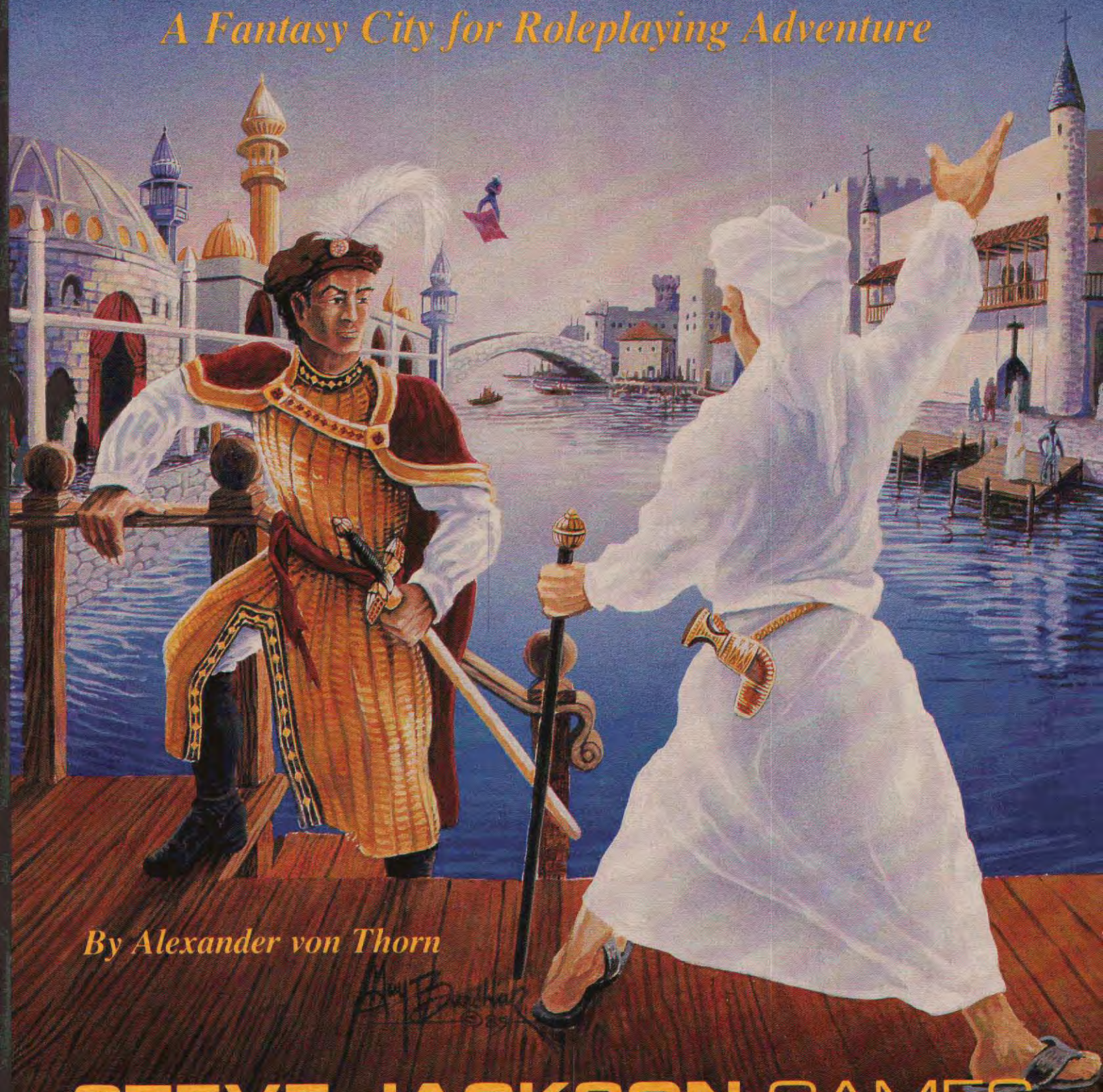


GURPS Fantasy

TREDROY

A Fantasy City for Roleplaying Adventure



By Alexander von Thorn

STEVE JACKSON GAMES

GURPS® Fantasy

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A Fantasy City for Roleplaying Adventure

by Alexander von Thorn

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1

INTRODUCTION

About GURPS

Steve Jackson Games is committed to full support of the **GURPS** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly newsletter includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Up-to-date errata sheets for all **GURPS** releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have home computers, SJ Games operates a BBS with discussion areas for several games, including **GURPS**. Much of the playtest feedback for new products comes from the BBS. Up 24 hours per day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the **GURPS Basic Set** (Third Edition). Any page reference that begins with a B refers to a page in the **Basic Set** — e.g., p. B102 means p. 102 of the **Basic Set**, Third Edition.

Spells

This book is designed so that it can be used with the **Basic Set**, even without any other worldbooks or the **GURPS Magic** sourcebook. Most of the magic spells mentioned here are listed on pp. B155-164. Those that are not in the **Basic Set** are listed in **GURPS Magic**; they are marked here with a dagger †. In the few cases where understanding a spell from **GURPS Magic** is necessary to the adventure, an explanation has been included.

Tredroy: the Jewel of the South, largest city outside the Empire, the city of bulging purses, daggers in the dark, and a million intrigues. Traveling across town to sell one's wares is an international journey. A misdemeanor — or even an accepted custom — can be a serious offense on the other side of the bridge.

This book is a campaign sourcebook for the city of Tredroy. It is designed for use with the Yrth game world of **GURPS Fantasy** and **GURPS Magic**, although it can easily be adapted to any fantasy campaign where three countries (or cultures) meet. It includes descriptions of the residents, geography, politics, religion, economics and culture of the city. There is also an adventure set in Tredroy, usable with almost any group of player characters.

An Overview of Tredroy

Tredroy is a large commercial and industrial center in the south of Ytarria, at the junction of the Blueshoal and Lorian rivers. It overlaps into three countries — al-Wazif, Cardiel, and al-Haz — but is distinctly one community. Hence the name, from *tres droits*, "three laws" (it is pronounced *tredd'-roy* in English and *trayd'-rwah* in the local patois).

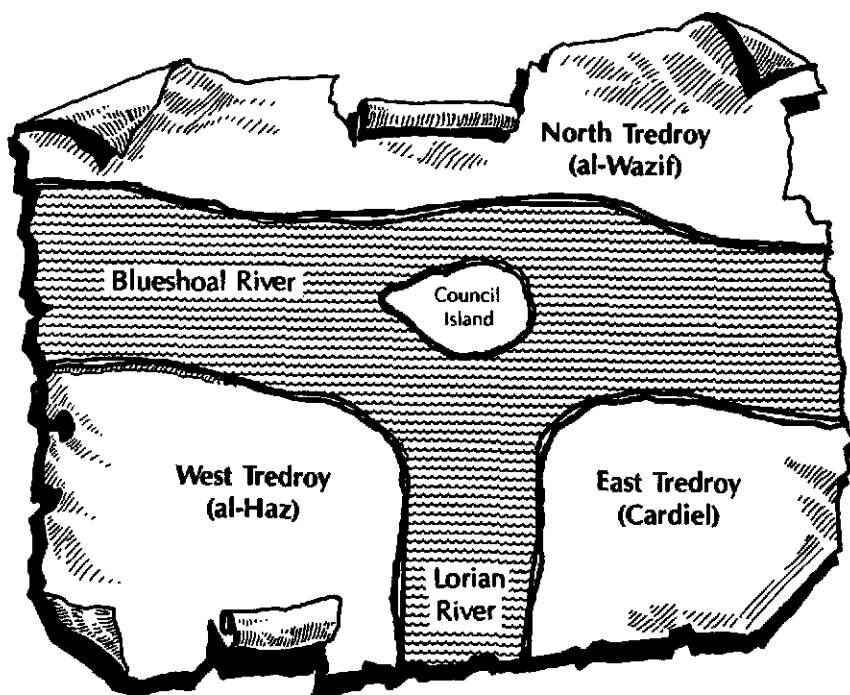
No single person or group is "in charge." The three Governors, chosen by their national rulers or by hereditary title, maintain order, administer justice, provide for the city's defense, and represent their national governments within the city. There is a City Council with a wide range of municipal powers, including taxation. The largest landholder and religious group is the Archdiocese of Tredroy, directly owning more than a fifth of all land within the city. The powerful Company of Merchants controls all banking and commerce.

The population of Tredroy is approximately 550,000; of these, about 45% are Christian, 35% are Moslem and the rest belong to other faiths (such as



Judaism) or are agnostic. Most citizens live in Moslem-ruled areas. Religious tolerance is legally required throughout the city, and as a result, Tredroy has become a haven for many small religious and ethnic minorities. Tredroy has a lively artistic and cultural community, from itinerant performers beside the Grand Bazaar to the world-renowned al-Pradin Theater.

Tredroy's climate is quite warm, with average lows in the high 30s to low 40s in February and in the high 80s to the 100s from late May to mid-October. The city averages 22 inches of rain per year. Snow, while not unknown, is rather uncommon; it snows in Tredroy about once every three years. When it snows the City Council generally calls a holiday, since travel becomes so hazardous.



Player Characters in a Tredroy Campaign

PCs not based in Tredroy may not begin a campaign with Area Knowledge: Tredroy or the Patois language skill unless they also take the Unusual Background advantage (e.g., "My mother was from Tredroy"). They do not need to follow any of the guild restrictions on what skills they must know to practice their trades. Such characters are generated according to the standard rules for *GURPS*: average starting wealth is \$1,000, and Literacy is a 10-point advantage.

Characters from Tredroy must have at least 1 point in the Streetwise skill. Detect Lies, Fast-Talk, Forgery, Law, Shadowing and Stealth are all common skills; Tredroyan characters may take any of them regardless of their social class or background. Merchants, mercenaries, nobles and ostlers may learn the Riding skill. Any Tredroyan may learn the following combat skills: Brawling, Knife, Knife Throwing, Sling and Staff. Mercenaries, men-at-arms, knights and nobles may learn any combat skill (although mercenaries may not carry bows, crossbows or polearms within the city). Weapons beyond TL3 are not available.

Outside of the Mercenaries', Thieves' and Assassins' Guilds, no guildsman may have social disadvantages whose reaction modifiers total -2 or less.

Guildsmen, Nobles, and Clerics

Characters from Tredroy, or those who come to the city and wish to fit into a guild or other social organization, must meet the requirements of the organization they wish to join. These requirements are described in following chapters.

About the Author

Alexander von Thorn was born in East Berlin and raised in New York. He now lives in Toronto, Ontario, where he manages a game store. He began roleplaying in 1975; he has playtested for Victory Games and Steve Jackson Games and has been published in *The Dragon*.

The author is also an assistant sysop for the RPGAMES Forum on CompuServe. Those interested in Tredroy (or *GURPS*), can contact him either via CompuServe (70411,351) or paper mail (c/o The Worldhouse, 650 Spadina Avenue, Toronto, Ontario M5S 2H7, Canada).

Using Tredroy in a Non-Yrth Setting

Tredroy is adaptable to any situation where three distinct cultures meet. You will have to change the names and settings to fit your game world, of course. Here are two examples of how to do this.

GURPS Space

Tredroy is a spaceport at the juxtaposition of three races: humans, znovii and bereaks. Living in relatively close quarters has forced the residents of Tredroy to band together and ignore racial differences among themselves. Tredroy was a refueling and staging area during several wars, which has reinforced this.

The znovii are an insectoid race with an intricate religion based on ancestor worship; all mosques in West Tredroy become worship houses. The bereaks must take a mud-bath daily to keep their skin from drying out and cracking; most of the churches and mosques in North Tredroy become communal baths at which members of other races are welcome. The churches and mosques in East Tredroy remain, or can be converted to other human uses.

Other minor changes need to be made as well. For instance, for obvious reasons there are three distinct divisions in the Courtesans' Guild.

GURPS Espionage

Tredroy sits on the borders of France, Italy and Switzerland. The cultural differences here are not quite as pronounced as in Yrth's Tredroy, but there is still some tension between the Catholics and Protestants. There are no rivers here, and therefore no bridges; Council Hall is in the center of the city, in an area outside the three national jurisdictions.

Tredroy is an Alpine resort, favored for its proximity to some of the best skiing in Europe, its fabulous tourist bargains, and the ready access to national and industrial secrets enjoyed by some of those who frequent the city. The guilds are called "trade unions" here, and the guards are more likely to carry Uzis than pikes, but much of the rest of the city is similar.

2

HISTORY OF TREDROY

- 1180 Market and fishing village of Paradin is founded at the fork of the Blueshoal and Lorian rivers.
- 1200 The population of the Christian village of Paradin is 600 people.
- 1205 The first Church of St. Christopher is built.
- 1259 Victor le Perdu founds a merchant company in Paradin, using local Moslem tribesmen as caravan guards.
- 1289 Raimbaut Sapiens is named the first Bishop of Paradin.
- 1300 Town of Paradin has grown to 10,000.
- 1340-1390 Diocese of Paradin acquires all available land in the area, in anticipation of a future Moslem conquest.
- 1347 The Paradin Company of Adventurers is founded by Isaak bar Hanan, an important local merchant.
- 1365 Northern warlord Octavius Magnus leads the First Crusade into Paradin. His men professionally sack the town and continue on.
- 1379 Octavius Magnus is assassinated by a Moslem woman posing as a prostitute.
- 1381 Pasha Ali ibn Hayyam, a Moslem nomad chieftain, conquers Paradin for use as a permanent base.
- 1386 Pasha Ali builds the Palace of the Crescent Moon on the north bank of the Blueshoal.
- 1400 The town of al-Pradin (formerly Paradin) now numbers 30,000.
- 1423 Prince Ivor Romulus of Megalos declares the Second Crusade.
- 1425 Prince Ivor's men lay siege to al-Pradin.
- 1426 The Company of Adventurers is split into the Company of Merchants and the Mercenaries' Guild. The two new guilds make an agreement by which the mercenaries pledge to come to the city's defense at need, and the merchants agree to pay them for this.
(The Thieves' Guild also claims to be an offshoot of the Company of Adventurers, formed at around this time.).
- 1438 Prince Henry Antonius, second son of Emperor Charles, is assassinated under suspicious circumstances (some suspect partisans of Prince Ivor).
- 1442 The Mercenaries' Guild attacks the Palace of the Crescent Moon, forcing the Pasha to flee. The Company of Merchants forms a provisional government.
- 1443 Pasha Javad returns with family allies and retakes the southwestern quarter of the city (now West Tredroy).
- 1444 April Legion VII, under the command of General Claudius Vetelli, marches into

al-Pradin and seizes the northern half of the city.

June Legion VII takes the southeastern quarter of the city.

Sept. Prince Ivor's men attack the Legion.

Oct. Church of St. Christopher burned to the ground by Prince Ivor's crusaders.

Nov. An informal truce is declared among the three armies.

- 1446 Feb. Plague strikes al-Pradin. The survivors of the Legion and Prince Ivor's army withdraw.

April The Pasha and the (almost forgotten) City Council agree to return to the old truce line, with the Pasha holding the southwest quarter.

June Plague breaks out in Hadaton.

Aug. Emperor Aurelius of Megalos is assassinated in a palace coup and succeeded by Antoninus I (son of Henry Antonius). Prince Ivor declares himself "rightful ruler of all the world;" Megalos does not accept Ivor's claim to the throne.



- 1449 April The Knights of St. Christopher are founded. The first knights swear their oath on the site of the old church.

Aug. Prince Ivor Romulus killed by a bolt of lightning during a fierce thunderstorm.

- 1450 The population of al-Pradin is now only 10,000 due to war and plague.

- 1451 Khedive Mohammed abd-al-Wazif is appointed to represent the Caliph's interests and set up his "advisory court" which helps resolve disputes through mediation.

- 1454 The first Arena is built in the city.

- 1458 May Legion V under General Lord Regis Marin conquers al-Pradin. Mosques are burned and Moslem sympathizers (including the Knights of St. Christopher) are hunted down.

- 1460 July Hazi and Wazifi knights and soldiers

retake the city. Pasha Javad is restored to power (again).

Aug. Mohammed abd-al-Wazif is named Atabeg and given command of a "temporary force to restore order." Over 500 years later, this force is still on the north bank under the Emir's command.

- 1461 Construction begins on the Cathedral of St. Christopher.

- 1462 The Grand Crusade begins concentrating on conquering al-Kard.

- 1470 Most of al-Kard is conquered; the Grand Crusade is ended. Megalan nobles move into new fiefs in "Cardiel."

- 1473 First Imperial Viceroy of Cardiel is named.

- 1475 First recorded use of the term "ville des tres droits," referring to Paradin/al-Pradin. The nickname, corrupted to "Tredroy," rapidly becomes popular.

- 1480s Kardi resistance groups are suppressed by Imperial nobles.

- 1492 Capital of al-Wazif moved from al-Asima in eastern al-Wazif to its current site at al-Siyassi (a more remote and defensible position).

- 1496 Paradin/al-Pradin is officially renamed "Tredroy."

- 1497 Construction is completed on the Cathedral of St. Christopher.

- 1499 Calder (formerly "al-Kardir") is forcibly converted to Christianity. All mosques are destroyed and hundreds of mullahs and prominent Moslems put to death.

- 1500 Tredroy has a population of 25,000.

- 1501 Assassins' Guild of Calder is founded as a fanatic Moslem secret society.

- 1515 Diophrates IV becomes Emperor of Megalos.

- 1519 April Megalos launches the Easter Crusade.

Sept. Al-Asima and eastern al-Wazif fall to Imperial forces.

Nov. Wide-scale rebellion breaks out throughout central Cardiel.

- 1520 July Calder falls to Kardi nationalists.

- 1521 Oct. The Sceptre of Tredroy is enchanted.

- 1522 Feb. Kardi nationalists attack Tredroy.

- 1523 Mar. Duke Arthur lifts the siege on al-Siyassi and marches on Tredroy with Legions VIII and XII.

May Duke Arthur attacks Tredroy. After a short battle, the defenders surrender.

June Imperial forces withdraw into Cardiel.

July Duke Arthur reconquers Calder.

Aug. Hazi and Wazifi forces reconquer their portions of Tredroy.

- 1524 April Council Island is created.

