 9, claw (1-3) and bite (2-7) a
ram, 2 HD, 14 HTK, AC 8, bite 1-2, butt 2-7 guards hidden cashbox 181 GP, 98 SP, 60
CP hidden under the counter.

WINE SHOP

PORTER BOROWRAIN FTR N 3 12 9 6 11 11 9 14 5 14 +2 Sword
Rare and strange wines from distant lands mingle with local wines in this brightly
painted shop costing 1-12 GP/quart; Intoxication PROB 1%-20%, 680 bottles and flasks
worth 4,000 GP. Porter is knowledgeable about the caravan routes south. 1,263 CP,
340 SP and 45 GP hidden in a wine flask.

CLERK

KISTOVET THE COUNCILLOR CL LE 7 16 4 7 12 9 14 14 4 12 Mace
Knowledgeable about the wordage necessary for letters of supplication to the nobility
420 GP.

FISHER

WHARF-RAT PEERL FTR LE 6 20 9 6 5 11 13 9 4 7 Dagger
Peerl spends his hard earned coins on his pet crocodile; 3 HD, 15 HTK, AC 7, bite 1-6;
and daughter Oliveena CHAR 17 both of which wear 200 GP in jewelry. 10-60 fish 1 CP@
and 30 CP; 12 SP hidden in cupboard.

SINGING SQUID TAVERN

SIR WINGSTAN FTR LG 4 14 6 6 11 16 16 11 13 9 Dagger
Barman Captain Torbak; 3 LVL, 15 HTK, AC 9, sword; ten barmaids; and an elven trou-
bador Faynor 2 LVL, 10HTK, AC 9 dagger; Customers NA 10-40, 1-6 LVL, includes fishers,
sailors, and trappers. 155 GP, 56 SP, 240 CP in trunk..HO 05%.

WAREHOUSE

LANKEEN BLARE FTR N 10 39 9 6 10 7 8 8 11 14 Flail
Lankeen oversees 20 slaves FTR, 1LVL, 7-2-4-4-2-3-5-3-2-1-1-2-2-3-2-1-5-4-5-2 HTK.

AC 9, dagger armed. Stores include 1,600 javelins; 500 wallets; 6,000 stakes, 400 slings, and 300 sandals in wooden crates. All doors are barred. 60 GP, 210 SP, 17 CP, in a backpack.

SWORD MAKER

FIERCE BOHOIK FTR CE 2 9 4 5 10 8 17 9 7 13 +1 Sword
Bohoik's shop is stocked with 215 swords noted for delicate balance. Rapiers 13 GP; dirks 6 GP; broadswords 15 GP; scimitars 17 GP; short swords 11 GP; and two-handeds 30 GP. His treasure includes 1,600 SP and 578 GP in a bag of holding.

BAKER

TINKER SANDBUR FTR CG 3 8 6 4 12 14 15 7 12 10 Dagger
Hobbit widely known for pasteries, 1 CP, traveling bread, 2 CP, and roast pheasant 1 SP, Tinker gets his nickname from the gadgetry which bedecks his shop...an automatic door closer operated by a parrot, a fan operated by a caged weasel, and icing stirrer rotated by monkey power, a wind driven mechanical fly-shooter, and a canary oven timer. His worldly wealth consists of 167 CP, 22 SP, and 15 GP hidden in a large cookie jar. Tinker loves stories of elves.

OVERLORD'S WAREHOUSE

TUDBALL THE OVERSEER FTR N 11 26 9 8 15 9 15 14 11 7 Sword
GAMWELL THE KNAVE FTR CE 3 7 6 4 14 10 8 6 10 5 Dagger
Stores include a trebuchet, two onagers, ten cauldrons, forty barrels of oil, ten barrels of wine, 80 swords, 175 light crossbows, 85 heavy crossbows, 20 saddles, 56 parises, and 728 kegs of ale. Fifteen slaves FTR, N-CE, 1 LVL, 3-2-1-4-3-5-1-1-2-4-7-3-4-6-5 HTK, daggers. Rumor...a baby gorgon wrapped in a sheepskin was found at the foot of Groaning Falls.

SAILOR

CURLY SLINARD FTR CG 5 20 9 5 12 12 13 12 8 8 Sword
Curly became wealthy upon befriending a cyclops five years ago on an island. He will sell the map for 1,500 GP. His prize possession is a javelin of lightning; 456 SP, 387 GP hidden in his statue of the Toad God. Loves gambling...HO 10%.

WHIPS

CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN
LASH JAMMET FTR CE 6 22 4 6 8 9 10 13 10 8 Flail
His 12' whip/flail has 5 gems on the handle; sells quality whips 15 GP@ and tests each one his hapless customers till they scream how excellent it is. Dusty cashbox but 30 SP, 110 GP hidden under a loose board in the floor. Jammet is rumored to be insane.

CAGES

TRAPPER KISTOTAIN MU CE 7 11 9 6 10 13 12 12 7 14 Dagger
Kistotain keeps 4 charmed dwarves working to exhaustion on a large variety of cages; 10 GP/10' x 10' section (double for 1" bars)...a zombie; 1 HD, AC 8, 4 HTK, 1-8/hit; guards the trapdoor leading to Kistotain's room. Amulet of ESP; 1,556 GP; 10 gems.

BAZAAR

HIPPOTIER THE KIND OGRE MAGI CE 5+2 29 4 7 13 11 7 6 14 16 Horn 1-12
Polymorphed into kindly looking old gentleman; Invisible-Fly-Dark 1"R-Regenerate 1/rd-1 Charm Person-1 Sleep-1 Cold, 8 HD; if hungry, PROB 30%, will invite a customer to lunch. Hippotier sells jewelry NA 430@ 120 GP, cooking utensils made of iron and silver NA 36@ 140 SP, incense 1CP, and perfumes 27 bottles @25 GP. Four charmed guards FTR, N-CG, 3 LVL, 18-12-12 HTK, AC 9, armed with two-handed swords guard the shop. Six Altanian slaves FEM, FTR, N, 1 LVL, 2-1-6-1-3-5 HTK, dagger armed aid customers, and an ape 'Rozana'; 4 HD, 19 HTK, AC 9, bite 1-4, choke 1-6; guards the private quarters of Hippotier wherein a trunk containing 608 SP, 595 GP and a potion of healing is hidden under a wicker table. Rumor...a gypsy chief called the Love Bandit has just kidnapped a captain's daughter. Hippotier will befriend strangers for weeks before....

SEA CAPTAIN

ROTHER TORTRIX FTR N 5 16 6 6 4 11 8 10 10 11 Morning Star
Rother is a personal friend of the local Archdruid and will arrange a meeting for 20 GP. He has a privateers Letters of Marque but rarely uses them since his ship the 'Whistling Rogue' was sunk by a water elemental due to a curse by a shaman he killed. 43 SP, 270 GP.

TEMPLE OF THE TOAD

KUDRUN THE PEACEFUL CL LE 7 16 3 8 9 8 3 13 9 12 Staff
The heirarchy consists of 15 acolytes; N-Le, 1 LVL, AC 6, staffs; 4 adepts; LE, 2LVL, AC 6, maces; 2 Vicars; LE, 4 LVL, 10-12-21-16 HTK, AC 4, maces; and Curate Raperner;

LE, 5 LVL, 22 HTK, AC 3; mace. The god lives in Mermist Swamp and protects the harbor.

SPEARS

VELDEK THE VULGAR MU CG 6 12 9 4 9 10 11 10 8 15 Dagger
Veldek has a group of ten aged fighters; N-CG, 2 LVL, 6-9-15-10-3-7-12-9-8-6 HTK, AC 9,
spear to manufacture custom spears 4-40 GP. He is unusually loud and grossly fat...
loves garish jewelry-wearing 2,150 GP-530 SP, 25 GP in cashbox. *Rumor...a water nymph
was sighted across from the Goblin Reserve on the Dearthwood bank. Enjoys epic poems.*

BY-WATER BATH

ENIST CUSPIDOR FTR LG 4 11 9 5 10 14 9 12 8 9 Dagger
Aided by 14 bathboys and 26 bathgirls, Enist serves any human, even or dwarf folk. 2 SP.
Customers must aid in turning away orcs, trolls, or goblins PROB 10%, NA 1-6/bath. *Rumor...
Ruddy Drubber the Archer just inherited a mansion and hamlet. Chest behind wall..175 GP.*

SAILOR

HELMSMAN PARZIVAL FTR CG 6 22 9 3 9 6 17 8 13 14 Scimitar
Parzival is an excellent navigator and has many charts of little known waters. Works
only on a commission basis 200 GP/month. His treasure is a 'magic fish' which always
points north, and 30 CP, 52 SP, 29 GP hidden in his straw mattress. Crippled boy servant

BUTCHER

NARREN HIG FTR CE 6 26 9 7 12 6 16 14 9 18 2-Hd. Sword
"Bones" Narren hates vagrants, dwarves, and plumed hats (attacks on sight). Venison hams
3 CP, whole pig 1 SP, chicken 1CP, rabbit 2 CP, smoked sausages 10/1 CP (CHOLERA PROB
02%/meal), rat chops 5/1 CP, beaver cuts 20/1 CP, otter tongues 1 CP, other PROB 10%.
Under several carcasses, Bones has hidden 368 CP, 520 SP, and 320 GP by a ladder..
Rumor...a giant hairy biped 8' tall was seen stalking the party one street back.

ROPEMAKER

UDOL MELK FTR LG 5 17 9 6 17 10 12 7 13 11 Dagger
Udol's four daughter's contribute hair and skill to his products. His ropes are carried
by nobles as well as mountaineers 1 CP/foot. A 60 GP gem is hidden in his pouch and
his cashbox contains 50 CP, 17 SP and 15 GP. Sign posted offering 100 GP for Elven rope.



CARAVAN STREET PROB 30% OF BLOCKAGE BY CARAVAN DEPARTING OR ARRIVING...DELAY
5-30 TURNS

STARFISH TAVERN

WALRUS HABROTON FTR CG 2 5 7 7 17 9 13 13 12 12 Mace
Belestina the Barmaid; FTR, N, 1 LVL, 3 HTK, AC 9, dagger; Methymna the Cook; FTR, LG,
1 LVL, 6 HTK, AC 7, Sword. Belestina desires an escort to the fortune teller across
the Conquerors River and will steal Walrus's strongbox, 110 GP, 56 SP, 15 CP, as a
stake. Guests include slavers, bandits and sailors NA 10-40, 1-2 LVL...rooms 5 GP/
Week, shark steaks 3 CP, rum toddy 2 SP, ale 2 CP (Sour)...HO 19%.

POTTER

MANDALOR CYRIS FTR N 3 11 9 5 10 7 9 15 12 10 PSY
Roykin the Swift; FTR, CG, 2 LVL, 9 HTK, AC 9, Sword; and Kraugiltar the Wood-Elf;
FTR, CG, 2 LVL, 9 HTK, AC 8, Spear; aid Mandalor. Kraugiltar, once stationed in the
Watchtower, desires to search for a troll hoard and magic sword behind the Rainbow
Falls. Hidden in the false bottom of a huge clay pot is 105 GP, 87 SP and 428 CP.
Rumor...Corpse found drained of all blood was found on Fog Street 5 minutes ago.

GENERAL

WULFRIC THE ROGUE FTR N 14 52 4 13 12 12 13 14 10 15 +2 Sword
Boots of Traveling and Leaping and a Helm of Brilliance, makes Wulfric the envy of
the War Council. Blithe Noriena FEM, N, FTR, 3 LVL, 8 HTK, AC 9, CHAR 17, +1 Dagger;
Runt Rathgar DWARF, N, FTR, 6 LVL, 17 HTK, AC 4, +1 Hammer; ten slaves N-CE, FTR, 1
LVL, 5-4-2-3-6-1-2-3-1-6 HTK, AC 9, Spears; four mercenaries N-CG, FTR, 3 LVL, 11-6-
15-20 HTK, AC 4, Swords guard the building. A chained chest 542 GP, 6350 SP, 710 CP,
2 flasks of oil, and a magic bow is hidden under the gaming table.

WINE SHOP

SENTIGNAK THE SARDONIC FTR CG 6 18 9 5 14 12 8 8 9 8 Dagger
Unpredictable and mocking, Sentignak only does well because he is the main source of
elven wine in the city..2 GP/quart...unless he thinks the customer is too wealthy..
26 GP/quart. A half-elf, Sentignak knows much elven lore. Cashbox 53 GP, 42 SP, 90
CP.

INSECT SHOP

TARAWAK TOK

FTR CE 5 19 9 7 11 8 14 12 10 12 Dagger
Crickets, ants, bees, flies, spiders, gnats, lice, ticks, mites, lady bugs, butterflies, and fireflies 1 CP @, giant insects (less than 4') PROB 10%/week, 10-60 GP @. Pet bombardier beetle; 1 HD, 3 HTK, AC 4, Bite/1-12, fire cloud PROB STUN 10% IF -6 HD, 2-8 t, PROB 20%. DEAF 2-12 t IF -7 HD within 60' -3X max. Damage 16 pips. 145 GP, 215 SP, 45 CP in beetle cage.

FUNERAL PARLOR

COUNT PERIGSEN

FTR CE 8 30 10 6 9 13 15 9 13 12 +1 Dagger
The count arranges rites of all varieties ranging from the payment of 1-6 CP for resale-able types PROB 75% to an elaborate 'Viking' funeral complete with an 'Angel of Death' and Viking ship 76,850 GP. Stones 5 GP, tombs 100-600 GP, vaults 70-120 GP, and boxes 20-120 GP. Perigsen is assisted by 13 slaves; N-CE, 1 LVL, 3-6-7-3-4-7-5-7-8-3-3-7-8 HTK, AC 9, Daggers; and (unknown to the public) 7 zombies; 2 HD, 9-11-10-9-11-9-8 HTK, AC 8, 1-8/Punch; and a wight; 3 HD, 12 HTK, AC 5, 1 LVL/Touch guards his room. Locked chest containing 1895 GP, 536 SP, 760 CP, 10 gems 10GP @, 36 gems 50 GP @, and 516 gold teeth 205 GP. A potion of undead control (2-8 under 4 HD & 1-4 over 4 HD) on the shelf with a potion of dimuation (6"). Two Amazons; Ethiltina and Gwynlyn; 3 LVL, 10-15 HTK, AC 9; 6" high in a silver cage 350 SP.

GLASS

EALDMANK OGY

FTR LE 4 10 9 5 11 6 9 10 14 3 Dagger
Ogy doubles as a bouncer at the Velvet Bed and Table. Although a master craftsman, his appearance ruins business. His moonlighting earns him just enough for a good massage so his cashbox has cobwebs.. 3 GP, 5 SP, 2 CP. It has been said that Ogy once displayed a golden boat in a glass bottle which might have magical powers.

TANNER

BLEOBARDIS

FTR CG 3 17 7 5 10 9 14 5 8 5 Sword
Fine leather... 1 GP/square yard...keeps Bleobardis and his five apprentice hobbits busy (when they aren't eating). The stench is terrific, save for Poision -2 or ill 3-18 turns. 257 GP, 1380 SP, 440 CP under a pile of goods.

COURTESAN

THESTORIENA

MU N 4 10 9 7 9 13 10 7 6 17 Dagger
Presently out of fashion with the Overlord's court, Thestoriena spends her time seeking information to use against her enemies there. She is willing to pay 10-60 GP (or more) for blackmail ammunition. Expensive tastes have sapped her wealth but 480 GP in jewelry and a silver chest 330 SP containing 1PP is left. Trustworthy fighters NA 2-12, 1-6 LVL, guard the premises day and night.

FISHER

CRAVAL WITTHE

FTR LG 3 6 9 5 10 9 11 8 10 10 Spear
Craval is widely known to be the only person who claims to know where the aquatic elves of the estuary live. His skiff is often towed by dolphins to the dock. 22 GP, 15 SP, 20 CP in a tackle box.

WINE SHOP

ANGERFREW

FTR LG 2 3 9 3 6 8 8 8 8 8 Dagger
Actually Balder; GOD, FTR, 10 LVL, CL-1-4 LVL Spells, 100 HTK, AC 2, can raise CHAR +2, only mistletoe can harm, Supplement IV. p.24; in disguise. He desires a mortal female who will become enchanted without seeing him in his true form. This god is slow to anger and rarely kills. Imported wines 1 GP/bottle...PROB 10%..that Balder will sell a bottle of 'Nectar' (Potion of Longevity and Healing) to customers he likes.

SHIELD MAKER

BADVER THE SAINT

FTR LG 5 35 9 7 8 12 11 15 9 9 +1 Dagger
Badver often PROB 20% sells his shields below cost to friendly customers. Small shields 8 GP, medium 10 GP and large 15 GP based on iron...triple for custom made shields and 1-6 days. Badver has a +1 Shield hidden in his room and 154 GP, 25 SP, 32 CP in a leather bag under his laundry.

WHITE WAKE INN

MOLMAT THE BASE

FTR LE 5 35 9 7 8 12 11 15 9 9 +1 Dagger
Cashbox 126 GP, 79 SP, 140 CP hidden below counter with a battleaxe. Vestoste Gerit; FTR, CE, 5 LVL, 27 HTK, AC 3, Sword; and Harlik the Troll; 6+3 HD, 20 HTK, AC 4, regenerate 3/r, 1-4/Claw, 1-8/Bite. Frequented by Ogres, pirates, and students NA 6-36,

1-6 LVL. Rooms 4 CP/night, meals 2 SP, mead 1 SP, fried catfish 3 SP, horsemeat pies 1 GP. HO 26%. Rumor...a madman in outlandish garb was seen jumping to the building top outside.

GUIDED ABYSS

AMREN SPARROWHAWK FTR LG 4 21 9 7 15 8 11 12 13 7 +1 Sword
Amren is very puritanical and drunks are quickly tossed into the street. Dorkin Stout-arm; N, FTR, 7 LVL, 24 HTK, AC 4, Sword; Captain Smelot; LE, FTR, 4 LVL, 20 HTK, AC 7, Sword; Yellow Jack the Cook; FTR, CG, 3 LVL, 13 HTK, AC 7, Dagger; Gweniena the Embroider; FEM, N, FTR, 2 LVL, 4 HTK, AC 9, CHAR 18; belly dancer whose Dance of Incredible Feats makes some customer faint PROB 25%/turn for 3 turns and +7% final turn. Customers include bucaniers, slavers, and monks NA 32-42, 1-6 LVL, boiled crayfish 3 CP, venison roast ACP, ales 1 SP, wine 3 SP, rooms 15 GP/Week. Amaen's chest contains 90 GP, 110 SP, 75 CP and a HO 17%. Rumor...a beggar claims to know the secret entrance to the High Prefect's quarters for the Royal Court wherein gold plates and cups are used.

SCHOOL OF ANCIENT KNOWLEDGE

NAME	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
MARTIN THE TUTOR	MNK	LG	5	17	6	6	13	17	18	9	16	12	Sword
MASTER ARIK	MNK	LG	5	9	6	8	12	15	17	8	18	10	Sword
RANDOMAR THE EXPOSITOR	MNK	N	3	7	8	4	16	10	15	3	15	11	Dagger
DOMINIE BREDANE	MNK	LG	4	12	7	4	15	9	15	9	16	11	Dagger
OTLAR THE MONITOR	MNK	CG	2	4	8	4	18	8	16	6	15	7	Sword
PRECEPTOR EMBERT	MNK	LG	3	11	8	4	15	12	17	13	16	5	Dagger
SKIOT THE ABCEDARIAN	MNK	N	2	3	8	4	13	5	15	15	15	14	Dagger
MENTOR WIKGAR	MNK	N	4	5	7	4	12	6	17	8	15	8	Dagger
DISCIPLINARIAN ULM	MNK	LG	3	9	8	3	12	11	17	14	17	12	Mace
PRELECTOR DIRGIB	MNK	CG	2	2	8	4	13	13	15	10	18	6	Dagger
KROM THE PROLOCUTOR	MNK	N	3	7	8	4	14	6	16	10	15	6	Dagger

Tours are discouraged but a donation of 20 GP permits visitors (weaponless) to observe the 15 Novices, 8 Initiates, 6 Disciples, and 3 Immaculates exposing the 468 unpolished noble offspring to the burning light of truth. The Athenaeum of Ancient Tablets, Annals and Legends is alleged to exist seven levels below the school. Rumor...a fast riding messenger was despatched to enquire about an invasion of the Westlands by an army of inhuman winged apes.

BARRACK RESERVE

NAME	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
CAPTAIN GARVAN	FTR	N	7	19	4	10	16	10	14	11	15	15	+1 Sword
Sergeant Trannon	FTR	LG	4	18	9	8	10	7	5	9	12	10	Battleaxe
Sergeant Swyarg	FTR	N	5	27	7	8	12	9	7	12	12	13	Mace
Hakon Forkbeard	FTR	CG	4	15	7	5	14	9	10	14	9	8	Sword

The reserve barracks houses 200 garrison foot and 100-400 militia as an emergency holding force for riots PROB 10%/ Week, insurrections PROB 01%/ Season, or assaults against the city PROB 02%/ Season. 100 Swordsmen, 100 Spear & Dagger, 10-60 Light Crossbow, 10-60 Pike, 20-120 Catapultists, and 80 slaves. Company chest 32 GP, 145 SP, 310 CP in the captain's room. Transfer PROB 10%/ Month, Cholera PROB 05%/ Day..except winter. HO 26% POTTER

ALEMATOR

FTR LE 6 20 5 7 10 8 12 7 9 13 Sword
Crocks, jugs, tankards, mugs and vessels of all sizes...7-12 CP @ line Alemator's walls. While posing as indigent, he has become wealthy planting not pots but whatever his customers have to dispose of in his cellar. 250 GP, 75 SP, 175 CP are planted beside the former owner of the shop. Rumor...Coachman Wadikin, will be apprenticed by the Merchant Court to anyone donating 20 GP to the court clerk today.

CITY JAIL

NAME	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
RED KNAFNAR	FTR	N	5	29	5	7	10	7	15	10	13	9	Sword
POLDUN ONE-EYE	FTR	LE	4	26	5	6	8	14	16	6	12	11	Mace
REDRATH THE TURNKEY	FTR	LG	4	12	5	6	12	9	5	11	12	9	Mace
KWILKEN NOLTE	FTR	CG	3	15	5	5	14	11	10	6	11	10	Mace

Customers are quickly chained (double if high strength) and sorted by social level. SL 1-5 are taken to the third level dungeons PROB 30%/Day of Giant Rats; SL 6-10 are taken to the second level dungeons PROB 20% OF CRUD/DAY; and SL 10+ are given menus and a clean (if small) cell. 21-30 Constables; FTR, 1 LVL, 8 HTK, AC 7, Maces; guard each level. Rumor...Two cabmen are dueling over a weaver-girl in the White Wake Inn.

SLAVER
ALOBROGE RUTA FTR LE 6 22 7 6 12 12 8 13 10 5 Flail
 Ruta the Revenger never forgets a slight (and his gigantic nose brings him many). His speciality is providing highly trained slaves with unusual skills...PROB 10%/Month of type desired...at triple normal price...(See I 14). 5 Wererats; 3 HD, 11-10-16-15-13 HTK, AC 7, 1-8/Sword, 1-3/Bite; guard Ruta's 3-18 skilled slaves; 78 GP, 340 SP, 57 CP, cashbox, and collection of 128 silver dragon statuettes 280 SP @. Rumor...women gathering wood near Dearthwood are being kidnapped by Sir Bland the Coward and carried off to his manor.

BELL TOWER
MINADOC HJALKE FTR CG 3 15 9 4 8 4 11 8 10 12 Dagger
BLACK DOG GARTH FTR N 2 13 9 3 13 10 6 14 15 8 Scimitar
 Black Dog carries 2 pearls 50 GP @, 26 GP, 20 SP, 5 CP, and does all the shopping for his half-witted friend Minadoc the Bellringer. He would sacrifice a pearl to be rid of the 3-18 stirges; 4 LVL, 1 HD, 1-5-4-6-5-2-5-7-8-1-5-6 HTK, AC 7, 1-3/Bite plus 1-4/r blood drain, which gather at the tower just before dawn (when the bell must be rung).



LARGE ALLEY SOUTH OF CARAVAN STREET PROB 35% OF MUD DELAYING 4-24 TURNS

ARTILLARY MAN
ELIDORN THE WOOD-ELF FTR LG 4 20 7 5 8 11 10 12 7 12 Sword
 An expert of known prowess, Elidorn is often attached to armies requiring long ranging skills on a contract basis...10 GP/Day. His keen sight adds +2 HP/War Engine under his personal supervision. Fond of hunting, there is only a PROB 15% of catching him home on any one day. 575 GP, 631 SP, 270 CP are hidden under his stone floor...in-scription on iron box declares his intention to personally skin any thieves.

CATAPULTIST
LARIN VESTMAR FTR N 6 27 5 5 12 13 14 10 8 6 +1 Dagger
 Vestmar receives a royal stipend 26 GP/Month for inspecting the wall defenses once a week. Although he has descended into the tunnel complex below the city to the 4th LVL and can forwarn, PROB 40% Cumulative/LVL below. 15 GP 56 SP, 19 CP hidden in a straw mattress. Legend of the Ring Matholiviðran the Master Wizard...a +2 Ring of Protection worn by a medusae on the third level.

BOATMAKER
AKELOS THE GIFTED FTR N 3 7 9 5 10 8 10 9 7 10 Hammer
 This master craftsman will build any small craft desired. Dinghy 90 GP, dory 80 GP, skiff 120 GP, canoe 95 GP, or outrigger 150 GP. Reputedly highly skilled, his boats take on water PROB 10%/t sinking the craft PROB 20%/t (-2%/bailer). 540 GP, 110 SP, and 216 CP are hidden in the false bottom of his unfloatable rowboat...in his room.

SIEGE ENGINEER
DICRON BIG-KNIFE FTR LE 5 16 9 6 7 14 10 10 12 15 +1 Sword
 Dicron takes charge of difficult siege operations, assuming his acting rank of Captain when in the field. His knowledge of siegecraft has made him valuable military friends. He can gain promotions PROB 15% but once for each individual...10-60 GP/attempt. 32 GP, 45 SP, 140 CP and a Manual of Puissant Skill at Arms(FTR + 1 LVL, MU-10000 ExPt) are hidden in a pit full of green slime; 2 HD 7 HTK, CURE DISEASE: in a stone chest.

BONNY BLACK BEAR INN
ANHAR THE ABNORMAL FTR LG 4 16 9 5 18 10 9 9 18 7 Sword
 Three trained bears; 6 HD, 14-19-13 HTK, AC 5, 1-3/Claw or 2-8/Bite plus 2-16/hug on 18+; entertain the guests who dine on roast lion 1 SP, fried rabbit 2 SP & grog 3 CP. Andraciana; FEM, CG, FTR, 2 LVL, 3 HTK, AC 9, Dagger; is Anhar's only employee. Rooms 2 SP. Cashbox 20 GP, 35 SP, 10 CP. Frequented by beserkers, bandits, and pirates NA 6-36, 1-4 LVL. HD 36%. Rumor...a 30' sphere of darkness is moving east on Caravan Street...actually a Type 11 Demon, 9 HD, 37 HTK, AC -2, 1-3/Claw or 4-16/Bite, 55% resistant to magic, fear, levitate, detect invisible, telekinese, gate.

LANTERN SHOP
AMERTARN THE POOR FTR LG 3 15 9 4 5 12 12 13 10 13 Dagger
 Copper lanterns 1 GP @. Amertarn tries to feed 15 homeless urchins who flock to his shop for tales of adventure. Cashbox 6 GP, 14 SP, 53 CP.

GHOST CHASER

	CL	LG	7	29	5	6	12	15	15	13	9	14	Mace
BRENGWAN	CL	LG	7	29	5	6	12	15	15	13	9	14	Mace

This Lama of Varuna; Demigod of Cosmic Law and Justice, Supplement IV. p.11; has developed an exorcism which is dependant upon intervention by Varuna to slay Ghosts; CG-CE, 10 HD, 10-80 HTK, AC 8/Etherial, magic ST or age 10 YRS and flee 2-12 t (if below 9 LVL, Magic Jar Spell or 10-40/touch if semi-corporeal AC 0. Most flee before the rite is complete PROB 10% of all wealth for his future temple before exorcising. 15 PP, 7 EP, & 25 GP are hidden in his hanberk.