- 1525 Megalos and al-Wazif sign a truce agreement; the new crusade collapses.
- 1527 Seminary of St. Christopher is founded.
- 1535 Moslem Kardi resistance groups appear, and are quickly suppressed.
- 1545 The Curia creates the Archbishopric of Tredroy. Bertrand de Maris is named Archbishop.
- 1553 Al-Haz declares a *jihad* (holy war) and attempts to "liberate" large portions of Cardiel from Christian rule.
- 1555 Al-Wazif attacks the Empire along its eastern frontier.
- 1562 First recorded mention of the term "Protestant."
- 1567 Craine falls to Wazifi forces.
- 1569 The Caliph and the Bey of Qablar are assassinated. Atabeg Hosain of North Tredroy is arrested for treason and executed by the new Caliph.
- 1581 The Curia sends a Tribunal of Inquisition to Tredroy to investigate the new "Protestant Heresy." The Protestants flee to North Tredroy and receive the protection of Atabeg Ismail al-Qawmi; the Inquisition is forced to move to East Tredroy, and later returns to Megalos empty-handed.
- 1589 The Charter of the City of Tredroy is signed by representatives of the Caliph, the Sultan, the Viceroy of Cardiel, and the Mayor of the City of Tredroy.
- 1600 Tredroy has grown to 55,000.
- 1627 The University of Tredroy, an outgrowth of the Seminary of St. Christopher, is chartered by the Archdiocese.
- 1655 Tredroy's City Council is expanded to include seven elected members; this starts a trend towards greater democracy that is influential throughout Cardiel and al-Wazif.
- 1700 Tredroy has a population of 90,000.
- 1720-1740 Megalos becomes more corrupt and repressive.
- 1730-1750 Unrest in Cardiel grows. The Viceroy's authority begins to decay as independent-minded folk from Megalos move here.
- 1758 Viceroyalty of Cardiel is moved to Hadaton.
- 1762 Most of western Cardiel consists of independent mini-states; a loose confederation is formed after a conference in Tredroy.
- 1775 Al-Haz declares another *jihad* in an attempt to "liberate al-Kard." Tredroy is untouched, due to Wazifi influence, but Hazi armies cross the Lorian into Cardiel. Armies from all over Cardiel march to fight the Hazis before the Empire learns of the invasion of "its colonial territory."
- 1776 Imperial legions land in Hadaton at the request of nobles in northeastern Cardiel. They receive little support. When they are a hundred miles west of Hadaton local nobles begin to "resist the invaders" and Cardien forces are diverted to the new "eastern front."
- 1778 Legions III and VII reach Tredroy, and attack Hazi forces just south of the city. By this time, Cardien armies are already pushing the Sultan's troops back.
- 1781 Legions III and VII withdraw to Hadaton.
- 1782 Al-Haz admits failure and accepts the Blueshoal as a truce line with Cardien generals.
- 1784 After a brief, bloody, and somewhat confusing conflict, the "independent nation of Cardiel" is established.
- 1788 The Charter of the Confederation of Cardiel is signed in Calder City, specifying the current form of government (a Prince elected for life ruling a weak central government). Only the Duchy of Hadaton stays under Imperial control.
- 1800 Tredroy has grown to 150,000.
- 1805 Cardiel annexes Hadaton, with help from al-Wazif.
- 1838 Tredroy Mages' Guild starts a commercial telepath message service.
- 1840-1850 Modern border between al-Wazif and Megalos is established in a series of border wars.
- 1853 The Emir of North Tredroy demolishes the old city wall around downtown.
- 1867 Construction begins in St. Mark's Parish.
- 1871 The Great Fire burns most of west North Tredroy.
- 1872 Tredroy Mages' Guild begins a teleport mail service.
- 1900 Tredroy has a population of 240,000.
- 1924-1928 "Mages' War" between al-Wazif and Megalos.
- 1942 Charter of Tredroy is amended, centralizing all tax powers with the city government (funds being split according to agreed proportions). Some political power shifts from the governors to the Council.
- 1954 Master Merchant Councillor Vale'ry Jackson is assassinated in a conflict over development on the north side. This sparks years of debate over guild representation on the Council.
- 1962 Jannar abu Talha is named Emir of North Tredroy.
- 1970 Council of Tredroy is expanded to its current size and representation.
- 1985 A census ordered by Mayor Richard Swifttongue shows the population of Tredroy to be approximately 550,000.
- 1986 Khalid Abdallah succeeds his late father as Pasha of West Tredroy.
- 1988 May Viscount Henri Azarin, Governor of East Tredroy, is assassinated (for reasons unknown). Master Merchant Allan Micardene reluctantly agrees to replace him and is ennobled as Baron Bowvrey.



3

LAW AND POLITICS

Who's Important in Tredroy

On a rough scale, the most important people in Tredroy, in terms of their ability to get things done in the city, are:

1. Emir Jannar abu Talha, Governor of North Tredroy
2. Monsignor Damiano le Perdu, *Agens Seculorum*
3. Guildmaster Yitzhak ben Adan of the Merchants' Guild
4. Mayor Richard Swifttounge
5. Baron Bowvrey, Governor of East Tredroy
6. Count Aurelius Rigorine, Imperial Ambassador
7. Chief Mullah Mohammed Ali Abdallah
8. Archbishop Victor Aillard
9. Pasha Khalid ibn Hassan Abdallah, Governor of West Tredroy
10. Chief Rabbi Ephraim bar Magor
11. Guildmaster Damios Darksword of the Mercenaries' Guild

Yrth

Yrth is a planet much like Earth. In fact, in many ways it is identical. Its moon is about the same size, it travels around its sun at the same rate, and the local flora and fauna are quite similar. But not entirely; until about a thousand years ago, elves, dwarves, goblins, kobolds, orcs and other races — the stuff of fairy tales — were the dominant races on Yrth.

A great spell cast by Elven mages, intended to cleanse Yrth of orcs, backfired. This critical failure created a magical Banestorm which not only laid waste to large areas of Yrth, but also spanned dimensions, invoking the magical Law of Similarity to snatch men, animals — sometimes entire ships and villages — from Earth into this familiar, yet strange, world.

Today men are the dominant race on Ytarria, the largest of Yrth's continents. Their civilizations range from Romanesque Megalos to courtly Caithness to the oriental culture of Sahud. Fantastic races are still seen, but tend to keep to themselves — although there are colonies of dwarves, orcs and reptile men in Tredroy.

Tredroy has two levels of government — national and city. The three governors administer the laws of their respective realms within their portions of the city. The City Council of Tredroy decides on local issues, and issues that affect the whole city.

The Charter

The Charter of the City of Tredroy was signed by the Council and the three governors in 1589. It is long and complicated, and has been altered many times in the centuries since. The Charter outlines the rights and powers of the governors and of the Council. The governors are responsible for criminal law, the maintenance of public order, and the defense of their respective countries. The Council is responsible for local services and taxation.

Citizens are permitted free passage throughout the city, unless they are escaped criminals. Each governor has a list of *personae non gratae*, but this does not allow any blanket restrictions against whole categories. In general, the guards at the bridges will wave people through unless they are looking for someone (or something) in particular.

The Governors

The Governor of East Tredroy is appointed by the Prince of Cardiel and his council of nobles. This appointed post is at the pleasure of the Prince and council, who may replace him at any time. The Governor of North Tredroy is appointed for life by the Caliph. The Governor of West Tredroy is a hereditary position, with the title Pasha of Three Horsetails.

Nobles across all three countries maintain residences in the city. In addition, some nobles have titles in or associated with Tredroy. The Pasha is entitled to appoint three Pashas of Two Horsetails and several Pashas of One Horsetail to assist him in governing the city; these are mostly court advisors or military sub-commanders with specific responsibilities.

The Viscount of Lurnan and the Baron of Dorilis hold as their fiefs sections of the edge of East Tredroy which were absorbed into the city as it grew. Both are now vassals of the Governor of East Tredroy, which is why he must be a noble. In fact, these two nobles are rather offended that the current governor, Baron Bowvrey, is of such a low noble rank.

In North Tredroy, there is a host of Atabegs and Khedives. Most of these are hereditary, although a few of them are appointed for life by the Emir. Most of them have grand manors and a few have palaces. All must attend the court of the Emir when summoned, and many spend their free time there just to make sure they don't miss anything.

The Council

The Council of Tredroy meets on Council Island every second Wednesday. There are 30 members of the Council. The Company of Merchants appoints three members to the Council and the Mercenaries' Guild appoints two. The Archbishop also appoints two members. The following each appoint one member to the Council: the three governors, the Chief Mullah, the Chief Rabbi, and

the Guildmasters of the Masons', Millers', Clothiers', Mages', and Vintners' Guilds. Three members are chosen by the remaining guilds. All of the above are appointed for one-year terms. Ten members of the Council are elected by the people every three years. The Mayor of Tredroy is chosen by the Council; he must be one of the popularly elected councilors.

The composition of the Council is set out in the Charter. Several seats have been added over the years — the first Council had only seven members. Representation in the Council is roughly equal to the actual influence each group wields within the community overall. This ensures that the Council can effectively deal with problems that occur, accurately reflecting the collective sentiment of the various power groups in the city. Many problems are resolved in backroom deals rather than formal debates.

The Council maintains a Watch which polices the city. Because the Watch has less power and is not directly connected to the governors, many people prefer to deal with it rather than the Guards. The Watch will often overlook minor offenses (sometimes a small bribe helps), or it can try to resolve a local problem quickly and peacefully before it gets out of control. For example, a tavern brawl on the north bank is a minor thing if broken up by the Watch, but is much more serious if the Emir's Guard has to intervene.

The city grants permits for various business operations, and approves or rejects building plans. The sewers are a little overloaded, but are well designed and well maintained. Garbage is collected every other week in large ox-drawn wagons. By medieval standards, the city is extremely clean.



Taxation

Taxation in Tredroy is simple and effective. Once a year, every landowner, wage earner, and guildsman must present himself to the Tax Court. He must declare his total income during the past year. This is checked by officers wearing helmets enchanted with the Truthsayer spell at level 20. (Limit enchantments on the helms prevent the judges from asking any other question, particularly with regard to source of income.) There are ten of these helmets, all constantly in use. Although preliminary fact-finding hearings may take some time for individuals with complex affairs, the actual Tax Court hearing, including assigning payment and making the official record, only takes a few minutes.

Cheating On Taxes

Many people try to lie in Tax Court; some get away with it. Roll a Quick Contest of the subject's IQ against the Truthsayer spell at level 20. If the subject is underestimating by less than 10%, he gets a +2 modifier; otherwise, he gets a -1 modifier for every 10% or fraction that he is underestimating. If the subject loses by more than three points, the spell will indicate exactly by how much he is lying. Otherwise, he is asked the question until the spell no longer indicates that he is lying.

Some people manage to avoid being registered, but once a person is on the tax rolls the city will come looking if he does not show up. The penalties for not registering or declaring late are severe — ranging from fines to confiscation of property to (in al-Haz) slavery.

Bounty Hunters

Occasionally, a person will commit an act which is a crime in one part of the city, and then flee to another quarter. Such refugees are sometimes convicted in *absentia* for their crimes. A common solution is to offer a reward for information leading to the apprehension of such a suspect. In practice, this "reward" is a bounty, and there are people who specialize in getting suspects across national borders without their consent. Typically, the bounty is a flat fee to be paid when the suspect is brought before the court, plus a variable amount later based on the severity of the judgement.

The challenge, of course, is that a refugee from justice will stay in a part of the city where he has committed no crime. Thus, he is protected by his (new) national government, represented by a governor who is jealous of his rights within the city. Each governor posts guards on all the bridges and in the dock areas to prevent bounty hunters from "kidnapping honest citizens." Being a bounty hunter in Tredroy is a dangerous and challenging profession, since it is by definition illegal, and yet necessary to the legal system.

Bounty hunters who operate in one part of the city, only taking "criminals" from the other two areas, get a -1 Reputation modifier in their "home" quarter and a -3 elsewhere. About half of all bounty hunters work anywhere for anyone; they get a -3 Reputation modifier everywhere.

The Sceptre of Tredroy

Tredroy suffered considerably during the crusades of the 1400s. When the city came to be occupied by various powers, the Mages Guild decided to create a place which would not be subject to any army or empire, in which the traditions of the city could always be preserved. That place is Council Island, and the Sceptre of Tredroy was the primary tool used to create it. The Island first appeared on April 1, 1524. It was later expanded and the course of the rivers changed slightly and dredged magically.

It also has a Link enchantment which will allow it to work only within the city limits of Tredroy, and only if three lawfully chosen members of the Council (including the user) are within its line of sight and not more than 20 yards away. This artifact is priceless; it is one of Tredroy's chief treasures, and is stored in a (magically protected) glass cabinet in the council chamber in Council Hall.

The Sceptre of Tredroy is enchanted with the following spells, all at a Power of 20: Summon and Control all Elementals, Shape Earth, Earth to Stone, Create Earth, Purify Water, Create Water, Walk on Water, Sense Foes, Truthsayer, Major Healing, Spell Shield†, Power (+6), Loyal Sword† (see p. 63). It has a built-in 100-point Powerstone.

The person then pays a percentage of his income, which is divided among his religion, the city, and the governor. The city collects a base 10%. East and West Tredroy collect another 10%, while North Tredroy collects 12% from its residents. The Church collects 5%, while Moslems must pay 6% because the Chief Mullah wishes to provide the same level of charitable services with a much smaller base of investment. Members of other religions pay a lesser rate, usually 2-3%. Agnostics, of course, pay no extra rate — which is why agnosticism is such a popular choice. Thus, a Christian in North Tredroy would pay 27% of his total income in taxes.

Christians in East Tredroy and Moslems in West Tredroy may be exempted from magical examination by making a declaration to a priest or mullah. About 1,000 Christians and 6,000 Moslems take advantage of this exemption; however, the penalties for lying can be severe. The Emir, trusting no one, permits no exemptions.

The whole system is based on the citizen's best guess about his income. The Companies of Scriveners and Solicitors have specialists who can help a person determine how much he should declare. Some people do not bother to figure out exactly how much they make, but they always end up paying extra because of the way the questions are asked.

Guildsmen only pay taxes on amounts that they keep for the use of themselves and their household. However, they also pay guild fees, so they tend overall to pay higher amounts in taxes and fees than others who are not guild members. Other than this, the concept of legitimate business expenses is rather vague, so larger businesses tend to pay higher taxes. This system also encourages a certain amount of barter or payment-in-kind.

Laws and Customs

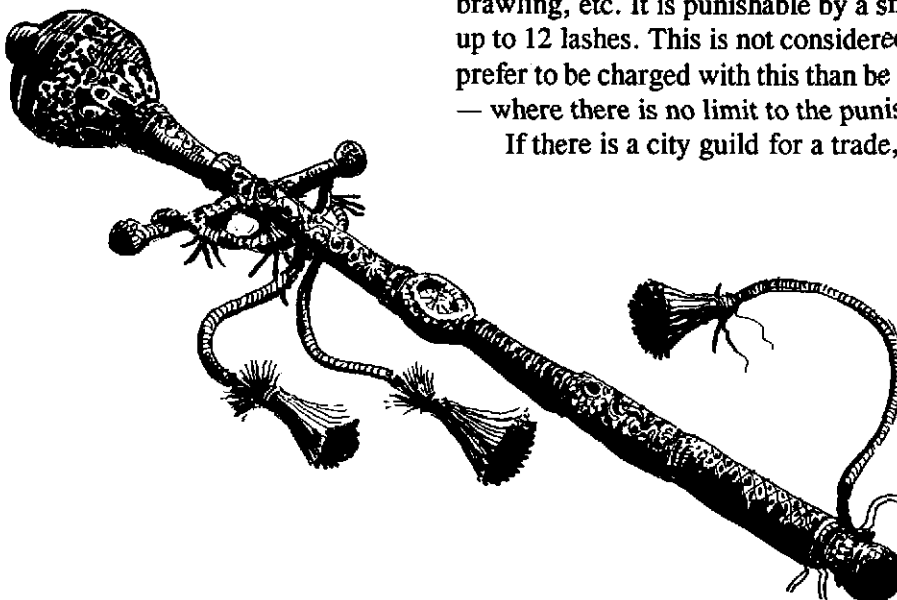
Citywide

Anyone living in Tredroy for more than three months must register with the tax court. Failure to report at the appropriate time is punishable by a fine not exceeding one-third of the person's income for the period in question. Some people get away with violations, but the city makes up more than enough by fining the people they do catch. The city may seize all of a person's property to pay these fines. In North Tredroy, bankrupts are sometimes sold into slavery, at the discretion of the court.

"Disorderly conduct" is a catch-all term for minor offenses: drunkenness, brawling, etc. It is punishable by a small fine, putting a person in the stocks, or up to 12 lashes. This is not considered a criminal offense, so many people much prefer to be charged with this than be dragged off to one of the governor's courts — where there is no limit to the punishments that may be applied.

If there is a city guild for a trade, it is an offense for anyone to practice that trade unless he is a member of the appropriate guild. Offenders are apprehended by the Watch and delivered to the appropriate guildhall for discipline, since practicing a trade is considered a *de facto* application for guild membership. The guild may then apply any "internal discipline" it feels appropriate.

No one may sell goods or services to another unless he is a member of the guild which provides that product or



service, or unless he is a member of the Company of Merchants, or unless he is selling to a member of the Company of Merchants. The Merchants have a rank below apprentice called "Associate," by which it licenses street vendors and the like in exchange for a cut. Thus, caravans coming into the city must sell to a Merchant, or make some other arrangement with the Company. Merchants may buy, sell, or transport anything, but are prohibited from manufacturing.

No person may carry arms within the limits of the city unless he is a member of the Mercenaries' Guild. Men-at-arms pledged to a noble are exempt from this law. However, the noble must have a *letter of patent* from his governor which specifies how many men-at-arms he may have. These men must all be registered with the city government, and must also wear the livery of their patron while they bear arms. Daggers, staves and slings are legally considered "improvised weapons," and therefore not covered by the law. Bows, crossbows, pole weapons more than four feet in length, and plate armor are all considered "restricted," and only men-at-arms may carry them. In this way, military manpower is restricted to the control of the governors and the Mercenaries' Guild.

The city even looks after the interests of the Thieves' Guild, after a fashion. Anyone convicted of theft or similar charges, after their sentence has been carried out, is taken to Smuggler's Square at midnight on Wednesday. Having delivered the prisoners, the Watch vacates the area for one hour. Any members of the Thieves' Guild are welcomed back among their brethren. Anybody who isn't a member can explain himself to the Guild. This arrangement is well known; no honest folk will be in that area at that time.

Tredroy is not a sexually egalitarian society; women rarely are permitted to become guild members, landowners, or otherwise have much influence on their own. Some guilds are different: the Harpers, Scriveners, Clothiers, Tutors, Apothecaries, Bakers, Potters, and of course the Courtesans are all open to women. In other guilds, women have to work twice as hard to get half as far, and are discouraged from joining or seeking promotion in a variety of ways. There are occasionally female members of the Council, though rarely more than one or two at a time. Tredroy is open enough to allow an exceptional individual to realize part of her talent — but there's still a long way to go.

West Tredroy

The *Sharia* code is the basis of Hazi law. Judges are appointed on the basis of Islamic scholarship and standing in the religious community; the mullahs are asked for their advice, and judges are often religious leaders. Religious credentials are considered very important in determining the veracity of witnesses or the character of defendants. Important nobles (the Sultan, the Viziers, Pasha Khalid) may overrule the courts, but they only do so in matters of vital national interest, and only when there is some doubt among the mullahs and judges regarding the case.

Magically obtained evidence is not admissible in Hazi courts. (The Tax Courts are city courts, and not subject to this ruling.)

Contraband

Importation of alcohol, cocaine, hashish, opium or tea (which is considered a corrupting drug) into al-Haz is banned. However, possession or use by infidels, or export or sale to infidels, is permitted. This is more of an informal agreement than a written exception to Hazi law; outside of Tredroy one would not expect to be dealt with leniently for any of the above. Being part of Tredroy, the west bank has its share of smart cafes.

Therefore, most of the beer, wine, and spirits in West Tredroy is made there. The Brewers' and Vintners' Guilds have people who serve this very limited market. The beer is passable, and a few taverns serve table wine which

Treatment of Convicts

Very few people are "sent to jail" on Yrth. It's expensive, and takes up a lot of space and guards. Most punishments are immediate and public.

The city courts take convicts to several areas throughout the city to put them into the stocks for a day or two, or for public flogging. Fines are ordered in the public courts. The three governors have their own courts. All of the above punishments are meted out, as are public executions. In West Tredroy, public participation is sometimes invited. Stoning is considered to be a public acknowledgement of the convict's guilt, which is thought to be more enlightened and humane than simply having a person put to death by a faceless executioner by the order of some government-appointed judge.

In North Tredroy, very rarely, magical punishments are required. Geases or curses are laid on wrongdoers, to punish them or prevent them from repeating their crimes. Anyone may refuse to submit to magical punishment (usually for religious reasons), but the alternative is often death.

The city has a small dungeon at Council Island, where prisoners are held before trial. As an informal addition to their punishment, they are sometimes held for a long time before trial.

Sometimes, when a person of high estate (noble or merchant) is convicted of a heinous crime, he is kept alive but imprisoned, out of respect for the status of the convict and his family. Sometimes, a criminal will be a person that the governor may someday find useful; this type is also thrown in the dungeons for a while.

One common feature of all four dungeons in Tredroy is that they are dark, unpleasant, vermin-infested places. They are below the water table; tunneling through the wet, soft clay of the Tredroy area would be quite hazardous. Ventilation is poor, and the only light is from one torch per hallway (if it doesn't go out). Those sentenced there are sent for years; most die there. Many criminals choose death over being returned to the Emir's dungeon.

Fosterage

At any given time, at least one member of each governor's family is fostered into the household of each of the other governors. This promotes cooperation and understanding between the three, and it broadens the education of their children, some of whom later become governors (or at least advisors). However, this polite exchange has a grim reason: it is an exchange of hostages, specified in the Charter of the City of Tredroy. It goes a long way to ensure that they adhere to the agreements.

Sometimes agreements have been broken, and a few hostages have been killed over the centuries. During an exchange of insults between al-Haz and al-Wazif in 1868, hostages were killed and relations soured. Things were later patched up a bit, but this bad feeling contributed to the Hazi attack on al-Wazif during the Mages' War in the 1920s. During the war, many of these hostages were killed; the practice of fostering was suspended until the 1940s.

Paid Companionship in West Tredroy

Many members of the Courtesans' Guild work in West Tredroy, and there are about half a dozen successful brothels in this conservative Moslem area. Several odd traditions apply in Tredroy, since of course prostitution is banned by draconian laws throughout al-Haz.

Whatever their background, all the prostitutes in West Tredroy are officially agnostic. This makes them immune to the sharia courts (stoning is the traditional punishment). All streetwalkers wear a "uniform" consisting of a close-fitting white outfit from the neck down to the white boots and a transparent red veil covering the head.

is drinkable (most years). As for whiskey, the prevailing opinion is, "Well, at least you can't taste it after the first couple of drinks, right?"

"Infidels"

All non-Moslems in West Tredroy must wear an easily visible white armband or headband at all times. They are banned from entry to mosques and other designated holy places. They are exempted from observance of the Sharia law — *in Tredroy only, not* in the rest of al-Haz.

Not wearing the white band constitutes "offending the devout subjects of the Sultan." This is a minor offense, which is occasionally ignored if the person is known to be an upstanding citizen. Punishment varies from a stern warning up to a light flogging and/or a year's exile, for someone who should have known better.

Someone who deliberately poses as a Moslem can be charged with "offending Allah;" it is considered a type of perjury, so the penalty can include torture, imprisonment and maiming (cutting out the tongue is typical). However, the defendant must be shown to have actively tried to convince people that he was a Moslem, and he must also be proved *not* to be Moslem.

The investigation is very simple: a mullah asks the suspect "Do you believe in the one true god, Allah, and that Mohammed is his prophet?" By answering "yes" to this question, the suspect is accepted by the court as Moslem and is recorded as such. The disadvantage to this last choice is that the person is then expected to obey the Sharia law and can be punished according to its code. Furthermore, if the person ever poses as a non-Moslem or denies his Moslem faith (including not paying tithes as a Moslem), he can be charged with "apostasy." This is a very serious crime, punishable by death. Hanging is a typical sentence; death by torture or burning is applied in flagrant cases.

Other Laws

Disrespect is a serious crime, as it is in North Tredroy. In West Tredroy, it refers to disrespect for Moslem religious figures as well as nobles. This is punishable by imprisonment, torture, fines, or whatever the Sharia court deems appropriate.

Usury — the charging of excessive interest — is an offense, although it is rarely brought to court. However, the courts of West Tredroy will find against a plaintiff suing a debtor if the debtor has paid an amount equal to the original principal of the loan. Thus, loans are only given to West Tredroyans after the payment of a "financial consulting fee" up front, roughly equal to the usual interest. Desperate debtors sometimes move to West Tredroy to escape creditors; this is considered fraud in North and East Tredroy, and is sure to attract the attention of bounty hunters.

Lewd display is another vaguely-defined crime. Non-Moslem women need not go veiled, but short sleeves and skirts and low-cut tops are definitely frowned on.

Witchcraft is defined as the use of magic contrary to Sharia law. Most use of magic is against the Koran; generally, only the lesser healing and information spells are permitted. Any spell intended to influence or harm another person is a very serious crime. Death by torture is a common sentence, as is maiming in such a way as to prevent the mage from casting such spells again (blinding, cutting out the tongue, and amputating both hands are all common).

Resolution of commercial disputes in Hazi courts is fairly primitive. The Koran and the mood of the judge have more weight than the terms of the contract, other precedents, or contract law. Therefore, most contracts are registered in North Tredroy under the more business-like laws of al-Wazif, even when both parties to the contract reside in West Tredroy.

Trade goods leaving Tredroy for the rest of al-Haz must go through a customs check when *leaving* the city. The export of certain goods is prohibited, and for others there is a complex tariff schedule established by the Sultan's court.

It is unlawful to capture slaves within Tredroy. However, it is not illegal to kidnap slaves in al-Haz outside of Tredroy. Christians and nonhumans are advised to use caution when traveling in al-Haz.

North Tredroy

The courts of North Tredroy are an extension of the Emir's authority. Magistrates are appointed at the discretion of the Emir or a noble delegated to handle the administration of justice. The laws of al-Wazif are essentially the codified decrees of the Caliphs over the centuries; the present Caliph may overrule his predecessors. In North Tredroy, the decrees of the Emir are also law. These decrees are very important, as Tredroy requires more complex laws than the rest of al-Wazif. Courts interpret these laws with a strong emphasis on precedent, as well as the wishes of the Emir.

Judges are chosen without little regard to religion. If anything, Protestants and agnostics are more common among the judiciary than in the population at large. The Emir prefers not to appoint Moslems as magistrates in his courts, since they often bring up Koranic quibbles that he feels should not be at issue in a "secular" court. Either side has the right to a jury trial in serious cases; juries in al-Wazif have seven members.

There is a Sharia court in North Tredroy. The judge is appointed by the Chief Mullah. Cases are usually only heard there when the Emir's courts refer them, or by the consent of both parties.

Magically obtained evidence may be admissible in a Wazifi court. However, the truthfulness of the mage is a relevant question; the degree of favor the mage enjoys is a very important consideration here.

Internal Tariff

According to the Charter of the City of Tredroy, citizens may travel freely throughout the city, with their personal belongings and goods related to transport (horses, carts, etc.). Other goods with a value of less than \$1,000 may be transported across national boundaries within the city without penalty. This tariff is only applied for goods entering North Tredroy, at a flat rate of 10% of the value over one talent.

Most people who cross the border empty-handed are simply waved through. Generally, the guards will

Trial by Arena in North Tredroy

Defendants in North Tredroy have the right to trial by combat. "Throwing oneself on the mercy of the Fates" is considered a valid legal principle. Usually, those who choose this option are guilty, figuring that their chances are better against an armored gladiator than in a fair trial. Knowing this, those who choose trial by combat are usually thrown against superior opponents in battles to the death; the Emir does not want the guilty to roam free just because of their combat skill.





make a cursory inspection of anyone carrying goods; they will want to know what is in a cart or a bulging sack. Known merchants and couriers will be questioned, and anyone the guards suspect of carrying small valuables such as jewelry or magical items will be searched carefully (roll for the guards' reaction; a result worse than Neutral will result in a search).

Any goods brought into North Tredroy without paying the tariff may be confiscated. It is also a criminal offense to bring in certain items without a permit, such as drugs, weapons, magic items and slaves. A lot of smuggling goes on, but the smugglers are very skilled at their jobs.

In order to ensure that the guards know what they are doing and will recognize people crossing the bridges in this large city, guards are assigned to customs duty for years at a time. There's a good chance they'll remember anyone who did something to bring himself to their attention. By the same token, getting on a bridge guard's good side can make life much easier — a fact which has not escaped the city's merchants.

The Nobility

Status is all in North Tredroy. All status reaction modifiers are *doubled* in the courts here. (This is not true in the rest of al-Wazif.)

Some nobles have the right to administer low justice, if granted by the Emir or Caliph; this gives them the right to make legal decisions on minor matters on the spot. This may be appealed to a formal court, although the original noble's decision is given much weight. A few nobles have the right to administer high justice. This gives them the right to pass judgement and sentence immediately — even for serious crimes. The Emir may later modify a sentence, and he may penalize the noble who passed sentence; otherwise there is no appeal from this "high justice."

Slavery

Slave-taking is illegal in al-Wazif. However, slavery is hereditary. As in Megalos, there are several "slave houses" — businesses who breed slaves to particular specializations. These are organized into a Company of Slavers. Slaves cannot commit crimes per se; if they escape, they are turned over to their masters for punishment, and if they commit any other crime their owners are held responsible.

If a slave escapes, the Company helps the owner to post a reward. Bounty hunters thus take a lot of interest in escaped slaves, so when slaves get away they tend to go a long way. There is a small abolitionist movement dedicated to ending slavery. There is no law against *advocating* abolition, but helping slaves to escape is a fairly serious crime, often punished by enslaving the person who helped the escapees.

A dozen or so slaves are sold each week at the public auction held on the Company grounds. Slaves who are of particular value are sold at private auction about once a month. There is regular trade in slaves between Tredroy and the Empire, as Tredroyan slave houses are highly regarded in Megalos.

East Tredroy

The common law of Cardiel is derived from Megalos common law prior to Cardiel's independence, which in turn is based on the Justinian Code and other Roman law (with a small admixture of English common law). Citizens have the right to counsel, they may not be held indefinitely without being charged, evidence must be proved in court (i.e., hearsay is generally not admissible). Defendants have the right to a jury trial. Unlike elsewhere on Yrth, written law and judicial precedent form the main basis for legal decisions in Cardiel. Cases may be appealed to the high court in Calder.

The courts of East Tredroy have mages who work for the court. They can do Truthsayer spells and certain other pertinent information spells. Other than this, magical evidence may not be admitted in a Cardien court.

Civil contracts are often registered in East Tredroy, since the courts there are perceived as more fair. The courts of East Tredroy will not hear a case about a contract registered elsewhere in Tredroy; usually, the other parts of the city return the favor.

Slavery

Slavery is illegal in Cardiel. Slaves may not be owned in or transported through the country. Anyone who escapes from foreign slavery is considered to be a free man with no obligations or debts. There is a small but active “underground railroad” movement in East Tredroy, which has considerable support among the population at large. This group works as closely as it can with the abolitionists in North Tredroy. This difference in law is one of the more controversial issues in Tredroy, and brings in a lot of business for the bounty hunters.

Religious Law

The Archdiocese has a canonical court in Tredroy. Clerics may be tried for disobeying regulations or commands. Ordinary citizens are not generally brought before this court, since under the Charter they can always claim to be agnostic and thus not subject to it. There are a few exceptions:

Blasphemy is defined as “offering grievous public offense to God or the Church.” A person may get an injunction against this action in a city court if he can prove either that he is not a Christian, or that the remarks were “fair comment” (generally, this means they were either true or not worth the Church’s time to prosecute).

Heresy is a claim by a Christian that his variant ideas about Christianity are correct, *and that the Church’s teachings are wrong.*

Necromancy is the practice of evil magic (*note: this is not limited to spells of the College of Necromancy*).

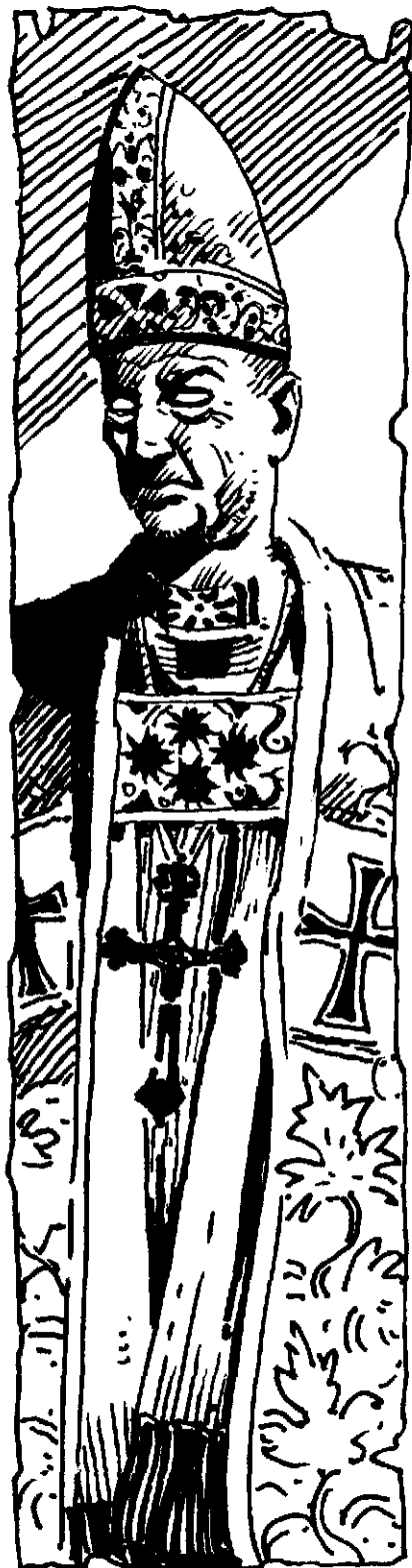
Citizens brought before a canon court are protected by city law; the Church cannot arbitrarily convict people who do not fit the definition of the crime. The rules of evidence are very strict and a city official observes the proceedings. If a conviction is registered, however, the punishments can be severe.

GOA·N·EXELS·EO

Excommunication

Excommunication is expulsion from the Church, and is a penalty reserved for only the most serious offenses. Anyone excommunicated immediately receives a *negative* reaction modifier equal to his Status. In addition, he gains a -3 Reputation: Excommunicated (all members of the Church; -8 points).

Under Imperial law, excommunicants have no rights. In Cardiel (including East Tredroy), any contract with an excommunicant becomes null and void. Of course, if the contract is registered under the laws of North or West Tredroy, no such escape clause exists.