PLAY AUTHOR

	FTR	CE	3	7	9	5	14	14	6	11	9	17	Sword
TREVAMPEAR THE ARROGANT	FTR	CE	3	7	9	5	14	14	6	11	9	17	Sword

Plays, songs, and gladiator programs 3-18 GP @. Five slaves; FEM, FTR, N-CG, 1 LVL, 4-5-5-4-5 HTK, AC 9, daggers; were given to him by nobles. Ring 255 GP, 213 CP in a leather pouch, and 3 trunks full of writings. Rumor...an actress was grabbed off the stage by a horrible creature that carried her into the sewer system outside the Noble Theater.

BAKER

	FTR	CG	3	7	7	5	13	10	7	16	9	12	Hammer
ANZILAN	FTR	CG	3	7	7	5	13	10	7	16	9	12	Hammer

Known for ackes, pies, and tarts 3 CP @, Anzilan's is kept busy day and night. Hobbits Balgrim and Burley; LG, FTR, 2 LVL, 6-3 HTK, AC 9, Daggers; cashbox 47 GP, 24 SP, 1256 CP. Legend of the Alluring Death...an Amazon (CHAR 18) that entices travelers on the Roystone Road to their death.

SOLDIER

	FTR	N	2	11	9	3	8	7	17	14	13	10	Dagger
CADOR THE OLD	FTR	N	2	11	9	3	8	7	17	14	13	10	Dagger

Wiry and fond of boasting...struck 47 times by a staff of withering. Cadon is fed by friends and lives rent-free having saved the life of owner. 10 SP, 54 CP in sock.

FORESTER

	FTR	CE	4	17	9	3	8	11	10	12	6	9	Sword
ALENCON COPPICE	FTR	CE	4	17	9	3	8	11	10	12	6	9	Sword

Claiming to know the Dearthwood like a timber wolf, Alencon will add +1 to the chances of getting lost and is usually wrong PROB 65% about edible plants. Chest has 4 GP, 16 SP, 75 CP.

LAMPLIGHTER

	OGRE	CE	4+1	26	5	6	18	6	4	16	11	5	1-10/Fist
POPUL FANGAK	OGRE	CE	4+1	26	5	6	18	6	4	16	11	5	1-10/Fist

Vexed at being spoken to, this sloven giant will not open his door to a visitor without setting his heavy crossbow trap. 5 Kobold slaves, 1/2 HD, 1-3-4-3 HTK, AC 6, 1-4/Bite guard his 210 GP, 10 SP, 15 CP hoard piled on the table. Rumor...Green Dencaster the Wasteral discovered himself badly hung over atop the Wizard Keep's spire and is offering 50 GP to rescuers.

BUTCHER

	FTR	N	2	11	6	4	14	8	16	12	12	11	2 Hd. Sword
THICORT	FTR	N	2	11	6	4	14	8	16	12	12	11	2 Hd. Sword

Specializes in swine 1 SP and lambs 3 SP cut to order. Three dwarf apprentices; N, 1 LVL, 5-4-6 HTK, AC 7, Daggers; and a pet wolf Red Fang; 2 HD, AC 7, 1-6/Bite. 43 GP, 27 SP, 235 CP in a lamb skin knap sack.

HANGMAN

	FTR	N	6	25	2	5	16	12	11	9	15	13	+1 Sword
TRAVOR	FTR	N	6	25	2	5	16	12	11	9	15	13	+1 Sword

Bracers of Defense AC 2; Rope of Entanglement (2-8 man-sized), 20 HTK, AC (only 20 hits); and Mohur the Mute GNOME, CE, 1 HD, 7 HTK, AC 5, +1 Hammer, Boots of Speed (24" Move). 742 GP, 78 SP, 230 CP, 4 genes 100 GP @ are hidden inside a collection of 48 skulls. 10 GP Standard...Deluxe 28 GP...new rope, scaffold, and trumpets.

WEAVER

	FTR	CG	4	9	9	6	9	12	12	9	10	14	Dagger
BELINDAH	FTR	CG	4	9	9	6	9	12	12	9	10	14	Dagger

Twilliana the She-Dwarf; N, FTR, 3 LVL, 9 HTK, AC 9, Dagger. Tapestries depicting battle-scenes 5 GP/Square Yard. 148 GP, 56 CP in cashbox.

POET

	BA	LG	3	6	9	5	9	15	13	12	11	13	Sword
DANDEL FFAID	BA	LG	3	6	9	5	9	15	13	12	11	13	Sword

Poverty stricken..songs 1 CP, sagas 2 CP, and poems 5 for 1 CP. 37 CP hidden in a ragged cloak.

DOG TRAINER

	FTR	CG	3	4	9	4	9	8	11	13	13	9	Dagger
MACSEN	FTR	CG	3	4	9	4	9	8	11	13	13	9	Dagger

Trains any dog to do amazing tricks PROB 10% Cumulative/Week.. 3 CP/Week. Ten pet dogs; 1 HD, 6-6-5-4-6-5-1-1-4-6 HTK, AC 8, 1-4/Bite. 3 GP 45 SP, 40 CP in the fireplace.

SMITH

MADMAN ROBUY FTR N 4 16 7 6 10 7 8 10 10 7 Hammer
Stable 2 SP/Day, shoes 2 SP. Loves to gamble HO-40% (Max. 31-36 SP/Week). Legend of the King Pegasus...six stallion herd leader in the Majestic Mountains near Nimbus Tor.



CONSTABLES' STREET PROB 15% OF BEING ARRESTED FOR LOITERING

CONCUBINES

TRUDIENA LAI	FTR	LG	4	13	9	9	8	7	11	10	12	15	Dagger
CARLOYN MARA	MU	LE	4	12	9	10	11	12	13	16	8	14	None
CIELARAH	FTR	N	3	10	9	7	10	9	14	14	11	16	Dagger
JURISMIENA	FTR	CE	6	23	9	5	7	8	12	11	15	17	Dagger
LAELLA THE LIGHT	FTR	CG	1	4	9	6	6	9	8	8	10	17	None

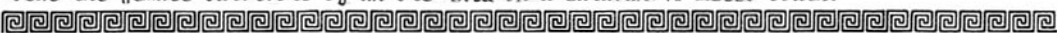
The concubines are protected by their slaves and (just a scream away) 2-12 knights; 1-12 LVL, AC 9, swords. 32-42 women with 1-6 slaves each share the quarters. Each has 100-600 GP in gold or jewelry and many are prone to use poisoned weapons PROB 30%. Constable patrols appear regularly PROB 15%/t - 'looking for thieves and bug-bears'. Rumor...four drunken hobbits have been chained to the roof of the constables' barracks for two days.

LANCER'S CLUB

KORBRIC STALGAR FTR N 5 17 9 5 16 13 5 12 16 13 Sword
The Lancer's is run by the five Stalgar brothers; Fran, FTR, 6 LVL, 22 HTK, AC 6; Plenar, FTR, 4 LVL, 12 HTK, AC 8; Trouvic, FTR, 4 LVL, 18 HTK, AC 9; Mittrok, FTR, 3 LVL, 14 HTK, AC 6. On any given night 10-60 cavalymen are filling their bellies with the local brew - mead 3 CP. Flustag; FTR, 5 LVL, 27 HTK, AC 7; is fond of tossing wayward orcs out the door and relating his encounter with barbarians in the frozen wastelands...trapped in a boxed canyon, 2 against 100; charged 2 against 100; cutting blindly until exhausted, 2 against 100 - finally winning we all agreed "they were the meanest 2 barbarians we ever faced". Dues 2 SP/Month..Cashbox 137 GP, 45 SP, 120 CP...HO 18%

TRAVEL AGENCY

MORLACAD THULAN FTR LG 6 15 8 6 8 13 12 13 11 15 Sword
Morlacad offers escorted stagecoach 1 GP/5 miles, pegasus (3 max.) flights 20 GP/5 miles, and windwalking 50 GP/5 miles...all once a week. By special arrangement, 1-6 days, teleportation is available 800 GP/5 miles...and in the event of a disaster Thulan is named beneficiary in every passenger's will. A machine installed by a predecessor is connected by a shaft and pulleys with a mind flayer 4 levels below. Troublesome customers are shoved into the shaft(cubicle with false bottom)...Thulan believes to work off their debts...and the mindflayer in turn arranges schedules via notes from the machine. PROB 30% OF RESERVATION/week..PROB 45% OF LATE STAGE 2-12 Hours. Ten slaves; FTR, N-LG, 1 LVL, 4-6-4-1-6-1-2-1-5-6 HTK, AC 7, swords. In Thulan's room 1580 GP, 3465 SP, 248 CP hidden in sleeping gas trapped wooden idol of Mercury. Rumor...Arlator the Saint is forming an expedition to rescue the female survivors of an orc raid on a caravan 40 miles south.



STREET OF CRAFTS PROB 35% OF BLOCKAGE BY CARTS DELAYING 4-16 TURNS

SPEARS

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
NORFRED THE DART	FTR	LG	5	23	4	4	17	14	11	8	16	8	+2 Spear

Silver sword 170 SP, hates all chaotic or anarchistic types. Spears 1 GP, pikes 5 GP, halberds 7 GP, and pole arms 8 GP. Being fervently legalistic, Norfred keeps the constables and deputies busy with his complaints. Rumored to be opposed to the Overlord, he is actually an agent of the Black Lotus. 48 GP, 122 SP, 413 CP hidden in the basement, Cashbox 6 GP, 45 SP, 20 CP. Rumor...Wigary Lomig, a bishop of the Spider God, is hiring fighters..5 GP/day.

WAYFARER INN

BIRKABY LONG-ARM FTR LE 9 38 5 6 15 12 10 16 10 13 Sword
The Wayfarer is noted for its cleanliness, customers must have their clothes laundered upon entering by the slaves 1 GP. Rooms 6 GP/Week including; breakfast of worm bread & goat cheese, lunch of otter chops and supper of ox sausages. Ale 3 SP and Rum 6 SP is extra. Patrons are bandits, pirates, and mercenaries NA 10-60, 1-6 LVL. Rumor...

an identical twin of a party member is searching for the member to kill him...actually a clone.

SCRIBE

TODDY CARCHIMBOR CL LE 4 15 5 5 10 9 16 7 14 15 Mace
Carchimbor wears the ape-skin garb of the priests of Hanuman the Accursed; 15 HD, 200 HTK, AC -1, 7-42/STRIKE, giant ape form...Supp. IV, p. 46. A prayer bead on a necklace, 345 GP, puts him in direct communication with his god. Scrolls 5 GP, short notes 1 GP. A scroll of protection from lycanthropes, 508 GP, 152 SP, 533 CP, and a gold axe 50 GP are locked in his wood chest...Cashbox 26 GP. Rumor...a 'walking stack of baskets' with two riding cats is lurking in the alley across the street...actually an umber hulk.

CASKS

LIDGET MESTOR FTR CG 4 12 6 9 11 15 11 16 7 14 Dagger
Compulent and talkative, Lidget supplies work for six craftsmen; FTR, N-CG, 1 LVL, 1-4-6-6-1-6 HTK, AC 9, daggers. Casks 1 CP @, kegs 3 for 1 CP. Cashbox 13 GP, 42 SP, 479 CP. Rumors...a priestess of Harmakhis is to be sacrificed tonight at the temple...a large baboon with 'wings of flying' just landed on the roof across the street; actually a Clakar; 8 HD, 44 HTK, AC -8, 2 paws 4-32/paw, Supp IV, p. 57...a spirit lamp bought at the Brass Bazaar by a swineherd turned out to be an efreet bottle (false)...a hunting dog brought back a pegasus feather above Oracle Lake-2 miles in the Troll Fens.

CLOAKS & TUNICS

IRMUGAR THE CUNNING FTR LG 3 15 9 7 16 15 11 8 8 13 Sword
Cloaks 1 SP, Tunics 2 SP - double for wool, triple for silk. Irmugar got his nickname by outsmarting a titian who halted a whole battle for 16 days. His pride is a +1 cloak of protection disguised to look common (given him by the Titian). Ten craftsmen; FTR, N-LG, 1 LVL, 1-8-5-8-3-3-5-8-4-1 HTK, AC 9, dagger. A locked trunk 57 GP, 33 SP, 15 CP, flail, quiver of 20 arrows, and a composite bow. A silver shield 170 SP hangs over the hearth. Rumor...a play in the Noble Playhouse has just ended in a riotous audience tearing off their clothes and leapfrogging down Festival Street.

TAILOR

GADICHAN HEJEY CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN
FTR LG 1 2 9 6 11 9 12 11 10 7 Dagger
Gadichan's talking dog 'Slobones' has never been beaten at draughts. 'Slobones' often 'goes off hunting' as he is actually a sub-adult golden dragon; LG, 10 HD, 30 HTK, MU 1-3 LVL...10 @, 3-36/bite, 1-4/two claws. Bark-cloth loin clothes 1 CP, robes 7 CP, togas 8 CP, skullcap 1 CP, conical hat 4 CP, gambeson 7 CP, turbans 3 CP, hose 3 CP, pantaloons 6 CP, short coats 5 CP, gowns 9 CP; 2 X for linen, 3 X for wool, and 4 X for silk. Each is hand-made 3-18 days. Cashbox 13 GP, 72 SP, 135 CP. Gadichan frequently reduces his price 1-6 CP for customers his dog happens to like. Rumor...a special 10 GP tax is to be levied against all non-citizens.





WINE

NITEVIT KLAZATOR FTR N 10 39 9 5 11 4 6 16 8 12 Sword
Hunchbacked and pallid, Klazator uses a cane sword to limp around. Wines flavored with spices, herbs, flowers, and insects 1-6 GP/narrow mouthed bottle depending on how much Nitevit wants to keep it. Fourteen women craftsmen- CHAR 15-18-dancing in the giant wine vat brings spectators; FTR, NA, 4-24, 1-6 LVL. Spectators are charged 1 GP @. False bottom in vat contains 2260 GP, 662 SP, 358 CP and cashbox has 11 GP, 5 SP, 15 CP.

GLASS

GAWFRI WILD-HAIR FTR LE 6 10 9 7 13 14 18 12 8 9 Dagger
Toilet jars, drinking vessels, jugs, and bottles 3 SP @ made from intricate molds keeps the furnace and four craftsmen; FTR, LE, 1 LVL, 6-5-3-7 HTK, AC 9, daggers; busy every night. Cashbox 26 GP, 410 SP, 123 CP. Gawfrin's friend Cadeyfon the Deathless; MU, LE, 9, 23 HTK, AC 9, Wand of Paralization; visits him frequently PROB 20%/t. Rumor... a weaverbird is pleading for help outside the Wayfarer Inn...a polymorphed dwarf-thief (ungrateful).

CARPETS

AR-NANEY THE CRUEL FTR LE 5 24 7 6 13 9 14 13 13 9 Flail
Cursing and beatings keeps Ar's 42 slaves working 14 hours a day. He is rumored to be the only master who has had repeated runaways. Ruch mats 3 CP, flaxen rugs 3 SP, wool carpets 2 GP line his overstocked shelves. Cashbox 42 GP, 31 SP, 42 CP. Dusty Cig-faleina; daughter, FTR, N, 2 LVL 7 HTK, AC 9, CHAR 15, dagger, is kept prisoner in her room. She knows about the female vampire Ar-Naney protects in his cellar. The coffin contains two jewelry 1200 GP @ and a Ring of Water Walking. Rumor...an ornament vendor is being robbed by two trolls in the Open Market.

CHAINS & LOCKS

THETISTOR WONKER FTR CE 7 28 4 6 13 7 10 14 16 8 Dagger
It is whispered that five complaining customers have become skeletons chained to a wall to see if they could break their chains. Normal chains S17...1 SP/foot, Double chains S18,00...3 SP/foot, Triple chains S20...9 SP/foot, Shackles same as chains except in gold, fetters double chain price in gold, locks triple chain price in gold. Special orders require 3-18 days. Bronze chest triple locked and poison type 3 trapped- 29 GP, 345 SP, 37 CP, and a garnet (hidden in secret lid compartment) 1000 GP. Rumor...an ogre has just tossed the keeper of the Boar's Head Tavern in a stew pot and is salting him.

OIL

HASOK THE OLD FTR EC 5 13 9 7 5 13 10 5 8 13 Dagger
Flasks of oil 3 GP and cauldrons of oil 240 GP. Three orc slaves, EC, 1 HD, 4-5-7 HTK, AC 6, swords. In the cellar a cauldron of boiling oil with 45 GP, 10 SP, 345 CP in the bottom. Rumor...a basket-weaver is being pursued up Old South Road by a demon; 8 HD, 35 HTK, AC 0, Type I, 1-4/2 claws, 1-8/2 talons, or - 1-6/bite, MU resistant 50%, telekinetic 2000 GP, dark 5' radius.

BAKER

KAZANIT WHITE-SHAFT FTR N 4 13 9 6 11 6 17 10 7 10 Sword
Kazanit supplies black bread for military units 1 CP/loaf,. Four daughters, Tejelina, Dokarina, Pialienna, Umphina; FTR, N, 1 LVL, 3-6-5-3 HTK, AC 9, CHAR 16, daggers. Cashbox 61 GP, 55 SP, 656 CP. Rumor...a barrow wight; 3 HD, 11 HTK, AC 5, LVL/HIT; has occupied the cellar of the Firedrake Mead Hall.

TANNER

DOGLEG HALWILI FTR LE 5 22 9 7 14 13 9 14 10 17 Sword
Dogleg supplies bootmakers, armorers, and tailors. 1 CP/square yard of leather. He works 32 goblins; 1-1 HD, 5-4-5-5-1-5-5-6-2-1-4-4-6-3-3-5 HTK, AC 6, daggers at his four large vats. Very suspicious, he only opens the doors for business reasons. His pride is a 6" troll named Caerix; 6 + 3 HD, 39 HTK, AC 4, 1-4/claw, 1-8/bite which guards his chest containing 365 GP, 7562 SP, 465 CP, and a piece of jewelry worth 560 GP. Rumor...a statue is walking out of the Mindwarp Ale House; actually a stone golem on an errand; 15 HD, 60 HTK, only +2 weapons, 3-24/strike.

WHIPS

BULLWHIP ODDEITH FTR N 4 10 9 5 12 5 14 14 5 8 Dagger
High ability with whip striking as a +2 flail with normal damage. Fond of showing tricks at his slave's expense. 7' whips 3 GP, 12' whips 5 GP, 20' whips 10 GP. Cash-box 13 GP, 46 SP, 6 CP. 5 slaves FEM, FTR, 1 LVL, 1-4-5-7-5 HTK, AC 9, daggers in shackles. A map to 5500 GP buried in Mermist Swamp is hidden under the counter. Rumor...two dwarves are dueling over a wench at the Pig & Whistle...and one has a magical hammer..(+1):

EXOTIC FOOD SHOP

RHEU DATHER CL LG 6 18 9 8 6 11 15 11 9 16 Staff
A bishop of Idun, Rheu deeks to glorify food by supplying exotic cuisine to the rich so he can nourish the poor. Bat's eyes - 1 CP, mutton chops 2 CP, chilli 8 GP, slug eggs 3 CP, tortoises 4 CP, sugared beetle brains, chopped lizard tails, barbecued owl-bear ribs 1 GP, griffon nibbles 2 CP, and cockatrice stuffed with olives, snake eggs, and baby squids 5 GP. Seven wenches, N-LG, FTR, 1 LVL, 5-6-6-1-5-6-5 HTK, AC 9, CHAR 14 +, Dagger. Cashbox 57 GP, 250 SP, 421 CP. Haniena; daughter, LG, FTR, 2 LVL, 3 HTK, AC 9, CHAR 15; wears jewelry 150 GP. Shoppers are nobles, merchants, and clerics; NA 2-12, 1-12 LVL. Rumor...a huntsman has captured a giant spider across the river from the Southern Keep.

LAMPS

SPYRIDAN THE EAGLE FTR LE 5 13 9 7 6 6 7 13 13 7 Dagger
Spyridan's shop is filled with lamps of intricate design; Copper 4 GP, Iron 10 GP, Silver 18 GP...incense burners half price, tinder boxes 8 GP. Two trolls, Swontris and Mavjarix; 6+3 HD, 29-24 HTK, AC 4, 1-4/2 claws or 1-8/bite; assist Spyridan. The 15 silver lamps 270 GP, 32 GP, 53 SP, and 155 CP are stored in a huge bronze burner that has a sleep symbol, ST twice, inscribed under the cover. It is said that a side-line of Spyridan is the selling of thieves to Harinya the Hunchback to render down for candles. Rubrina the Slave-girl, N, FTR, 1 LVL, 3 HTK, AC 9, CHAR 14. Bly Foxasar; craftsman, N, FTR, 2 LVL, 13 HTK, AC 9, sword; will bet 5 GP he can drink anyone under the table when off-work at the Starfish Tavern - capacity 16 drinks. Rumor...a hobbit has just jumped over the wall behind the Bloody Foam.

CLAY POTS

BUGA GARZELIT FTR N 5 21 9 7 12 13 11 7 9 12 Dagger
Infested with lice PROB TO CATCH 40% within 10'. Specializes in huge pots 1 CP/foot - 1'-6' high...lids 1 CP. Gwartina; wife, N, FTR, 3 LVL, 4 HTK, AC 9, CHAR 7, sword. Six sons; Benzelit, Efnislit, Welit Bone-lip, Dyfelit the Ruthless, Otirlit, Uchidlit Cross-beard; FTR, N, 4 LVL, 8-17-7-18-13-12 HTK, AC 9, swords; all unusually lazy. Cash-box 3 GP, 1SP, 25 CP. In his attic, Gargylit has stored war mementos in a banded chest; grieves, bronze shield, silver sword 17 GP and a magic carpet...flies south every full moon to hover over a glimmering rock which points to a buried tomb-full of treasure. Instructions are woven into the carpet but Garzelit cannot read them. Rumor...a dying magic user with a rapier in his back is calling for his son (same description as one of the player-characters).

TIN SMITH

BARSACK THE DWARF FTR CG 4 21 8 6 9 11 11 12 11 11 Hammer
Barsack and his friend Grugalin; dwarf, FTR, N, 3 LVL, 15 HTK, AC 9, dagger; shape pots, pans, and jewelry (half the price of Iron) for peasants and commoners. Gengalin loves gifts and relates to each bestower...The Legend of the Devil Outlaw and the City of Brass...an evil dwarf-thief captured by an efreet and carried off to a city where the King of Efrees and Djinn lives. 560 miles west. Inside the furnace, a trap door leads to a small tunnel wherein a silver banded chest 140 SP contains 1537 GP, 240 SP, 25 CP. Rumor...a thatched roof is ablaze at the Bonny Black Bear Inn.

SILVER SMITH

AGAR THE ABSTRUSE FTR LG 6 19 9 7 11 15 14 9 12 13 Sword
Agar is a renowned hero of the city, having once rescued a fleet of ships from the gaping jaws of a sea monster by sacrificing his Holy Sword... 'Slender Sweep'. In a stone coffer which requires a total 540 to move: 31615 SP, 236 GP, 24 CP are stored. Five silver daggers 5 GP @, and silver plate armor 84 GP are hanging on the walls. Silver tankards 10 GP @. Four hobbit fire-keepers; LG, FTR, 1 LVL, 5-5-6-1 HTK, AC 9, daggers. A mutual protection pact brings help from the tin smith and vice versa.

CROSS ROAD PROB 40% OF ENRAGED OX; 3 HD, AC 8, 2-12/HORN; ATTACKING NEAREST
IN PARTY.

MAGISTRATES RESIDENCE

REWANG THE RECONCILER MU N 7 19 9 9 9 16 11 7 15 8 +1 Dagger
Known for his aesthetic displays of pyrotechnic displays, fond of banquets, Rewang is
rumored to be a high ranking member of the Sacred Owl Clan. His hobby is determining
minor legal infractions (such as mud-tracking) by strangers. A gold chest 2780 GP
filled with 750 GP and 4 jewelry 500 GP @ (invisible) is under his bed. 8 slaves and
occasionally, PROB 45%, 2-12 mercenaries guard his home. *Rumor...a hoard of giant
beetles devouring everything in it's path has just swarmed over the Mermist Wall.*
DAUGHTER

DEOTINA THE SPINSTER MU CE 4 6 9 6 8 17 10 9 12 12 Dagger
Wand of Illusion, potion of fire resistance, and a scroll of protection from magic is
hidden in the false bottom of her table, a spring latch brings them quickly to hand.
Wears 360 GP in jewelry and a mask of silver 275 SP when confronted by males. Pet
spider; 2 HD, 14 HTK, AC 6, 1-3/bite plus webs ST-5. *Rumor...an armoured wagon con-
taining 175,000 GP has just overturned at the Crossroad & Malestrom's Corner (it's
empty).*

OARLOCK'S UP

ZHASAR THE LANGAN MU N 5 12 9 7 11 11 13 8 10 13 Dagger
Four dancing pigs and Efrailyn the Leopard-Woman, an exotic dancer; MU, N, 2 LVL, 5
HTK, AC 9, dagger, CHAR 17; provide the entertainment for nobles, knights and wealthy
merchants NA 31-36, 1-12 LVL. Festive boards of vegetables fried in bear fat, cray-
fish purée, grub pies, camel consomme', and blue grog PROB 15% of drunkenness cum-
ulative are included in the cover charge of 2 GP @. Cashbox 555 GP, 36 SP, 25 CP.
Hidden in the fireplace are 2 EP behind a loose brick. 2 cooks and 4 barmaids in
harem dregs, 1 LVL, 6-1-5-2-3 HTK, AC 9, daggers. HO 25%. *Rumor...a basilisk has
wrecked havoc in Naughty Nannies...400 GP offered.*

DAMP STREET PROB 16% OF ATTACK BY WEREWOLVES (ONE PER MEMBER IN PARTY) AT NIGHT
CRYSTAL FLAGON BANQUET HALL

LAMPOON TRYFINERI MU N 4 10 9 7 7 11 14 14 17 17 Dagger
Nobles and gentlemen; NA 11-16, 1-12 LVL; only are admitted to this exclusive eating
place. Roast turkey, venison, spiced ham, 19 different soups, and 19 rare wines are
served with each meal 10 GP. Ten slaves, 19 topless serving maids, 4 cooks, and 2
wine stewards. It is said that Lampoon received the hall as a gift from a grateful
Djinni. The strongbox contains 1536 GP, 23 SP, 44 CP. *Rumor...the Overlord is
visiting the ghost chaser to arrange persuade him to purge his stable.*

BARRACK 4TH. CO.

SERG. JAKAMAR BOW-BACK FTR CG 4 23 7 8 14 11 10 12 5 6 Sword
Jakamar's unit is highly undisciplined, sloven, and given to arguments. 35 swordsmen,
40 lt. crossbomen, 25 archers, 15 catapultists, 42 militia pikemen, and 37 slaves.
Treasury 176 GP, 42 SP, 248 CP. Inspections PROB 03% per week. CRUD PROB 18%/day,
GRIPPE PROB 10%/meal...HO 27%. *Rumor...a family of werewolves has been discovered in
the cellar across the street.*

WALL CAPTAIN

TRAGON THE TALL FTR LE 5 9 9 10 12 13 12 8 11 11 Sword
Ferocious in battle, Tragon ignores his men, trusting that his reputation will inspire
them to action when necessary. Gossip says that he keeps a gnoll concubine which is
fond of human flesh. Three slaves; FTR, LE, 2 LVL, 7-5-4 HTK, AC 4, swords; guard his
room...chest with 211 GP, 450 SP, 215 CP, elven boots, gold chased buckler 157 GP, ivory
collar with a 15' gold chain 68 GP, and silver stirrups 76 SP. *Rumor...a troop of mer-
cenaries pursued by a band of harpies is charging through the North Gate.*

STABLE

GWALCTBAR THE GUIDE FTR CG 5 26 9 6 13 11 9 11 10 15 Spear
A retired cavalry guide, Gwalcibar vaguely recalls the general lay of the land up to
200 miles east. Groom and stable 6 CP/night; shoes 5 CP. Five stable hands; N-CG, FTR,
1 LVL, 6-2-3-2-7 HTK, AC 9, daggers. Strongbox 42 GP, 45 SP, 122 CP hidden in hayloft.