Jobs and Income

Job (Required Skills), monthly income

Poor and Struggling Jobs

Runner (Move 6+, DX 12+), \$350
 Barmaid (Diplomacy, Carousing or Sex Appeal 12+), \$400
 Thief (4 Thief skills at 13+), \$400
 Thug (any Combat skill 12+), \$400
 Riverman (Boating 12+), \$300
 Fisherman (Fishing 12+), \$25 × skill

Average Jobs

Mercenary (see note 1), \$50 × best Combat skill
 Courtesan (Sex Appeal 12+), \$40 × skill
 Slaver (Merchant 11+), \$50 × skill
 City Watch or Man-at-arms (see note 1), \$600
 Gambler (Gambling 13+, Streetwise 12+), \$40 × skill
 Guild apprentice (Craft skill 12+), \$15 × skill²
 Guild journeyman (Craft skill 14+), \$35 × skill
 Master Thief (Stealth 14+, Lockpicking 14+, Administration 13+), \$600
 Traveling priest (Theology 13+, Survival (appropriate) 12+), \$500
 Mullah (Theology 13+), \$500
 Cleric (other religions) (Theology 13+), \$500
 Mage apprentice (Magery 1, at least one spell), \$1.50 × total spells^{2, 5}
 Mage or wizard (see note 1), \$1.50 × total spells^{1, 5}
 Minstrel (Music skill 13+), \$30 × skill

Comfortable Jobs

Bard (see note 1), \$40 × Bard skill
 Boat captain (Leadership or Navigation 13+, Boating 14+), \$40 × skill
 Gadgeteer (Engineer (any) 14+), \$40 × skill
 Assassin (Stealth 12+, Shadowing 13+, Knife 12+), \$800
 Christian priest (Theology 13+), \$400²
 Merchant apprentice (Merchant 12+), \$400²
 Merchant journeyman (Merchant 14+, \$10,000 capital), \$60 × skill
 Practical (various qualifications), \$50 × skill (GM's determination)
 Squire (Savoir-Faire 13+, 3 weapon skills 12+), \$300^{2, 3}
 Herald (Heraldry 13+), \$750
 Council Member (Politics 14+), \$800
 Physician (Physician 14+), \$50 × skill

Wealthy Jobs

Master guildsman (Craft skill 16+, Administration 14+) \$60 × skill
 Mercenary captain (Leadership 15+, Tactics 15+) \$65 × skill
 Church official (Theology 15+, Administration 15+), \$600²
 Master merchant (Merchant 16+, \$50,000 capital) \$80 × skill
 Master slaver (Merchant 13+, Administration 13+), \$80 × skill
 Knight (see note 1), \$1,000³
 Advisor (senior practical) (various qualifications) \$65 × skill (GM's choice)
 Court Noble (Diplomacy 15+, Politics 14+, Savoir-Faire 15+), \$100 × skill³
 Noble Landholder (Savoir-Faire 15+, Administration 14+), varies^{3, 4}
 Member of noble family (none), varies^{3, 4}

Success Roll

Critical Failure

DX	1d, LJ/2d, LJ
Best PR+1	LJ/1d, LJ
Best PR-2	2d/3d, caught and tried
Best PR-2	2d, C/4d, C, LJ
PR	2d, LJ/3d, LJ
PR	2d/3d, -1i
Best Combat skill-1	2d/4d, C
PR	2d/4d, LJ
PR-2	1d, -2i/2d, -6i
Best Combat skill-1	2d/4d, C
Gambling-4	-3i/-6i
PR-2	-1i/-2i, 1d, LJ
PR-2	-1i/-2i
IQ-2	-1i/2d, -2i, caught and tried
Theology	-11d/2d, -1i, declared heretic
PR	-1i/-2i, 2d, declared heretic
PR	-1i/-2i, 2d, declared heretic
PR	2d/4d
PR	2d/5d
PR-2	Audiences throw eggs/rocks (2d)
PR-2	none/2d, arrested for disrespect
PR-1	-1i/2d, -3i
PR+1	1d, -1i/4d, -2i
IQ-2	4d/4d, C, caught and tried
PR	-1i/-2i, LJ, declared heretic
PR-1	LJ/LJ, -1i
PR	-2i/-4i
Best applicable skill-2	LJ/3d, C, LJ
Best Weapon skill-1	2d/3d, C, lose horse, weapons, armor
PR	-1i/-3i
PR	-1i/LJ, -2i
PR	Patient dies needlessly (-1i/-3i for weregild)
PR	-2i/-4i
PR	2d/4d, -1i
PR	-1i/-2i, LJ, declared heretic
PR	-2i/-6i
PR-3	1d, -1i/assassination attempt, -2i
Best Weapon skill	2d/3d, C, lose horse, weapons, armor
IQ	-2i or LJ (player's choice)/-4i, LJ
PR-1	-1i/-2i, expelled from court
PR-2	-1i/-3i or lose title (50-50 chance)
IQ	-2i/banishment, loss of title

Notes:

- * No employer required. Either you are self-employed, or you hire out to different employers.
- 1. See guild requirements in the text. Roll against the skill listed here (or GM's option).
- 2. Room and board are provided by the employer; income represents cash over and above that.
- 3. You cannot roll to find these jobs. You must start off with them through careful choice of Advantages, or win them by adventuring.
- 4. GM sets income.
- 5. That is, add the levels of all skills known and multiply by \$1.50. An apprentice who knows only Detect Air-15 and Shape Air-15, for instance, would make (15+15) × \$1.50 = \$45 a month.

"Critical Failure" Codes

Damage: "1d" means take 1 die damage, "2d" means 2 dice damage, etc.
 Lost money: -1i means lose money equal to one month's income, etc.
 LJ: lose your job.
 C: Make a HT roll. If you fail, one limb (pick randomly) is crippled.



ECONOMICS IN TREDROY

4

In Tredroy, “economics” and “guilds” are virtually synonymous. Tredroy’s guilds control the city’s business affairs, with little supervision by any outside authority. The guilds have 13 of the 30 seats on the City Council, plus the support of five to seven elected members, giving them a working majority to elect the mayor and control city by-laws.

Individuals are usually not permitted to join more than one guild, although the Mages’ and Mercenaries’ guilds make exceptions.

Guild Structure

Most guilds have a three-tiered structure. The lowest rank in a guild is *apprentice*. Apprentices traditionally get the “dirty work” — sweeping up, cooking meals, heavy lifting and the like — but in return they learn the details of their trade. In some guilds, each apprentice works under the direction of a journeyman or master; in others (such as the Harpers’ Guild), teaching the apprentices is the responsibility of the guild as a whole.

When an apprentice has learned his trade, he can be promoted to *journeyman*, usually on the recommendation of one or more masters. A journeyman is entitled to go into business for himself, and is considered a full member of the guild.

Master is the highest rank a guild can bestow. Typically, a journeyman can become a master only after years of service and on the vote of other masters within the guild.

Company of Merchants

The Company of Merchants of Tredroy was founded in 1426, when the Company of Adventurers was split into the Company of Merchants and the Mercenaries’ Guild. It is a huge organization, with over 800 full members and over 1,000 “Associates.”

The Merchants are very protective of their monopolies. Several journeymen and apprentices patrol the city, looking for those who buy or sell items without the Company’s permission. The Company also employs a large number of mercenaries — ostensibly to protect the Guildhall and other facilities, but also to round up those whom the investigators have found to be violating Company rules.

The Company is politically neutral, except when an issue directly affects it or its members. When this happens, the members of the Company convene, debate the issue and pass a resolution. Once the Company adopts an official position, its members use their collective influence to affect the problem in question — up to and including tactics such as delaying or restricting banking and forcing governments to buy at unfavorable prices. Since even those merchants who don’t agree with a Company resolution will support it, the Company generally gets what it wants.

The Company is also an important part of the social life of its members. This makes it easier for it to find consensus on issues and impose discipline on its members.

Livery Companies of Tredroy

There are a great many “guilds” in Tredroy, but only some of them are recognized as *livery companies*. Livery companies are recognized by the Council and government agencies, and are generally associated with particular trades.

Members of livery companies are easily identified by their livery; they are entitled to wear clothes in a particular set of colors. Some call themselves “Companies” and others call themselves “Guilds”, but collectively “Companies” refers to all guilds recognized as livery companies, while “Guilds” include those that are not.

In some guilds, members rarely wear livery, while in other guilds members will be seen in their livery whenever they are in public. There are various forms of livery, but the most common is a simple tabard worn over other clothes (but under cloaks).

The following are Tredroy’s livery companies, in order of precedence:

Company	Color	Trim
Merchants	Gold	Blue
Mercenaries	Gold	Red
Masons	White	Blue
Mages	Black	Gold
Physicians	Green	Gold
Vintners	Purple	Green
Solicitors	Black	White
Heralds	Red	Blue
Armorsers	Gray	Black
Scriveners	White	Black
Clothiers	Purple	Red
Pilots	Blue	Black
Millers	White	Yellow
Goldsmiths	Gold	White
Shipwrights	Blue	Yellow
Tutors	Gray	White
Glassblowers	White	Green
Apothecaries	Gray	Yellow
Blacksmiths	Red	Black
Carpenters	Brown	Blue
Innholders	Brown	Yellow
Ostlers	White	Gray
Bakers	Brown	White
Butchers	Red	Gray
Potters	Gray	Red
Harpers	Green	White
Gadgetsers	Purple	White
Brewers	White	Brown
Chandlers	Red	Yellow
Boatmen	Blue	Gray
Leathermongers	Brown	Red
Slavers	Orange	Gray
Courtesans	White	Red



Guilds and Status

Due to the guilds' position in Tredroy's social structure, guild members enjoy privileges not available to the layman. Apprentices have Status 0, of course, but journeymen have Status 1. Masters and senior journeymen have Status 2; Senior masters may have Status 3 or higher. Members of the Merchants', Mercenaries', Masons', Mages' and Physicians' Guilds have an additional +1 to Status, while members of the Slavers' and Courtesans' Guilds have a -1 (as do known members of the Thieves' and Assassins' Guilds.)

These advantages and disadvantages are not free. The point cost must be paid when a character is created or promoted in rank.

Guild Dues and Services

Guilds normally require their members to pay dues of anywhere from 5% to 10% of their income. These dues pay for guild property upkeep and member services such as social functions, medical benefits and insurance. In many cases it also pays for "defense of guild privileges" (i.e., enforcement of guild monopolies) and "political action" (bribery).

Apprentices' dues are withheld from their salaries by their masters and paid with the masters' dues. Not paying guild dues is unheard of for any reason short of catastrophic loss (which is covered by insurance); if a journeyman or master were to quit paying his dues, he would quickly find himself ostracized by other guildsmen and unable to conduct business in Tredroy.

Company Organization

Travelling street vendors, operators of market stalls, and similar small businesses are licensed as "Associates" of the Company. They pay a percentage of their income to the Company in exchange for the right to trade in the city. The Company may place limits on their activities, restricting them to a particular location or area, a particular category of goods, or a particular category of suppliers or customers. These Associates are not considered full members of the Company.

Merchants may have any number of employees, but only full members of the Company (rank apprentice or higher) may have signing or decision-making authority. No one may become an apprentice except on the appointment of a master, and each master may only appoint one apprentice per year. Once this rank is given, it may only be revoked by a majority vote of the masters, so masters only appoint apprentices they trust — or occasionally people they owe favors to. Some apprentices are chosen at the age of 18 (these are usually eldest sons of masters), but most are at least 25 to 30 years old. There are about 500 apprentices in the Company.

To become a journeyman, an apprentice must have served for at least five years and be nominated by five masters. The actual promotion to journeyman takes place at least one year after the nomination, to give the masters time to properly review the application. About ten journeymen are named each year by the Company. Most journeymen are at least 30 or 40 years old when nominated.

There are about 200 journeymen in the Company. Merchant houses must be run by merchants of at least the rank of journeyman, since apprentices may not act in their own name. Journeyman merchants may buy and sell any type of commodity and they have no other restrictions on their activity.

The bylaws of the Company of Merchants allow a maximum of 100 masters of the Company. This number is almost always filled. New masters are elected by a majority vote of the other masters. To become a master requires many favors, and a few fortunes (see sidebar p. 18) in bribes to other masters (of course, everybody earns this back from *future* masters). A master candidate must have been a journeyman for at least five years before being nominated, and it is rare for masters to be elected under the age of 50. Three to five masters are elected each year to fill vacancies.

Once a rank higher than Associate is given, it may not be revoked except by a majority vote of the masters of the company (master status may only be revoked by a vote of three-fourths of the other masters). Associate licenses are granted for one-year terms.

The masters of the Company convene quarterly to discuss routine matters, with a full business meeting each April. All of these meetings incorporate many social gatherings, where business is discussed and contacts are made. In addition, there is a grand ball during the April convention to which all the apprentices, journeymen, and masters of the Company are invited.

An Executive Committee of twelve masters, chosen at the annual business meeting, advises the Guildmaster on an ongoing basis, makes minor immediate decisions, governs the affairs of the Guildhall and organizes the regular Company meetings. This committee meets on a monthly basis, or whenever serious problems come up. Traditionally, the Guildmaster selects three members of the Executive Committee to fill the Guild's seats on the City Council.

Company of Merchants Character Requirements

Advantages: Patron (single individual, on 9 or less), Status 1 (10 points). Journeymen and masters instead have the Company as Patron (very powerful organization, on 6 or less) (10 points). Journeymen must also have Literacy (10 points) and at least Comfortable Wealth (10 points; this refers only to personal income).

Disadvantages: Duty (to master, on 10 or less) (-10 points). Journeymen may, and masters must, have Duty (to Company, on 7 or less) (-5 points).

Skills: For apprentices: one non-native language (level varies, costs at least one point), Economics-10, Mathematics-10, Administration-11, and Merchant-12. Also recommended for more experienced apprentices are: Research-11, Accounting-11, Diplomacy-10, Law-10 and Leadership-11.

For journeymen: add one level to all skills required of apprentices, plus Writing-11, Survival-11 (any environment), Teaching-11, and Merchant-14. For experienced journeymen, Forgery-10, History-10 and any Craft skill-11 are recommended.

Apprentice merchants must pass a test, specified by a committee of masters, to be promoted to journeyman. If a player wishes to play a journeyman merchant, the GM could run this test as a first adventure.

Master merchants must have Status 2 and the Wealthy advantage, among other requirements. No Merchant may take the Poverty disadvantage.



Mercenaries' Guild

The Mercenaries' Guild is the largest in Tredroy, with over 6,000 members, including some 300 masters (also called officers) and well over 1,000 sergeants (the equivalent of journeymen). The Guild has several bases throughout Tredroy; the largest is "Newhall" in North Tredroy, although Guild headquarters was moved to a new building in West Tredroy in 1931.

The Guild takes a fifth of its members' incomes in fees, the largest proportion of any guild in the city. In addition to administration costs, the Guild spends more on supporting older members than other guilds, since the physical nature of the work means that mercenaries have a shorter working life than other guildsmen. The Mercenaries' Guild also supports more orphans than other guilds.

Apprentice mercenaries ("armsmen") must be inducted into the Guild by a master, who usually demands a few years' service. After that, a mercenary is free to hire out to whomever he likes. The rank of sergeant is simply an indication of merit and skill, and has no extra privileges.

Only a master mercenary may hire other mercenaries and form a regular military unit. Some masters form these units, while others simply perform a teaching role; they bring in young mercenaries as armsmen, hire them out, and take a percentage of the contract (generally about a third).

Because the mercenaries collectively are so important in Tredroy, the Guild

Merchant Houses and Merchant Marks

Each major merchant house has a unique mark that they put on crates, documents, buildings, anything related to the business; it is embroidered on the left breast of the livery tabard, about two inches high. This shows that the item is the property of the house, and the marks are well known to any merchant. Only master merchants will have marks, and if several merchants are joined in a particular enterprise, they use the same mark.

The main merchant houses are:

House of le Perdu: the original trading company started by Victor le Perdu in 1260, run by Master Shlomo Georges le Perdu; trading contacts from al-Haz to Sahud; trades in a wide variety of goods, specializing in magic, art, and exotica, also a major banking house.

House of Artainn: run by Master Bartolomeo Artainn; main trade route is Tredroy to Megalos via Dekamera; specializes in weapons and ironmongery, clocks and machinery, pottery and china.

Beth Mitzrach: run by Master Alain ben Yusuf; major trading contacts in Hadaton, al-Siyassi, Calder, Qazr al-Sawk, Craine, and eastern al-Haz; specializes in food, clothing, and agricultural goods.

Al-Bayt al-Zantari: run by Master Ismail ibn-Filoo; trading contacts in Hadaton and along the coast of Cardiel and al-Haz (their agents trade with a mountain tribe that controls a secret pass through the Fence of God); specializes in spices, medicines, and exotica.

House of Lubecker: run by Master Adrian Mordechai Lubecker; mainly trades in basic commodities; also a trading house.

House of Lee: run by Master Lee An Quam (who employs the best guides and translators); main trade route is overland to al-Siyassi, Craine, Zarak, and Sahud; specializes in magic, machinery, jewelry, statuary, and toys.

Important Foreign Trading Houses

House of the White Star: headquarters unknown; managed in Tredroy by Journeyman Kevin Curadan McCool; specializes in craft goods, books, and exotica; also a major banking house.

Company of Maritime Adventurers: based in Hadaton; contacts in several ports in Megalos, Cardiel, and the islands; managed by Journeyman Gareth Scott; no specialty (they trade what they can find).

Imperial Enterprise of Marsden: based in Megalos; managed by Journeyman Charles Philips; has inland trade routes all through Megalos and Cardiel with a connection through al-Wazif and Tredroy; specializes in basic commodities.

Money in Tredroy

In Tredroy, coins are minted by the Company of Goldsmiths. The Company guarantees the composition of its coins, and "false coinage" is punishable as a form of perjury. Since the Company is punished for false coinage as well as the individual Goldsmith, it is fanatical about quality control. For this reason, Tredroyan coinage is accepted in areas where other foreign coins would not be — including all of al-Wazif, most of Cardiel, eastern al-Haz, and the western Empire.

Coins are minted with the arms of Tredroy on one side and various images on the other. No faces are used, partly so that the coins will be acceptable in al-Haz (where the faces would be considered "graven images"), but also because the Goldsmiths can't agree on whose faces to use!

Moneychangers charge a small percentage (1%-5%) for converting strange foreign coins into recognizable local currency and back. This service is a monopoly of the Company of Merchants.

The basic unit of currency in Tredroy is the *dinar*, worth \$100. This is a silver coin weighing exactly one ounce, slightly larger than an American half-dollar coin. There is also a gold dinar, about the size of a dime; this is more common than the silver dinar. More common than either of these is the *nussin*, also known as a "shilling" or a "half-dinar", worth \$50. This is a silver coin slightly larger than a quarter.

A *shekel* is a smaller silver coin, slightly larger than an American penny (but smaller than a nickel). It is worth \$10, so there are ten shekels to the dinar, and five to the nussin.

A *halala* is a copper coin the same size as a shekel, worth \$1. There are ten halala to the shekel.

Coins of lesser value than this are the *nickel*, a nickel coin the size of an American nickel and worth ¼ halala, and the *dirhan*, a lead/zinc coin slightly larger than a nickel.

Rare coins

A *talent* is a 4/5 oz. gold coin, about one inch in diameter and one-tenth of an inch thick, valued at \$1,000. One talent is equal to ten dinars, or about one Megalos pound.

A *fortune* is an eight-ounce bar of gold valued at \$10,000. This is a little cylindrical bar not quite an inch wide and almost two inches long. It is equal to ten talents.

A *pyramid* is a six-pound gold pyramid about three inches square and two inches high, valued at \$100,000. These are used for rare public transactions; most commercial monetary transfers are done by notes of credit. One pyramid is equal to ten fortunes.

is very careful about who it accepts as masters. Every master must sign the "city contract," the agreement between the Mercenaries' Guild and the Company of Merchants to protect the city.

Mercenaries' Guild Character Requirements

Advantages: Status 1 (5 points).

Disadvantages: none.

Skills: For an apprentice, one weapon skill — sword, axe or mace — at level 13. For a journeyman, one weapon skill — sword, axe or mace — at level 14 and any two other weapon skills at level 12.

Practicals

Practical is a general term referring to "somebody who gets things done" or "somebody who knows how to find things out." The profession is similar to spying, except that it's more common, it's more respected, and (usually) it's more above-board. Anybody important has at least one practical; Emir Jannar has over 200.

Almost all practicals are members of the Mercenaries' Guild. The Guild considers much of the work of a practical to be "adventuring," a service the Guild holds a monopoly on in Tredroy (a holdover from the days of the old Company of Adventurers). Any practical who resists joining the Guild will find his ability to get things done severely restricted, and may receive visits from loyal Guild members attempting to show him the error of his ways.

Some practicals will be men-at-arms sworn by oath to a particular noble. Others will be members of other guilds, particularly the Mages' or Thieves' Guilds. Many apprentice and journeyman merchants will perform a similar role and have similar skills, but they generally only work for a specific merchant house.

Practicals always have a specific patron. Someone who does the same job on a freelance basis is called a *contact*. Successful contacts tend to be exceptional individuals, often with small organizations of their own to back them up.



Mages' Guild

The Mages' Guild is a secretive group, but quite cohesive compared to associations of mages elsewhere because the city prefers to support a guild monopoly.



Guild Organization

There are 60 master mages, or “wizards,” in the Guild. Each has only two or three apprentices; magic is a very intensive study, so each apprentice requires much of the wizard’s time. There are another 150 journeymen, and 20-30 nobles who also practice magic (these must register with the Guild, although they are not required to join).

Apprentice mages may be as young as their early teens, especially if they have Magery 2 or 3. A mage will usually be an apprentice for seven to twelve years. He must study hard until he learns the Enchant spell, after which he spends much of his time helping his master create magical items. An apprentice spends three to five years after learning the Enchant spell before being released from service. Journeymen often work closely with wizards on various projects, and will sometimes work for various wizards in exchange for learning a wider range of spells.

The Mages’ Guildhall is in North Tredroy. All of the doors are sealed with the Magelock† spell (i.e., they cannot be opened except by magical means or by breaking them down); one of the requirements for graduation from apprenticeship is that the aspiring mage must be able to pass the door of the Guildhall alone.

Each wizard has his own specialties and interests. A journeyman will often learn a wide range of spells, through research or from other wizards. The more advanced healing and necromantic spells are known only to a few, however, and are not likely to be taught.

Guild Factions

There is only one serious political division in the guild — between those with ethics and those without. The sides in this debate keep it private, not involving outsiders. Mages tend to be jealous and egocentric about their knowledge and position. Even former friends can have serious disputes which sometimes come down to magical duels. These disagreements are kept private. Even if a couple of mages have it out in public, they never talk about it later. Collectively, mages are loyal to Tredroy, although they have different friendships within the city’s power structure.

Mages’ Guild Character Requirements

Advantages: Literacy (10 points), Magery 1 (15 points), Status 1 (5 points). Apprentices must also take Patron (single individual, on 9 or less) (10 points).

Disadvantages: apprentices must take Duty (to master, on 10 or less) (-10 points).

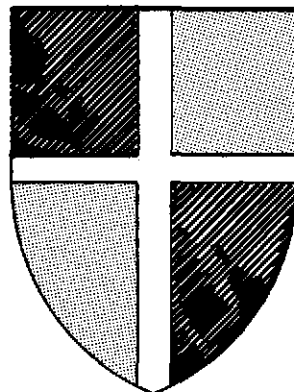
Skills: Journeymen must learn the Enchant spell at level 17. As part of their training, they must also learn either Lockmaster†, or Counterspell† and Magelock†; these must be at level 12.

Origin of the Mages’ Guild

During the seventeenth century, loose associations developed to represent the interests of the city’s mages. With no single guild, the mages found that the city would not support any monopoly, so the practice of magic had to be declared an “unskilled trade.”

Finding this absurd, the various groups tried to pressure each other and the Council into recognizing one or the other of them as the official “Mages’ Guild.” The Emir of the day offered the use of the Arena for a great magical battle. After some disagreements resulted in strange spells being loosed in the city, the Pasha banned the practice of magic in his domain, and tried to get the Council to ban it throughout Tredroy.

In 1673, the mages of Tredroy agreed to settle the issue; the city’s most powerful mages disappeared for a few weeks in October. When they returned, there was a single Mages’ Guild. Some of the mages did not return.



Heraldry of Tredroy

The heraldic symbol of the ancient noble houses of Tredroy (few that they are) is *quarterly Vert and Or, a Cross Argent*, which is a white cross with alternating green and yellow in the four corners of the shield. This design survives to the present in several families. The closest to the original is the House of al-Pradin, of which Pasha Khalid is the current holder; the Pasha’s shield is *quarterly Vert and Or, a cross Azure, 1st and 4th, a Decrescent Argent* which is the same, except the cross is blue and there is a Hazi white crescent moon in the green quarters. The Pasha is unusual among Islamic nobility in having a cross in his arms, but they are part of the arms of Paradin and his family has always stressed its history, which predates al-Haz itself.

Generic Fighters

All generic guard-types have one or two of the following advantages: Alertness (+2), Combat Reflexes, High Pain Threshold, Literacy, Magic Resistance (+3), Strong Will (+1) and Toughness. They also have one or two of the following disadvantages: Alcoholism, Bad Temper, Berserk, Bully, Honesty, Impulsiveness, Laziness, Lecherousness, Sense of Duty, Stuttering.

City Watch

ST 11, DX 12, IQ 11, HT 10.
Speed 5.5, Move 4.
Heavy leather armor, small shield, PD 4, DR 2; Encumbrance 1.
Dodge 4, Parry 6, Block 6.
Advantage: Reputation +1 (all citizens of Tredroy while wearing Watch livery).
Disadvantages: Duty (City of Tredroy, on 10 or less)
Skills: Brawling-13; Climbing-11 or Swimming-12; Crossbow-12; Detect Lies-9; First Aid-11; Knife-12; Law-9; Running-12; Shadowing-10; Shield-12; Stealth-12; Streetwise-11; Weapon-13 (see below).

Language skills: English or Arabic-11; Patois-11.

Weapon: Crossbow and quiver with 20 bolts: 1d+2 impaling, ST 10, SS 12, Acc 4, ½Damage at 200 yds., Max. 250 yds.; Large knife: 1d-1 cutting or 1d-1 impaling; and one of the following: Axe: 2d cutting; Broadsword: 1d crushing or 1d+2 cutting; or Mace, 2d+1 crushing.

The Watch patrols the entire city. In cases of conflict, the Watch defers to the local Guard.

Governor's Guard

ST 12, DX 13, IQ 11, HT 10.
Speed 5.75, Move 2
Light plate, large shield, PD 8, DR 6; Encumbrance 3.
Dodge 2, Parry 4, Block 6.
Advantage: Wealth (Comfortable).
Disadvantage: Duty (to Governor, on 10 or less).
Skills: Brawling-13; Broadsword or Axe/Mace-13; Bow-12; Climbing-11 or Swimming-12; Detect Lies-9; First Aid-11; Knife-12; Law-9; Running-12; Shadowing-10; Shield-12; Stealth-12; Streetwise-11; Weapon-13 (see below).

Language skills: English or Arabic-11; Patois-11.

Weapons: Regular bow and quiver with 20 arrows, 1d impaling, SS 13, Acc 2, ½Damage at 180 yds., Max. 240 yds.; and one of the following: Axe: 2d+1 cutting; Broadsword: 1d crushing or 2d cutting; or Mace, 2d+2 crushing.

These men-at-arms have the primary responsibility for keeping public order. They most commonly work for one of the three governors, although certain parts of East Tredroy are controlled by the Viscount of Lurnan and the Baron of Dorilis.

Economics in Tredroy

College of Arms

For heraldic purposes, Tredroy is a distinct "nation." The Tredroy College of Arms is the chief heraldic institution for nobles in the city and area, and may not be overruled by the heraldic bodies of the three surrounding countries. Other than the Lord Guildmaster of Arms (who is considered a non-hereditary noble, unless he holds some other hereditary rank), the heralds of Tredroy are technically commoner guildsmen, although it is quite common and proper for the younger sons of nobles to become heralds.

There are 30 pursuivants (apprentices), 40 heralds (journeymen), and 10 master heralds in the Guild. Although most nobles have a knowledge of heraldry, and some are more skilled than most College members, only a herald may legally create or authenticate heraldic symbols.

The records of the College of Arms are considered the primary legal record of genealogy in Tredroy. In the event of any conflict, the College records take precedence. Commoners who are descended from a noble house often use the family name as a sort of status symbol (this has no effect in game terms, as people don't take it very seriously); thus there are hundreds of le Perdus and over a thousand Micardenes in Tredroy alone, although each family only has three or four hereditary titles in all of al-Wazif and Cardiel.

Heralds travel, and so a few may become adventurers.

Thieves' Guild

Tredroy is a guild town. The Thieves' Guild operates on the same principle as the other guilds — you aren't allowed to practice the trade unless you belong to the Guild. They may not notice stealing apples in the market, or even a well-planned one-time job, but don't plan to steal things in Tredroy and stick around — and don't plan to fence goods here if you're not on good terms with the Guild.

The Thieves' Guild dates its history to 1424, and claims that it (along with the Merchants and the Mercenaries) is a descendant of the Company of Adventurers. The Thieves are quite patriotic, and they played a vital role during the wars of the 1400s and 1500s, helping the people of the city in their struggles with foreign invaders (always taking a cut, of course, but then did the merchants and mercenaries not get paid?).

The Guild actively promotes the image of the gentleman cat burglar, stealing for the thrill of it, or to secretly support a good cause. Many thieves consider themselves valued citizens of Tredroy, an important and useful part of the economic, social, and political life of the city. Of course, the reality is somewhat different — in fact, the Thieves' Guild is a loose coalition of criminal factions, united only by the desire to crush anyone who tries to take any of the "action" away from them.

The main "trade" of the Thieves' Guild is stealing, ranging from pickpockets in the markets to expert burglars who break into the highly protected houses of important nobles. Valuable items are sold to fences, who are usually Guild members as well. The fences then resell the goods to more legitimate buyers, often out of town. The Thieves' Guild is involved in many other activities, such as protection rackets and illegal gambling. They smuggle goods which are illegal in parts or all of the city (notably drugs, and alcohol into West Tredroy); they also smuggle goods to avoid tariffs. They forge documents and, for a fee, can "sell" a person a whole new identity, complete with people who will vouch for the identity's background — even down to magical alteration of a person's features and/or aura.

The size of the guild is unknown. It is much more hierarchical than the other guilds. There are only a few dozen "masters." These are the crimelords of Tredroy, and their influence spreads through all the southern lands. There are

several hundred journeymen and “lieutenants;” these ranks are considered equal, the difference being that a lieutenant is in the employ of a master, while the journeyman is independent. The number of apprentices is unknown — certainly over 500, perhaps even a thousand or more. These ranks are further subdivided into “senior” and “junior” apprentices, journeymen, and lieutenants.

An apprentice is chosen by one of the masters. He will usually be recommended by a lieutenant, since an apprentice rarely has direct dealings with his master. Someone who shows himself to be competent may be promoted to senior apprentice, and receive more responsibilities and training.

Apprentices are promoted to journeyman status based on their ability as thieves. Unlike other guilds, an apprentice may also request to be promoted to journeyman. In this case, the Guildmaster will assign the prospective journeyman an assignment — stealing a valuable necklace, for example. If he succeeds, he becomes a journeyman; if he fails, he has to remain an apprentice for at least three more years, in addition to any other consequences resulting from his failure.

Journeymen are not responsible to any master, although they must still obey the orders of the Guildmaster. Journeymen may attain the rank of senior journeyman by applying and passing another test. Failure of this test only results in loss of status within the Guild. Apprentices may be promoted to lieutenant by their master, at the master’s discretion. Some apprentices prefer to take the journeyman’s test on or shortly after their promotion, to prove that they deserve their position.

There are several ways to become a master thief. When a master dies, a successor is named. Usually, the master’s favored senior lieutenant inherits the organization. Sometimes, the masters decide to choose another of the dead crimelord’s lieutenants to succeed him, bypassing the designated successor. Occasionally, another master will take out a competitor and seize his organization. This sort of behavior is not encouraged, but if a coup is accepted by the other masters, no new master is appointed. Rarely, a senior journeyman may be elevated to this rank.

The city deals with the Thieves’ Guild in some odd ways. Naturally, theft is illegal. Generally, smuggling, dealing in stolen goods, and drug dealing are also illegal, as is gambling without the local governor’s permission (such permission is never granted in West Tredroy, and rarely in East Tredroy). However, the city supports the guild, in a way. Anyone convicted of theft, after receiving the specified punishment, is turned over to the Thieves’ Guild. Merchants will not buy stolen, smuggled, or illegal goods from anyone except members of the Thieves’ Guild. And, while the Thieves’ Guild is not formally recognized by the city authorities, anyone who is punished by the Guild for infringing on its rights will find no one in government who considers this a “crime.”

The basic unit of organization within the Guild is the “territory.” A “territory” is a region of the city which is controlled by a single master thief. The master will typically have one to four senior lieutenants, four to ten junior lieutenants, and one to three dozen apprentices. Masters generally specialize in one activity or another, and it is common for masters to “subcontract” some work to thieves working for other masters who are experienced in different activities. When there is a dispute about a particular area, it is settled by negotiation (i.e., the more powerful master intimidates the less powerful one), sometimes by violence, and rarely by dictate from the Guildmaster. Most masters are allied with one or two others into “families,” of which there are about a dozen (the number changes slightly over time). The largest crime family is the al-Wisti, whose territories are in all three parts of town and are concentrated in the middle of the city. Next are the Calabrese of East Tredroy and the Tongs of North Tredroy.



Assassins' Guild History

The Assassins' Guild of Calder was founded in 1501 as a secret society dedicated to resisting the Imperial forces in the province of Cardiel and the armies of the crusaders. Originally composed of Moslems, the Guild attracted some Christians from the southern lands who also wished to fight the Empire. The Guild slowly became more professional, and by the late 1500s it had a broad network of contacts and agents. The Guild was very effective; the Empire did not launch any campaigns against the Moslems after the unsuccessful crusade of Emperor Diophrates IV.

The Guild's influence became so extensive that the rulers of al-Haz and al-Wazif began to perceive it as a threat, and began to take measures against the Guild. The "paranoid" faction of the Guild felt that it needed to acquire as much power as possible to achieve its goals, and started to act against its new enemies. Various powers and agencies acted in concert against the Assassins' Guild, and after a short time the "paranoid" faction was purged and the Guild went (further) into hiding. Key people and operations were eliminated, and the Guild became less active.

In the beginning, the Guild depended on contributions from its members and others for its funding. Some donors would only pay if they saw results, so the Guild started to assign costs for particular assignments or programs, and then found donors willing to support those assignments. The Guild's members became highly skilled at getting past gates and guards to someone who was highly protected. Leadership set up a program of assassination by private commission, charging fees far exceeding its costs on these assignments, so it was able to reduce the amount of money it squeezed from other sources. Due to its new business approach and the unstable situation, Tredroy became a major focus of operations for the Assassins' Guild.

In the 1600s, the Guild came under the control of mystical death cults. Training and discipline improved considerably, and the Guild again became a force to be feared. However, the Guild's attacks became more unpredictable. Innocents were murdered as part of obscure rituals. The Islamic focus of the Guild was lost, and contributions diminished. Again, various forces began to cooperate against the Assassins' Guild. In the 1670s, internal factions within the Guild fought bitterly for control. Eventually, the leadership of the mystic's faction was wiped out. The lower ranks of the mystics were allowed to stay, as long as they agreed to Guild discipline in the future. The "pragmatist" faction within the Guild gained the upper hand, and within a few generations the Guild had no political ideology whatsoever. The Cardiel independence movement was the last political objective that the Guild supported.

There are also a couple of hundred journeyman freelance thieves. They sometimes work together in small groups, but generally they work alone, since they can't hire apprentices. They often have informal associations with one or more masters, but they are not obliged to take the orders of anyone other than the Guildmaster.

Thieves' Guild Character Requirements

Advantages: apprentices and lieutenants have their master as a Patron (on 9 or less) (10 points). Lieutenants and journeymen have the Thieves' Guild as a Patron (on 6 or less) (10 points).

Disadvantages: apprentices have Duty (to their master, on 10 or less) (-10 points). Lieutenants have Duty (to their master, on 7 or less) (-5 points). Lieutenants and journeymen also have Duty (to the Guild, on 7 or less) (-5 points).

Skills: The GM may require a variety of skills, depending on the specialty of the thief's master. All apprentice thieves must have Stealth-13; all lieutenants and journeymen must have Stealth-14.

Assassins' Guild

The Assassins' Guild is a for-hire secret operations group, specializing in kidnapping, blackmail, infiltration, extortion and murder. Some assassins may not fulfill a contract if they do not believe it is justified. However, there are those who work strictly for money, and the Guild overall can always find someone in its organization willing to take a job.

Most members of the Guild have cover identities allowing them to move about freely; an assassin who compromises the organization by revealing his membership in it may be subject to discipline, at the discretion of the guildmaster. They have a uniform of sorts: tunic, pants, boots, hat, gloves and balaclava (face mask) are all black, with a great cloak of fine black cloth with a red embroidery trim in a dagger pattern. They only wear this outfit when appearing in public as assassins, usually to deliver a threatening message. Assassins have no "real name"; they assume aliases and identities the way normal people change clothes.

Within the guild, they are only referred to by their Guild nickname, which is changed each time they are promoted in rank. The Guildmaster is always referred to as the "Silent Master"; however, he is rarely referred to at all as he only deals directly with the senior ranks of the Guild.