Rumor...a flying mushroom is passing over the city. Rumor...an albino eunuch is buying every female slave available (false). Rumor...a beautiful woman standing in a boat in the middle of Oracle Lake cries for help every third night...actually a ghost. Rumor...a gargoyle leaped from a balustrade on the back of a player's horse.

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\*DIM STREET\* PROB 30% OF FOG PERMITTING ONLY 5' VISION

\*DEAD-BROKE STREET\* PROB 47% OF BEING BLINDED BY SWARMING FLIES 2-12t

#### ASSASSIN GUILD

GUILDMASTER HREIMAR AS N 14 47 2 12 16 16 10 12 10 15 +2 Sword  
The guild maintains close ties with the Black Lotus, in fact most of the secret police are guildmembers and most assignments are for the government. One chief assassin, 2 senior assassins, 5 assassins, 8 executioners, 18 thugs, 29 docoits, 43 cutthroats, 62 slayers, 110 murderers, 145 killers, and 216 apprentices operate within 500 miles of the city. Executioners and above (except Hreimar) are on permit salary for the Overlord.

#### TANGLEBONES TAVERN

KARSTAK NYR FTR LE 3 14 9 7 10 14 15 13 11 10 Sword  
Two barmaid Trolls, 6+3 HD, 27-24 HTK, AC 4, 1-4/2 claws, 1-8/bite, 3 scullery slaves; FTR, N, 1 LVL 3-6-3 HTK, AC 9, daggers. Peerless Pulchiena the Belly dancer; FTR, N, 2 LVL, 4 HTK, AC 9, dagger. Rooms 10 GP/week includes a bath by serving maids alligator milk and fried trout each day. Mead 3 CP, laundry service 2 CP. Rorik Wulder, a wereboar, is a permanent guest. Customers are thieves, brigands, and trolls NA 6-36, 1-12 LVL...HO 19%. Rumor...an alchemist who claimed to have discovered the secret of transforming copper into gold has been taken to the palace.

#### BELLOWDECK'S INN

SANGREL THE FLOWERY TH CE 4 11 9 5 7 11 11 9 4 10 +1 Dagger  
Gnolls, pirates, and bandits, NA 32-42, 1-4 LVL, pay 4 SP @/week for a room, potluck stew 1 CP, PROB OF GRIPPE 15%. Rum 2 SP, grog 1 SP, ale 2 CP. Five barmaids, three maids, and two slave-guards; FTR, N-CE, 1-6-2-6-1-6-4-1-7-2 HTK, AC 9, daggers. Strongbox 21 GP, 36 SP, 56 CP hidden in a secret closet inside Sangrel's room. Torches 2 CP...HO 25%. Rumor...a hobbit has been found guilty of oogling a courtesan and will be drawn and quartered in the Outer Ramparts.

#### CUT-THROAT INN

LONG VRAN VERUSBEL FTR CE 4 9 9 6 16 12 10 12 11 6 Sword  
Long Vran is said to operate the cleanest and deadliest inn within 200 miles. Beserkers, buccaneers, and brigands; NA 41-46, 1-6 LVL; flock here to exchange his and strike dark bargains. Rooms 1 SP/night, free sour-ale, wine 2 GP, biscuits and water gravy 1 CP. PROB 15% OF ATTACK/t, PROB 20% OF ROBBERY/NIGHT. Rumor...a secret cult of religious fanatics are kidnapping lone pedestrians on Shady Street.

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END GATE ROAD PROB 20% OF IMPRESSED FOR STABLE CLEANING AND WEAPON SHARPENING

SLAVER

CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN

CASTIG SUN-HIKER FTR CE 7 44 3 8 10 12 6 10 9 9 Sword

Castig is the only slaver to send his caravans into the mountains north of the city-state and is the only source of dwarven slaves. Many dwarf kin hate him for this reason. Ten mercenary guards; 1-6 LVL, AC 4, swords; guard his rooms wherein 600 CP, 978 SP, and 596 GP is locked in a brass chest with 12 gems..worth 50 GP@ embedded in the lid.

POET

BERGRIN THE LOAFER BA CE 3 6 5 5 14 11 12 10 14 10 Dagger
This bard is rumored to be favored by the Overlord himself and only works for SL6 or higher personages. His commissions run 120 GP/SL of customer. Bergirin spends everything he earns at the Drunken Reveler and is asleep more often than awake. 45 SP.

ORATOR

ANOLETINE THE BORE FTR LE 5 21 8 6 11 13 14 17 11 13 Dagger
Anoletine's dull intonation has distracted many a crowd while cutpurses flagrantly robbed his audiences..PROB to Distract 70%/ten minute turn. His fees are 20 GP/ten minutes. If given the chance, will talk for ten minutes before saying anything. 120 SP.

POET

GAVCARD THE PAUPER BA CG 3 14 6 5 13 12 8 15 15 10 None
 Gavgard is so harmless and poor that he goes unarmed. Famed for his companions-
 the Ventriloquist Brothers...three talented hobbits; N, TH, 2 LVL, 6-4-4 HTK, AC 9.

SMITH

BUK HARVAL FTR CG 5 22 8 7 8 8 15 12 17 15 Dwarf Hammer
 Buk lives in constant fear of a malignant and evil being which stalks him every third
 night. Never seen, the being sends forth a fear wave that penetrates the stoutest
 walls. This began one year ago, upon the acquiring of an unusual coin (demon's amulet)
 in Buks' stash (356 GP)..unknown to him. He offers 350 GP to anyone freeing him of it.

SMITH

MENAKEM FTR LG 6 27 9 6 11 12 11 6 15 14 Dagger
 Menakem is assisted by five apprentice smiths and thereby offers same day service.
 Shoes 2 CP, Stablecare 1SP/day, Ornate Trappings 10-30 GP; a gold horseshoe (316 GP)
 is hidden in Menaken's tool box with the key to his cash box 138 CP, 556 SP, 15 GP.

FISHER

VARIDAR BABOK FTR LG 6 21 9 8 6 6 11 12 7 12 Sword
 Babok the Gar has secretly hidden away a 5,000 GP gold pearl in his sword hilt..and
 knows many mermen (and maids) on a first name basis. He has a sloop and two boats.

BARBER

DODECKORTH THE FIEND FTR N 4 14 9 5 12 10 6 13 11 13 +1 dagger
 Dodeckorth, a former wagonmaster, is familiar with the nearby hamlets of Altania and
 three nomad chieftains. His reputation is due to viscous shaves. Rumor...a terrifying
 ghost has appeared in the Bloody Tusk-Banquet Hall... 500 GP offered.

HORSE TRAINER

CURLY CURDMAL CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN
 FTR N 3 5 7 5 9 14 12 6 18 9 Spear
 Curly can train horses to obey 'whistle commands' (See Horse Market-Command Table) in
 20 weeks less the intelligence of the horse in weeks. Being extremely lazy, he will
 only take one order at a time and isn't ready to work again until he has wasted the
 fee 255 GP in riotous living 1-6 weeks. Only one roll is permitted per mount...fur-
 further training not possible. Cashbox 3 CP, 2 SP. Rumor...a heavily laden pirate ship
 has just docked for repairs...'The Flying Jaguar'.

END GATE

VIKAN THE VIOLENT FTR LG 4 19 5 8 11 11 5 15 5 13 Sword
 Blasphemous malcontent bent on promoting harmony and generosity, Vikan protests con-
 stantly; Two Sergeants 3 HD, 10-14 HTK, AC 4, swords, 30 Foot, 48 Catapullists, 60
 Crossbow, 40 Archers, 32 Militia, 24 Slaves, Visiting Knights 1-6 PROB 10%/Day.

FESTIVAL STREET PROB 20% OF 'RAZING' (HARASSMENT) BY PARTY OF NOBLES NA 17-22,
 1-12 LVL (ATTACK ONLY IF INSULTED)

MASK MAKER

PONTY THE SLV FTR CG 5 34 4 6 15 17 15 5 7 8 Dagger
 Wood, clay, wax, and paper masks used for masquerades 1-6 GP, disguises 7-12 GP, or
 ceremonies 13-24 GP adorn this shop. Custom disguises costing 100-600 GP and 4-24
 days are detectable 25% (-1% I and -5%/10')/turn. 125 GP, 535 SP, 400 CP hidden in
 east wall. Rumor...bugbears were seen lurking in the nearest alley stalking the party.

SCHOOL OF BARDS

ATLARK THE HAIRY BA N 12 46 7 9 14 16 17 15 16 16 +2 Sword
 The Master Bard of the Canaith College carries a Fochlucan Harp (Charm +10%) and his
 song will charm PROB 140%-5%/LVL ABOVE 4. Bards gain one LVL/YR 21-30 bards, 1-6 LVL
 will always be present. Rumor...a master bard is being held captive by tritons 5 miles
 down in the estuary.

NOBLE PLAYHOUSE

STERLING SIKE CAREW FTR LG 5 23 9 2 4 6 7 5 6 14 Dagger
 FIDDLE TANTARAK FTR CG 4 17 9 10 12 9 11 14 10 18 Sword
 PERIPAT THE PLAYER IL N 3 14 9 5 7 18 14 7 8 14 Dagger
 HEROIC HERVEL FTR CE 7 37 7 9 11 9 5 13 14 16 Dagger

The actors' guild charges a flat fee of 2 GP and every applicant is guaranteed a bit
 part (PROB 01%/Week of +1 SL)...success assures a leading role (PROB 05%/Week of +2 SL).
 20 slaves, 46 actors...PROB 20% OF FLOP PLAY -1 SL/Week. Rumor...Lizard men have seized

the Altanian wife of Ferd the Ferryman.

PATRICIAN THEATER

SNOOTY BLOODROOT THE	SLIMY	FTR	LE	5	17	9	8	4	11	16	10	9	18	Dagger
CUSTOS PRIMSKEG	CL	LG		8	24	9	12	9	6	12	7	7	16	Hammer
TRAGIC WILFRED		FTR	LE	4	15	9	6	15	9	5	10	10	14	Sword

Only gentlemen and nobility can perform in this theater and all bonus and penalties for SL progression are doubled. Costume fees are stiff- 10-60 GP depending on part and selectivity keeps competition high PROB 20% OF ACCEPTANCE/PLAY. Plays run 3-18 weeks... flops 3-10 and hits 11-18. 55 slaves, 62 actors, and 15 craftsmen are supported by the 7-12 SP admission price or 3 performances/day. Rumor...the Overlord has hired ten foreign magic users to E.S.P. for rebellion thought.

MUSIC SHOP CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN

'SNAPS' PICKINS	FTR	CE	4	21	9	4	11	9	8	10	17	10	Dagger
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Snaps provides tutelage 1 CP/lesson and sells mandolins, lyres, lutes, flutes, trumpets, cymbals, gongs, drums, and bells 1-100 GP. His prize possession is an Iron Horn of Valhalla hidden near his cash box...75 GP, 210 SP, 165 CP. Rumor...a liche occupies the Wizard Keep and holds 256 girls captive (false).

HAPPY HAPPY

MULIENA THE LIONESS	FTR	CE	4	18	9	7	8	15	8	14	15	17	Dagger
ROIENNA THE DOE	FTR	CG	2	9	9	6	7	12	14	7	8	18	None
GIGGLING REBIENA	FTR	N	3	7	9	5	10	5	7	7	12	16	Dagger

Impetuous femmes to fit every taste are promised the customers which pay 10-60 GP @ to Muliena. Ritual tea..2 GP/Cup is expected by the star performers. 15 female experts, 16 female slaves and 2-12 constables. Muliena wears 2160 GP in jewelry. Rumor...an assassin has murdered Earl Pellintad of Sward, a rebel leader.

NAUGHTY NANNIES

PRATLING THE GNAT	FTR	LE	3	6	7	6	7	14	9	6	14	7	Sword
MADAM OMELANTRA	FTR	CE	3	12	9	5	8	13	13	9	9	13	Dagger
BLAZIENA THE TIGRESS	FTR	N	3	9	9	5	10	10	12	13	7	15	Dagger
FRAIL MELISELA	FTR	CG	2	3	9	4	6	17	6	14	14	16	Dagger
SAVAGE FYMLYN	FTR	LG	4	7	9	5	9	12	18	15	12	16	None
CHASTIENA CHEEK	FTR	N	3	6	9	4	8	13	16	7	15	17	Dagger

Pratling and Madam Omelantra supply customers with the 'nannies' of their choice 10-40/day. Two albino bodyguards; N, 3 LVL, 18-21 HTK, AC 4, Swords; accompany Omelantra everywhere. Banquets 70-120 GP complete with dancing girls 2 GP @...plus 2 SP/quest. 35 female slaves and 16 vixens wearing 10-60 GP in jewelry @...Customers include mercenaries, guardsmen and bandits NA 10-60, 1-6 LVL. Pratling's locked room contains a poison trapped chest of 2570 GP, 7300 SP, 1285 CP, 5 gems 100 GP @, 2 jewelry 300 GP @ and twin daughters of the End Gate Captain (drugged). Rumor...five hours were shrunk to 2" high and carried off by rats.

FLOWER & FEATHER SHOP

DYWAL CUT-BEARD	FTR	LG	6	23	9	5	17	9	10	8	12	12	Sword
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Big Dywal loves flowers and often PROB 30% refuses to sell what the customer wants. Pansies, daffodils, nasturtiums, tulips, lilies, lilacs, and wild roses 1 CP @. His line of feathers is popular with army units...stirge, parrot etc. 1 SP; roc, eagle, and giant class 1 GP @. Dywal possesses a purple lotus; powder paralyzes 1-12 days, Supplement IV, p.51. In his room; Daughter; Ursuliena, 1 LVL, AC 9, dagger; and chest 27 GP, 145 SP, 515 CP. Rumor...twin sisters are hiring soldiers of fortune for a journey to a wild desolate country to rescue a family heirloom-a dragon sword.

ARTIST

SCULTOR THE MINIATURIST	FTR	LE	5	37	9	5	10	8	7	11	16	14	Hammer
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Scultor can render any Painting desired in 1-6 days, 7-12 GP. Very popular with the nobles who arrange marriages at a distance...miniature broach portraits customarily exchanged afterwards. Scultor is aided by six apprentice painters; FTR, 1 LVL, 5-3-4-2-6-7 HTK, AC 9. His strongbox has 115 GP, 78 SP, 295 CP and a 100 GP ring.

Rumor...a Knight has been unhorsed and set upon by a gang of 5-30 bandits on Wailing & Caravan corner.



FOG STREET PROB 10%/DAY OF A 'BLINDING FOG' AFFECTING SIGHT FOR 1-6 DAYS
 LAMP & OIL CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN
 VATHAK THE PROPRIETOR FTR N 6 15 9 6 6 7 9 12 13 9 Dagger
 Vathak and his artisan Chumhanty Berblot; FTR, N, 3 LVL, 10 HTK, AC 9, sword; sell tin-
 der boxes 5 SP, flint 2 CP, oil flasks 1 GP, lanterns 12-17 GP, torches 2 CP, candles
 1 CP@, and wick 1 CP/10'..one lamp (soot covered) is actually gold 1,386 GP.

MERMAID TAVERN

WALSIE NADIX FTR LE 5 14 9 8 11 18 11 9 11 10 Sword
 Kalila and Clissina, exotic snake dancers; FTR, N, 1 LVL, 4-3 HTK, AC 9, daggers;
 entertain gentlemen, guildsmen, and bucaners NA 10-20, 1-6 LVL. Lobster 2 CP, 'Sea
 Foam' mead 1 GP (5% PROB drunkenness), rooms 2 GP, furs 2 CP. Jenida, Nineena, Win-
 some Gingit, and Miarila; Fem, N, TH, 4 LVL, daggers, pickpocket 35%; provide room
 service for calvarymen, sailors, and pirates NA 3-18, 1-6 LVL. HO 5%. Rumor...a run-
 away noble's groom has just stolen a horse, 400 GP, and a +1 Sword.

SMITH

MURGAT THE DRUNK FTR N 3 10 5 5 11 3 12 9 12 12 Hammer
 Stable 2 SP/day, shoes 3 SP, groom 1 CP. Murgat is drunk 50% of time and, if drunk
 upon stabling a new horse, might (PROB 40%) sell the horse within the hour. He has
 five stable-slaves FTR, N, 1 LVL, 2-3-2-5-6 HTK, AC 9, dagger armed. Murgat usually
 (PROB 60%) has 1-6 nags (light horse-2") for sell; if drunk, (PROB 80%) of 1-6 medium
 war horses for sale. Fond of talking to drink bearing customers, he relates...Legend
 of Koretina and the Balrog Feast...a beautiful sorceress condemned to slavery by a
 demon she conjured in the Howling Hills. A second drink brings...Rumor; the taver-
 neer of the Red Axe Inn was attacked by a vampire on Temple Street last night. A third
 drink yields...Legend of Madronard the Peddler...a crazy cart peddler of the Moorlands
 that pays gold for red rocks. Rumor...some lucky hunters have just entered Marsh Gate
 with a captive Wyvern.



GRIMY STREET PROB 25% OF CHOLERA (EXCEPT IN WINTER)

HAGGLE STREET PROB 45% OF DISCORD IN PARTY

ROPE

LAKSHAM THE PERVERSE FTR CE 5 13 9 6 9 7 5 13 11 17 Dagger
 Rope 1 CP/foot; double rope 3 CP/foot. Laksham is likely to question customers about
 everything and anything being extremely nosey...upon reaching the end of his rope..he
 apologizes that he has been strungout and tied up in business. Anyone who can untie a
 gigantic knot displayed gets 200' of free rope. Rumor...a brick maker has uncovered
 a large tomb in the Farmers'Bane while digging clay.

WIGS

LLARVALYN DERLITH FTR N 4 19 9 6 10 9 11 9 7 11 Sword
 Doing a brisk business with nobles and thieves, Llarvalyn's wigs of human hair 1-6 GP @,
 can scarcely be detected PROB 03%/t cumulative. Four kobold workers; CE, 1/2 HD, 3-1-1-
 3 HTK, AC 7, daggers. 57 GP, 63 SP & 161 CP are hidden in a double locked trunk in the
 cellar. Rumor...a vixen on a frightened horse is bolting down the street.



HAZY STREET PROB 25% OF FOG PERMITTING ONLY 2' VISION

HEDONIST STREET PROB 40% of 3-18 HOURS DETAINING 6-36 TURNS

FLESH SHOP

DRAY CRAMBAS FTR CE 6 9 4 4 14 11 15 4 15 7 Dagger
 Dray sells the skins of all types of creatures (leftovers from the Sorcerer's Supply
 Shop) for 10-100 GP each; will pay 1-6/HD of creature...Availability PROB 10% less
 1%/HD of creature. The smell causes all customers to save versus poison or be 'stunned'
 2-12 turns. Dray keeps 167 SP, 24 GP hidden in a dwarf hide. Rumor...giant ants have
 just tunneled out of Scud Street alley pavement.

FEAR SHOP

WINDY JAPE MU CE 6 12 9 6 5 16 7 10 15 10 Dagger
 PLOY MAHGAN IL N 4 10 9 6 17 16 9 9 16 6 Dagger
 The customers are guaranteed the 'scare of their life' for 10-60 GP..and are usually
 well satisfied. Windy has a wand of Fear for difficult cases and should a particularly

brave customer befuddle the partners lower the stripped and chained customer slowly head-first into a 40' pit containing black pudding; 10 HD, 46 HTK, AC 6, 3-24/r. Should this fail Ploy will summon a Type I Demon; 8 HD, 39 HTK, AC 0, 1-4/2 claws, 1-8/2 talons, 1-6/ bite; and tell the demon to 'scratch' the customer's back. No unhappy customers have been known to leave this shop (alone). Rumor...four varlets are pelting pedestrians on Oxcart Road from the roof of the Oarlocks up with rotten eggs.

GLUTTON & GORE

DUMPY FRIGNAC FTR CG 4 14 9 7 15 4 4 17 6 14 Dagger
Corpulent and generous, Frignac's largess includes victuals of beaver cheese, viands of wild dog fricassee, snake eyes, baboon broth, cumquats, raison pudding, weasel wassail, harpy egg omelets, rat milk, roast boars, toad shiskabobs, slug hash, crocadile consomme', lizard puree', and skunk pie. All you can eat for 67 GP (70 GP with sweets and condiments)...Dumpy has hidden his 36 GP and 12 gems @50 GP in a pastry. Rumor...a giant octopus is crawling over the wall of the East Wall Enclave.

PUPPET SHOP CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN
DREEK THE SHRIMP FTR N 5 17 9 6 13 8 8 14 10 7 Dagger
Dreek supplies human puppets, stunted slaves given years of training, for exorbitant prices. A system of cord commands will cause to diminutive (2' to 3') puppets to perform complex actions...dance, sing, steal, juggle, etc. Puppets cost 600-3600 GP with small females bringing the highest prices. 520 GP, 170 SP, 300 CP are hidden inside a wooden puppet. Rumor...a forest fire has driven swarms of wild animals to the Conqueror River.

BEAT-A-SLAVE

HEINOUS VAQIOT FTR CE 4 25 4 5 11 6 13 13 9 12 Flail
Vaquot is a clansman of the 'Thrashers' and does an active business with trolls, hobgoblins and gnolls...who contest with slaves in feats of strength, dexterity, and games of skill. The slaves aren't permitted to win...1 SP per contest. Rumor...a group of bandits ransacked every room in the Flipping Frog Tavern making off with every valuable there.

FETISH SHOP

MUDDY VATRIN FTR CG 6 19 7 5 10 12 16 16 6 11 Dagger
Covered with mud, Vatrín claims that every object in his strange shop has magical powers (as he waves his giant feather)...most to comfort, some to console, some to give advice, and a few to protect. Banners, pantaloons, pointed slippers, broaches, giant pillows of odd shapes, ruffled collars, stuffed animals, horse blankets, polished pebbles - PROB 10% of LUCKSTONE, plumes, trinkets, and bracelets. Vatrín has 548 GP, 430 SP and 125 CP hidden inside a chest enchanted to open only for him...65 pips to destroy. Rumor...griffons attacked the horse market killing 60% of all horses there.

TORTURE SHOP

HISS BASILAR FTR LE 5 30 1 7 11 10 9 15 11 4 Mace
Hiss hasn't many customers although his prices are low 1 CP/SL/Turn (he has been known to pay the customers if CHAR 13+ and female). Customers generally just tour the shop out of curiosity although a few bored courtesans have supposed to have submitted to the 'Tickling Torment'. Rumor...a philosopher of the School of Ancient Knowledge has discovered a nexus point. 60 GP, 167 SP, 240 CP hidden in an iron maiden.



HORSE MARKET CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN
BUMPKIN WINTERBUR FTR N 5 19 9 7 12 12 13 13 13 11 Sword
A shrewd dealer 200% of price less Charisma of buyer in 10% increments. Availability and prices follow (Mares half-price)

	WEEKLY PROB.	N.A.	GP PRICE	DEFECT	PROB	DEFECT
1 Donkeys & Roundsies	60%	3-18	10	40%		01-20 Half-speed
2 Pack Mules & Harness Nags	50%	4-24	20	30%		21-40 Spooky
3 Ponies & Palfreys	40%	3-18	30	20%		41-50 Un-Broken
4 Light Horses	40%	2-12	40	20%		51-60 Blind
5 Medium War Horses	30%	2-12	100	10%		61-70 Diseased
6 Heavy War Horses	20%	1-6	200	10%		71-80 No Jumps
7 Draft Horses	50%	5-30	30	20%		81-90 No Teeth
8 One Only Rare Type - 200-1200 GP - INJURED						91-100 Special

SPECIAL (ROLL DEFECT AGAIN FOR 1,2, and 7)

01-30 OBEYS WHISTLE COMMANDS (1-6)
 31-50 HIGH JUMPER (3-9') X (10-40')
 51-60 SPEED +1"
 61-70 SPEED +1" + HIGH JUMPER PLUS 5'
 71-80 SPEED +2" + HIGH JUMPER PLUS 10'
 81-90 TELEPATHIC (RANGE 60')
 91-00 SPEAKS COMMON, Semi-Intellegent

COMMANDS

1...Come (Within hearing)
 2...Return home
 3...Find Master...120" range.
 4...No noise
 5...Find water...100" range
 6...Warn of Danger...5" range
 Negates Surprise

COLOR

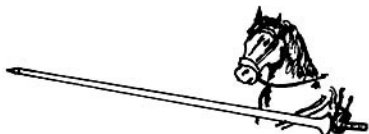
2 - Painted
 3 - Dapple
 4 - Marked
 5 - Cream
 6 - Buff
 7 - Gray
 8 - Black
 9 - Silver
 10 - Gold
 11 - Chestnut-Double Price*
 12 - White-Triple Price*

Rare Type

1. Pegasus
 2. Unicorn
 3. Hippogriff
 4. Dire Wolf
 5. Sea Horse
 6. Ki-Rin
 7. Griffon
 8. Dolphin

Injury-PROB

Diseased 40%
 90% Wounds 50%
 Charmed 25%
 Geased 20%
 Insane 15%
 Beserk 15%
 Stoned 10%
 Cer. Parasites 06%
 Int. Devourer 03%



0 Rumor...a herd of wild horses led by a giant white stallion was sighted 10 miles west of the city galloping south.



STREET OF MALESTROMS

HOT HOUSE

CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN

LADY AMPHISBIA

FTR N 5 25 9 6 8 12 11 11 11 17 Dagger

Sauna's 3 CP, bath 4 SP, massage 3 SP. Twelve assistants FEM, N-CG, FTR, 1 LVL, 3-1-2-5-5-3-2-2-3-5-5-3 HTK, AC 9, Swords. Customers include constables, nobles, and gentlemen NA 4-24, 1-8 LVL. Jewelry 1250 GP, Cashbox 45 GP, 420 SP, 545 CP. Rumor...the Overlord is forming a new Vasthron and assembling a large fleet to attack the Seven Golden Cities in the Isles of Llaeruskwoerth.

MERCHANT SHERIFF

VARSTEGAN

FTR CG 6 28 7 7 11 10 13 11 11 14 +1 Sword

Five daughters (CHAR 16); FEM, CG, FTR, 2 LVL, 4-5-7-8-6 HTK, AC 9, Daggers; +1 Spear over chest containing 47 GP, 520 SP, 215 CP. Varstegan is a personal friend of the Regulators' Captain Ballanzel the Quick and all ten gather there frequently PROB 20%.

BOAR'S HEAD TAVERN

BELEROPTAR

FTR CE 3 10 9 6 9 9 12 8 12 9 Mace

The boar's head is famed for its extragent cuisine..14 course meal 2 GP and clean rooms 4 GP/Week. 6 barmaids, 7 cooks, and 16 slaves. Beleroptar has personal knowledge of a coven of vampires who operate blatantly in this quarter. Every room is lined with mirrors, every door has a wood cross, and garlic lines the windows. Customers include hobbits, magic users, and hunters NA 3-18, 1-6 LVL...Chest has 240 GP, 548 SP, 37 CP, and stuffed owl with 14 gems 10 GP @ inside. Rumor...a wagon has just run down an ancient sage whose dying gasps are for a group of soldiers-of-fortunes to avenge him against the demon...Rofaura the Originator.

FOOT SOLDIERS' CLUB

KLAGEN DREL

FTR N 4 17 7 6 10 11 8 11 6 6 Sword

Gutteral din and loud curses from the 70-120 cavorting off-duty footmen. Hurlied bottles PROB 15%/t (1-6 Subdual damage) and beserk drunks..NA 1-6, 1-4 LVL..are the usual entertainment..PROB OF ATTACK 20%/t..since dancers refuse to perform. Dues 2 CP/Month mead 1 CP, wine 1 SP. Constables refuse to enter this club. HO 22%...Rumor..a talking bone was lost in a scuffle at the Guilded Abyss ten minutes ago.

FORTUNE TELLER

GISLAMAR

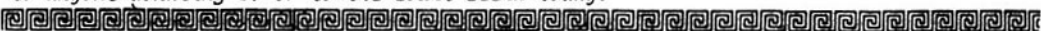
MU N 6 13 9 6 5 16 10 9 15 10 +2 Dagger

A crystal ball provides the income to support Gislamar's experiments into gaseous forms. His son, Scaramar the Naive; MU, N, 2, 4 HTK, AC 9; desires to seek Legend...the embellished Chimes of the Morbid Minstrel...a Chime of Opening in the Temple of Pegana. A potion of gaseous form, a scroll of wind walking (CL) hidden in lab. Merwina the

Lithe, Gislamar's vixen wife; FEM, N, FTR, 2 LVL, 8 HTK, CHAR 18; wears 350 GP necklace and jeweled +1 dagger 240 GP. Cashbox 129 GP, 68 SP, 5 CP. Rumor...Jock O' Taviat, a boatman, has located a sunken galleon loaded with silver bars...and seeks investors and partners at the Seahawk Tavern.

SCHOLAR'S INN

SKYLIT JINGAR FTR CE 9 34 9 9 9 10 9 11 10 14 Sword
Skylit attracts thieves, traders, and students NA. 6-36, 1-4 LVL by providing a gathering place for houris NA 4-24, 1-4 LVL. Brimanos the Ranter, FTR; LE, 1 LVL, 40 HTK, AC 3, +1 Mace; Ordalf DWARF, FTR, N, 3 LVL, 10 HTK, AC 5, Hammer; and five slaves FTR, N-CG, 1 LVL, 2-1-7-3-2 HTK, AC 9. Chest with 1550 GP, 240 SP buried in cellar, cashbox 43 GP, 57 SP, 50 CP. Rooms 5 GP/Week, Meals 1 SP, Ale 2 CP, Furs 1 CP @. HO 15%. Rumor...Coachman Wadikin, a stripling lad, will be apprenticed by the Merchant Court to anyone donating 20 GP to the court clerk today.



MUGGY STREET PROB 40% OF PEASANTS BEGGING FOR FOOD...DELAYING 3-18 t

SMITH

IRONFIST WLEDRIN FTR N 5 16 9 7 9 12 13 12 4 11 Hammer
Stable 2 SP per day, shoes 3 SP. Ironfist has 210 GP hidden in a stone chest under a stall. Rumor...a hobbit just disappeared after walking out the door.

ARMORER

LONG LLEFDEIN HIGH-HEAD FTR N 5 21 9 7 11 7 13 14 9 16 Sword
Repairs of all types PROB 60%, 2-12 days, 10-60 GP. Specializes in plate mail armor 51-56 GP, 7-42 days. Shields 10 GP. Bwalinar the Dwarf; FTR, N, 3 LVL, 18 HTK, AC 5, hammer. Hoard of 545 GP, 45 SP, 23 CP hidden under the anvil. Rumor...a magistrate has just been assassinated.

WALL CAPTAIN

BUSKIN HYCHDIN FTR LE 5 25 9 10 9 9 17 6 11 15 +1 Sword
Buskin is convinced that a major war is brewing so he continually seeks to hire new recruits. Sergeant Civetar; FTR, LE, 4 LVL, 12 HTK, AC 6, sword. Chest containing 283 GP, 53 SP, 55 CP, poison Type 2 trapped. Silver Mace 90 GP over hearth.



PROB 20% OF GIANT LEECH DROPPING ON; 2 HD, 6-9-4-15-8 HTK, AC 8,

MURKY STREET BITE 2-12 PLUS LEVEL DRAIN PER ROUND..CURE DISEASE NECESSARY

SEA-GOD TEMPLE CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN

NEGARDIS THE UPRIGHT CL LG 13 34 3 12 10 9 17 6 14 12 Trident
Manannan, GOD, LG, 16 LVL; 250 HTK, AC -2, Trident: Draws moisture from body- -one third of hit points-ST applicable, +5 sea shell armor if battle, summons any sea creature to aid him. Mannan will intervene for Negardis-PROB 86%-if he sacrifices a Manta Ray Cloak(Breathe under water, move 12" and fights as 12HD Manta Ray if released). Negardis will do this only if the City-State is assaulted from the estuary. 2 lamas, 2 bishops, 2 curates, 4 vicars, 8 adepts and 16 acolytes administer the daily ceremonies. Beneath the idol, a chamber containing the Patriarch's quarters where only the lamas are permitted. A gold pearl worth 7000 GP (good for one additional cleric spell) rests in the hand of a miniature idol 8560 GP, and 158 gems @100 GP and 25 gems @200 GP line the bottom of an aquarium containing a weed eel; 1 HD, 4 HTK, AC 8, 1-4/bite kills in one turn ST-8 for poison; and a chest with a potion of healing (2-7 pips), ivory cane 410 GP, seal of the Council of Law (Good Clerics 42 GP, and 235 GP, 122 SP, 20 CP in a leather pouch. The clergy are armed with tridents AC 4.

STABLE

COSTER PINWORM FTR N 5 14 7 5 10 8 9 13 12 13 Sword
Coster has 5 freemen HD 1, 2-3-3-4-2 HTK, AC 9; daggers; shoes 1 SP @, groom and stable 1 SP/night; Fuzzy Beljcek DWARF N, 3 LVL, 7 HTK, AC 4, hammer; 30 GP, 50 SP hidden in hay.

BAKER

MIRAB GOLD-BEARD FTR CE 3 10 9 6 11 7 11 15 10 13 Sword
Famed for pastries, 1 SP @; iron bread 1 SP, Dally Pinkie daughter FEM, CE, CHAR 18, dagger: Cashbox 25 GP, 15 SP.

GROCERY

GANDWAY THE TYCOON FTR N 2 9 8 5 14 13 4 15 11 10 Sword
Honey 1 SP/gal, chickens 2/CP, Pig 1 SP, Beef 1 GP, Iron Rations 2 GP; 4 workers HD1,

3-7-2-3 HTK, AC 9, daggers; Customers any NA 2-12, LVL 1-6, Gandway has 369 GP hidden in a crate.

DANCER

WENCH DELFANSA FTR CG 3 5 9 6 15 8 6 5 7 13 Dagger
Delfansa and her 'sisters' Bumps Clorina CG, 2 LVL, 3 HTK, AC 9, Brazen Belina CG, 1 LVL, 3 HTK, AC 9 and Laychina the Bundle CG, 1LVL, 2 HTK, CHAR 16 performs exotic tableaux for banquets and occasionally a temple rite. They are very knowledgeable about the noble class, fees range from 20-70 GP/evening. 280 GP in Jewelry and 157 GP, 45 SP in chest.

ARMORER

HARYTUN IRON-FACE FTR CG 4 12 8 5 11 9 12 12 8 14 Hammer
Rash and impetuous, Harytun is an expert maker of polearms...30-180 GP @ with inscriptions and engravings. Sneebles, a pet blink dog.

ROPE MAKER

DENEK DARKSIDE FTR LE 3 5 6 4 13 7 9 8 14 11 Sword
Slib the Hobgoblin 1+1 HD, 5 HTK, AC 5 oversees Denek's four slaves N-LE, 1 HD, 2-1-5-2 HTK, AC 9 armed with daggers; Rope 1 CP/foot; Double Rope 1 SP/foot, 20 SP, 540 CP in cashbox.

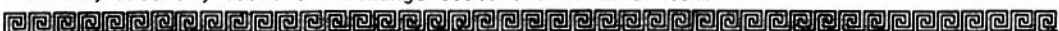
MOVEIT BATH

CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
PORKEY TOVER DWARF	FTR	N	6	29	7	9	16	10	7	14	9	17 +2 Hammer

The Mover Bath-A public bath-house for humanoids only with a graduated fee. Free to royalty, 1 GP for town guardsmen, 3 GP for Guild members, and 10 GP for all others unless charisma below 9...add 5 GP per point below 9. Ten guardsmen, AC 4, 2 hit die, armed with halbeards and daggers guard the four entrances. Patrons range from 20-60 during the day and 40-90 during the night...60% being guardsmen off-duty, 20% Guildmen, and 10% royalty. Rarely will royalty be present without 2-12 guards of the 2-4 level. Porkey Tover, a myrmidon runs the bath with 4 Amazon helpers, each 3 hit die, AC 9 armed with daggers...plus 20-25 women servants. Tover wears a rich belt rumored to be magical and carries a 3000 GP scabbard and +1 sword. Mover the Crooked, a 3 hit die Village Priest of Pegana, AC 8, 11 hits to kill, normal staff, in a game of chance at Tamaulipas Gaming House. Mover knows the secret passages below Tover's personal quarters and plans to tunnel in when he is absent..5,800 GP are hidden in Porkey's bedding...an Amazon statue of gold worth 1,300 is in a wood chest with a map of the dungeons below the Patrician Theater. Bath-boys 2 CP, bath-girls 1 SP, towels 1 CP. Rumor...a tunnel beneath the main pool leads to an immense underground cavern-if you can survive a 50' fall.

COIN CHANGER

ZASTOR SPECIE FTR LE 5 24 3 7 12 7 6 11 10 15 Sword
Keeps 4 mercenaries 3 LVL, 15-27-21-17 HTK, AC 4, swords to guard his 6 PP, 26 EP, 2640 GP, 3786 SP, 16320 CP...change costs one tenth of total.



OLD SOUTH ROAD PROB 36% OF MOSQUITO SWARM (SPRING & SUMMER) PROB 04% OF YELLOW FEVER

BARRACK 5TH CO.

SERG. TALIEZIN THE BOLD FTR LE 6 33 9 8 10 8 12 13 14 9 Sword
42 swordsmen, 56 spears, 15 archers, 24 militia lt. crossbowmen, 27 slaves. Treasury 74 GP, 41 SP, 12 CP. Inspection Prob 40%/week. Rumor...the company will soon be off on operations in the far east.

WALL CAPTAIN

PARBAST THE DARING FTR LE 4 20 7 10 15 9 5 15 10 10 +2 Sword
Sergeant Dunath the Bald FTR, CE, 3 LVL, 19 HTK, AC 5, sword; Hiafrod Frayrolf FTR, CE, 4 LVL, 14 HTK, handaxe. Four guards FTR, N-CE, 1 LVL, 4 HTK, AC 6, spears. Daughter, Joyieta, FTR, CE, 1 LVL, 4 HTK, AC 9, dagger. Chest 346 GP, 64 SP, 144 CP, electrum sword 340 GP, 20 agates 10 GP @.

RED AXE INN

THAJZI ORC-SLAYER FTR N 6 23 9 6 6 14 16 11 8 16 Handaxe
Hates orcs with particular viciousness having lost his family in an orc-raid. Rooms 5 SP/week, crocodile steaks 1 SP, mead 2 CP. Six slaves, 4 maids, and a cook; FTR, N-CG, 1 LVL, 3-4-2-3-6-6-5-3-2-2-3 HTK, AC 9, daggers. Thajzi pays 1 SP/orc-head (secretly). Rumor...an armorer near the Gate of The Gods is being robbed by two cutpurses.

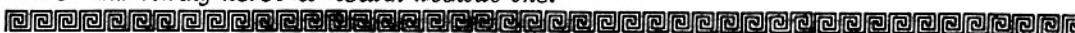
Customers are guardsmen, hunters, and trappers NA 21-26, 1-4 LVL.

PIG & WHISTLE

PARAND THE UNBELIEVER FTR CG 4 20 9 6 7 11 9 10 4 13 Sword
Rooms 1 GP/week, ham and cider 4 SP, ale 3 CP, wine 2 SP. Lollina the Fervid, Bountiful Normjena & Bushy Bunscha; exotic dancers; FEM, FTR, CG, 1 LVL, 4-4-5 HTK, AC 9, CHAR 17, handaxes. Frowin Strong-Arm the Bar Keep FTR, N, 3 LVL, 15 HTK, AC 9, sword. Strongbox 76 SP, 140 CP. Gambling room: pig-fights..HO 25%, Knucklebones HO 16%, and spitting HO 19%. Merchants, Pilgrims, and Brigands NA 7-42, 1-6 LVL. Rumor...a mountain has disappeared 120 miles south of the city.

WERELORD TAVERN

ROGRY ALGAS FTR LG 5 24 5 4 12 7 14 6 8 5 Sword
The principle meeting place of dwarves when in the city. Cashbox 70 GP, 127 SP, 732 CP, 3 onyx gems 100 GP @ - poison trapped (pull latch out) poison Class 3. Rogry claims to have buried a comrade-at-arms beneath the 5th Company barracks with a fortune in gold because the dwarf-hero saved the whole troop from a hill giant. Customers include dwarves, guardsmen, and traders NA 8-64, 1-4 LVL. Vegetarian meals 3 CP, mead 2 CP, rooms 3 GP/week. Rumor...a dwarf-hero has returned to the city after going off to seek a +3 Hammer and vowing never to return without one.



OPEN MARKET	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
MOSAY STAG-SHANK	FTR	N	7	25	9	3	8	3	9	12	8	9	Sword

Rush mats 1 CP, PROB OF DRUNKEDNESS 35%, tell whopping lies. 23 CP.

NAFDELIN THE IRASCRIBLE FTR CE 6 21 6 4 8 12 9 13 10 7 Handaxe
A leech; can stop bleeding providing shock recovery of 1-4 points - 1 SP.

DREMIDAN THE LAME FTR N 4 13 9 3 10 11 8 13 7 12 Dagger
Haircuts 2 CP(-1 if long), sells hair to wig-makers. 12 SP, 17 CP.

MANEGYR BIG-NOSE FTR CE 6 24 9 3 6 16 10 5 12 14 Dagger
Carver of figures 1 CP, faces free if angered. Free peeks at Medusae head. 36 CP.

AMAR MAEDRON MU CG 4 10 9 3 4 17 10 14 9 7 Dagger
Camels 46 GP @, 4 in poor condition; 2 slaves FTR, 1-3 HTK, AC 9, daggers. 15 GP, 25 CP.

○The open market swarms with hawkers and vendors selling chestnuts, vegetables, hot tamales, fake maps, crippled slaves, rush sandals, watered wine, dung chips, firewood, baskets, copper weapons, fruit, herbs, roasted crickets, flowers, drums, and soiled garments...PROB OF COMMON ITEM NOT LISTED 15%. Movement through this area causes delay of 7-42 t and chance of seperation PROB 30%. A constable patrol is stationed at the main entrance. Crowd includes any class; NA 200-1200, 1-12 LVL. Rumor...a decaying manor in Dearthwood is the scene of a wild celebration by wild orcs (obviously drunk). Rumor...a dervich caravan is entering the Gate of the Gods with many red-skinned slaves.



OX-CART ROAD PROB 40% OF DUNG DELAYING 1-6 TURNS

PLANT SHOPPE

SALENR TEPFANA FTR LE 3 6 9 6 7 6 10 11 9 12 Sword
Two apprentices; FTR, LE, 2-7 HTK, AC 9, daggers. Man-eating plant, 3 HD, 10 HTK, AC 8, 1-3/3 tendrils to subdue..subdued are swallowed in one round - 2-12/r thereafter from acid. A yellow lotus, powder from one/light unconscious, from 2/death ST -9; Supp. IV, p. 51. Tepfana does an active trade in orchids, mums, and laurels 3 CP @. Cashbox has 5 GP, 36 SP, 214 CP. His room contains an iron snuff-box with tobacco and 15 large seeds, a potion of plant control in a chest full of manure, and a map (30% accurate) of the Dearthwood. Rumor...a mason working on the wall at the Refuse Grounds was attacked by giant Sumatran rats.

DELPHIA'S DELIGHT	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
DELPHIA THE TENDER	MU	N	5	10	9	7	10	14	15	11	9	17	+1 Dagger

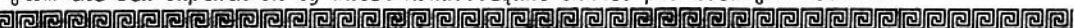
Roast chicken, turkey and pheasant 3 CP @, brings customers from all over the city..NA 7-42, 1-12 LVL. Delphia is assisted by 6 skeletons; 1/2 HD, 3-2-2-1-2-2 HTK, AC 7, swords; and two hobbits Bandorabas and Hamdir; FTR, LG, 2 LVL, 11-7 HTK, AC 9, daggers. Delphia's quarters contain a broom of flying, amulet of esp hidden in a candle holder, and 321 GP, 6150 SP, 632 CP in a brass chest. Legend of the Wolfstone Ovm...an adult Red Dragon whose hoard contains the 'Banner Disc' (incites fearlessness in fighters within its 30' glow ring). Legend of Swithiod's Bane...an adult Green Dragon of Dearthwood called the Great Gryf who carries off singing travelers for entertainment. Legend of Gutform the Green Death...a very old Green Dragon of Mermist Swamp with 'Jaquar-Paw' (a + 3 neutral sword) and 'Gouger' (a +2 dagger) in his hoard. Legend of the Flame of Norvi-Ridge...a sub-adult dragon which searches for a magic-user tutor. Banne

SADDLER

AQUALAR THE ESOTERIC FTR LE 4 8 7 7 7 9 10 9 16 6 Sword
Aqualar is assisted by 5 gnolls; 2 HD, 4-5-11-7-8 HTK, AC 5; and Jargnt the Steadfast; FTR, CE, 4 LVL, 18 HTK, AC 9, hammer; master craftsman. Saddles 36-360 GP, saddlebags 6-36 GP, and harnesses 5-50 GP...PROB 30% FAILURE AT INOPPORTUNE MOMENTS. The cashbox is hidden in a pile of leather straps 52 GP, 13 SP, 120 CP. Rumor...a naked serving maid is being chased south down Belfry Street by two trolls.

BARRACKS

SERGEANT BREDAL FTR LG 7 31 8 8 13 15 10 11 8 13 Sword
This reserve unit is responsible for augmenting the North Gate and forays to break up riots resulting from gladiator games and grand tourneys. 20 Lt. Crossbow, 20 Short Bow, 30 Swordsmen, 30 Spears, and 26 slaves. Bredal is fond of wrestling and offers leaves, drinks and an occasional GP to winners. The company catche contains 235 GP, 46 SP, 136 CP. Rumor...a silver bound sea chest with a map to 16,350 SP was stolen from the Sea Captain on By Water Road...equal shares promised for return.



PLAZA OF PROFUSE PLEASURES PROB 15% OF DANCING SICKNESS..31-40 HOURS UNTIL UNCONSCIOUS
1-6 DAYS OR CURE DISEASE..NO IMMUNITY POSSIBLE

RENT-A-SLAVE

TUP DORY the DROVER FTR LG 4 8 9 9 11 9 15 4 13 11 +1 Sword
Tup rents slaves at Manumission (slave price-Booklet I, p 14) in CP/day, but the slave price in GP is held 'on deposit' in case damaged goods are returned. Special skills or abilities asked for..PROB 10%/..weekly. Defect PROB 30%, and unusual types PROB 20%. Tup owns 4 Merchant ships, 20 slaves, and 1335 GP, 245 SP, 460 CP in his room. His room has a Symbol of Fear over the door. Rumor...the Great Serpeant of Zenigamble the Necromancer is hiring fighters at the edge of Mermist Swamp.

FUR SHOP

HERALD VARKLET RGR LG 7 22 9 8 17 16 18 16 17 15 +1 Sword
Specializes in supply exotic furs to nobles and gentlemen-ranging from leopard, jaguar, lion, & tiger 10-60 GP to sabre toothed tiger, dire wolf, giant skunk & giant minx 70-120 GP. Companions include Iibreto the Hobbit FTR, 3 LVL; Gilandar the Elf FTR, 2 LVL; and Feraki the Hill Giant 8 HD...6840 GP, 575 SP, 170 CP in bag of holding. Rumor... weird chants and throbbing drums are heard near Farmers Bane every night.

VELVET BED OR TABLE

CRACKERS RASTIKNOR FTR N 6 25 9 8 14 6 12 7 11 12 Sword
Crackers gives his customers the choice between 46 course repast of exotic fare 240 GP (11-16 HRS) or a sauna, massage, milk bath, grog, and elaborately furnished room 170 GP/Day. 160 female slaves (all dagger armed) Morgana the Matron FEM, OGRE, 4+1 HD, 10 HTK, AC 5, damage 1-10, cane sword-greets all guests NA 2-16, 2-12 LVL. Rastiknor keeps his gold chest; 2350 GP, 1580 SP, 2500 CP; filled with 20 poisonous scorpions 1 HD, AC 7, Poison LVL 5. Rumor...a group marmen riding giant seahorses were seen in Oracle Lake last week.

o DANCERS

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
CENACHIS THE BARE	FTR	N	2	4	9	5	9	10	16	16	17	16	Dagger
EMBER OCHTER	FTR	CG	1	2	9	4	4	7	9	14	18	17	None
JUGS KARIZNA	FTR	CG	3	6	9	6	10	16	12	9	16	16	Dagger
FLUTTERING BIZET	CL	LE	2	5	9	4	3	14	17	16	16	17	Cane

Funeral, ceremonial, and theatrical dances 40 GP, masquerades, mummeries, and pageants

60 GP, macabre, exotic, and orgiastic 80 GP. Each of the 16 dancers wear 10-60 GP in jewelry. Rumor...a concubine of Senator Damboanega has fled with a warrior and a necklace of seven missles.

CARNIVAL OF MEMORIES

CASCADE BRUNWOD MU CE 8 19 9 7 12 14 9 6 11 17 Dagger
Brunwod with the aid of a foaming pink brew from his cauldron, implants (by suggestion) 'memories you'll never forget'...15 GP/customer 1 LVL. His ministrations have been known to aid cowardly fighters, feign-hearted lovers, and produce delusions of grandeur in wretches. 290 GP, 570 SP in invisible chest...640 CP in cashbox. RUMOR...the city jail is on fire and the prisoners weren't released to escape the flames.

PARK OF OBSCENE STATUES

HAL THE DEBASED FTR LE 7 37 9 5 11 10 13 14 10 10 +2 Sword
The overlord's forester collects fees at the main gate...2 CP/SL (houris triple) with the aid of his 25 Kobolds 1/2 HD, 2-4-2-3-1 HTK, AC 6, Spears. Within the park PROB 10%/Turn, robbers, drunken regues, houris, capering trolls, and vixens roam in groups of 2-12. A dryad;N 2 HD, 13 HTK, AC 5, CHAR.PERSON-2, Dagger (1-4); is rumored to entice lone tipplers into following her. This is supposedly the reason this lush wooded area has been left unscathed in the middle of the City-State. Small boats can be rented 5 CP, to float through the park and is considered the safest way to tour it. An unconfirmed report that a sect devoted to PAN; GOD, 13 LVL, 250 HTK, AC-2, Voice as Rod of Beguiling, Fear Spell, Shout Stuns 1-4 r (no ST), FIST damage 3-30, Supplement IV, p.17, uses the central park area at dusk thins the usual number of customers at that hour. Rumor...an aerial servant seized two Amazons here five minutes ago.

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\*PREFECT STREET\* PROB 10% OF AN EFREET JUMPING DOWN FROM A ROOF AND STEALING ANY BAGGAGE ITEM.

# CANON COURT

MAGISTRATE GUNGRAT CL N 8 26 9 9 14 11 10 11 10 14 Hammer  
Frowning Bashnak, the Clerk; CL, LG, 3 LVL, 7 HTK, AC 3, Mace; Immortal Ponnizer, the Executioner; CL, LE, 6 LVL, 16 HTK, AC 7, Staff of Withering; Tyrant Pidenopter, the Inquisitor, CL, LG, 4 LVL, 9 HTK, AC 4, Hammer; Perintor, the Scribe, CL, LE, 3 LVL, 10 HTK, AC 7, Mace; and guards; CL, LG-LE, 2 LVL, 5-2-10-8-7-12-5-6-9-11 HTK, AC 5, maces. Ten servants, 14 chests full of records, and one chest with 2540 GP, 12368 SP, 5389 CP. Rumor...The undertaker behind the White Wake Inn has prepared strange rites for a magicians funeral...hiring mourners for 3 SP.

# MERCHANT COURT

MAGISTRATE AVUTHAN FTR N 8 23 9 9 10 12 15 13 15 8 Hammer  
Gusbert Fortnam the Clerk; FTR, CE, 4 LVL, 12 HTK, AC 5, sword; Big Uthig the Mentor; FTR, LG, 4 LVL, 24 HTK, AC 9, dagger; and 3-18 deputies; FTR, N-CG, 2 LVL, 9-6-15-9-13-12 HTK, AC 6, spears. Triple locked iron chest 148 GP, 1675 SP, 3458 CP. Rumor...A doorkeeper at the Overlord's guest manor was changed to a pig by a visiting hamlet chief's steward.

# ROYAL COURT

CHIEF MAGISTRATE TALINGAR FTR N 10 38 9 10 14 15 12 14 11 12 +1 Hammer  
Hurbart the Clerk; FTR, N, 5 LVL, 32 HTK, AC 9, sword. Fats Ichor the Baliff, FTR, LE, 4 LVL, 27 HTK, AC 7, 2-handed sword. Komreatar the Executioner FTR, LE, 6 LVL, 47 HTK, AC 9, battleaxe. Magistrate Sabrentor, FTR, N, 7 LVL, 24 HTK, AC 9, +1 sword: 15 slaves, 6-36 constables, 8 guardsmen, and 10-100 spectators 1-12 LVL. Two iron bound chests (poison Type 3 trapped) 6756 GP, 14982 SP, 3415 CP. Rumor...The Cut-Throat Inn is ablaze from an incredible brawl during which an Efreet appeared from a bottle possessed by a musician.

# LOW COURT

MAGISTRATE AFUBAR FTR N 6 27 9 9 11 6 8 13 13 14 Hammer  
Overstern Afubar is especially sympathetic with women changing his disposition 3 die roll 3 in her favor. Mazamora the Clerk; FTR, LG, 8 LVL, 25 HTK, AC 9, dagger. Zurim the Eradicator; FTR, LE, 9 LVL, 47 HTK, AC 7, battleaxe; Cutalamar the Baliff; FTR, LE, 3 LVL, 15 HTK, AC 5, Mace. Wild Porbandar the Scribe; MU, CG, 4 LVL, 6 HTK, AC 9, dagger. 20-120 spectators 1-6 LVL (1 SP @), 12 slaves, 2-12 constables, and 4 guardsmen. Granite chest chained to pillar, 1597 GP, 3152 SP, 13310 CP. Rumor...Thirty

galley-slaves were set free by the new captain of the Witch-Star Merchant Ship...  
Farmantle of the Silverfang.

\*SCUD STREET\* PROB 16% OF ATTACK BY 3-18 IRATE PEASANTS DUE TO INSULTED DAUGHTER

\*SEA BRIGANDS' STREET\* PROB 35% SEIZURE BY SHIP'S IMPRESS GANG NA 3-18, 1 LVL, -5%/FRIEND  
PIRATES COVE INN

CRUSTY MAKADMER FTR N 5 19 9 6 10 11 14 8 9 10 Sword  
Crusty spends most of his time tracing down treasure tales and sending expeditions out to retrieve the booty. His bartender, Angis Turnbal; FTR, N, 3 LVL, 11 HTK, dagger; has a map to 7,000 GP buried on an island 200 miles NE of the city. Frequented by pirates, buccaneers, and sailors NA 8-64, 1-4 LVL. Rooms 2 SP/night, rum cakes 1 SP, ale 3 CP.  
TATOO SHOP

SADINEN SCUTTLE FTR CG 7 35 9 5 11 11 10 14 15 13 Darts  
Sadinen relates wild tales of the high seas (all lies) while artistically needling his customers. Tattoos cost 1 CP to 20 GP depending on style and take 5 turns to 5 days. Sadinen wears his major wealth, a gold necklace worth 250 GP and an emerald earring w/100 GP. Rumor... a Sea Hag is searching for some item a player has across the street.  
WAREHOUSE

SATYRAL STERN WERETIGER N 5 29 3 9 10 6 16 8 5 15 Dagger  
Satyral conceals his true nature from the 15 slaves N-CE, 1 LVL, AC 9, 4-1-1-6-7-3-2-3-8-3-7-5-5-5-1 HTK; and three guards FTR, CG, 2 LVL, AC 6, 10-12-7 HTK, swords. The warehouse stores include honey, grain, oil, wheels, and ballista. Satyral has 780 SP and 167 GP hidden in his trunk's false bottom.