Contacting the Guild means asking about it in the right quarters. (Make a Streetwise roll at -2.) If the Guild hears about someone, it will choose a time and place to its advantage for a meeting with the person. This will involve taking the person from behind, blindfolding him, and asking what his interest in the Guild is. If the answers are satisfactory, the person is released (never having seen his contacts) after being given instructions about future contacts and payments.

Guild Organization

The Guild is headquartered in Calder, although most of its operations are based in Tredroy. There are half a dozen master assassins in Tredroy, one of whom is appointed by the Guildmaster to be in charge of operations there. There are about 40 journeymen and an equal number of apprentices. Normally an assassination is conducted by a journeyman or a master, assisted by one or two apprentices, or by an apprentice with a journeyman or master supervising. An assassin sometimes works alone, but will usually have a backup nearby in case he gets into trouble.

The Guild has about a hundred reliable contacts. With very few exceptions,

these contacts do not know the names or faces of guild members that they deal with. But they are guaranteed protection and paid well for their work, and are loyal to the Guild.

About a third of the guild members are members of death cults (such as *thugee* or *saivas*), or Moslem anti-Imperialists. The rest are members of the "pragmatist" faction. Unlike many organizations in Tredroy, membership and promotion are based solely on talent; issues of race, species, and gender are of no importance.

Harpers' Guild

The Harpers' Guild of Tredroy is a very loose organization centered around Singer's Green. There is no other "guildhall" *per se*, although there are a few buildings used as offices, practice halls, and concert halls or theaters nearby, owned by patrons of the Guild.

An apprentice harper is a "minstrel." A journeyman harper is a "bard," and must meet strict requirements. A true bard is far more than a mere musician. The main obligation of Guild membership is to perform at Singer's Green once or twice a month. Guild members are expected to be helpful to other members with teaching, money and advice, but it is all voluntary. There is no formal guild organization to enforce this, and there are no "guild fees."

Harpers' Guild Character Requirements

Attributes: IQ 12 is mandatory.

Advantages: Eidetic Memory, Literacy, and Musical Ability are strongly recommended, although not required. Language Talent is also a good idea.

Skills: Becoming a minstrel is easy; all one needs is Singing-12 and one Musical Instrument-12.

Becoming a bard is much harder. It requires the following skills:

Two more Musical Instruments-12, Dancing-12, Bard-13, or Poetry-11, two non-native languages-11, plus six of the following: First Aid-12, Naturalist-10, Survival-11, History-12, Linguistics-10, Literature-12, Psychology-11, Research-12 or Theology-10, and five of these: Acting-12, Carousing-9, Diplomacy-12, Savoir-Faire-12, Sex Appeal-9, Teaching-13 or Detect Lies-11.

To become a master harper, a person must have one Musical Instrument skill, Teaching, and one other artistic, scientific or social skill, all at level 20 — and he must be accepted as a master at the Singer's Green.

The Circle Song

Singer's Green has been the home of the Circle Song since the late 1600s. At least one bard has performed continually on the Green since then, singing the Song. The words change according to the season, and the tune varies, but the Song continues.

The Song is always led by a master bard or master harper. Any minstrel, bard or harper may join the Circle; the words and lyrics to various versions of the Song are all well-known. In addition, some portions of the Song are arranged for spectators to join in, often in a chorus or as part of a call and response.

The Song acts as a group ritual, enchanting the Circle; for instance, though snow may fall in the Circle, lutenists' fingers never seem to get cold. This magic has occasionally intensified emotions produced by the Song, and in fact there have been several attempts to suppress the Song — usually immediately after the Beltane spring festival, which is traditionally a harvest and fertility celebration. The magic of the Song has always overwhelmed any troops sent to break up the celebration.



5

THE PEOPLE OF TREDROY

Languages in Tredroy

Tredroy is a unique mixture of cultural groups, each with its own language. Most Tredroyans grow up speaking two or more languages. The most common are:

English, descended from the heavily French-influenced Old and Middle English of the immediate post-Norman Invasion period. It defaults to modern English at -5.

Arabic, the language of the Koran and Islam. The dialect spoken in Tredroy is most similar to the Syrian and Palestinian dialects of modern Earth, and defaults to them at -3. These are all slightly different from the classical Arabic of the Koran, to which Tredroyan Arabic defaults at -2.

French and *Italian*, descended from their medieval European versions. Each defaults at -4 to the modern Earth language.

Latin and *Hebrew*, liturgical languages for the Church and the Jewish community, respectively. Yrth Latin is almost identical to the version used by the Roman Catholic Church on Earth, with only a -1 default. Hebrew is not spoken as a common language; a speaker of modern Israeli Hebrew visiting Yrth would probably be able to speak only to a rabbi, and then only at a -3 default (modern Hebrew had to create many new words not anticipated by the Torah and Talmud). Both types of Hebrew default to Arabic at -4.

Ladino, the language spoken by Yrth's Jews, is a dialect of Spanish spoken by Sephardic (i.e., Spanish and Portuguese) Jews, influenced somewhat by Hebrew and written in the Hebrew alphabet. It defaults to modern Spanish at -4 and to French, Italian, Patois or Latin at -6. The amount of Hebrew contained in Ladino is minimal, and there is no default between the two.

Chinese, which actually refers to any of a dozen dialects spoken in the Chinese community. Most Chinese speak *Maimaiyu*, a dialect spoken by several influential families. Other dialects are spoken in the home, but are rarely if ever taught to outsiders. All Literate Chinese use the same ideographic written language; if this is taken as a separate skill, it is referred to as "Chinese (written)." *Maimaiyu* defaults to Earth's Mandarin Chinese at -2.

Patois Tredroyen, or simply *patois*, a mixture of French, English, Arabic and Italian, which defaults to any of these four languages at -4. It is a Mental/Easy skill.

Having suffered at the hands of crusader armies, Tredroyans have developed a tradition of religious tolerance unparalleled in Ytarria. This attracted other minorities who were eliminated or assimilated elsewhere. The proportion of minority groups continues to grow as other small groups find refuge in the city.

On all of Yrth, religion played an important part in building human civilization. Religious institutions developed faster than governments, and as such they have a very important role in all aspects of life. Even in a cosmopolitan city like Tredroy where religious authority is fragmented, the various religions are very important.

Christianity

Tredroy was originally a Christian community. The largest religious group in Tredroy today is Christian, although it has not been the majority since the 1800s. There are differences in philosophy and practice in different parts of the world, and the further away one gets from Megalos, the more variance there is from the official doctrine of the Curia, but the Church and its followers all agree that they are all believers of the same faith.

However, the Banestorm continues to bring people across the dimensions. In the past few centuries, many of these people have been Protestants. Elsewhere they are quietly assimilated into the main body of Christianity, but events in Tredroy led to the recognition of a separate Protestant faith in 1581; religious freedom was protected in the Charter of 1589. Small Protestant groups now exist in many parts of Cardiel, although the community in Tredroy is the oldest and largest.

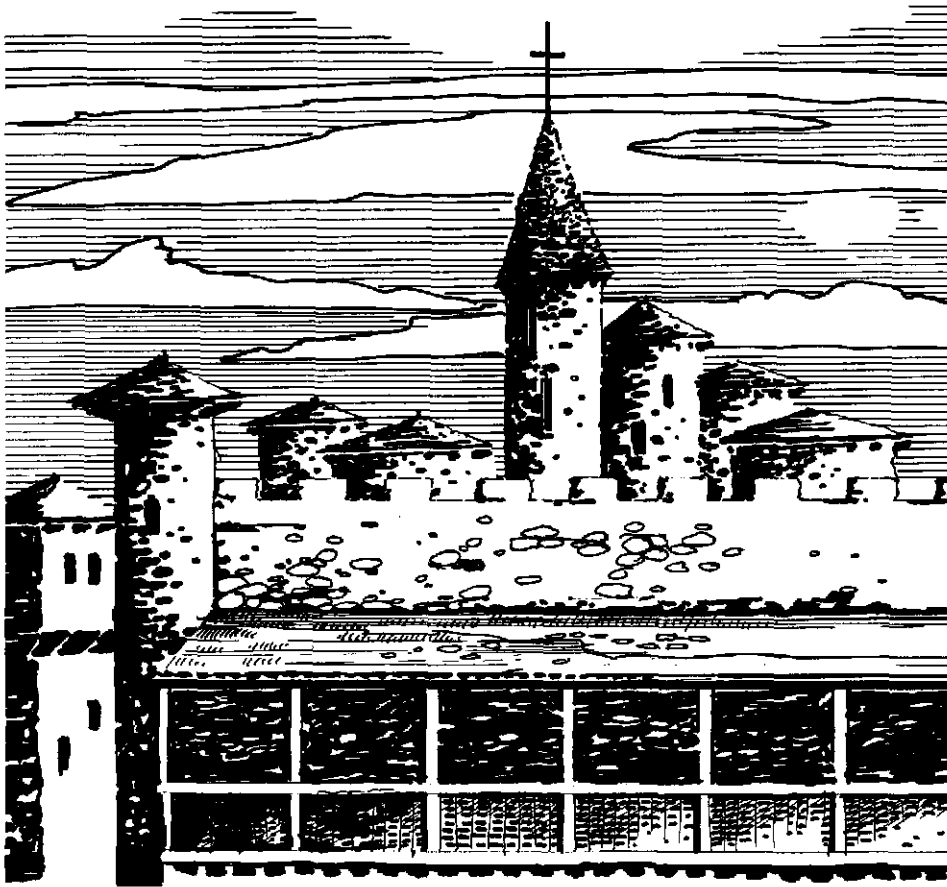
Church Lands

To protect the community from Moslem raiders, the Church collected large areas of land in and near Paradin in the 1300s. Citizens who accumulated their wealth illegitimately (and such folk were numerous in those days) were encouraged to make good by donating some of it to the Church, which allowed it to actively purchase land, using its influence to buy at low prices.

The city was conquered by Pasha Ali ibn Hayyam in 1381. He and his successors were good and tolerant men, and did not interfere with the rights of Christians. The Crusaders of the 1400s were much worse, and they seized vast amounts of land "for the Church" as a justification for their wars. When things settled down, the Archdiocese of Tredroy found itself incredibly wealthy — surpassing even the Archdiocese of Megalos. It has carefully managed these resources over the centuries. Even now, the Church owns about 20% of the land in Tredroy, as well as a wide range of business investments. The Church usually does not have majority control in its investments, although the *Agens Seculorum* exerts a great deal of influence over businesses it has invested in.

In keeping with its mission to care for the poor, the Church owns whole neighborhoods of low-rent tenements; St. Mark's Parish is the largest of these developments. So for people in all parts of the city, including many of Tredroy's poorest, the Church is also the landlord. The Church is the wealthiest and one of the most powerful institutions in Tredroy; its influence is limited by the fact that

it is a large, conservative bureaucracy, and if it tried to exert its authority in a more obvious way it would offend the Moslem, municipal, and mercantile authorities of the city.



Organization of the Archdiocese

Five bishops are subordinate to the Archdiocese — one each for al-Siyassi, Ten-Tiri, and Calder — and two itinerant bishops. One of these travels in eastern al-Wazif, and the other ministers to the small and lonely Christian communities scattered across al-Haz. If either of the itinerant bishops is in town, they say the mass in the Cathedral of St. Christopher; otherwise, a senior priest performs the service.

The Archdiocese has a large overhead. It sends money to the Curia in Megalos on a regular basis, maintains the two cathedrals and other Church properties, and supplies a large annual grant to the University. The rest of its annual income is spent on a broad range of charitable projects, including education, subsidized housing, mission kitchens, sponsorship of the arts, and so forth.

Character Requirements for Christian Clerics

Advantages: Priests must have the Clerical Investment and Literacy advantages. Monks and members of fighting orders need not take these advantages.

Any cleric in charge of a church has at least Status 1. A higher-ranking cleric ("Monsignor") has Status 3; the Archbishop, *Agens Seculorum* and priests in charge of the cathedrals have Status 4.

Disadvantages: Monks and priests must take the standard Vow of poverty, chastity, and obedience. All clerics have a Duty (to their religious organization) (-15 points).

Skills: Theology-12, Bard-11, Teaching-11, and Latin-11. Itinerant priests must have Survival-12 for the appropriate terrain. Any priest in charge of a church must have Administration-11.

The Curia

The Curia is the highest ecclesiastical body in the Church on Yrth, similar to Earth's College of Cardinals. In the absence of the Pope, the Curia rules on matters of doctrine. It is also the court of final appeal in cases such as excommunication.

The Curia tends to think of Tredroy as a backwater town, compared with Megalos. This is reinforced by the Archbishop of Tredroy's dislike of travel (due to his blindness); while he is a member of the Curia and entitled to attend its convocations, he has never attended any, preferring to send a senior subordinate in his stead. In turn, the Church in Tredroy feels the Curia is out of touch with the realities of running the Church in the modern world. Thus, while there are no doctrinal disputes between the Church in Tredroy and the Curia, there is a lot of tension between the two.

The Agens Seculorum

With its vast landholdings and extensive commercial interests, in many ways the Church in Tredroy resembles a business. The *Agens Seculorum* ("secular agent") is the Church's "business manager," responsible for overseeing the Church's temporal and financial affairs. The office carries with it the title of Monsignor and a staff of over 40 assistants.

The *Agens Seculorum* today is Monsignor Damiano le Perdu, a tall, handsome man in his mid-40s. He apprenticed for a time with the Merchant House of le Perdu before entering the priesthood; Archbishop Aillard has put his talents to good use. Monsignor le Perdu's offices are in an annex of the Cathedral of St. Christopher.

Holidays in Tredroy

All citizens of Tredroy are entitled to celebrate the holy days of their faiths. Christians celebrate Good Friday, Easter and Christmas. Jews celebrate Passover, Rosh Hashanah, and Yom Kippur. Moslems celebrate the Prophet's Birthday, and work only half days during the month of Ramadan.

Everyone in Tredroy celebrates New Year's Day, Ash Wednesday (to recover from Mardi Gras the night before), the spring festival (called Beltane or *shamm in-niseem*), the autumn festival (called Samhain, All Saint's Day, or *shamm il-hyizabin*), and the Feast of St. Christopher (July 25).

The term "weekend" in Tredroy refers to Friday (the Moslem holy day), Saturday (the Jewish Sabbath) and Sunday (the Christian day of worship). Most shops and businesses close for part or all of the weekend, and government offices are only open Monday through Thursday.

The Christopherite Oath

The oath the Christopherites swear is as follows: "We swear in the name of Almighty God to protect the weak, the innocent, and the wronged, no matter how low their estate, how dire their need, or how terrible their foes. We swear to protect good folk whatever they are, and to assault the forces of darkness whatever guise they wear. We swear to stand by our brethren, to uphold the laws of chivalry, and never to strike the first blow against a brother knight of any faith or order."

The knights today swear their oath beside of the Fountain of Quiet Contemplation.

Keeping Time in Tredroy

Each of the various groups in Tredroy has its own calendar. The most common is the Julian calendar, a solar calendar used by the Church. Yrth's solar year is almost identical to Earth's, so the only major change since the Banestorm has been the addition of a leap day after December 31st every fourth year. This is called Prince Ivor's Day, in memory of a particularly disliked Crusader; it's a public holiday, and marked by an extended New Year's Day party — "The only good thing Ivor ever did for us."

Because of differences in Yrth's and Earth's year, the Yrth Julian calendar is five days ahead of Earth's Gregorian calendar. January 1 on Earth is January 6 on Yrth.

The Jewish community uses a solar/lunar calendar, in which the months follow the cycles of the moon, but an extra month is inserted in leap years to keep the months consistent with the seasons. The new year begins on the first day of the month of Tishri, near the autumnal equinox. The year 5749 (counted from the creation of Earth) began at sundown on September 12, 1988 (Earth date).

The Moslem community uses a strictly lunar calendar, tied to the phases of the moon. The Islamic year is 354 days long (355 in leap years), and begins with the first day of the month of Muharram. The year 1409, dated from the Prophet's flight to Mecca, began on August 14, 1988 (Earth date).

Halfings use the Christian calendar, but most other groups tend to either use their own calendars or follow whichever calendar suits them best. Thus, reptile men in Tredroy use the Hegira (Islamic) calendar, the Chinese community uses a modified Julian calendar (the new year begins in mid-winter), and goblins and orcs use their own calendars.

The Knights of St. Christopher

The Order of the Knights of St. Christopher was founded in 1449 amid the ruins of the old Church of St. Christopher. Their first Grand Master, elected from their number, was only known as Anton the Christopherite. They spent much of the 1450s and 1460s fighting Imperial armies and defending Tredroy from the ravages of crusaders, often fighting side-by-side with the Moslems. They were branded as heretics or worse by many in Megalos, and did much to develop the Wazifi sense of tolerance towards other faiths.

The Christopherites are champions of lost causes and protectors of travelers and refugees. Although there was once bad blood between them and other orders, they have impressed all by their extreme devotion to the ideals of chivalry.

The Christopherites have distinguished themselves in combat many times over the years. Christopherite knights are often seen riding in or near Tredroy, seeking to right wrongs or going on quests. In fact, for a knight to wear the White Sash, indicating the highest rank within the order, he must complete a quest which his brother knights judge to be noble, moral and brave.

The Order receives about 25% of its budget from the Archdiocese. The rest comes from other sources, notably the City Council and people the Order has helped. This diverse financial base allows the Christopherites a great deal of independence (or, as they put it, "discretion").

Dame Violetta le Perdu and Dame Mary Flame-Spirit were among those who swore the oath in 1449, making the Christopherites one of the first orders to accept women. Today, about 10% of the order is female. There has never been a female Grand Master, although Knight-Commander Simone Laurelonn is rumored to be one of the possible successors to Grand Master Mark Truelance.

Character Requirements for Christopherites

In addition to the requirements of all knights, Christopherites have the following requirements:

Advantages: Patron (Order of St. Christopher, on 9 or less) (10 points); +2 Reputation in Tredroy (5 points).

Disadvantage: Duty (to Order, on 9 or less) (-5 points), Major Vow (-10 points).

Skills: Streetwise-11, Stealth-11, History-10, and one of the following skills at level 11: Detect Lies, Disguise, Interrogation, Shadowing, or Traps.

The Huguenots

Protestants (also called "Huguenots," after their largest subgroup) distinguish themselves largely by declaring themselves not a part of the overall Church. They are accepted in Tredroy, tolerated in Cardiel and parts of al-Wazif, and burned as heretics elsewhere. The practice of their religion is protected by law in Tredroy and Cardiel. While they have many internal philosophical and theological differences, they band together to form a religious community — mostly out of self-defense.