COOK

SCORTCH PROTAUCUS FTR N 4 13 8 6 13 6 14 12 13 13 Mace  
Scotch is a former army cook and would soon starve to death if not for his famous beef jerky used on long marches...rations for one week 2 GP; 650 GP are hidden in his oven.

POTTER

DRANG THE PATRON FTR N 5 18 9 5 10 11 14 5 12 15 Dagger  
Drang spends his income supporting many poets and artists. Pots are 6-24 CP...15 SP hidden in clay hanging pot; 155 CP hidden in planter.

MASHER'S GAMING HOUSE

MASHER MERYL FTR LE 8 39 9 9 18 9 8 11 7 10 Dagger  
Masher owns several other smaller businesses as well as the Gaming House. His manager Rykman is an unexposed vampire; 7 HD, AC 2, 27 HTK; 12 croupiers N-CE, 2 LVL, AC 9, 5-3-14-10-9-7-9-8-11-12-9-6 HTK, daggers; two bouncers FTR, N, 3 LVL, AC 4, 15-17-12 HTK, sword armed; Roulette HO 6%, Battle Race HO 10%, Dancing Tankards HO 8%, Knucklebones HO 10%, Scorpion Fights HO 25%, Ape Wrestling HO 16%, Ball Dunk HO 30%, Troll Jump HO 5%, Lucky Draw HO 15%, Spinning Trident HO 10%; frequented by knights, gentlemen, and dwarves NA 31-36, 2-12 LVL, Masher has 1570 SP, 2300 GP hidden in his room. Rumor... a giant leech 2 HD, AC 8 has been crawling into water front rooms and feasting.

BELLTOWER

ULFIDAS CL LG 3 12 7 5 11 9 14 12 11 8 Staff  
A recluse, Ulfidas has spent the past 30 years contemplating leaves. He will pay 1-6 SP for good specimens. First hand knowledge on bat gatherings at midnight forces him to sleep in the cold lower floors of the tower.

6 LIGHT GALE INN

HUGGY SOBRUN FTR CG 4 15 9 5 16 12 3 6 10 14 Sword

WARBLING SOBRUN FTR CG 3 13 9 5 10 11 10 12 11 13 Dagger

These two brothers returned from campaigning with a considerable fortune and soon after bought the inn for an amazing sum. Some gossipers claim they looted an ancient temple whose location them brother's will never reveal. Roast Duck 3 CP, Spider Pudding 1 CP, and Green Beer 2 SP-Rooms 4 SP/night-Frequented by merchants, hunters, and militia NA 11-16, 1-6 LVL. Rumor... Dogon a merman-priest is offering 5 GP/day for fighters at the Sea Rover. Sign posted for a sea-faring spy..ask for mountain goblin at Singing Squid.

\*SHADY STREET\* PROB 40% OF BEING GIVEN 3 CP BY A KINDLY OLD TRICKSTER

# LITIGATION TRICKSTERS GUILD

Understanding that 'litigation' itself is against the law of the City-State, it can be seen that one of the main functions of the Guild is to pay off city officials, to assure business as usual. Also, the Guild provides training and tests for those desiring to be a 'litigation trickster' (as they are known to the government bureaucracy), and protection from those outside the Guild attempting to practice litigation on a regular basis (these outsiders are taken to court & charged with fomenting litigation).

Since it is risky to solicit ones services openly, the Guild makes use of the 'Network' made up of men whose sole duty is to find persons who have just been charged and arrange for a Litigation Trickster; a Network agent will likely (PROB 80%) to show up within a few hours of the person being charged.

It is important to note that the courts are supposed to be respectable, highly civilized mechanisms, and theoretically all disputes are to be settled amiably, with the magistrate's great and beneficent direction.

With few exceptions, litigation tricksters are crafty men with a tremendous knowledge of the law (often better than most magistrates). Most tricksters have reached a certain plateau in the Bureaucracy Examinations, after many years of trying and have turned their accumulated knowledge to the law. A short explanation of the Bureaucracy Examinations is in order here.

A large proportion of those able to read & write (itself a small group) often will take the examinations in hopes of getting a good governmental job with one of the seven Bureaus. There are 12 levels of examinations. Passing a specific level will open a new job opportunity- generally higher up in a certain bureaucracy or perhaps in a more prestigious bureaucracy. There will be one examination per level per year and 3-18 jobs will open up. However there will always be 10 to 20 times as many people taking the test as jobs. The examination itself lasts 3 days, which is spent in a 4x4' cubicle, answering literary questions often irrelevant to any government function.

| Job Opportunities     | Examination Required to Obtain | Major Governmental Bureaucracies |
|-----------------------|--------------------------------|----------------------------------|
| 1 General Clerk       | Registrarial Examination       | 1 Bureau of the Archives         |
| 2 General Scribe      | Prosiacal "                    | 2 " Census                       |
| 3 Archives Agent      | Athenaeum "                    | 3 " Agriculture                  |
| 4 Census Agent        | Archival "                     | 4 " Order (traffic etc.)         |
| 5 Agriculture Agent   | Discretionary "                | 5 " Punishment (courts)          |
| 6 Order Agent         | Prefectural "                  | 6 " War                          |
| 7 Punishment Agent    | Offiousness "                  | 7 " Revenue                      |
| 8 War Agent           | Litigious "                    |                                  |
| 9 Revenue Agent       | Sycophantic "                  |                                  |
| 10 General Bureaucrat | Archical "                     |                                  |
| 11 General Curator    | Fiduciarial "                  |                                  |
| 12 General Prefect    | Arbitrarial "                  |                                  |

Because of the low job turnover and few positions open it is the tendency for most men to be in the examinations system for a very long time. In the upper end many 30 & 40 year veterans will be found, however teaching positions to train lower level applicants are readily available. Note Undersecretary and Minster positions are appointive.

| Noted Barristers:          | CLASS | ALIGN | LVL | HTK | AC | SL | S  | I  | W  | CON | DEX | CHAR | WPN         |
|----------------------------|-------|-------|-----|-----|----|----|----|----|----|-----|-----|------|-------------|
| SPELLBINDER SANGHEN        | MU    | LG    | 5   | 12  | 9  | 6  | 8  | 14 | 10 | 11  | 13  | 12   | Dagger      |
| PROLOCUTOR PESHWELL        | FTR   | N     | 4   | 18  | 7  | 5  | 13 | 12 | 8  | 9   | 10  | 13   | Short Sword |
| ARTILLERO THE ARTICULATE   | FTR   | LE    | 3   | 13  | 9  | 4  | 9  | 11 | 14 | 8   | 7   | 10   | Dagger      |
| IYLLERA THE IMPROVISATORIO | TH    | CE    | 6   | 17  | 7  | 4  | 7  | 13 | 9  | 14  | 15  | 14   | Dagger      |
| HULD THE HARANGUER         | FTR   | CG    | 6   | 24  | 9  | 6  | 9  | 16 | 12 | 7   | 9   | 9    | Dagger      |

\*SILK-MERCHANT STREET\* PROB 15% OF ACCUSATION OF THEFT BY VENDOR 1-6 LVL.

# MERCHANT'S GUILD

|                  |     |    |   |    |   |   |    |   |    |    |    |    |        |
|------------------|-----|----|---|----|---|---|----|---|----|----|----|----|--------|
| ECCENTRIC TAKVAR | FTR | CG | 2 | 9  | 9 | 9 | 9  | 4 | 12 | 11 | 10 | 10 | M.Star |
| SHAMBISMO PARHED | FTR | CE | 7 | 25 | 9 | 9 | 12 | 6 | 11 | 13 | 6  | 12 | Sword  |

EMWILET WART FTR CE 8 28 7 9 13 9 6 18 10 13 Dagger  
SLEEPY SUARDY FTR LG 8 22 9 9 12 9 6 10 13 9 Sword

The Merchant Magnates meet once a month to determine prices, promotions, and the divisions of spoils. Each member must pay double his SL/month in CP to operate any business within the walls of the city. The guild maintains a sheriff and deputies for the protection of members. Mongers, SL 6, and higher must also register their business profits. Any member accepting higher than a 20% return on investment (unless possessing a monopoly granted by the Overlord, per month) is tried for treason in the Merchant Court. Rumor...an ent was sighted walking north along the bank of the Conqueror River.

#### TAPESTRY

HIYAT MUDIB FTR CG 9 24 5 6 6 10 6 4 11 13 Scimitar  
Hiyat employs 85 workers and maintains a huge stock of tapestries to warm the coldest chambers. Motifs depicting wood nymphs, sea battles, and religious rites are the most popular...2 GP/square foot...double and 1-6 weeks for special orders. Sordid Erlan and Wisaty Rakhad; FTR, N, 4 LVL, 13-14 HTK, AC 4, spears; guard Mudib's room. Lockbox; 568 GP, 753 SP, 213 CP; trunk: elven cloak, backpack with 8 opals 500 GP @ hidden in secret panel, and a text in Altanian describing...Legend of Jade Breastplate...an artifact which deflects all breath attacks which is buried in the Redoubt of the Dead.



#### \*SILVER STREET\*

PROB 16% OF ATTACK BY 3-18 IRATE PEASANTS DUE TO INSULTED

DAUGHTER

#### MERCENARY GUILD

CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN

TREGARDIS THE THUNDEROR FTR N 10 59 0 9 17 15 11 17 11 17 +2 Sword  
The guildmaster has a special permit from the Overlord to maintain a force of 100-300 within the walls of the city during their training period. Citizens are permitted to do tempory jobs as long as they maintain their monthly dues 1 CP @. The sergeant of each unit is paid an ammount equal to the whole units pay which he splits with Tregardis. Cavalry Sergeant Marcham; FTR, LG, 8 LVL, 43 HTK, AC -1, Sabre... 'The Death-Heads', Cavalry Sergeant TDr Protgart; FTR, N, 7 LVL, 31 HTK, AC 2, sword... 'The Amoured Juggernauts'. LT. Cavalry Sergeant Fleet-footed Stepsin; FTR, N, 5 LVL, 21 HTK, AC 6, Broadsword... 'The Lightning Stroke'. Heavy-foot Sergeant Mors Yafat; FTR, N, 8 LVL, 41 HTK, AC 4, +1 Sword. 'The Hedgehogs'. Pike Sergeant Mainar May; FTR, LE, 5 LVL, 27 HTK, AC 4, Dagger... 'The Porcupines'. Medium-foot Sergeant Balnek of Altania; FTR, N, 4 LVL, 19 HTK, AC 4, Battle-axe. Seige Sergeant Renzam; FTR, LE, 8 LVL, 39 HTK, AC 2, +2 Sword & Crossbow of Distance. 'The Moles'. Archery Sergeant Gaxyen; FTR, N, 5 LVL, 27 HTK, AC 5, Sword & five +1 arrows. 'Death Clouds'. Sapper Sergeant Kasnar the Engineer; FTR, LG, 6 LVL, 26 HTK, AC 6, Sword.. 'The Hulks'. Training Sergeant Tawang Kanlow; FTR, N, 8 LVL, 41 HTK, AC 7, +1 Sword... 'The Grinders'. Bodyguard Sergeant Compaditar the Scratcher; FTR, N, 5 LVL, 28 HTK, AC 5, +1 Sword... 'The Knight Watchmen'. Apprentices receive 3 CP/day, journeymen 1 SP/day, and guildsmen 1 GP/day (all horsed units double pay) when employed PROB 20%/month...bodyguards PROB 15%/week. Trained specialists receive triple pay. The war-chest of Tregardis contains 2442 GP, 6350 SP, 7521 CP, 5 tiger eye gems 500 GP @, 2 sapphires 1000 GP @ and a gold mace 90 GP. The sergeants war-chests 200-1200 GP, 100-800 SP, 60-360 CP. Each chest guarded by 8 mercenaries; FTR, N, 1-6 LVL, AC 4, Swords. Rule infractions are punished by the Guild being beyond the legal system unless citizen's are involved. Unemployed are given bunks, stone soup, and sour ale (1 cup/day). HO 26%. Rumor...a juggler across the street just dropped a ball and it cracked open to reveal a baby green dragon. Rumor...the secret police is searching for an NPC on suspicion of spying (same description, different person). Rumor...a group of three drunken amazons are standing off 20 constables at the Balrog's Eye.

#### BARBARIAN SHOP

#### BROGART RASKAT

FTR CG 4 15 9 5 11 8 6 5 17 14 Sword

An easily angered beserker, 6 gnome assistants CG, 1 LVL, 4-2-6-4-5-1 HTK, AC 5, swords. Leather armor custom-made 46 GP & 1-3 weeks, giant leeches 10 GP, snakes 1 SP, javelins 3 SP, belts & scabbards with silver studs 2 GP. Brogart has 18 GP, 38 SP, 115 CP and a fake treasure map to a citadel containing an amethyst of mammoth size 50,000 GP (will sell for 250 GP) hidden in a stuffed crocodile. Bandits, mercenaries, and sailors NA 2-12, 1-4 LVL. Rumor...a fast lasting ten days has been declared for tomorrow starting at midnight.



# MONEY CHANGER

KNAFAR KETIL MNK LG 4 9 7 7 14 9 15 16 17 12 Sword  
Copper Clerk Tejil, Silver Clerk Parek, Gold Clerk Rodabar N, FTR, 2 LVL, 13-9-6 HTK, AC 4, spears. Ketil charges 10% to change any type of coin but EP and PP require 6-36t as he must get the proper amount from his moneylender friend...which costs an additional 10%. Rumor...a philosopher advocating the breaking of all weapons is stirring up a crowd in the Slave Market.

# FIREDRAKE MEAD HALL

WHELP ROARBK FTR CG 5 20 7 12 7 12 13 14 11 17 Battleaxe  
Wears an electrum helm 340 GP when introducing torch-dancers ten amazons; FTR, N-LG, 2 LVL, 8-7-7-13-6-7-4-14-5-14 HTK, AC 9, daggers. Four minstrels, two hobbit cooks, and five slaves FTR, N, 1 LVL, 4-5-1-4-2 HTK, AC 9, daggers. Bread & Crab 3 CP, hydra toe stew 2 SP, salmon fillets 5 SP, mead (triple tankard) 1 GP - PROB 20% OF DRUNKEDNESS CUMULATIVE. Any customer refusing to sing is bounced. Meathead Gilfath the Dwarf; FTR, 4 LVL, 24 HTK, AC 7, Handaxe tells...Legend of the Cunning Mouse...a polymorphed hero who discovered a miniature palace populated by civilized mice beneath a woodpile near Ferd's Ferry. Singers are mercenaries, nomads, and guardsmen NA 70-120, 1-4 LVL. Rumor...an epic poem thought to be fiction has been proven true by the find by divers of an incredible City beneath the Sea.

# MONEY-LENDER

MUELASH BAHDAR FTR CG 8 46 9 9 9 14 13 7 13 11 +1 Scimitar  
Will lend coins to only men, dwarves, or hobbits 25 GP times their SL for same number of weeks as charisma at 10% interest. Each repaid loan will double the amount up to a maximum of 2000 GP. Legal action is taken in the event of overdue payment. Ten concubines, 20 slaves, 16 mercenaries; 1-6 LVL, AC 5, swords, and two old comrades-at-arms Kepal & Elstad FTR, LG, 4 LVL, 14-17 HTK, AC 4, scimitars. The vault contains 7,810 GP, 12715 SP, 6160 CP, 34 amber gems 10 GP @, 46 aquamarines 50 GP @, 6 bloodstones 100 GP @, and 2 opals @ 500 GP. It is protected by a stun symbol 150 LVLS and a distorted symbol ST-10. The vault is made of 3" iron, triple locked, and 3' beyond a barred cage ST 16 and double locked. The Thieves Guild has guaranteed the safety of the vault due to Muelesh's monthly donations. Legend of the Quaking Mountain...a crog over the cave complex of quarreling fire giants 230 West.



\*SLASH STREET\* PROB 17% OF ATTACK BY GIANT WASP 3 HD, 12-5-11-13 HTK, AC 5, NEUTRALIZE POISON 24 HRS.

# GRUB & GRUNT

MITJAR BIG-BONES FTR CG 5 16 9 7 14 13 11 15 8 16 Sword  
Harsh and sweaty Mitjar bellows at his quaking serving maids (he pays them double)..6 wenches, 2 cooks, and 4 scullery workers; FTR, N-CG, 1 LVL, 3-5-6-8-6-1-3-5-6-4-6 HTK, AC 9, daggers. Boar snouts 2 CP, toad bellies 1 CP, ram legs 1 CP, bear necks 3 CP, centipede spread on burnt toast 1 CP, wolf tongue sausage 1 CP, ale 4 CP, herbal tea 1 CP, and pecan pie 2 CP. Patrons include guardsmen, merchants, and traders NA 10-40, 1-4 LVL. 144 GP, 64 SP, 456 CP hidden in a stuffed skunk. Cashbox has 3 GP, 12 SP, 53 CP. Rumor...a gigantic merchant ship was scuttled with over a million in gold bullion 30 miles east of the estuary mouth.



\*SLAVE MARKET PLAZA\* PROB 10% OF ATTACK BY IRATE BIDDER 2-12 LEVEL

# TAX COLLECTOR

GNARLING GUIKARN FTR N 4 15 7 7 17 10 10 6 14 8 Scimitar  
Guikara collects the royal tax (10%) on all sales of slaves in the plaza. Stages are set out 7-12 each day and the slaves are placed on the 'blocks' for the inspection of buyers. Roll twice on Ad table each block (once for specialists). Determine Slave price by manumission table BK K-14 only after a customer agrees to buy. Adjusts price upwards 3-18 GP to reflect bidding. Customers refusing to pay must still pay the royal tax. Rumor...Langar the Horrid, a fire giant, is demanding to see an NPC at the Outer Ramparts within 10 minutes.

# BAZAAR

HODATLI OF ALTANIA FTR LE 5 19 9 6 10 12 10 8 11 12 +1 Sword  
Hodatli sells musical instruments, bangles, beads, and brass gongs 1-12 GP. A gold key

20 GP around his neck leads to the Minstrels Guilds...admission 3 CP..neutrals only. Aldova; LE, FTR, 2 LVL, 6 HTK, AC 9, dagger and 5 craftsmen, N-LE, FTR, 1 LVL, 3-7-4-1-6 HTK, AC 7, Swords. Rumor...a sennous countess has just lost her purse to a troll on Prefect Street.

#### MINSTRELS

|                      |     |   |   |    |   |   |    |    |    |    |    |    |        |
|----------------------|-----|---|---|----|---|---|----|----|----|----|----|----|--------|
| AMLITH THE RIOTOUS   | FTR | N | 3 | 7  | 9 | 6 | 8  | 10 | 8  | 9  | 13 | 12 | Dagger |
| SLESBERT THE INTONER | FTR | N | 5 | 15 | 9 | 5 | 14 | 8  | 11 | 10 | 11 | 9  | Dagger |
| BUDBREDI             | FTR | N | 6 | 22 | 9 | 5 | 13 | 12 | 10 | 8  | 7  | 12 | Dagger |

The Minstrels' Guild is limited to neutrals and players of exceptional skills...PROB OF BARD 10%, PROB ACROBAT 20%, PROB JUGGLER 15%, PROB TUMBLER 30%, PROB VENTRILOQUIST 12%, PROB IMITATOR 14%, PROB PRESAGER 11% (VAGUE PREDICTIONS PROB 10-60% ACCURACY), PROB ORATOR 13%, and PROB PHOTOGRAPHIC MEMORY 12%. Dues are 1 SP/Month/SL which includes free lodging and potatoe soup. NA 31-40, 1-6 LVL. The minstrels exchange information on generous nobles and gambles constantly HO 35%. Rumor...Sir Alertarn the Bloodsucker has cornered a medusae at the Beast Healer's on Ox-Cart Road.

#### BRASS BAZAAR

ZOG THE MUTANT MU CG 4 14 9 7 14 10 10 7 8 10 PSY  
Zog has the ability to payonic blast like a mind flayer. His shop is stocked with brass chests, copper oots, silver curios, gold chains, bronze tubs, silver mirrors, and exotics worth 9850 GP...Dorienna FEM, FTR, 2 HD, 10 HTK, AC 9, dagger and seven slaves. Wand of fire balls, 210 GP hidden in an incense burner.

#### WINERY

CETMIOT CL LE 5 18 4 5 6 14 16 9 7 7 Mace  
Florid Cetmiot samples his own imported stock overmuch. Wine quarts 2-12 GP @, gallons 6-36 GP. A curate of Aeger, Supplement IV, p. 28.

#### LUST SHOP

VELI THE RANK FTR N 3 8 7 6 15 9 16 13 6 8 +1 Sword  
Meddler in a filthy cloak-asks many questions. Veli guarantees to provide the means to sate the lust of any desire..actually a drug and hypnotist plants post-hypnotic suggestions..fee 200-1200 GP...350 GP hidden in a stone idol of Bragi.



\*TEMPEST STREET\* PROB 30% OF ATTACK BY A PACK OF WILD DOGS NA 10-60, 1 HD, 1-4/ BITE  
ACCOUNTANT

VINEGARFACE ARB FTR LE 8 41 9 7 5 10 10 13 5 5 Dagger  
A disgraced general, Arb has found little happiness in his new profession. 7 scribes, 10 orc slaves, LE 1 HD, 5-2-1-7-8-4-3-4-3-1 HTK, AC 5, 1-10/Hit. Poison trapped chest containing 1450 GP, 641 SP, 1042 CP is hidden under a pile of scrolls, books and tablets. Rumor...an unconscious patriarch is being robbed in the Square of the Gods.

#### BUREAUCRAT

|                       |       |    |     |    |   |   |    |    |    |    |    |    |        |
|-----------------------|-------|----|-----|----|---|---|----|----|----|----|----|----|--------|
| ORAK THE RAVISHER     | TH    | CE | 8   | 17 | 7 | 5 | 14 | 12 | 13 | 10 | 17 | 10 | Sword  |
| RATGARA THE REGISTRAR | FTR   | CE | 3   | 10 | 9 | 4 | 13 | 15 | 13 | 15 | 3  | 8  | Dagger |
| OFFICER DRAXRIX       | TROLL | CE | 6+3 | 24 | 4 | 4 | 16 | 6  | 5  | 18 | 12 | 4  | Mace   |

Orak issues boat and hunting permits 7-12 GP @. He frequently condemns boats for repairs and then certifies them for 10-60 GP. 4 slaves, N-CE, FTR, 1 LVL, 1-3-5-2 HTK, AC 9, Daggers guard his locked chest 785 GP, 310 SP, 834 CP. Rumor...an island 50 miles south of Bretzel appears once a week.

#### LOAN SHARK

PRETENDER SABRAKARN FTR N 6 27 9 8 10 16 17 12 11 6 Scimitar  
A robust and joking fat man of keen insight. Sabrakarn will loan any creature 10 GP times their hit die times their SL. He makes them sign in blood, subrogating their registered will (the whole fortune) over to him in the event of death. Repayment in ten weeks at 20% interest results in a double loan if demanded. He personally forwarns the borrower that his amulet controls Orcus the Demon Prince; 10 HD, 136 HTK, AC -6, Supplement III p. 35; and welchers are never seen again. 15 mercenaries 2-12 LVL, AC 3, Swords; guard Sabrakarn's quarters. Three pet hodags; 4 HD, 16-9-18 HTK, AC 2, 3-18/Bite, Poison Type 8; in his dagger trapped storage pit 16,780 GP, 5260 SP, 23450 CP, 17 EP, 7 PP, 14 zircons 50 GP @, 3 sapphires 1000 GP @, and an emerald 50-000 GP. A stun symbol (150 LVL's) is on the iron door affecting all but neutrals.

## BAKER

BILKO FAIR-BEARD FTR CG 2 11 9 5 11 6 5 11 6 13 Dagger  
A hobbit given to fits of generosity and laughing. Two hobbit assistants Roverbard and Bagstone; FTR, LG, 1 LVL, 3-5 HTK, AC 9, daggers. Bilko is wont to dice for double or nothing for his brown loafs 1 CP @...HO 60%. A mace is hidden under the counter with a strongbox containing 10 GP, 62 SP, and 112 CP. Rumor...a seventy-year old corpse is walking down prefect street moaning an NPC's name.

## DEBTORS PRISON

| CLASS      | ALIGN | LVL | HTK | AC | SL | S | I  | W  | CON | DEX | CHAR | WPN         |
|------------|-------|-----|-----|----|----|---|----|----|-----|-----|------|-------------|
| LORD RYGAR | FTR   | CE  | 10  | 47 | -3 | 9 | 15 | 16 | 3   | 16  | 15   | 14 +1 Sword |

Rygar's +2 Plate, +2 Shield, Ring of Invisibility, and Amulet of ESP makes him an especially feared madman. Tanar the Conjurer, 2 HD, 7 HTK, AC (9) unless wearing his cloak of protection +1. The prison guards are 45 snaga Orcs, AC 6, 1 HD, Spears. The guard captains are AC 4, 2 HD armed with scimitars. The lowest level of the prison is reserved for the diseased inmates, then the insane, then the ill, then the prisoners capable of work, and on ground level the debtors with money or influence outside the walls of use to Ryger...living in relative luxury. The mad King, his real name being Grandon the Corsair, is a prisoner driven insane by torture designed to make him reveal the location of the Delfina...a pirate sloop scuttled in shallow water carrying 15,000 GP, 26,000 Silvers in bar form (52), and 12 jars of oil worth 180 GP each. No method was found to break him..and he was thrown in the insane level and forgotten 3 years ago. Grandon is 3 HD, sailor fighter (can captain small ships) Tragg, a 2 HD caveman, is also held on this level. Gnarlag, a 4th level fighter is being wine and dined by Ryger on the first level to obtain his services in the capture of a young nobles wife...although Gnarlag owes 858 GP in taxes. In all 1,438 prisoners are guarded, of which 560 are ill and 300 (no one knows how many for certain) are estimated still alive in the disease level. Ryger's hoard consists of 460 GP, 350 Silvers, 120 Coppers, 2 Platinum, and the armory of the guards. Guards carry 1-6 GP.

## WANDERER'S INN

BROODING HEYLON FTR LG 3 9 7 6 14 7 7 8 12 5 Dagger  
Dour faced Heylon is given to long spells of despair since his daughter, Yianiena was carried off by a troll. Roast duck 1 SP, goat's milk 1 CP, ale 2 CP, rooms 5 GP/Week. Five hobbits LG, FTR, 1 LVL, 3-4-1-3-6 HTK, AC 9, daggers; 125 GP, 410 SP, 534 CP in cashbox. Customers include brigands, caravan drivers, and traders NA 21-26, 1-6 LVL. HO 15%. Rumor...a stampeding bull is raging down Deadbroke Street with a child on it's back.

## MARBLE HALL

ELVAMOR THE ELF FTR CG 4 19 9 6 16 11 10 7 13 14 Sword  
Elvamor sells sculptures and figurines of woodland animals...the loot of his encounter with a medusae..7-12 GP @. A famous archer (+4 HP) he has a standing offer of 50 GP to anyone who can outshoot him. Desires to help his friend Heylon but needs a party as the troll lives in the Redoubt of the Dead. 120 GP, 55 SP, 218 CP, +1 bow in leather chest. Rumor...a bounty of 150 GP is offered for Ormrik the Knave...a sorcerer last seen at the Red Axe Inn.

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TEMPLE STREET PROB 58% OF TEMPORARY (2-12 t) AMNESIA-ONE RANDOM MEMBER OF PARTY BLOODY FOAM

HANGHARID GOLDEN-HAND FTR N 3 17 9 6 9 12 13 12 4 11 Dagger
Hangharid's saloon is frequented by militia, traders, and sailors NA 7-42, 1-4 LVL. Four minstrels, two barmaids and Cockroach Bengurd the Barkeep; FTR, N-CE, 1 LVL, 6-4-2-4-1-3-6 HTK, AC 9, dagger. Cashbox 19 GP, 7 SP, 67 CP. Mead 2 CP...HO 20%. Rumor...a sabre-toothed tiger escaped from the Overlord's zoo and is coming this way... it is treason to harm zoo animals...4 HD, 23 HTK, AC 7, 1-4/2 claws, 2-12/bite.

SWORD MAKER

STEN SEITERGUD FTR LG 6 25 9 6 15 16 8 11 9 13 Sword
Saber 4 GP, Cutlass 5 GP, Broadsword 6 GP, Rapier 5 GP, Falchion 7 GP, Scimitar 8 GP... Short, normal price; Medium, Double; Long, Triple. Custom-made swords 10-60 GP & 4-24 days. Scabbards: leather 1 GP, iron 3 GP, silver 5 GP, gold 50 GP - all except leather 2-12 days. Four dwarven craftsmen; FTR, LG, 1 LVL, 5-8-6-2 HTK, AC 7, swords. Cashbox 75 GP, 73 SP, 66 CP. Rumor...six constables are laying unconscious in front of the

Pig and Whistle.
MINDWARP ALE-HOUSE

KLEVATOR BUR FTR N 3 17 5 5 9 12 13 12 4 11 Dagger
Fond of telling wild tales only one of which is true. Legend of the *Wishing Founts of the Paragon Caverns...wishes granted if item of real worth to the giver deep beneath Nimbus Tor.* Dellira Lovelocks the Bellydancer; FTR, LG, 1 LVL, 4 HTK, AC 9, CHAR 16, dagger. Light ale 1 CP and Dragon-Breathe Ale 1 GP...PROB OF DRUNKEDNESS 55% CUMULATIVE. Customers include dwarves, gnolls, and bandits. Cashbox 65 GP, 54 SP, 22 CP. HO 23%. Rumor...a Granik White-Cloak the Druid is hiring fighters for a two week mission at the Red Axe Inn.

TEMPLE OF THE GARGOYLE

ARGHRASMAK GOD CE 15 150 -3 20 18 18 18 18 18 18 Bite/10-40
Laghar the E.H.P., LE, 11 LVL, 47 HTK, AC 0, +2 flail, 5 priests, 20 adepts and 38 acolytes protect the temple of their living god: It is said that when the god snores loudly in your mind you will forget everything you ever knew. Three sacrifices are necessary to rouse the god whereupon the tithe is thrown into the nest upon which he sits. The pit is said to contain over 125,000 GP in gems, jewelry and coins...as well as some magical items which are non-clerical. Arghrasmak can animate the seven stone gargoyles decorating the sanctuary.



TWILIGHT ROAD PROB 30% OF A PARADE BY GUARDSMEN, MILITIA, CALVARY, KNIGHTS, OR A NOBLES' RETAINERS FORCING OFF ROAD.

GUEST MANOR

PLUMP RIBBENTROP FTR LE 9 36 9 7 13 9 14 5 8 10 Dagger
Thane Ribbentrop's pale face and pet wild dogs 1 HD, 4-3-7 HTK, AC 8; frightens the housekeepers, slave-girls, and guards into strict obedience. The manor is always occupied by 1-4 visiting nobles. Ten Squires guard the premises FTR, N-CE, 2 LVL, 7-5-6-5-3-4-6-1-3-1 HTK, AC 6 swords in addition to noble retainers. Rumor...a giant snake swallowed four children in the alley behind the Last Ale Inn.

GUARD'S

HATHOR THE BALD FTR N 6 22 1 8 13 15 3 7 14 11 +2 Sword
Master of sword-play, a Captain of the Royal Guard; Hathor commands 124 of the most viscious fighters in the realm...N-CE, 3 LVL, 15-11-3-7-15-7-8-11-6-13-13-15-7-10-15-12-8-16-15-14-9-15-11 HTK, AC 4, spear and sword armed. Hathor's unit is +3 on morale and second only to the Knights in prowess, all trained elite veterans. Rumor...Hathor has challenged all takers to a 500 GP cudgel match..winner take all.

JEWELER

DUKAS PREM FTR N 6 27 9 7 15 4 11 10 11 16 Dagger
Merry young scion of a noble house, Kukas caters to gentlemen and nobles NA 2-12, 2-12 LVL; his jewelry 15,870 GP, is protected by twenty dwarves; FTR, N-LE, 1 LVL, 1-2-2-7-5-3-2-2-5-2-7-5-8-2-7-5-7-6-1 HTK, AC 4, crossbow and hammer armed. Rumor...a hobbit is being used for target practice by archers in the East Wall Enclave.

BAZAAR

APHON THE GAUDY FTR CG 5 25 8 6 15 7 12 16 13 9 Sword
Begemmed bracelets, jade knives, jars of caviar, marble sculptures; jeweled cushions, purple and gold robes, and ivory chests line the shelves of Aphon. He wears a red plumed cap and white leather breeches with a white silk cape lined with gold. Nine rings worth 700 GP and one ring of human control. His ten amazon guards dress disarmingly as harem girls except for their silver-hilted swords FTR, CG, 2 LVL, 13-3-2-5-9-10-9-9-13-3 HTK, AC 9 (one with boots of speed)...120 SP, 698 GP, and ten gems in a caviar jar. Rumor...a fighter has just been thrown through the wall of the Green Goblin Inn on Regal Street.

SILVERLIGHT PALACE	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
CHAMBERLAIN COEDAWL	MU	LE	7	17	4	16	6	17	9	9	15	12	+2 Dagger
MAJOR-DOMO GWAUL	FTR	N	10	56	2	13	17	8	8	14	13	10	Mace
HEAD-SARIBE ULFBART	CL	LE	8	34	3	12	9	12	10	13	7	13	Staff
VICEROY RATHSVITH	FTR	CG	9	39	5	14	16	16	12	10	15	12	+3 SWORD
STEWART MORGADAN	MU	CE	4	8	9	12	10	17	9	12	17	15	WAND OF COLD
MINISTER VERGILTARN	FTR	N	6	19	2	16	15	9	7	7	13	11	FLAMING SWORD

COMMANDER PRYDERIN	FTR	LG	6	37	8	14	18	8	6	15	16	17	+1	SWORD
TREASURER GILFATHEVY	MU	LE	8	16	9	12	12	16	18	10	15	18		STAFF
HOUSECARL RHYCAFL	FTR	N	5	20	3	8	15	6	10	11	11	16		BATTLEAXE

Besides the Overlord's bodyguard and the 'Regulators' (a secret force dedicated to the Overlord's safety), the Knights of the Inner Circle maintains four guards in each room and hall; N-LE, FTR, 5 LVL, 30-9-12-8-32-39-25-40-37-26-20-19-11-7-38-24-8-21-35-33-16-15-12-16-18 HTK, AC 2, halbard and sword armed. The Royal Guard stations two guards at each door and four at each entrance; N-CE, FTR, 3 LVL, 16-12-4-8-14-6-7-10-5-14-14-15-9-23-22-20-23-17-8-19-20-13-5-8-10-7-14 HTK, AC 4, spears and sword and patrols the grounds in groups of 6 or 12 depending on circumstance (PROB of Encounter 50%/turn). Visitors desiring an audience must be interviewed and approved by the nine nobles listed (extracting 10-60 GP) and wait 3-18 days plus 1-6 hours in waiting alcove...PROB 40% Overlord is indisposed (after waiting) and procedure must be repeated. Suppliants can state their desires in writing (Scribe Ulfbart, 30-180 GP) and upon waiting 2-6 weeks receive a reply...usually asking for more information. The harem is guarded by 18 Amazon warriors; N, FTR, 3LVL, 12-17-8-11-15-14-20-12-12-7-15-13-9-16-8-18-11 HTK, AC 6, spears and five enuchs; LE, FTR, 5 LVL, 29-15-23-27-29 HTK, AC 5, scimitars. Two Bachelor Squires; N-CG 2 LVL, 11-7-10-12-5-13-8-8 HTK, AC 6, swords; guard each official and one body squire; N-LE, 1 LVL, 5-3-5-7-3-6-6-8-4-8 HTK, AC 7, daggers; is assigned to each noble. Ten musicians, two bards, 20 grooms, 15 footmen, 2 falconers, 3 painters, 17 noble courtiers, 17 pages, 4 huntsmen, 2 almoneers, 5 cooks, 10 clerks, 40 hand-slaves, 2 carpenters, 33 harem girls, 26 retainers, 3 jesters, 6 acrobats, 15 garden-slaves, and 20 house slaves. The constabulary charged with patrolling the garden and pool area also, in pompous finery..PROB Of Encounter 1/6; NA 12, FTR, N, 1 LVL, 8 HTK, AC 7, spears and maces. An honor guard of four marines guard each gate; FTR, N, 3 LVL, 16-12-19-10 HTK, AC 4, swords. The stable always contains 10 slaves, 2 smiths, 2 captains, and 2 squads of ten medium calvarymen. The zoo is guarded by 30 garrison; FTR, N-LE, 2 LVL, 15-7-8-12-11-12-13-9-11-2 HTK, AC 6, spears; and patrolled by sheriff deputies..PROB Of Encounter 1/3; NA 6, FTR, N, 1 LVL, 7-1-5-5-1-6 HTK, AC7, morning stars. No weapons are permitted in the Throne Room except a ceremonial short sword or dagger. No armor is permitted visitors anywhere inside the palace except nobles and courtiers. The Overlord has three simulacra of himself and frequently uses them to avoid meetings...PROB Of Simulacrum 1/3. An emergency force of high level MU, CL, FTR, & DR on standby.

SAGES GUILD	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
POLLONAR THE PROFOUND	SG	LG	1	2	9	6	4	16	16	7	7	10	Dagger
Speciality: Living Things; Botany..PROB To Know 20%, young and fond of women and reptiles													
LEARNED VARIXION	SG	LG	3	3	9	6	3	14	11	8	7	13	None
Speciality: Supernatural; Metaphysics..PROB To Know 40%, studied with the Wizards of Qey.													
GIGEX THE ERUDITE	SG	LE	2	14	9	6	4	15	12	7	10	12	Staff
Speciality: Living Things; History..PROB To Know 35%, graduate of the School of Ancients													
OMNISCIENT ZENOTABIS	SG	LG	4	7	9	6	8	16	15	4	3	14	Dagger
Speciality: Living Things; Botany & Zoology..PROB To Know 60%, from Mermist Swamp.													
DUGLARTEGA EMERITUS	SG	LG	3	9	9	6	5	17	11	8	6	13	Cane
Speciality: Physical; Geography..PROB To Know 40%, spent 69 years traveling with circus.													
KUROMAR THE LIGHT	SG	LE	6	2	9	6	7	15	13	9	3	12	Dagger
Speciality: Living Things; Medicine & Sociology..PROB To Know 65%, bewhiskered and jolly													
CLEAVER CLEANDOR	SG	LG	5	4	9	6	4	14	13	6	9	8	None
Speciality: Physical; Geology & Minerology..PROB To Know 86%, quick tempered and slow.													
SHREWD MACRINOS	SG	LE	1	7	9	6	11	16	18	7	10	6	None
Speciality: Living Things; Sociology..PROB To Know 20%, loves to gamble, in debt 90 GP.													
ANGORDIS THE VENERABLE	SG	LG	4	4	9	6	7	16	17	9	8	13	Bone
Speciality: Supernatural; Ethics & Folklore, PROB To Know 60%, huge mustache, tall 7'.													
Ghastly Vomazon IV	SG	LG	6	12	9	6	6	18	14	7	6	4	Dagger
Speciality: Physical; Minerology, Chemistry, Astronomy..PROB To Know 65%, bulging eyes.													
EDROCAN THE AGED	SG	LE	5	11	9	6	5	17	12	8	3	10	Staff
Speciality: Living Things; Medicine & History..PROB To Know 86%, cannot move by self.													

Sages can be hired for 2,000 GP/LVL/Month. Interviews cost 5 SP for very brief questioning...See Blacknoor Supplement II, p. 50. The sages are served by twenty young female slaves. The guild treasury; 15,000 SP; 25,500 GP; 1,450 PP; 312 EP; is protect-

ed by a prismatic sphere, two invisible stalkers; 8 HD, 42-49 HTK, AC 3, 4-16/Hit; and curse causing any who enter with a 'thieving heart' to lose 2-12 charisma points permanently.

CRUMMY CRAB INN

GREASY LAPPET FTR LE 5 14 2 7 15 12 8 10 7 12 Dagger
Greasy's barmaid 'Overeasy' Blamor FEM, N, 1 LVL, 3 HTK, AC 9, CHAR 17; Rooms 5 SP/Week, Crab dinner 2 GP. Frequented by bandits, guardsmen, and gentlemen...NA 10-100, 1-6 LVL, 12 slave guards FTR, 2 LVL, AC 6, swords, chest 385 GP. Rumor...a renowned yeoman claims to have wounded a Roc on the Moonraker Moorlands.

SAILOR

NORTHANG BOARCH FTR N 4 18 9 5 11 7 9 12 10 14 Mace
This tar knows everyone on the waterfront..solicitor 100-400 GP/Week, saving for merchant ship..960 GP at goldsmiths..48 GP, 27 SP on person.

COURTESAN

TASSO GARNET MU CG 6 20 9 7 12 14 10 12 11 18 Dagger
Is widely rumored to be the Overlord's favorite and might..PROB 40%..obtain +2 bonuses on 'boons' and grants...fee in jewelry (700-1100 GP) minimum. Wears 4600 GP in gems and jewelry...40 slaves, 15 palace guards...banquet every other week-NA 200-1200, 3 LVL. Rumor...all supplicants and courtesans must wear silk stockings and give a 100 GP gift today. Rumor...Green Slime has invested the alley behind the Pig & Whistle trapping a houri and her four slave girls.

PERFUMER

GLUBB NEEBLING AL LG 4 14 9 8 17 12 9 14 11 13 Dagger
Neebling serves the nobles and gentlemen hierarchies exclusively-others can keep walking says Redruth the Rotund; FTR, CG, 6 LVL, 29 HTK, AC 2, +1 Sword; perfumes 20-120 GP; Cashbox 546 GP 930 SP, 140 CP.

COURTESAN

CEDRENA THE PRIG FTR CG 5 20 9 8 11 7 15 13 3 18 Dagger
Cedrena is fond of charging strangers with 'oogling' and goes out of her way to make sure the look. Three dwarf jugglers, 4 hobbit guards, and 3 handmaidens accompany her everywhere. 2860 GP in body jewelry and 48 coral gems 10 GP @ in a gold box 380 GP. Ten palace guards are assigned to her quarters. Rumor...Viscount Corilack has just given the Overlord a list of 100 suspected rebels.

GOLDSMITH

THOGAR AKMID FTR LG 6 40 9 7 15 13 10 7 14 17 Hammer
Pious Thogar donates 80% of his income to the Temple of Odin. While a fair artisan, he has found banking more profitable 3 SP/1000. He stores the bullion in bag of holding and places it (89,560 GP) in a 6" thick iron chest 4'X3'X3' high. Should the ten locks be picked, only a complex combination of depressed latches will prevent poison -8 ST, sleeping gas -3 ST, or an explosion (6-36 damage) leaving the chest unopened. Four dwarves LG,FTR, 2 LVL, 6-3-5-4 HTK, AC 6 guard Thogar's shop. Rumor...a naked amazon riding a giant tiger has entered the Gate of the Gods.

SQUIRES & PAGES

SIR ROKHAR THE OPPRESSOR FTR LG 7 25 12 16 10 7 17 14 16 SWORD
One-eyed, seasoned veteran, iron stern, and grin charged with overseeing 80-90 rude rough, unruly, quarreling noble esquires ranging from 8-20 years old. Pages (8-14) serve the Dames of the Court; Body Squires (15-16) serve the Nobles; Household Squires (17-18) serve the Knights and train at the Swordmaster's Camp, and Bachelor Squires serve as attached palace guards, govern the younger squires, and attend Knights on campaigns. The Chief-Captain Squire, Till the Prankster; CE, 4 LVL, 12 HTK, AC 9, sword; makes life miserable for the younger squires. The bachelor-squires are always on alert for emergency duty. No squire would dare wear plate until he received his Knights' Spears.

CALVALRY CLUB

CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
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SIR GERIMANDOR FTR N 4 13 7 10 12 10 5 10 8 17 Sword
The club is open to all mounted troops, but caters primarily to the Mounted Bow NA 4-24, N-CG, 1-2 LVL, AC 9, daggers; Light Lancers NA 2-12, LG-N, 1-2 LVL, AC 9, swords; Royal Calvalry, NA 3-18, 1-4, N-CE, AC 7, swords; Bachelor Squires 1-6, NA, LG-N, 1-6 LVL, AC 7, swords; and Retainers NA 1-6, LG-N, 1-8 LVL, AC 9, sword. Dues are 4 GP/

Month and Ale is 2 CP/Flagon; Club Chest has 115 GP, 20 SP, HO 10%.

KNIGHTS OF THE REALM

SIR HOSMAN	FTR	CG	6	21	8	10	13	11	17	13	13	14	Sword
SIR KAROLMED IV	FTR	N	3	13	3	10	8	12	15	12	12	13	Sword
SIR TOWELL THE GREAT	FTR	N	7	34	8	10	12	16	9	8	11	16	+1 Sword
SIR SIFRIM RONDEL	FTR	LE	10	45	9	10	13	17	11	18	13	9	Dagger
SIR DOMANID	FTR	CG	4	14	9	10	14	7	12	10	9	9	Dagger
SIR GARBEL THE YOUNGER	FTR	CE	11	25	8	10	12	14	16	16	8	12	Sword
SIR WISMAREL	FTR	CG	11	33	9	10	14	14	13	11	14	15	Dagger
SIR SEVERN THE BLESSED	FTR	N	4	17	8	10	13	15	17	13	16	9	+1 Sword
SIR METHUEN	FTR	CE	7	24	9	10	10	16	10	13	14	8	Dagger

This exclusive club is for Knights only and dues are 7 GP/Month. Knights are permitted to bring their Bachelor Squires, NA 1-6, N-CE, 1-6 LVL, AC 7 Swords. There is a possibility, PROB 30%, of a party of 2-12 Knights. 1-12 LVL, N-CE, AC 9, Swords; being present. Rowdy Knights often ride their mounts in through the west door when celebrating. The fee for this is one round of drinks (5 GP @). Games and bards; NA 1-4, N-LG, 1-4 LVL, AC 9, daggers; provide entertainment. HO 02%. Rumor...Muleteers working for Dwarves at the mines report a large underground chamber filled with strange and shining artifacts tunneled into yesterday.

KNIGHTS' QUARTERS

SIR GALIUS	FTR	CG	11	42	9	11	14	8	11	16	13	18	Sword
SIR TRAFOR	FTR	LE	10	60	9	10	16	18	13	11	14	10	Dagger
SIR HANGOR	FTR	LE	3	12	4	10	8	12	10	10	11	13	Sword
SIR MIOSEK	FTR	CG	3	15	9	10	15	12	11	10	13	11	Sword
SIR KANSTON	FTR	LG	3	7	9	10	7	9	11	13	10	12	+1 Sword
SIR BLANKERD	FTR	N	8	43	9	10	11	5	15	9	13	10	Sword
SIR JENPAL OF CRAKE	FTR	LG	11	35	9	10	10	10	15	14	15	14	Dagger
SIR ZECH THE HEIR	FTR	N	12	56	9	10	10	10	6	12	14	12	Dagger
SIR PAVANE	FTR	N	7	19	3	10	12	14	13	14	11	14	+1 Sword

The 'Quarters' are the barracks of the Knights-errant; who have sworn fealty to the Overlord. While not obligated to serve by law, these drifters are always the first to volunteer for campaigns. Veterans are often (PROB 20%/Action) promoted to the Knights of the Inner Circle, the elites which are given indoctrination ceremonies and quarters permanently in the Fortress Rhamsandron. There is a separate chance per act of 'extreme bravery' of promotion on the battlefield to Knight Banneret-PROB 15%-which permits the valiant a +20% adjustment in his application for a bookland grant or fife upon his oath of allegiance to the Overlord. Valiants not promoted to Bannerets are given the rank of Bachelor if already a veteran of three campaigns. Bachelors are also created by bookland grants to nobles, who automatically gain the Knight Bachelor rank and obligation. The Knights-errant; NA 40-240, Any Align., 1-12 LVL, 44-36-65-16-8-10-55-38-7-9-9-50-45-52-28-25-7-15-27-34-16-23-44-33-12-20-47-52-40-34 HTK, AC 2-9, swords; spend most of their time practicing, arguing, dueling, and gambling. HO 20%. The Knight's basic unit is the 'Lance' of 5 men-the knight (in plate), his squire (in chain or leather), his page (in leather) & two mounted bowmen (leather armor, few are trained to fire from horseback). Ten lances make a Squadron (50 horsemen) & ten squadron make an Equithrong (500). Rumor...a herald of a Viking-Chief has demanded aid in repelling a siege-ring at his citadel 40 miles down the estuary... without success.

SUMMER PALACE

CHAMBERLAIN OMATYN	MU	LG	9	9	9	15	16	11	6	6	12	12	Dagger
HEAD SCRIBE	CL	LG	7	17	7	11	7	13	11	13	9	10	Mace
STEWART OLEFAT	FTR	CG	6	19	4	12	9	10	8	15	11	13	+2 Sword
TREASURER QUEVETAR	MU	LG	10	31	9	12	11	12	13	12	12	10	+1 Dagger

The Overlord's complete retinue (see Silverlight Palace) except LE and CE alignment types take up residence with him here in the worst heat of summer. The same procedures are followed except the entrance guards are always tripled. Because of space limitations, visitors usually pitch tents in the parade grounds while awaiting the Overlord's return to the other palace where he 'holds audiences'...2-12 weeks. Only SL 7 or higher are granted audiences in the Summer Palace. Subterranean chambers and corridors connect the two palaces. Rumor...the Overlord has granted one wish to any-

one wise enough to interpret a nightmare.

BACHELORS' CLUB	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
SIR SAVON THE GRIFFON	FTR	N	11	36	9	11	11	10	15	17	11	14	+1 Sword
SIR BRISLOR	FTR	CG	5	26	4	11	11	10	10	15	14	16	Sword
SIR GANSEN	FTR	LG	11	42	9	11	16	11	16	11	15	10	Dagger
SIR STEDGEL	FTR	N	12	39	9	11	17	16	11	15	14	14	Dagger
SIR TRICSON	FTR	CG	5	26	3	11	9	10	9	9	17	14	Sword
SIR EGART THE FONNELLING	FTR	N	3	11	4	11	12	9	12	15	8	10	Sword

The Bachelor's Club is divided into two distinct groups, the professional soldiers and the nobles (grantees), which hold each other in disdain. The nobles often bring their retainers to the club much to the professionals' chagrin. Dues are 15 GP/Month and banquet fees are extra 100-600 GP. The Bachelor's; NA 70-120, Any Align, 2-16 LVL, 10-6-24-30-48-49-40-36-16-15-20-5-36-14-40-27-9-8-19-26-45-53-34-18-13-26-7-34-17-11-34-29 HTK, AC 2,swords; have a complex code of ethics or 'noblesse oblige' which deplores the use of magicks in warfare(especially 'mass' spells), encourages the taking of helpless captives prisoner(for ransom), and service to the Dames and Ladies of the City State. Rumor...two immense dragons (red & white) beneath the tower of a Wizard of the North are slowly shaking the tower apart...reward promised. Ho 10%.

BANNARETS' CLUB	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
SIR KAWOOD	FTR	CG	6	23	9	12	13	14	15	10	15	16	+1 Sword
SIR TRAGG THE JAUNTY	FTR	N	16	58	9	12	15	14	9	11	16	8	+2 Sword
SIR CORNUIS	FTR	N	6	29	9	12	14	17	12	10	10	17	Dagger
SIR BATAN THE STOUT	FTR	N	12	52	4	12	13	14	8	16	14	11	+1 Sword
SIR KIRMISTAR	FTR	CE	8	31	9	12	14	16	14	16	12	12	+1 Sword

The Bannarets' permit only SL 12 or higher visitors and a banquet held almost every night for the almighties of the City-State. Dues are 56 GP/Month and banquet fees are 200-1200 GP. 15 guardsmen, 28 slaves, 3 cooks, 4 minstrels, 2 belly dancers, and visitors NA 3-18, 2-16 LVL. Rumor...Ballast-loaders are being hired for 2 GP/day by the captain of the 'Paradise' Man-O-War for the Royal Navy.

ROYAL BARRACKS	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
GENERAL HUBAR	FTR	N	8	31	4	13	13	9	13	16	10	8	Sword
CAPTAIN RAASK	"	CE	10	53	6	10	9	12	12	11	18	14	+1 Spear
CAPT. HOYAR THE GALLANT	"	N	10	46	6	10	11	10	11	10	14	12	Sword
CAPTAIN RAULIS	"	N	11	49	9	10	8	11	10	5	12	15	+1 Sword
SERGEANT CAPELAN	"	CE	3	10	9	8	15	11	9	9	10	17	2 Hd Sword
SERGEANT KERAWAN	"	N	2	5	9	8	8	17	8	11	13	11	Sword
SGT. KLIVOR PLUNK	"	N	8	27	9	8	5	14	11	12	9	11	Mace

The barracks house 1500 foot organized in 100 man 'Throngs' (companies). Each throng is commanded by a sergeant and five sergeants are commanded by each each captain. Wall captains are assigned two extra sergeants because the garrison troops are frequently augmented by equal number of militia and peasant levies during an emergency. Regular captains are permitted an orderly, two arms bearers and 1-6 other servants. Each throng has 40 slaves- FTR, 1 LVL, AC9, 7-4-1-4 HTK, swords, to carry arms and supplies enough for a two week march.

Five throngs are called a 'Vasthrong'; & 2-8 vasthrongs plus 1-4 equithrongs (Horse regiments of 500) are called a 'Battle' (Battles with more horse than infantry are not as common). A Battle is usually augmented to a total of approximately 5000 troops, by the attachment of mercenaries, militia, peasant levies, engineering companies, knights, bachelor squires and men-at-arms (men-at-arms include noble retainers and volunteer freemen who possess arms and armor). A Battle is always accompanied by 400-2400 camp followers including huscksters, laborers, houris, concubines and noble sightseers. The baggage is always protected by a throng of regulars. Three Battles are called a 'Vasthost' or army. The Overlord generally maintains at least two vasthosts in the field at all times. These reflect the essentially dual nature of his army. One vasthost is made of predominately regular army types,most of whom have a long heritage in the military, with many units' histories dating to tribal times. The other semi-permanent vasthost is made up mostly of nobles, knights and mercenaries (60%) which acts as a counter balance to the regulars. Due to knighthood's relatively recent (and currently popular) creation, their is a cer-

tain amount of animosity that has built up between the factions and has come close to bringing the City State to the brink of civil war. Because of the increasingly feudal nature of the society, the overlord, now, trusts his noble army little more than the regulars. Needless to say, the two armies fight poorly together, except in dire emergencies. After a successful campaign, any vasthost that advances to the city-state will usually be given another mission, right away. If the force fails to respond to new orders, the cautious Overlord will cut off its supplies, fearing its immense power.

Following is a comparison of units and their equivalent leaders..	Regular Army (no equiv. unit)	Unit Number & Type	Noble Army
	Sergeant	Lance (5 horsemen)	Knight
*Due to the regular army's loss in status, a Capt. General has about the same SL as a Battle commander, as do the plethora of auxiliary generals.	Sergeant	Squadron (50 horsemen)	Knight
	Captain	Throng (100 footmen)	Sergeant
	Captain	Vastthrong (500 footmen)	Captain
	General	Equithrong (500 horsemen)	Kn. Bachelor
	Captain General*	Battle	Kn. Banneret
	Army Commander**	Vasthost	Noble SL11-14
		Army of the City State	Overlord**

**The Overlord commands the entire army at all times, except in major wars, where control is turned over to the Regular Army Commander who is COMMANDER TERGO DI BRAGIT, N, 15 LVL, 58 HTK, AC 0 (+2 Plate), SL 14, S 14, I 11, W 3, CON 9, DEX 13, CHAR 16, +2 Lance.

The five throngs of each Vastthrong are Pike & Dirk, Broadsword, Halbard, Longbow & Dirk, and Light Crossbow. However, many units (especially the regulars) are short on crossbows, halberds etc. Footmen are allowed one week leave per month, unless on campaign... special requests are granted PROB 30% & -5% per extra day asked for. All footmen are required to maintain their leather armor (& shield if broadsword) on a pay of 2 GP per month... double if on campaign. Promotion to the Royal Guards is possible after one campaign... PROB is same as CHAR stated as a percentage per act of bravery. Inspection PROB 40% per week. PROB of going on campaign 5% per week; escort PROB 10% per week; practice PROB 40% per week; PROB of new sergeant 10% per week.