Huguenots do not accept religious authority. Their "churches" are simply meeting houses, deliberately much more austere than any regular Christian church. Religious leaders are elected, unpaid, and rotate among the community.

The Secretary of the Protestant Congregation, a political coordinator for the various Protestant groups, has offices in a small building on Temple Street. His most important functions are disbursing the tithes collected by the city and promoting the interests of the Huguenot community.

The Huguenots run very good schools, for which they charge tuition. Being practical and tolerant, they welcome students of all faiths and ethnic groups. The schools are not run for a profit, and receive a subsidy from the Secretariat, but non-Huguenots must pay a surcharge on their tuition.

Islam

Moslems are the second largest religious group in Tredroy, making up nearly a quarter of the population. They are concentrated in West Tredroy. In Islam, the concept of separation of Church and State is alien; judges, teachers, and rulers are in a real sense religious leaders.

Business on the west bank stops five times a day with the sound of the prayer-call, as it does throughout al-Haz. The mullahs comment on a variety of subjects daily, and they expect their wisdom to be followed.

The concept of personal conscience which Christians take for granted is radically different in Islam on Yrth. The definition of "right" and "wrong" is not individual, but communal; the mullahs and the Koran determine what is *halal*, "lawful", or *haram*, "unlawful". In a dispute, mullahs of greater prestige will win an argument over others, with the keepers of Geb' al-Din being the highest authority. The mullahs are expected to be knowledgeable about all aspects of life, since it is their responsibility to comment on the affairs of all the faithful.

In al-Haz, anyone who openly defies the proclamations of the mullahs is subject to universal condemnation. Things are somewhat more relaxed in al-Wazif, where the nobles (and the common folk, emulating them) often disagree with the mullahs and do as they please.



Islamic Religious Organization

Unlike the Christian Church, Islam has no complex hierarchy and no large holdings of lands or other investments.

Qualifications to become a mullah are informal. If a person declares himself a religious leader and is accepted as such, then he is one. Tredroy is unusual in that there is a small bureaucracy managed by the Chief Mullah, to manage and disburse the funds collected by the city from its Moslem inhabitants. The Chief Mullah also appoints the judges of West Tredroy.

When a new Chief Mullah is to be appointed, the mullahs of Tredroy submit to the Pasha a preferred choice. The Pasha usually follows their advice, and it

Islamic Orders of Chivalry

The Order of the Crescent Moon

The best knights in al-Haz are those of the Order of the Crescent Moon. The Pasha is hereditary master of the 60 knights of the Tredroyan chapter.

The Order of the Pegasus

The Order of the Pegasus, the chief Wazifi chivalric order, is pledged to the Caliph. Since the line between politics and religion is nonexistent in al-Wazif, they are heavily involved in political affairs — which means the Emir does not trust them. There is a small chapter house in Tredroy with 24 knights.

The Warriors of the Quill

The Warriors of the Quill are a religious order spread through Moslem lands. Their motto is "the pen is mightier than the sword"; in addition to being skilled in the chivalric and martial arts, they are expected to memorize the Koran and the other Islamic works word for word. Their role is to preach, to teach, and to judge. It is not sufficient for them merely to say what is right or wrong, as the mullahs do; they must act to promote Allah's will. Quillists are highly respected (Reputation: +2 to all Moslems; this is worth 5 points in Tredroy, or 10 points in a campaign based in al-Haz or al-Wazif). Some of them (especially in Tredroy and Cardiel) are tolerant of non-Moslem practices, but even there they must protect Moslem interests. There are 40 Quillists in Tredroy under Master Sir Ali Abdallah al-Qawee.

The Sons of the Desert

The Sons of the Desert are a secretive order based in al-Haz, although there are a few chapter houses in al-Wazif and Cardiel. They are dedicated to fighting Christianity and reclaiming all Moslem lands that have fallen under Christian rule, including Cardiel and the lands seized from al-Wazif in the 1800s. They also commit acts of violence against Christian communities bordering Islamic lands, including Tredroy. Although they operate openly in western al-Haz, in most of the world they operate very secretly.

While they consider themselves a chivalric order, other Islamic chivalric knights consider the Sons to be little more than terrorists. Quillists, Pegasi and Crescents react to Sons of the Desert at -4 (and Christians react at -8!).

Other Christian Religious Orders

The Knights Templar

The Order of the Poor Knights of Christ and of the Temple of Solomon, or Templars, was established in Megalos in 1310. Sixty knights appeared suddenly outside the capital during a furious storm on Hallowe'en (many say it was a manifestation of the Banestorm), claiming to be fleeing persecution, and petitioned the Church to give them refuge.

The Templars are the military arm of the Church, directly responsible to the Curia in Megalos. There are two chapters of the Templars in Tredroy, with 120 knights in all.

The Constantinians

St. Constantine was a 17th-century monk in charge of the Imperial archives in Megalos. He wrote on logic, philosophy, and ontology, but he is best known for his book *The Organization of Daily Life* (1541), a primer on the philosophies and practicalities of management and administration. In his later years, he built a small monastery on the outskirts of Megalos City with Imperial support. This became the nucleus of the Constantinian Order, which now plays a key role in the administration of Church and Empire.

Sunlee Abbey in East Tredroy, run by Abbot Socrates Martin, is the southernmost formal outpost of the Order, where monks from Cardiel and the Moslem lands are trained. It has a small but prestigious private school attached. They also have an investment trust with several business interests in Tredroy.

Constantinians must have Administration-12 and Accounting-10.

The Thomasites

The Order is named for St. Thomas, one of the twelve apostles. It was founded in the Empire in the late 1300s by St. Gareth Aristophiles, a Benedictine abbot who found the teachings of Aristotle and the other ancients rather more practical on Yrth than he expected. The Thomasites are dedicated to understanding the true laws by which the universe operates, in the hopes of providing direct empirical proof of God.

The Thomasites have a large monastery on the edge of North Tredroy. It is run by Abbot Ptolomias ("Tom") Viderens, a renowned scholar and powerful wizard.

Thomasite monks must have Magery 1, and must take a Major Vow against using evil magic or harming anyone with their powers. They should not learn any spell at a level higher than the lower of their Philosophy and Theology skills; it's considered irreligious to pursue arcane studies at the expense of ethical understanding.

would be inconceivable for him to select someone whose credentials were in doubt as a devout and knowledgeable Islamic leader and teacher. The Pasha is expected to defer to the Chief Mullah on religious matters.

Because a third of Tredroy's Moslems live in North Tredroy, the Emir (who is considered to be the main religious leader on the north bank) advises the Chief Mullah on how the tithe funds should be spent in North Tredroy. The efforts of previous Emirs to gain control of this revenue have been resisted by other powers in the city, figuring that the Emir makes quite enough money and that the tithe should not be just a disguised secular tax.

Character Requirements for Mullahs

A mullah need only take the advantage Reputation ("holy man"), +2 to all Moslems.

Disadvantages: None is required, although a mullah might have a Duty (to a certain group of followers, on 9 or less) (-5 points).

Skills: Theology-12, Bard-11 and Teaching-11.

Islam in North Tredroy

In al-Wazif, the rulers are God's servants and must follow God's commands as stated in the Koran. Thus the nobles are in effect the chief religious leaders, while the mullahs are only teachers and leaders of prayer who are not considered competent to comment on secular matters. As a result, Wazifi nobles pay much less attention to the mullahs than their Hazi counterparts. Moslems of West Tredroy expect their leaders to follow the mullahs' teachings, and are quite scandalized when the Emir ignores them. Some of the tension is caused by the fact that the Chief Mullah is chosen by the Pasha of West Tredroy, a foreign noble.

Judges are chosen by the Emir with little regard for the Chief Mullah's preferences; they are often Christian, Huguenot, or agnostic. Naturally, these courts are frequently criticized by the mullahs. There is a Sharia court in North Tredroy, but offenses are only tried there if the Emir orders it. In general, Islamic law is much less strictly enforced in North Tredroy.

Agnostics

Many Tredroyans declare themselves to be agnostics, who otherwise would not care about religion. This is because agnostics are not subject to religious tithes. The Church considers these people to be Christians who shirk their duty to society. Monsignor le Perdu likes to say that there are no agnostics in St. Mark's Parish (where the rents are subsidized by the Archdiocese) or in the breadlines. Agnostics get a -3 on all reaction rolls when dealing with Church officials and a -1 when dealing with devout Christians.

Other Groups

Judaism

Jews are scattered throughout Yrth. There are pockets of strong anti-Semitism in Megalos, Caithness, and al-Haz. For that reason, Jews tend to stick to areas where they are not harassed. There are many Jewish communities in al-Wazif and Cardiel. There is a large community in Calder, but the center of Judaism on Yrth is Tredroy, and the Chief Rabbi of Tredroy is considered the leader of the Jewish community on Yrth.

There are serious theological differences in the Jewish community, mainly regarding the role of man on Yrth. The largest group is the Zionists, based in Temple Beth Zion in North Tredroy. The Zionists believe that Yrth is the Promised Land and that Tredroy is the New Jerusalem. (The city by this name

in western Megalos is considered a Christian creation, and therefore irrelevant). They have been known to spin off small messianic cults.

The next largest group is the Diasporists, who believe that Yrth is merely another stop in the Diaspora, the scattering from Israel. They are based in the Old Synagogue on Temple Street.

The smallest group is the Zebulunists, who believe that Yrth's Jews are one of the lost tribes of Israel. They are based in the Temple Beth Zebulun in East Tredroy.

There is a rumor that the Jews of Earth have reconquered the True Holy Land and are successfully holding it against the Moslems, with the help of Christian armies. This is considered heretical and offensive anti-Semitic propaganda by many Jews, especially the Zionists.



Jewish Community Investments

The leaders of the various congregations choose a Community Treasurer, who receives the tithes collected by the city. He also maintains a portfolio of investments on behalf of the community. While he rarely exerts any management control on the businesses he invests in, he usually selects good income earners. Tithes and investment income are spent on community projects, such as caring for the elderly.

One such project is the Mount Sinai Hospital, Tredroy's main center for healing. Even with financial support, the Hospital is more expensive than other healers. The doctors there do not have the theological objections to the Resurrection† spell that Christian and Moslem healers have; they tend to see early death as a correctable condition, which need not be endured needlessly. Although they may assist in lengthening a person's lifespan — they put a high value on the wisdom that age brings — it would be very difficult to persuade them to do a Resurrection on an older person, especially one who died of natural causes.

Chinese

The community based in East Tredroy is the largest ethnic Chinese community on Yrth. The Chinese located in Tredroy for the same reason as other religious minorities. Their beliefs are a mixture of Taoism, Confucianism, Buddhism, and ancient Chinese folk traditions.

They are a practical people who have assimilated into the business life of the town, while keeping their family and social life very separate. They like to foster an image of being honest, hard-working and easy-going, and are perfectly happy to have business dealings with anyone.

However, the small size of their distinctive community and their

The Crusades

Anti-Moslem sentiment was strong in Megalos in the 1400s, but Emperor Charles II did not want to risk all on a campaign against them. His third son, Prince Ivor Romulus, called his father a weakling and a coward, and gathered a core of dedicated crusaders. His ships raided the Moslem coasts (in what are now al-Wazif and Cardiel), and siezed the town of Hadaton as a base in 1424. From there, his men drove west into Moslem lands. Instead of raping and looting, these fanatics killed and put villages to the torch. In 1425 they laid siege to al-Pradin. In September they breached the walls, but while they celebrated their victory, the city burst into flames around them, killing a thousand crusaders. The survivors retreated, vowing to return.

The Bishop and the Pasha seemed to compete with each other in their gestures of generosity in rebuilding the city. Much of the new construction was concentrated on the south bank.

Charles died, and was succeeded by his eldest son Aurelius I in 1440. The new emperor declared a Grand Crusade to bring all the world under Christian (i.e. his) rule. Without effective leadership, the Moslems fell back before the well-organized Imperial legions.

Pasha Javad al-Pradin, grandson of Ali, went to Geb' al-Din to the conclave which chose the Sultan to lead the fight against the Empire. The Pasha returned to al-Pradin and announced the new alliance to his subjects. Although the Pradini liked the Pasha, they wanted nothing to do with the fanatic Moslem warlord who became Sultan. The Mercenaries Guild ousted the Pasha.

The Pasha returned the following year and retook part of the city. Life and trade returned more or less to normal, and al-Pradin became an open city, where all could come to trade. It became a major supply center for various armies, as smiths and farmers for hundreds of miles around came where the best prices were paid.

In 1444, the Empire conquered the northern and southeastern sections of the city. The Mercenaries' Guild fled to the Pasha's sector, and a quick alliance of convenience was formed between the Pasha and the Guild.

Prince Ivor heard of the Legions arrival. He marched with 4,000 followers to the city, where he demanded that General Vetelli turn the city over to him. The General replied that he took his orders from the Emperor only. After an exchange of angry messages, the Prince's men attacked the Legion. After six weeks of bloody but inconclusive fighting, a freak snowstorm hit the city, and the armies drew back and dug in for the winter.

Continued on next page . . .

The Crusades (Continued)

In the spring, fighting resumed, but all quickly realized that it was a three-way stalemate, in which no army could strike against another without the third coming in against them. The Emperor sent Legion X to reinforce General Vetelli, but the Sultan intercepted it. Meanwhile, business continued as usual in al-Pradin; the Company of Merchants (with some help from the Thieves' Guild) was able to maintain a thriving black market across battle lines, which all three (or four, counting the Mercenaries' Guild separately) came to rely on. The armies settled in and became comfortable while the war raged on in other regions.

General Claudius died in the sudden plague of 1446, and the Legion withdrew. Prince Ivor's forces marched through the worst plague district to hit them from behind, but Pasha Javad and the Mercenaries Guild came in and attacked his rear guard. The Prince was encamped east of the city; he was forced to retreat.

In 1519, Emperor Diophrates IV launched a new crusade. Potentially, this could have been the most successful; indeed, much of al-Wazif fell to Imperial armies. However, the Viceroy, Prince Marcus Octavius, in Calder didn't want to be left out, so he ordered Legions IV and XII to attack Tredroy under the command of General Count Julius Rigorine. The Emperor had planned to hold these forces back as a strategic reserve, but the Viceroy reported great success in Tredroy and no problems in Cardiel, so the Emperor was happy.

Although a brilliant strategist, the Emperor was too trusting. The situation in Cardiel decayed until Calder rebelled, but even when the flag of al-Kard flew over the Viceroy's palace, Prince Marcus failed to report such minor details, because he didn't want to lose status in the Imperial Court. When a band of a thousand Kardis from Calder attacked Tredroy, they were easily brushed aside by Legion IV, but word reached the Emperor's ears at last. He sent Duke Arthur to arrest the Prince.

Cardiel's nobles lost their enthusiasm for the crusade, and quietly began to withdraw from al-Wazif. Emperor Diophrates was forced to negotiate a truce with al-Wazif and call back the crusade. Prince Marcus and Count Micardene were executed for treason; Count Micardene was pardoned posthumously.

In Tredroy today, "crusader" is a generic swear word. It is a term of insult which refers to a brigand, a hypocrite, a violent bully, or (worst of all) a fanatic. "Crusading" is used to mean "going off half-cocked" or "going on a rampage." The term is also used as a general insult, such as "crusading bastards" or "bloody crusaders."

conservative traditions mean that mixed marriage is the worst crime one can commit. But it occurs occasionally, and since Oriental features are a dominant trait, the children are usually accepted back into the community, if not into their own families.

The elders of the Chinese community use the tithes the city collects for them to build community centers and otherwise look after their own.

Smaller Groups

Tredroy has several other small religious communities, including a few thousand Hindus (a faith scattered throughout Moslem lands), a small number of followers of the Celtic or Druidic cults which predated Christianity in Western Europe, and several hundred followers of Zeus and other Graeco-Roman deities.

Other odd cults have been known to spring up suddenly, and then disappear.

Nonhumans

Elves find Tredroy to be unpleasantly large, noisy, and man-dominated. They occasionally pass through the city, although they wear disguises when they do. Thus elves are unknown to the ordinary folk of the city, and all manner of wild stories are told about them. Elves are known in many parts of Cardiel and al-Wazif, however, and travellers find such strange superstitions about a well-known race to be peculiar in such an otherwise cosmopolitan city.

Dwarves have little liking for a wet, lowland, river town like Tredroy. Parties of dwarven traders sometimes appear in the market areas, although so many people try to talk to them that any attempt at conversation will likely be ignored.

Goblins are not common this far south, but some live in a small neighborhood on the west side of North Tredroy. There is also a reptile man community in West Tredroy.

A small number of halflings live in Tredroy. They have no organized neighborhood, and most of them live in human households, where they are highly valued as cooks, valets, maids, and archers. They tend to pass without notice when travelling around the city.

A few orcs live in the poorer and tougher districts such as St. Mark's Parish. Many of them are associated with criminal elements. Although Tredroy is generally a tolerant place, orcs and half-orcs have the Social Stigma disadvantage (Second Class Citizen, -10 points, -2 to reaction rolls from non-orcs and non-half-orcs).

For sociological reasons which are not entirely clear, most goblins and orcs are agnostic, most reptile men are Moslem, and most halflings are Christian.



6

PLACES IN TREDROY

Council Island

Council Island is the heart of municipal government. Over a thousand people work there daily, in addition to tourists, supplicants and others on temporary business. There are no bridges to the mainland. A ferry to North Tredroy travels every 20 minutes during the day and then hourly through the night (cost: \$1). There is also an hourly ferry which stops at East Tredroy, Council Island, and West Tredroy during daylight hours.

Legally, Council Island is not in any country. When a crime is committed on the Island, the suspect is turned over to the Guard from the suspect's city of residence. In theory a criminal on Council Island could remain there, immune from national laws, but this seldom happens. Council Island is too small for permanent residences, and the Watch is not above deporting those with no legitimate business.

1. Council Hall

This long, rambling three-story structure houses the offices of the Mayor, the Councillors and their staffs, and several of the larger city departments (some 800 people in all). The Hall is a busy place during the day as people mingle in the corridors, conducting city business or trying to get to one official or another.

North Tredroy

The north bank of the Blueshoal River contains the oldest, wealthiest, poorest and busiest sections of Tredroy. North Tredroy by itself would be the largest city in al-Wazif.