HO- 12%

The armory contains, 800 pikes, 960 broadswords, 450 halberds, 1500 spears, 300 pole-axes, 540 short bows, 120 longbows, 380 lt. crossbows, 70 heavy crossbows, 45 battle axes, 2440 dirks, 6480 arrows, 3600 quarrels, 600 large shields, 870 medium shields, 1100 small shields. Each throng stations five guards over their section of the quarters. The company chests average 10-80 GP, 100-600 SP and 20-120 CP. Training is done at the training camp outside the North Gate. After one year each footman gains +1 Hit Prob. with his throng's weapon- Pike & Dirk for example. Rumor- a Vasthost on the east coast has been ordered disbanded and supplies cut off because a general sought to equip his whole army in chainmail. Rumor- a slave corps of archers are being assembled by Militia at March Gate.

ROYAL CAVALRY	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
CAPTAIN KRIGGS	FTR	LE	7	20	5	12	18	14	11	13	14	9	Sword
Royal Cavalry Equithrong - 300 light, 150 medium, 50 heavy.													
CAPTAIN RIKTER	FTR	LG	16	42	7	12	12	7	7	11	8	11	+1 Sword
Light Horse Lancers Equithrong - 500 strong.													
CAPTAIN KOVANY	FTR	LG	10	34	9	11	10	14	15	8	16	8	Sword
Mounted Bow Equithrong - 500 strong.													
SERGEANT KERASTAN	FTR	N	12	38	5	10	7	15	12	11	13	15	Sword
SERGEANT SISKAN	FTR	N	7	30	3	10	13	11	10	9	16	13	Sword
SERGEANT WHITKAR	FTR	N	8	29	4	10	9	9	13	16	14	12	Sword
SERGEANT BIDLAR THE ELDER	FTR	CG	9	37	5	10	11	18	16	9	14	10	Sword

Each equithrong is maintained at 60% of full strength at all times...PROB OF LEAVE... 30%. The troops must maintain their own arms and each is permitted one slave...PROB 45%. The Royal Cavalry considers itself the elite branch and generally make life miserable for the Lancers and Bowmen. Inspection PROB 50%/Week, Campaign PROB 06%/Week, Escort PROB 15%/Week, Transfer PROB 04%/Month. On a pay of 18 GP/month, the cavalry spends most of each day gambling HO 28%, fighting PROB 30%, and sneaking out for a night of revelry. Those befriending their sergeant PROB SAME AS CHARISMA STATED AS A PERCENTAGE...are unofficially excused from service until an inspection. Rumor... a baby red dragon is being sold in Slave Market Plaza..(actually a doppleganger).

WAR COUNCIL

GENERAL RUDNECK	FTR	LG	9	39	7	14	12	18	15	18	14	15	+1 Sword
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GENERAL PAUGLER FTR LE 6 25 7 13 9 18 18 14 15 17 +1 Axe
GENERAL TADASH FTR N 14 34 6 13 16 15 9 12 10 11 Sword

Daily couriers keep the staff of strategists busily preparing reports, ordering supplies, borrowing funds, and issuing suggestions to fielded units. The generals can, PROB 10%, issue direct orders to Captains and sergeants countermanding the orders of the army commander (unless the Overlord). A secret function is the maintaining of a strike force of 10 heavy horse, 20 medium horse, and 20 light horse lancers in each of 12 citadels within one days' ride of the City. These units are fanatically loyal to the Overlord and a raven-messenger will bring them to his aid. Ten knights 1-12 LVL, AC 2, Swords; guard the chambers at all times. Four gold plates 300 GP @, 12 silverware 8 SP @, and a gem studded map/table 410 gems 10 GP @. Rumor...a unit of footmen have discovered an ancient tomb wherein lies a war engine of metal of unreasonable design near the mouth of the estuary.

CLERIC CLUB	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
EADWART THE RONDO	CL	LE	5	13	3	8	9	12	9	12	8	11	+ Staff
RENDAP RIM	CL	LG	5	16	5	7	13	12	12	7	13	14	+ Staff
CEALWIN THE LOYAL	CL	LG	9	22	6	12	13	12	11	5	10	6	+ Staff
GLOOMY HENGEST	CL	LE	9	22	9	12	14	7	11	10	13	9	+ Staff
REDOLENT YABBELOW	CL	LE	5	14	4	10	16	10	13	10	11	15	+ Staff

Only clerics with magical staffs can join the Cleric's Club and for this reason it is very limited in membership. Dues are 60 GP/month and each member must supply four servants or entertainers. It is considered very bad form to mention any deity or religious matter while in the club. The Overlord himself has been known to attend the monthly Feast of Plentitude and Prosperity...PROB 10%. The fourteen members send the Overlord a gold chain one link longer each year (35 links 5 GP @) on his birthday. Clerical guests are welcome if brought by a member...extra for 10 GP @. 20 slaves, 38 servants, 9 dancers, 3 minstrels, and 6 cooks.

CAVALRY STABLE

HERTOGAN THE SPUR FTR LE 10 40 9 8 8 13 12 9 11 10 +1 Spear
Hertogan is charged with maintaining 2000 studs of the Royal Cavalry and most of the knights. Many knights stable their own horses elsewhere. The Overlord's pasture and nearby farms can supply an additional 200-1200 mounts in an emergency. Hertogan is aided by the cavalymen who work in 200 man shifts, 4 hours long, around the clock. 90 groom-slaves, 14 harness-slaves, and 32 feeding slaves alternate between their regular duties and the filling of manure wagons for farmers. The Beast Healer is a frequent visitor. No maintenance fees are charged the cavalry but Hertogan is very vocal about Knights who fail to tip him every month 1-6 GP. Rumor...a gold saddle is being carried by six hobbits down Ox-Cart Road.

MEAD HALL

ELINSTONE OF SWORD FTR N 4 19 5 6 10 6 8 8 14 12 +1 Sword
RIVERMAN JESMIG FTR N 4 16 9 5 11 13 11 8 6 11 Dagger

These comrades spent five years campaigning together in the same pike throng. It is supposed that they brought back a small fortune in booty...the truth lies in Elinstone's Dginn bottle and some fast bargains struck on the way home. Customers are all military types NA 21-30, 1-8 LVL. Roast octopus 3 SP, stewed leeches 2 CP, beaver steaks 1 SP, mead 1 CP; 20 gold cups 220 GP @ hidden in the attic. Rumor...a vulgar hobgoblin has enslaved a baroness in the Bell Tower on Regal St.



WAILING STREET

PROB 30% OF LONE PEDESTRIAN BEING SOLD INTO SLAVERY UNLESS
RECOGNIZED PROB SAME AS SOCIAL LEVEL STATED AS A PERCENTAGE

CARPET SHOP

CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
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DAME CERRY	MU	CG	3	13	9	7	10	9	13	9	13	11	Dagger
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Gusty and extremely long winded; ten workers, LG, 1 HD, AC 9, 4-3-2-3-1-1-6-7-5-4 HTK, daggers; 350 CP, 149 SP, 128 GP in cash box: 300 GP jewelry in trunk by back wall.

PERFUMER

PLUMP PONWER FTR CG 2 7 8 6 12 14 6 13 9 15 Sword
Ponwer has wide connections throughout the government and is an excellent source of forged documents (1,000-10,000 GP and 3-18 days). Perfumes 5 GP/bottle. 2,300 bottles;

260 SP, 700 GP Hidden under flagstone in fireplace. Five elves; 1 LVL, 4-6-3-4-6 HTK, AC 6 GOLDSMITH

EITIAK THE REBEL GNOME LE 3 7 5 6 12 10 10 6 8 11 Hammer
Thinks CG residents should be vanished..extremely fine work, double normal costs, 68 CP;
57 SP; 3,870 GP in poison trap vault pit / six trained cobras inside - saving throw -
6.. banking 5 SP/1000 GP. Rumor...player is being sought by a jealous suitor and his
companions. Mungo; gnome, N, 2 LVL, 9 HTK, AC 5, handaxe; guards Eitlak's back.

THE TEMPLE OF PEGANA

Shortly after arriving aboard the merchant ship Cakmar, the sermon of paradoxes presented by Mung the high priest of the Gods of Pegana caused a revolt amongst the craftsmen against the warrior dominated ruling faction. In the turbulence, Mung revealed his trump card, the BEAST OF MUNG...a 14 hit die monster that breathes sleep gas 3" and is AC 2. The parties reached a truce after 3 years of civil war, winning the freedom of the Craftsman's guild from all governmental regulations and taxation. The following 46 years has seen a gradual reversal of these freedoms and it is rumored that Mung will soon end the truce.

MUNG THE SINISTER-A 10th level EHP, bald, Robe of Blending, Staff of Healing, and Gauntlets of Ogre Power, 34 hits to kill, 8 33333, 8+1 hit die. Summons the Beast with an amulet called the Sign of the Mirrow...Large sapphire worth 2,500 GP. The Book of Wonder, which describes the three Gods of Pegana: Mana, Yood, Sushai, will reduce reproccussion by 10% for chaotic wishes involving food, wood, or mud. In his quarters, Mung has several jars of pickled Orc feet which he feeds the Beast to keep him awake...the Beast tends to sleep 1/2 the time unless fed to stay awake for two hours and disobedient 50% of the time instead of his usual rate of 10%.

SEVEREC BABKIB-The second in command of the Temple, being the Evil Curate, 4+1 hit die, 2 2, obese and blustering, promoted primarily for his formidable array of magical items...and gifts. He has +2 plate and a +3 shield, a Staff of Withering, and an amulet of ESP. The Sword of Welleran, a vorpal blade, is held captive in a box of iron...being +2 lawful. The bag of holding under his palet contains a potion of longevity, eyes of charming, and 120 gems. The room is protected by a flesh golem 40 points to kill, ordered to attack anyone not whistling shrilly before entering the room. Severac also hired the WIZARD CTHULHU to enchant certain doors and pits verses lawful and neutral alignments on the passage to his quarters.

The clerical staff consists of fifteen Adepts, 2 hit die, AC 6 to command the guardsmen and officiate at ceremonies. Each has one first level spell and a silver mace as a badge of office. They command forty Acolytes, 1 hit die, AC7, armed with slings and nets and garrotting ropes. There is a 50% chance that any encounter will be a patrol of 1 Adept and 1-6 Acolytes.

The Craftsmen pay a band of thirty mercenaries to guard the single entrance to the temple from ground level. One sixth level, AC 2, +2 sword, and +1 shield. Two forth level AC 4, +1 swords. Balance 2 hit die Veterans, AC6 armed with spears and daggers.

The Adepts quarters has a cache of 14 pieces of jewelry, 26 gems, and 38 GP. Each has 2-12 GP and 10-100 silvers and coppers hidden in his bedding. The Acolytes have 2 pieces of jewelry and 16 GP hidden in a stone floor in their quarters. One Acolyte wears boots of speed unknown to the others...Flash is his nickname and he is used for all messages.

The library contains 68 volumes of forgotten lore...35 in languages unknown. Two Adepts are allowed posted here for protection and there is a 30% chance of 1-3 others at anytime during the day.

INK

DALGAK THE BULL FTR LE 2 8 9 5 11 10 11 8 8 12 Sword
Abrupt and closed mouth, soft-hearted, 29 handicapped 'former' slaves; extremely poor, ink pots 5 CP, quills 2 CP/quart, paper 28 GP/foot, 56 CP, 20 SP, 3 GP in purse.

DYER

HILEFF WOLFBANE MU LE 3 11 9 4 4 16 6 11 12 8 Dagger
Cursing his bad luck, Wolfbane often abandons his work for weeks at a time to go adventuring. Ten slaves N-CE 1HD, 5-4-3-6-2-5-2-3-2 HTK, AC9, daggers-487 CP, 780 SP, 835 GP in cash box hidden in vat of putrid smelling concoction. Hates all lycanthropes.

COOK

LASH KALIN FTR N 4 15 9 6 10 4 10 14 14 13 Mace
Wielding his stone rolling pin as a mace, Lash has often served penniless customers with lumpy noggins. Hobbits (6-36) are always in line for his cookies and pies.. 2 CP each. 30 CP in cash box..450 GP baked in a large loaf. Lash owns 16 light horse racing ponies...stabled at the Murky Street Stable. Enjoys gambling on races..HO 10%

JEWELLER

STRONG THINTWAY MU LG 7 15 9 7 17 12 9 6 11 10 Dagger
Five mercenaries, FTR, N, 2 LVL, 8-5-4-14-7 HTK, AC 4, swords; guard Thintway's stock of jewelry 1560 GP. Strongbox 630 GP, 111 SP, 663 CP.

PADDOCK

MARKEN SANTAR FTR CE 5 23 9 6 17 6 10 14 15 7 Battleaxe
Clears brush and timber for farmland under contract 10 GP/acre. Ma Santar, FEM, FTR, CE, 3 LVL, 19 HTK, AC 9, handaxe. 128 GP hidden in an iron box buried in the cellar.

TORCH MAKER

RAKSTOR THE RAT FTR N 4 13 7 4 13 6 10 9 9 9 Sword
Rakstor has much information to sell on caverns beneath the city.. especially entranced locations. His resin torches sell for 1 SP each, double for 'blessed' torches (burn green). 60 CP, 35 SP, 20 GP in box. *Rumor...Jailbreak by two hobbits and a dwarf-last seen on Murky Street.* Has secret agreement with wererats to forewarn.

CANDLE MAKER

CONGMAR THE HEATHEN FTR LG 3 13 6 4 9 10 3 10 12 11 Mace
Congmar is shunned for his heavy accent and is rumored to have spent 2 months without being able to communicate when he first appeared in the city 3 years ago. Candles 1 GP/pound.. 30 SP on person..gives poor persons and beggars free candles.

CHAIN SHOP

GRAVY PARNAVY FTR CE 6 20 9 5 13 11 6 4 9 11 Sword
Fat and moody, Parnavy often neglects business for a hot game of Knuckle-bones. 'Come back tomorrow'..Light chain 1 CP/foot, Medium chain 2 SP/foot; Heavy 1 GP/foot. Gold chain worth 570 GP hidden above door in a stuffed raven over the entrance.

SLAVE MASTERS' GUILD

RAGOLET THE RUFFIAN FTR CE 9 28 7 7 8 7 8 7 11 10 +1 Sword
Grizzly and given to wild banqueting, Ragolets' commission permits him to tax each slave-master the 'pick of the crop' (best slave) once a year. Forty slaves, guards and a harem of twenty exotic women from distant lands. 860 GP hidden in private rooms. 20 gold plates. *Rumor...ambush by bandits set for drunks on Caravan Street.* Barred windows

TRACKER

BRANKNOR THE BUSHMASTER FTR CG 3 9 5 3 9 8 10 11 14 10 Longbow
Branknor is very knowledgeable about the Dearthwood up to 10 miles east of the city. He frequently contracts to guide parties for 10 GP/day. Branknor's bloodhound can pick-up any trail within 3 days PROB 60%. The tracker's sole treasure is a +1 arrow.

SADDLE SHOP

MITHRAD THE SEEDLING FTR CG 1 6 5 3 12 8 16 12 7 15 Dagger
Mithrad loves to juggle horseshoes for customers. His helpers include 15 craftsmen N-CG, FTR, 1HD, AC9, 6-5-6-3-3-1-5-3-2-4-8-4-7-1-1 HTK dagger. His reputation for expert work and amiable nature has made Mithrad quite wealthy.. Saddles 25 to 250 GP, Saddle bags 10-100 GP, harness 5-50 GP; 280 CP, 768 SP, 2,870 GP hidden beneath floor.

HUNTER

RATTLESNAKE COLET FTR CE 3 7 7 4 7 14 13 5 15 11 Sword
Rattlesnake has explored Mermist Swamp and often scores a big kill bringing him a

windfall from the Sorcerer's Supply House - his regular customer. 68 SP, 79 GP under bed in the old musty, dingy bedroom at the end of the hall on the left.

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\*WALL STREET\* PROB 20% OF FALLING STONE (4-24) HITTING RANDOM MEMBER OF PARTY

\*WATER RAT ROAD\*

FERR FERRY  
 FERD WORTHY FTR LG 5 29 6 5 10 9 8 6 12 8 Sword  
 Ferrymaster Ferdworthy is known for his 26 children by two barbarian wives (one of which lives across the Estuary). The Altanians treat him with grudging respect because he brings trade goods over with small parties...1 GP/Custom...Rumor... The 'Seeker', a mysterious passenger using the ferry once or twice a year, was just returned with a huge bundle (stays at the Mermaid Tavern)... actually a magic user who explores the ruined cities of Altanis.

SEA ROVER TAVERN

TRADER RETEK FTR LE 6 19 2 5 10 9 7 15 12 5 +1 Sword  
 ZADON THE FURY FTR CE 3 15 4 4 13 7 13 14 9 9 Sword  
 CRAZYMAN CARG FTR CE 3 13 4 4 9 9 10 9 11 13 Dagger  
 Trader Retek is an aged pirate turned trader (Redbeard Retek). Zadon, his first mate, runs the shop and Crazyman, another crony, runs the bar. The tavern provides quarters for one ship's crew each night turning away all others. Sailors, buccaneers, or Pirates NA 20-80, 1-3 LVL, plus one catain 5 LVL. Rumor...Ran the Cruel Goddess of Death 200 HTK, AC 2 pulled a Karakan Man'O War below the waves at the Estuary Mouth... 'Rat-Rock Reefs'. Rumor...twin Altanian slave-girls, CHAR 18. to be auctioned off in Slave Market Plaza. Retek has a chest full of 12,000 SP and 128 GP hidden below the counter in his shop. The shop features silver daggers (14@ 15 GP/dagger), silver idols (10@ 100 GP), and sea-shells. HO 10%.

DIVER FOR HIRE

THALLATHARIUS MERMAN N 2 7 3 3 16 6 8 16 15 10 Trident  
 Only opening at night, Thallatharius wears a water-suit; contracts generally 50 GP plus share of booty..fights only for equal share. Trapdoor has water filled tunnel to Estuary. Large tub of water in room. Four water-breathing pellets (good for 2 Hours) for sale at 100 GP@. Tub contains a pet Giant Crab 3 HD, 12 HTK, AC 2 guarding 110 GP necklace and 50 GP in silver chest. Legend of Wood Island...home of a water nymph with a highly law-ful sword hidden away.

SHIP MAGNATE

BALINOIKA THE FAY FTR EC 8 34 5 9 10 14 8 7 8 11 +1 Sword  
 Balinoika has 20-26 mercenaries 1-6 LVL, AC 4, guarding his premises at all timer, 14 personal slaves, and two Ogre bodyguards 4+1 HD, AC:5, 8-12 HTK. Balinoika has a pink & green ioun stone (which can absorb ten 1-4 LVL Spells, 200 GP, 40 SP, 2 EP, and an efreet bottle on his person. He owns 4 merchant ships and possesses a hoard worth 26,000 GP.

SHIP BUILDER

SKARONIS FTR EC 6 28 1 7 13 15 6 11 9 12 Dagger  
 Fourteen freeman workers, twenty slaves, and ten gnolls assist Skaronis who is very un-reliable. He carries a Ring of Movement (fly in water), five pearls 200 GP@, +1 Shield, and a map to 7,000 GP hidden below the Sea Nymph Inn. Rumor...Skaronis has just pur-chased a lame baby dragon.

TAR SHOP

ARDEB THE GLUM FTR N 3 16 6 5 11 4 9 16 9 5 Sword  
 Grim, black figure, lost friends to the gaze of a basilisk who stalks him at night. 48 GP.

FISHER

GHOULY MAB-DWARF FTR N 4 20 9 3 10 12 11 12 9 12 Sword  
 Owns 3 small boats, 6 gnomish slaves, 380 GP, 170 SP on person. Friends include 'Salty' Tarkas & 'Bottles' Scargre, N, FTR, 2 LVL, 16-12 HTK, AC 9, dagger.

SAIL MAKER

CAPTAIN BLOOD FTR LG 3 14 6 3 10 11 8 11 6 13 Tripent  
 Widely-traveled, gnarled and bent, very old. The captain claims to have been made old prematurely by a staff wielded by a cleric. His hoard consists of 400 CP, 170 SP, 42 GP and a map to 16,000 GP hidden in the Majestic Mountains (in ruins protected by gargoyles).

Blood also owns a small skiff, two slaves, three daughters. *Legend of the Demon Tongue...* mountain pass with stone gate to hidden valley of Amazons and pegasi (harpies and unicorns).

#### RED PEARL INN

SYLPERI THE SPELLBINDER ILL N 8 22 9 7 11 16 9 13 16 14 +1 Dagger  
Is known for pranks (occasionally a lifted valuable) by using Improved Invisibility (1/wk 10' Range), and often journeys forth on an adventure (which might be an elaborate prank).  
Inn-keeper Tarkal FTR, 3 LVL, 9 HTK, AC 7, Sword, runs the inn with 4 cooks FTR, LG, 2 LVL, 11-8-5-13 HTK, AC 9, Swords, and 5 barmaids & FEM, FTR, N, 1 HD, 6-5-3-2-1-7 HTK, AC 9, daggers; Mariena the Bellydancer; *Legend of the Honeypot of Nnuuwrre's c'c* (GOD, FTR, 20 LVL, AC-3, 124 HTK) see Supplement IV p. 56)...feeding-place temple in ruins of Altanian city 300 miles south. Frequented by sailors, buccaneers and pirates NA 10-16, 1-6 LVL, HO 20%.

#### STRONSA SALOON

IMP CARPAL MU CG 4 8 9 5 13 12 11 6 10 7 Dagger  
Foundling adopted by waterfront denizens, highly developed sense of humor and hideous skowl (rumored to be insane). Carpal has 'Wee Mindam' FTR, 3 LVL, 20 HTK, sword, as a constant companion. Patrons include marines, fishers, and elves NA 20-26, 1-4 LVL; Squid Steaks 5 GP; 10 FEM slaves; 2 exotic dancers, HO 10% *Legend of Slave Lake...slaves being sold to underwater city. Rumor...enemy of non-player character has arrived on merchant ship vowing to kill him on sight..fear evident.*

#### ROPE MAKER

KANDY PEGLEG FTR CE 4 19 9 6 11 8 13 5 8 11 Sword  
Ropes 2 CP/foot. Kandy's treasure is a Rope of Climbing; climbs any direction and fastens/unfastens itself on command; hidden in his attic protected by a highly poisonous CLASS 4 snake.

#### NET MAKER

SALTY HUMAR FTR CG 2 6 9 7 13 6 8 12 10 3 Dagger  
Nets 1 CP/square foot. Four craftsmen, FTR, N-CG, 1 LVL, 4-1-5-5 HTK, AC 9, daggers. Cashbox 45 SP, 61 CP. *Rumor...a donkey is chasing a dog through the Strousa Saloon.*

#### MORKOTH SALOON

'THUMP' CRIPIR CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN  
FTR LE 3 11 5 4 15 13 10 15 9 13 Mace  
Cripir has ten Kobold slaves 1/2 HD, 3-1-1-2-4-3-2-1-1-2 HTK, AC 7, dagger armed; Charl Beardtongue the Cook FTR, N, 3 LVL, 15 HTK, AC 9, sword armed has a map to the Temple of the Git, Frequented by buccaneers, pirates, and sailors NA 10-60, 1-4 LVL; strongbox has 400 SP, 55 GP; upstairs 400 GP Cup. HO 10%.

#### TAXIDERMIST

LAUGHING TAWM CL LG 7 19 5 9 15 8 16 8 8 12 Club  
A Lama of Silvanus the Forest God, Tawm spends most of his time in the forests. His silver idol of Silvanus is worth 16,000 SP and Tawm carries 3-18 GP; his companion Gabby Chiggle HOBBIT FTR, LG, 3 LVL, 9 HTK, AC 7 often runs the shop. Stuffed Animals 1-10 GP.

#### FIRST BORN INN

PYOM THE CHARLATAN FTR CE 3 9 9 6 10 10 14 14 5 9 Sword  
DURDAR TAWAG AL CG 5 7 9 7 12 13 3 14 9 11 Dagger  
FLAKIS BOARCK RGR LG 2 10 9 5 8 11 8 5 7 12 Dagger  
Pyom, an Astrologer; PROB 30% Accurate, one month in advance; 50 GP/Prediction. Durdar, the Alchemist; Sells potions on request...PROB 10% of having; 2560 GP each. Flakis, 'the Longhunter', rarely gives parties into the mountains..3600 GP/month. This trio of owners will rent rooms to only SL 4 or higher...2 GP/week including Beefsteak breakfast and 'all the ale you can drink'. Guests include Sages, Magic-Users, and Clerics NA 3-18, 2-12 LVL, 18 female slaves and 4 mercenary guards FTR, N, 3 LVL, 16-10-17-9 HTK, swords guard the doors (Hold Portal Cast at Dusk). Chest containing 1528 GP, 476 SP, and 120 CP, hidden in crate in the storage room.

#### SARCOPHAGUS OF ADMIRAL PIK

GRUESOME TALIANAR CL LG 16 49 4 6 16 10 17 18 14 5 +1 Hammer  
Talianar's snake staff is always nearby to protect the sarcophagus of this famed lawful superhero of the City-State. Talienar has created a CLAY GOLEM; 12 HD, 50 HTK, 4-32 Damage, Move 7", only affected by +1 or greater blunt weapons. 2 strikes/r after the first r for duration of 3 r; to aid him in his holy charge. Pilgrims are welcome and gifts are deposited in a 1' X 2' shaft to the vault below. Talienar himself receives 1 SP/pilgrim to maintain himself. Within his strong box (hidden behind a loose stone)

are 4286 CP, 43 SP, 18 GP, a gold lamp (1250 GP), and a scroll of Raise Dead-Fully. Unknown to Talienar, a spectre; CE, 6 HD, AC 2, 1-8 damage +2 LVL/Hit; and three ghouls CE, 2 HD, AC 6, 1-3/claw, 1-4/bite & paralyze (except elves) have occupied the vault exposed by burrowing thieves. The vault contains 9646 GP, 5430 SP, 458 CP, a +1 LG sword, and a ring of invisibility hanging on the bowstring of a +1 magic bow.

#### ANCHOR SHOP

ORSOY THE MISER FTR LG 4 12 9 4 6 14 11 9 10 10 Dagger  
Vile appearing yet gentle, Orsay's kindness to a sea elf was rewarded by a Necklace of Water Breathing (2 1/2 days then 1/2 of rest) worth 16,800 GP. Anchors 10-60 GP depending on size. Orsay has two freeman smithies; FTR, CG, 2 LVL, 10-7 HTK, AC 9, hammers; employed. Sign up for sailors the Merchant 'Iron Maiden' departing next week for southern ports...2GP/month. Under the forge 168 GP, 245 SP, and 27 CP locked in leather chest.

#### ADMIRAL

VARLIK THE PATRIOT FTR N 10 70 3 13 12 13 7 9 12 9 Sword  
Veteran and hero of many sea-battles, Varlik has many friends NA 2-12, 1-6 LVL, and spends lavishly on parties and banquets. Two iron bound chests 30,450 GP.

#### MARINE CAPTAIN

'PIGFISH' LEEPER FTR LG 7 24 6 10 10 10 17 11 8 5 Mace  
Brutal and exacting-'Pigfish's constant companion is a wild dog 1 HD, 6 HTK, AC 7. The captain spends most the day purchasing supplies and is paymaster for the Marines. Six sergeants 3-6 LVL, AC 4 guard 14,000 GP, 7000 SP, 1400 CP.

#### CARPENTER

BALFOR THE WARPED FTR N 3 18 9 5 11 13 12 7 10 17 Sword  
Balfor has a pet wolf 2 HD, 12 HTK, AC 7; pet bear 4 HD, 14 HTK, AC 8, and a pet giant snake 3 HD, 12 HTK, AC 9. His cash box contains 40 SP, 7 GP and a broken key.

#### BARREL MAKER

QATHORN 'CRAWLY' FTR LG 4 16 8 5 10 10 7 11 12 11 Hammer  
'Crawly'-a former prospector-knows the Dwarf-Lands very well- 5 SP/Question. Ten free-men work for 'Crawly'-FTR, LG; N, 1HD, 3-2-2-6-4-3-1-1-1-7 HTK, AC 9.

#### SAIL MAKER

|                  | CLASS | ALIGN | LVL | HTK | AC | SL | S  | I  | W  | CON | DEX | CHAR | WPN   |
|------------------|-------|-------|-----|-----|----|----|----|----|----|-----|-----|------|-------|
| LUMBAR OF ORICHA | FTR   | LE    | 3   | 12  | 4  | 3  | 15 | 10 | 10 | 15  | 15  | 12   | Sword |

Leader of a group of waterfront toughs-bandits-NA 2-12, 1 LVL, 3-4-1-7-8-5 HTK.

#### MARINE BARRACKS

'DOGFISH' NANTAR FTR LG 4 14 3 4 14 12 11 7 8 4 +1 Sword  
Hideous appearance, gentle and friendly, frightens dogs and cats, Sergeant Gawin FTR, GC, 2 HD, 10 HTK, AC 5; 20 Crossbow, 20 Swordsmen, 30 Spears, 10 Slaves.

#### SAIL BAR

HINKAL THE LIZARD FTR CE 2 11 5 4 6 12 11 15 17 7 Sword  
Squat, hairy-sells drunken patrons to a coven of vampires PROB 40%, four slave guards FTR, N-CE, 1LVL, 2-7-4-4 HTK, AC 6, patrons include pirates, bandits, and thieves NA 8-14, 1-4 LVL; Ale 2 SP, Ribald songs by barmaids (6) ..HO 35%. Rumor of pirates recruiting for Rogne River pirate stronghold.

#### SHIP BUILDER

DEMIOL THE DRUNKARD FTR CG 4 20 5 6 12 11 10 11 7 12 Hammer  
Notorious for wild parties, 20 freemen, 30 slaves, 590 GP hidden in chest; medallion of ESP.

#### LAUNDRY

GREUN GUFFAW FTR CG 3 9 8 4 15 11 15 12 17 10 Dagger  
Kindley, 42 slaves, N-CG, AC 9, 1 LVL, daggers, leathern sacks of clothes, 690 CP, 230 SP, 3 GP.

#### SEA NYMPH INN

HAMMERHEAD MIHAIL FTR N 6 30 9 6 12 9 10 12 13 11 Sword  
Hammerhead has a magic conch-shell which summons 1-6 Mermen as a Horn of Vahalla, 15 slaves FTR, N, 1 HD, 4-4-2-1-8-1-6-7-5-3-4-4-8 HTK, AC 9, daggers, 5 barmaids, FTR, N-CG, 1 HD, 6-5-5-6-2 HTK, AC 9, daggers, Room 2/meal 1 GP, attack by giant rats PROB 30%/night, Guests include sailors, marines, passengers in port NA 2-40, LVL 1-4, Rumor...Cavalry seeking a thief who stole a dapple warhorse with full saddlebags-40 GP reward for capture. Cashbox 120 GP, 340 SP, 20 GP HO, 20%.

#### SEA CAPTAIN

AMHARIK THE SCOURGE FTR EC 4 24 5 9 13 7 8 12 8 14 Flail  
Owns the ship 'Laurelin', blinded by a sea monster but psionic ability to see with palms

of hands, 8 faithful gnomish servants 2 HD, 10-5-4-9-12-9-11-4 HTK, AC 5, Legend of the Talisman Sword of Hoary Harig..dwarf hero of Thunder Hold.

#### BARRACK MARINE

WARTHOG JODHPUR FTR LG 6 30 6 9 13 5 12 7 10 6 Sword

SARGEANT VASTISAR FTR LG 3 8 6 8 7 10 11 15 10 11 Sword

40 Crossbow, 60 Swordsmen, 35 Spears, 24 Catapultists, 10 slaves, Ghouly Sarvatix FTR, CG, 3 HD, 13 HTK, AC 9...Rumor...giant rats in the basement barracks killed four recruits in their sleep...PROB 40%/night, NA 2-12, 2 HD, AC 8. Phebiens; Spearman FEM, FTR, LG, 1 LVL, 3 HTK, AC 7; is a runaway harem-girl in disguise; Warthog is always riding...threatening demotion to the militia...Rumor...a badly treated harem girl is actually a 'charmed' princess of the meadow elves. If the waterfront is attacked in force- the captain has orders to immediately bring the Sea God's priesthood to the water's edge-protecting them at all costs. Company treasury 42 GP, 415 SP, 58 CP; armory of 20 light crossbows, 5 heavy crossbows, 215 quarrels, 55 short swords, and 47 spears in basement.

#### SAIL MAKER

HARAR THE WINDBAG FTR N 3 14 8 4 12 11 10 8 11 8 Dagger

Ale-guzzler, 4 slaves N-CE, AC 9, 1 LVL, daggers, Rumor...Ferry all but sunk by a sea-turtle in the estuary. Rumor...Captain Amharik hiring crew at 1500 GP/Head (false) 15 GP, 240 SP.

#### NETS

VERNIK (MUMBLE) FTR N 4 20 7 4 10 4 10 12 12 15 Sword

Seeks revenge on rackateer for kidnaped daughter, 3 freemen N, AC 8, 1 LVL, 2-2-8 HTK, Vernik will offer lifes' savings (310 GP, 40 SP) for return of daughter.

#### SEA FOOD HEARTH

BATTALIN TALMEN FTR N 4 22 9 4 14 13 13 7 9 13 Sword

Mercilous and ferocious to 15 hobbit slaves, exotic fools; Sandshark Steaks 2 GP, Cuttlefish 5 SP, Swordfish 5 GP, Walrus Pie 3 SP, Sea-Horse Legs 10 GP, Genuine Bloody Marys 2 GP. Customers include marines, sailors, and pirates NA 5-30, 1-4 LVL...Cashbox 213 GP, 670 SP, 50CP.

#### SEA CAPTAIN

CLASS ALIGN LVL HTK AC SL S I W CON DEX CHAR WPN

ROENAR KAVIN FTR LE 5 36 7 10 10 13 9 12 14 9 Sword

Expert on commission to the overlord, four gnome slaves HD 1, 4-1-2-7 HTK, AC 5.

#### SCRIBE

SHERTAK THE GLADIATOR FTR N 3 10 9 4 11 11 12 9 14 10 Dagger

Formerly a slave set free by the Overlord, highly skilled +5 HP, 5 FEM slaves HD 1, 3-1-2-4-1 HTK, AC 9. Shertak has a +1 Sword hidden and 200 GP in his room.

#### ENGINEER

KROCK CORDABAN FTR CE 5 34 9 6 8 8 8 9 9 11 Mace

Likes mead, drunkenness PROB 30%/day; Ardorina his daughter CHAR 17; 40 GP, 30 SP, on person.

#### WHEELWRIGHT

ANDAR THE IMMORTAL FTR N 4 30 9 4 13 11 11 8 14 9 Hammer

Has a potion of longevity hidden in a wood table, Jonnen the Assistant N, 3 LVL, 13 HTK, AC 9; Gimp the Wood-Elf CG, 3 LVL, 9 HTK, AC 9; Chanar Razz N, 2 LVL, 10 HTK, AC9; and Pisky Longpockets HOBbit, CG, 2 LVL, 6 HTK, AC 9 all dagger armed..Andar has 150 GP, 40 SP, 300 CP in till.

#### BARRACK 6TH. CO.

KORYARL THE BRAWLER FTR N 4 26 5 8 14 6 9 14 6 11 Sword

Usually choking with fury; Sergeant Bagong CG, 3 LVL, 12 HTK, AC 6, and Sergeant Roopee Agare LG, 4 LVL, 16 HTK, AC 9 swords. 38 Foot, 20 Crossbow, 30 Archers, 10 Slaves. Treasury 10 GP, 26 SP, 3 CP. Demotion PROB 30% per week. Rumor...a traffic accident on Caravan Street upset a cage releasing 46 wild orcs.

#### WALL CAPTAIN

VADIS CROAKER FTR N 6 12 5 10 5 13 8 13 14 12 Flail

Wears a Medallion of ESP, and is a noble. Retainers include Relf Vimmie N, 4 LVL, 17 HTK, AC 5, mace; Pug Bedar CE, 3 LVL, 7 HTK, AC 5, sword; and Portly Komat CE, 3 LVL, 10 HTK, AC 5, Sword.





### WIZARDS KEEP

LLANGWELLAN THE BLUE MU LG 15 29 4 12 7 18 16 10 15 13 +1 Dagger  
Llangwellan maintains a small army of 115 amazon warriors and various conjured (and manufactured) monsters to keep his oath of protection for the Keep. Simulacrams, golems, homonuculai, and phantasmal forces confront invaders. Judicious use of magic mouths secret passages, symbols and traps have made it impossible to determine when the inner-most chambers of the tower are hidden.

### SOUTHERN KEEP

PARAMSWARN THE RED MU CE 16 37 2 10 10 17 13 12 11 14 +2 Dagger  
An army of trolls, ogres, guardsmen, and conjured monsters are maintained by Paramswarn. The four catapults atop this keep are rumored to be enchanted to be accurate and distance double normal. It is a capital offense for guardsmen to leave this keep once assigned there. No-one can be certain what terrors await transgressions in this fabled stronghold. It is rumored that Paramswarn is an uncle of the Overlord.

# Guidelines and Rules



### BOONS AND DUTIES

Nobles are frequently granted privileges and duties not required of other heirarchies. Once a month roll for additional duties or boons granted by the Overlord.

- 2 Billet Soldiers 01-100 (Space plus 1 GP @/Mo.) Not in command.
- 3 Forced Loan to Overlord 1,000-10,000 GP (PROB REPAYMENT SAME AS SOCIAL LEVEL STATED AS A PERCENTAGE EACH MONTH)
- 4 Benevolence- Free-will gift of 1,000-6,000 GP (DANGEROUS TO TURN DOWN-AS SUBSEQUENT ROLLS ARE -5) to Overlord
- 5 Military Appointment- 2-12 WEEKS- Campaign per Referee.
- 6 Council of Conspirators Appointment - Must ferret out a traitor or insurrection plot in one month or drop 1-6 Social levels.
- 7 Underlord Appointment-Emissary to out-lands to collect tax and tribute (Commission same as social level).
- 8 Previous duties lifted (2-7) - All duties
- 9 Previous Boon Revoked (10-12) - One Boon
- 10 Grant of Monopoly - (50% return on investment/Month until revoked).
- 11 Judiciar - Judge any rival on 'treason' (Only Judges' bonus affected)
- 12 Bookland Grant (Building in City or 1-6 acres outside)

### WILLS

There is an estate tax of 10% (60% if relative had a monopoly) and a 50% chance that any magical item is confiscated for state protection. Magic items not confiscated are taxed

based on highest total value 10%. Wills are registered for 10 GP fee. Unregistered wills are considered void.

## WOMEN

The following tables are used upon encountering women to determine the presence of any comrades etc. Regardless of the 'Type of Encounter', a successful 'Reprieve' usage (see booklet J) will allow a check of the woman's 'Inclination' towards the player, after the woman's basic 'Disposition' and attendant modifier has been noted. Assuming a successful 'inclination' roll (4 or higher), the player may obtain a relationship by paying the Gift Cost. This relationship will last the number weeks shown under the Duration column; to extend the relationship requires another Gift, which will extend for the duration shown. Players dissatisfied with their inamorata's 'inclination' towards them, may pay another Gift cost (which will not cost towards extension of duration) to allow a re-roll; one re-roll per week. Likewise, a player who was unable to establish the liason because of an inclination roll of 1-3, must first roll a successful Request Granted roll before re-rolling the women's inclination towards him. Players may establish as many liasons as they are able but the possibility of disclosure is equal to the other inamoratas' SL stated as a percentage, per week.

| SL   | Heirarchy | Title    | Charisma** | # of Comrades | There is a separate chance of  |
|------|-----------|----------|------------|---------------|--------------------------------|
| 6-18 | Noble     | Dame*    | + or - 1-6 | 3-18          | each of the following Comrades |
| 4-12 | Gentlemen | Lady*    | +2         | 2-12          | appearing: Comrades            |
| 1-14 | Military  | Amazon   | -2         | 1-4           | 1. Slaves 30% PROB             |
| 1-7  | Guildsmen | Madam    | 0          | 2             | 2. Companions 20% PROB         |
| 3-9  | Merchant  | Mistress | +1         | 1             | 3. Escorts 20% PROB            |
| 1-8  | General   | Wench    | 0          | 0             | 4. Guards 30% PROB             |

\*There is a separate chance that any Dame or Lady in distress will be aided by 1-4

Knights if noted... PROB 10% per melee round.

\*\*All women have a basic 1/6th chance of having +1 to 6 CHAR & -1 to 4 STR (ex. Amazons)

Note: women wear double the Carried Gold GL in jewelry.

Special- may be any Heirarchy (except as noted)

Barmaid- CHAR +2, Merchant or General only, SL 1-4

Concubine- common law wife, excluding nobles, SL 1-12

Courtesan- loose dame, CHAR +3, SL 6-11, many are supplicants to court

Goddess- dice Inclination -4 if not same alignment as player, SL 20

Hourii- always willing, SL 1-6, halve Gift Cost for purposes of extending liason

Shrew- vocal feminist, adamantly pure, SL 2-16

Vixen- always 'Capricious' by Inclination, SL 2-16

Each week an inamorata might... PROB 10%... give the player-character a gift equal to 'Carried Gold GL'. Ladies are known for insisting on a formal ceremony... PROB 10% per week... before cohabiting. Custom provides that the bride's family pay a dowry (usually in livestock- chickens or cows) commensurate with her SL.

Some Amazons have been rumored... PROB 10%... to belong to a fanatical sect which sacrifices their lovers at dawn to an unknown god(ess). Dames are concerned with honor more than morals and frequently take revenge upon a wayward admirer in court with trumped up charges; usually they care less until being confronted publically (fearing ridicule). Madams are noted for their ability to keep affairs secret and beneficial for their gallants. Mistresses often... PROB 20%... give away the store if enamoured. Wenchs are generally carefree and often... PROB 35%... aid their wooers in finding more friends.

Living in a warrior dominated society, most... PROB 60%... of the women have been given fighter training. Some study at the monastery, in the temples and ancient schools to become other classes. Almost all (PROB 85%) carry some type of weapon, usually a dagger. Players who persist in annoying an aloof woman are attacked by her companions, slaves, escorts, guards and herself, striking to disfigure as well as kill.

A Daughter's SL is that of her father's, minus 1-4. Determine Father's Heirarchy etc. as normal. A daughter whose idolator has made a special Request requiring her father's action, must first roll to see if she agrees to the request and if positive rolls to see if her father agrees- using the same percentage, minus 5%.

# Woman's Disposition\*

|           |      |
|-----------|------|
| 1 Angry   | -3** |
| 2 Jealous | -2   |
| 3 Pensive | -1   |
| 4 Tired   | 0    |
| 5 Tender  | +1   |
| 6 Excited | +2   |
| 7 Ardent  | +3   |
| 8 Erotic  | +5   |

\*Shrew use 1-4 die

\*\*Adjustment to Inclination roll

## HOURI GARB

Houris often dress in unusual attires to attract attention:

- 1 Beggar Girl
- 2 Page
- 3 Shepardess
- 4 Slave Girl
- 5 Amazon
- 6 Wood Nymph
- 7 Sea Nymph
- 8 Schoolgirl
- 9 Priestess
- 10 Mermaid



# Woman's Inclination Towards Player:

| Inclination   | Gift Cost** | Duration   | Request Granted*** |
|---------------|-------------|------------|--------------------|
| 1 Loathe*     | -           | 3-18 Weeks | -                  |
| 2 Dislike*    | -           | 2-12       | 1%                 |
| 3 Aloof*      | -           | 0          | 2                  |
| 4 Sympathetic | 10 GP       | 2          | 10                 |
| 5 Interested  | 8           | 1-4        | 20                 |
| 6 Playful     | 7-12        | 1-6        | 30                 |
| 7 Capricious  | 1-6         | 7-12       | 10-40              |
| 8 Fondness    | 2           | 20         | 50                 |
| 9 Infatuation | 1           | 26         | 75                 |
| 10 Passionate | 1           | 30         | 90                 |

\*\*Gift cost shown is multiplied times woman's SL.

\*\*\*Specific requests may be made only once each.

\*\*\*\*Already Engaged: it is assumed that negative inclinations are the result of previous engagements, & require checking present suitor's action (if any)-

- 01-60% Woman flattered, does not mention player-lothario.
- 61-80 Player is mentioned, but present suitor doesn't care.
- 81-90 Jealous suitor seeking player.
- 91-99 Suitor and friends seeking player.
- 00 Demon lover enraged.

Modifiers to Inclination Roll:

CHAR 13-16 +1  
17 +2  
18 +3

Alignment is different -2

opposite -3

Player has higher SL-  
+ 1/2 Diff in SLs  
Player has lower SL-  
- 1/2 Diff in SLs

## FEMALE CHARACTERISTICS:

Each of the following columns should be rolled for separately

AGE (Elves multiply 1 to 6 X)

|        |             |
|--------|-------------|
| 01-60% | 21-30 years |
| 61-75  | 18-20       |
| 76-90  | 17          |
| 91-99  | 16          |

00 Dice % dice again for age, however woman considered 99 9/10% Pure.

## TYPE

Roll for Chart 2, booklet I (pg. 28).

| TRESS TINTS*      | COMPLEXION          | HEIGHT | VITAL | STATISTIC- | Total Bust |
|-------------------|---------------------|--------|-------|------------|------------|
| 01-30% Brunette   | Dusky Olive         | 4'3"   | 22"   |            |            |
| 31-50 Blonde      | Bronze              | 4'6"   | 23    |            |            |
| 51-65 Auburn      | Milky White         | 4'9"   | 24    |            |            |
| 66-77 Sable       | Ebony               | 5'0"   | 25    |            |            |
| 78-82 Silver      | Red                 | 5'3"   | 26    |            |            |
| 83-85 White       | Yellow              | 5'6"   | 27    |            |            |
| 86-90 Sky Blue    | Pale Blue           | 5'9"   | 28    |            |            |
| 91-94 Light Green | Downy Golden Fur*   | 6'0"   | 29    |            |            |
| 95-97 Lilac       | Feathery Down**     | 6'3"   | 30    |            |            |
| 98-99 Irridescent | Scaled***           | 6'6"   | 31    |            |            |
| 00 Bald           | Transparant to Bone | 6'9"   | 32    |            |            |

\*for Daughters

adjust by minus 30%

for Houris adjust by plus 30%.

|            |                    |
|------------|--------------------|
| ALIGNMENT- | 01-21% Lawful/Good |
|            | 22-43 Neutral      |
|            | 44-65 Lawful/Evil  |
|            | 66-77 Chaotic/Good |
|            | 78-00 Chaotic/Evil |

\*also has feline tail.

\*\*winged.

\*\*\*half mermaid.



VS + VS +  
Bust plus  
CHAR Bust Waist Hips:  
3 0 5-30" +6-36"  
4-5 5-8" 2-12 +1-6  
6-8 6-9 1-4 0  
9-11 7-10 1-2 0  
12-15 8-11 0 0  
16-17 9-12 0 -1  
18 10-12 0 -2  
Heroic Proportions: add vital statistic to bust & waist to get totals; add total bust to hips adjustment to get hips. Below 5' -2 from bust & hips.  
CON of 13-18: +2 to VS  
3-8: -2 to VS

## OATHS & PROMISES

Breach of Promise is judged by the High Sheriff without formal trial (Below SL 8). Oaths require a payment of 1 GP minimum to extract. Oathbreakers are permitted trial by combat or given the rack and scaffold if judged guilty (check reaction).

**PROCLAMATIONS-** Carry the force of law and are posted in the Plazas and at the Gates...

PROB 30%/WK.

- |   |                                    |       |                                      |
|---|------------------------------------|-------|--------------------------------------|
| 2 | Insurrection-No armor one week     | 7     | All temples receive special tax 4 SP |
| 3 | Submission-Register Alligiance     | 8     | Heroic Soldier made Knight           |
| 4 | Special Bounty for Outlaw          | 9     | No fires or lights tonight           |
| 5 | Head Tax on Non-Citizens (1GP@)    | 10    | Noble's death-Festivals tonight      |
| 6 | Gladiator Games and Grand Tournies | 11-12 | Birth of Prince                      |

## THE COUNCIL OF HIGH TREASON

Any armed force not controlled by the Overlord within the City-State exceeding 200 men-at-arms will automatically cause the commander to be charged with treason by the Council of Conspirators. The Council consists of 20-120 nobles who each have the power to charge treason and oversee the arrest. First arrest attempt shall be made by constables, then guards, then retainers of the nobles (2@), and last by the Assassins' Guild since an automatic death sentence is imposed at this point. If all fails, the Overlord is notified and an army despatched to eliminate the traitors. This doesn't preclude other attempts made simultaneously by the Black Lotus (Secret Police), the Infiltrator and Informer Force, the High Sheriff, or Bounty Hunters.

## COMMONERS' CALENDER

| Commoner's Month of   | Prevailing Temperature | Major Festival                      |                       |
|-----------------------|------------------------|-------------------------------------|-----------------------|
| 1. The Snow Leopard   | 30                     | Viking Feast of Odin                | Odin (Sup. IV, p22)   |
| 2. The Howling Winds  | 40                     | Masquerade of the Maidens           | Modron*               |
| 3. The Crocodile      | 50                     | 'Imbolg'- Festival of Spring        | Brigid (IV, p20)      |
| 4. Portly Pomp        | 60                     | 'Belte'- Fete of Brilliant Fire     | Mabon**               |
| 5. Yellow Moon-Dog    | 70                     | Festivity of Frenzy (war fever)     | Thoth (IV, p2)        |
| 6. Midsummer's Eve    | 80                     | 'Daghdanasdah'                      | Daghdha (IV, p18)     |
| 7. Vineyard Bounty    | 75                     | The Orgy of the Spirits             | Harmakis***           |
| 8. The Crimson Dragon | 70                     | 'Samhain'- Carnival of Summer's End | Teutates****          |
| 9. The Regal Serpent  | 60                     | Quetzanasadh'                       | Quetzacoatl (IV, p60) |
| 10. The Silent Scream | 55                     | 'Lughnasadh' Harvest Feast          | Liegh (IV, p21)       |
| 11. The Sky Woman     | 50                     | The Great Hunt                      | Apollo (IV, p13)      |
| 12. The White Wolf    | 40                     | Orgy of Consumption                 | Fenris Wolf (IV, p31) |

\*Goddess of Rivers \*\*God of the Sun \*\*\*God of Destruction \*\*\*\*God of War

Pardon Month (Yellow Moon-Dog) the Overlord can be petitioned for pardon for any crime, PROB is DOUBLE SL stated as a percentage. Petitioners not pardoned are often exiled beyond the gates (note that an exile caught inside the city will be considered an 'outlaw' for purposes of trial), the PROB of being exiled is 30% plus SL of interpleader (if any).



## Authors' Notes



So closes another chapter of the story of the City-State. We're sure you'll find much material for use in a present or budding game-campaign. Our next release will open the lands about the City-State for your wilderness wanderings, so be alert!

The following index includes items found in our other two publications, Guidelines Booklets I & J; this trilogy will introduce you to the inner workings of the City-State. However, this is your book now, for your game, feel free to alter, transpose and delete to suit your style. Among the hundreds of establishments listed herein dwell many a potential adventure.

Reasonably enough, many items such as the horse market can be considered universal to other lands also, and may be reused accordingly.

One item that has been clarified with this volume is the use of the specific street encounter. This is to be rolled on the alternate turns that the normal encounter (booklet



1) is not rolled. A six-sided die is rolled and upon a 'six', one then rolls the percentage listed by each specific street for the unique encounter chance. Another omission from booklet I was in reference to the pedestrians (the 4th note on page 1-17). The 3-18 pedestrians and 1-6 to horsemen noted should be the number found within 60' of the party, not the entire street. Till we encounter one another again, have fun!

## INDEX

Listed are streets, notable establishments and guidelines. For convenience sake we have also indexed items from Guidelines Booklets I & J, available for purchase separately; items from these are noted with the respective booklet's letter, such as I-18 for Regal Street.

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# Booty List

## ITEMS RECIEVED IN INITIAL GUILDMEMBER SUBSCRIPTION PACKAGE:

- #1. Huge City-State Map 34x44" comes in four sections. Over 300 establishments like Guilds, barracks, palaces, shops etc. \$4.50
  2. 135 Dungeon Tac Cards each has to hit scores for Chainmail, ACS, and Greyhawk. Also, encumbrances, weapon lengths, damages etc. Plus Action Cards show PROB of jumping over walls, climbing sheer faces, movement distances, parrying, grappling etc. 3.95
  3. Initial Guidelines Booklet 'I'- sixteen pages of city-state NPCs, plus rules on social level, ads, crimes & trials etc. 2.00
  4. 17x22" Players map, half scale version of the above City-State map with all names blanked out. .50
  5. Six Ready Ref Charts- five 'Men Attacking' charts: has ACS To Hit scores, damages, saving throws, experience points, clerics vs. undead; and one 'Monster Attacking' chart: has to hit scores (with minus armor classes) and Greyhawk damages. .50
  6. Six Ready Ref Charts- five 'Chainmail' charts: has Chainmail to hit scores and saving throws and clerics vs undead; and one 'Monster Attacking' (as #5). .50
  7. Six Charts- six 'Monster Attacking' charts (as #5). .50
  8. Dungeon Levels I 1-5 .50
- Initial Guildmember Package: (the first package recieved for each guildmember subscription) Items 1 through 4 plus item #7 plus 1 each of Men Attacking, Monster Attacking and Chainmail RR charts. 7.00

## NON SUBSCRIPTION ITEMS (must be purchased separately):

9. 17x22" Judges City Map, half scale version of huge City-State map with all names showing. .50
10. Guide to the City State- 56 pages of hundreds of shopkeepers statistics, background and so on. Horse market, plaza of profuse pleasures etc. Rules on wills, women, calender, proclamations. 3.50

11. Special Starter Package includes Guildmember Subscription, plus Dungeons & Dragons 20.00
  12. City State of the Invincible Overlord Playing Aid includes: Huge City Map, Players map, Sunstone caverns & Thunderhold map, nine dungeon levels, Guide to the City State, Booklets I & J 9.00
  13. Deluxe Fantasy Package: with City State Playing Aid, Dungeons & Dragons and multi sided dice set 19.95
  14. Ready Ref Charts Package: 20 pages of 7 different charts- Men Attacking, Monster Attacking, Chainmail, Encounters/Phantasmal forces, Building Costs, Wizard's Guide and Alignment scale. 2.99
- SUBSCRIPTION ITEMS (Items from installment J recieved by Guildmembers)
15. Thunderhold/Sunstone Caverns map 11x17" & players map of Thunderhold 8½x11" 1.00
  16. Guidelines Booklet J (12 pages) & Ready Ref Chart J-5 (on encounters/phantasmal forces etc.) 2.00
  17. Dungeon Levels J 1-4 .50
- Thunderhold Installment items 15 through 17 3.00

We Pay Postage, Minimum Order \$1.00

GUILDMEMBER SUBSCRIPTION entitles you to Initial Package plus five installments bimonthly. Each installment includes 11x17" map with castle etc. plus 20 pages of new rules, characters, levels and newsletter for \$12.00. From Canada \$14.00. Foreign \$23.00 by air or \$15.00 by sea.

IMPORTANT: the City State Playing Aid includes many of the same items from the Subscription Initial Package and Installment J. The Playing Aid does not include any Tac Cards nor ready ref charts.

## AVAILABLE THROUGH JUDGES GUILD:

Dungeons & Dragons \$10.00; D&D Supplements I-IV: each 5.00; Chainmail 5.00; Swords & Spells 5.00; Empire of the Petal Throne 25.00; Metamorphosis Alpha 5.00; Multi Sided Dice Set (20-sided, 12-sided, 8-sided, 6-sided, 4-sided) 2.50; Percentage Dice Set (two 20-sided dice) 1.50.

## Judges Guild

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