Downtown

This is the central business district of Tredroy, the most cosmopolitan part of the city and the busiest. It contains some of the most expensive housing in the city, although the prices vary widely, and some downtown housing is below average in price and quality.

4. Cathedral of St. Christopher

This is the historical heart of the Christian community of Tredroy. The offices of the *Agens Seculorum* are located here, making it the business center of the Archdiocese as well. The itinerant Bishops of al-Sharq (eastern al-Wazif) and of al-Haz are based here. The Cathedral seats 2,500, although it is rarely filled except on the most important holy days.

The Fountain of Quiet Contemplation, in front of the Cathedral just off Cathedral Square, is a circular pool. It is built on the site of the first Christian church in the region, which was destroyed in the Great Crusade. The Fountain, and the area within ten yards of it, is a High Mana area. Sometimes people come to do a Divination (Crystal Gazing)† spell using the pool; it gives a +2 modifier for this spell (instead of the usual -10). Use of this area to cast anything but the most discreet magics would be considered a desecration.

There is usually at least one Thomasite praying here, and often three or four.

Council Park is a well-maintained greensward next to Council Hall. Food carts ring the park, catering to the lunch crowd.

2. Island Inn

The Island Inn is *the* place to stay in Tredroy, if you're *somebody*. It is not cheap, costing more than twice the standard rate. The dining room is excellent, and the inn is a favorite for visiting dignitaries, especially those who don't wish to impose on the hospitality of one of the Governors. (The Emir's servants have been known to investigate the belongings and papers of some of his guests in the Palace of the Crescent Moon.)

The Inn is owned by Irwin Middler, a man of cautious business practices, discreet manner and fine taste in food and decor.

3. Council Street

Many solicitors have offices here, near the city courts. Several guilds have small offices here to represent their interests in the Council. Council Street is lined with small cafes, each with its own specialty, all similar in price (moderate) and quality (good). A lot of the city's business is conducted here over spinach tanzies and a glass of hypocras.

5. Le Grand Hotel

People expecting a lot from Le Grand may be disappointed, as the translation from patois into English merely means "the big hostel." Le Grand dates back to the 1300s, and some of the rooms don't look as if they've seen much repair since. For its time, Le Grand was a major feat of engineering; this four-story building has 40 large suites, 240 regular rooms and four large common areas.

During the major summer market festival in mid-July, Le Grand houses over a thousand guests, from wealthy travellers to vagabonds. Le Grand has a staff of over 200, with extra guards and kitchen staff during busy seasons. The hotel has an "elevator" which operates magically (it has a dozen Air-Golem† spells permanently enchanted into it, controlled by Link spells cast on a simple dial). Many of the guests prefer the stairs.

The hotel is conveniently located in the heart of downtown, adjacent to the Grand Bazaar. Standard rates apply generally, although there are some high quality (and high price) suites on the upper floors. A good tipper always gets better service. Le Grand is an obvious choice for visitors to Tredroy, and it is always busy.

Le Grand Hotel is owned by Valery Parennes. Several of his children, grandchildren, and other relations work in the Hotel.

6. The Palace of the Crescent Moon

The Emir's residence was originally built by the Pasha's ancestors, but with the winds of history it has passed into Wazifi hands. It was designed as a fortress, and the outer wall and defenses are still maintained. Inside, the original clean lines of



the keep have been obscured by additions and other buildings cluttering the courtyard.

Centuries of ruling a wealthy city have left their mark here. Paintings, sculptures and other treasures are found in every hall. Doorknobs, torchholders and other fixtures are decorated with gold. There is a large Treasury behind the Great Hall; a storeroom stacked with gold bars and priceless artifacts. The treasures of the palace are protected in different ways, depending on their value and location; guards, locks, traps and spells are used. Few attempted thefts succeed.

The focus of activity is the Great Hall, where the Emir holds court. Some important ceremonies are held here, but most of the time it is the scene of informal banquets, receptions and other functions. Many nobles spend a lot of time at court. Even when the Emir is not holding court, nobles and courtiers gather here to exchange news and gossip (mostly about each other).

With so many important people in one place, assassination attempts are bound to occur. The Emir's guards (not all of whom are liveried) have instructions to protect the Emir, those in the Emir's current favor, and each other. Prudent visitors will bring "attachés" with them, since the Emir never tells anyone whether politics have turned him against them.

A large staff of advisors and officials has offices in the palace. Many people have business with them. Throw in a few hundred servants, guards and assorted guests, and the palace teems with activity. In fact, on any given day only Council Hall sees more people than the Emir's palace.

With extensions and remodelling, the interior no longer has the simplicity of the original design; rooms and corridors are now scattered in an almost random arrangement. In the outer wings of the palace, it is possible to get lost for several minutes before finding an exit or a recognizable corridor.

The level below ground is mostly unoccupied — it is too wet and unpleasant to store anything of value. There is a wine cellar which is carefully sealed against moisture, and a dungeon which is not. Sometimes a prisoner tries to tunnel out throughout the moist clay; most of them are trapped and buried. It is said that ordinary rats and bugs are preferable to the *things* which slither about in the murk of the Emir's dungeon.

7. Pyramid Hall

This is the headquarters of the powerful Company of Merchants. The Guildmaster's offices are here, as are the Company meeting hall and treasury. Between guild meetings, various functions are held here. Lower-level meetings for groups of Company members, meetings between the Merchants and other guilds and receptions for politicians and/or nobles are held here as well.

There is a permanent staff of about a hundred. Some 200 mercenaries live in an adjoining barracks. About 40 guard the hall at any given time; the rest are kept around in case of emergency. Sometimes, when an outsider is found to be violating the Company monopolies, it sends a team of investigators. This team can number anywhere from two clerks to several dozen mercenaries, depending on the severity of the infraction.

8. The House of the White Falcon

This large and moderately expensive tavern across the street from the Palace of the Crescent Moon is the preferred meeting place for many officials and nobles of the Emir's court. The White Falcon specializes in traditional Moslem cuisine, and the food is excellent, though they do serve alcohol — in fact, they have a very good wine cellar. The House does have a few dozen overpriced rooms above the restaurant; the service is no better

than at more reasonably priced inns, but the location is one of the best in town.

The White Falcon is run by Ayyub Mohammed.

9. The Grand Bazaar

This is a huge open market, covering nearly 100 acres. Several permanent buildings ring the Bazaar, including wineshops and snack bars, guardposts, supply warehouses and professional offices for guildsmen who service the Bazaar (including physicians, scribes and solicitors).

Within this ring there is a broad avenue circling the Bazaar. Many itinerant performers are found here, such as minstrels, jugglers, mimes, proselytizing clerics and politicians. A few vendors travel around with handcarts selling food (more expensive than what's available in the stalls of the inner Bazaar, and not as good). Pickpockets also frequent this area; it's one of the main training grounds for apprentice thieves.

The inner Bazaar holds over 1,000 small stalls, selling all manner of things: bulk food, prepared meals, clothing, toys, jewelry, weapons, pottery, glass, tools, potions, livestock, clocks, locks, gadgets, sundries — if it's available in Tredroy, it's available in the Bazaar. The Bazaar is very competitive. Guildsmen elsewhere might not negotiate their prices, but the Bazaaris are grand hagglers.

The land the Bazaar sits on is owned by the Archdiocese of Tredroy, which leases it to the Company of Merchants. In turn, the Company rents space to the stall operators, all of whom must be associate members of the guild. The Company provides a mercenary force to police the Bazaar; short of fire or riot, the Emir's Guard seldom enters the Bazaar on official business.

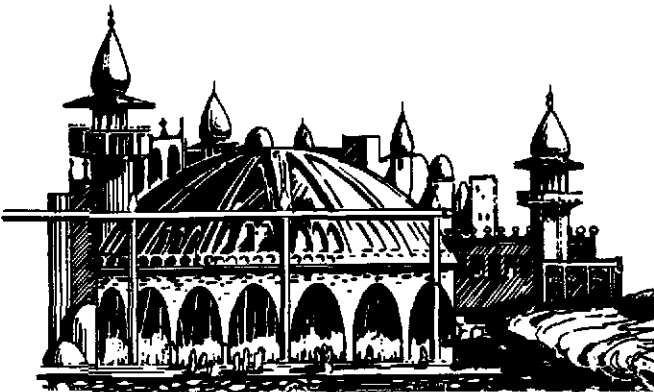
10. Merchant House of le Perdu

This complex of warehouses, offices and residences is the headquarters of the House of le Perdu, the largest merchant house in Tredroy. In fact, the House of le Perdu is the wealthiest private business enterprise outside the Empire. Several caravans come here daily, and le Perdu has its own private dock.

"The House of le Perdu" is also the name of a three-story shop covering half an acre, making some of le Perdu's finest merchandise available to the public. All manner of items from all over (and, some say, *beyond*) the world can be found.

A 70-room mansion on the property houses a few dozen members of the "common" branch of the family (the noble branches all have separate residences). The le Perdu family hosts an annual New Year's Eve ball here, for "immediate family and friends;" this limits attendance to only a thousand or so.

Most of those who work for the House have residences elsewhere, but about 150 people live in the extensive servant's quarters (mostly guards and household servants). Technically these employees are "mercenaries," but several generations of them have been born and raised here.



11. Newhall

This was the Mercenaries' guildhall from the time it was built in the 1600s until the early 1800s, when Southhall was built in West Tredroy. It is called "Newhall" because it was a replacement for an earlier, smaller headquarters.

Newhall is a large, spacious structure, housing the Guild's offices on the north bank. It encloses a one-acre courtyard and practice area; over a hundred men can be found practicing here most of the time. The courtyard is also used for ceremonies.

The hall itself is filled with offices and classrooms. It also has barracks that will accommodate over a thousand fighters; Newhall was designed as a functional castle. Most of the time, these beds are rented out, cheap, to guild members: \$2 a night for a bed, or \$10 a week. For the same amount again, they'll feed you; it's not high cuisine ("What's *this* stuff?" "Meat, it's good for you."), but it's nutritious enough. Newhall is one of the best places in town to find work, and there are usually 200 to 300 out-of-work fighters here waiting for a job.

12. Paradin Hall

The original guildhall of the Company of Adventurers, built in 1347, the Hall is now a historical museum. Tapestries and paintings depict in gruesome detail the city's sufferings during the various crusades. The original Charter of the City of Tredroy is displayed here, carefully preserved and protected.

The idea of a city free of all control grew up here. Many times the Hall was a center of intrigue, and it served as a command post when Tredroyans rebelled against various outsider lords and armies.

The very exclusive Historical Society of Paradin is based here. Officially, this is an academic society; in practice, it is a club for the city's elite. Membership is considered proof of intellectual credentials, as well as a sign of true Tredroyan patriotism.

Paradin Hall is owned by the Historical Society. It is used for Society meetings and is sometimes rented out for outside functions; the Society also conducts guided tours.

13. Merchants' Bridge (into East Tredroy)

The downtown bridge between North and East Tredroy is the busiest bridge in the city. Tens of thousands of people cross every day. It's about a five-minute walk between the main customs posts at either end of the bridge. Most people are just waved through on the Cardien side. The Wazifi officials are pickier, and the wait to clear customs can be four or five minutes.

The Guards will usually only ask a few questions, but they may take several minutes if they want to check all your possessions and documents (a small bribe will speed things up).

There are about 80 troops and 30 customs officials on the north side of the bridge, and about half that on the south side.

14. Old Mosque of al-Pradin

This is the oldest extant mosque in Tredroy. It was built in 1384 by the Pasha Ali ibn Hayyam, forefather of the current Pasha, and is the center of the Islamic community of North Tredroy. The *athehn* (call to prayer) is chanted from its walls five times daily.

The Islamic School of al-Pradin is attached. By Moslem standards it is large and prestigious, with over 600 students. There is also a small but very good hospital attached. The mullah of the Old Mosque is Ibrahim ibn-Iskandar, one of the Chief Mullah's most important subordinates.

North Tredroy
(al-Wazif)

East End

Blueshoal River

North
Side

Downtown

Dockside

St. Mark's Parish

Jewish
Quarter

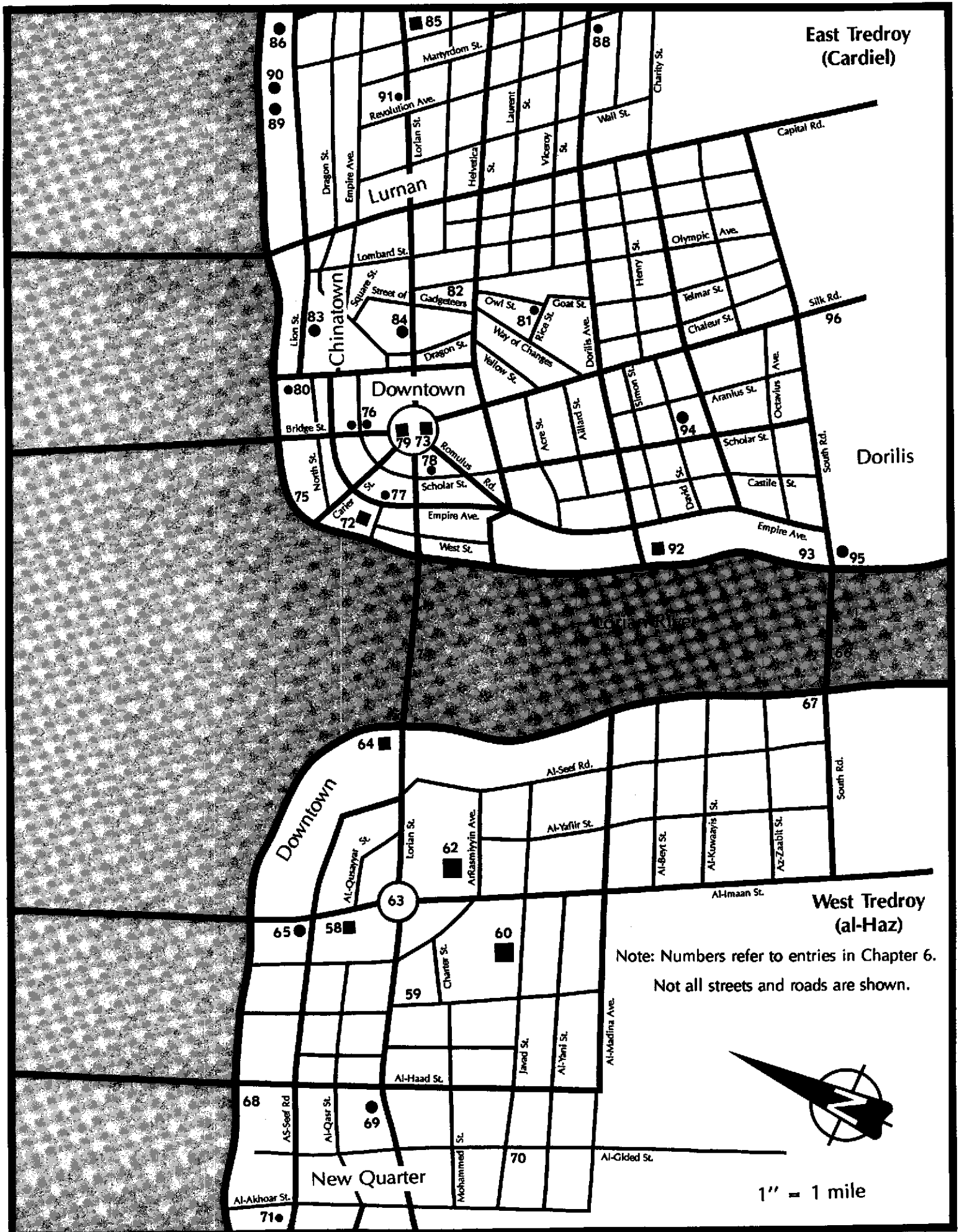
West
End

Council
Island

A new and improved map
of the
CITY OF TREDROY
as commissioned by
His Excellency
Emir Jannar abu Talha al-Pradin
and executed by the
Tredroy Company of Scriveners
February, A.D. 1989
Rajab, A.H. 1409

1 inch = 1 mile

Places of Interest



15. Old City Hall

This was the center of civic government in the 1400s and 1500s. It has been damaged by war and fire, and remodeled many times. In the late 1800s, it was restored and used for extra office and court space. It is now filled to capacity, with over 400 city workers in cramped quarters.

To many Tredroyans, this is the most visible symbol of city government; most people never have occasion to visit Council Island. Old City Hall is also a focus for many holidays and ceremonies.



16. Mages' Guildhall

The Mages' Guildhall occupies a large, comfortable manor that once belonged to a wealthy noble. Individual mages may be ignored by the common folk, but the Mages' Guildhall is still a focus for fear and superstition.

The Guildhall is a busy place during the day. Most business is conducted in the Reception Hall (formerly a coach house). A steady stream of people comes here, commissioning magical items or paying for spells to be cast. There is also a shop where magical items may be bought and sold, including a few artifacts of real power. The Guest House has quarters for a dozen people, mostly visiting mages. Many cats wander about the estate.

The main building itself is reserved for Guild members. It is a large, rambling mansion with many side wings and additions. Apprentices enter via a side door, and their access to the rest of the building is restricted. Mages and wizards enter through the main Door (actually large, solid double doors), sealed with a Magelock† spell (level 16). It opens into a small vestibule attached to the main ballroom. Entry through the Door is a test of full membership, and an informal measure of status within the Guild is how long it takes a member to pass through the Door.

The main ballroom is used for ceremonies and the annual meetings of the assembled wizards. Corridors leading off the main ballroom at various angles lead to Guild offices, chambers for group rituals, a library, smaller meeting and study rooms and so on. There are a few very small chambers inaccessible to humans, where mages send their familiars to gather for the most private meetings.

The property is laced with defensive spells. One may visit the Reception Hall and shop during the day without difficulty. However, someone wandering off alone, and especially anyone entering secretly at night, will probably set off alarms as well as more active defense spells. A few magical creatures are also let loose to roam at night within the outer wall.

Alati District

Just east of downtown is the Alati District. Centered around the University of St. Christopher, this is where Tredroy's academic and professional community resides. Although many of the shops in the neighborhood are quite reasonable, it is the most expensive neighborhood to live in (being a nice area close to downtown). The streets are more narrow and twisty than other areas of the city, but well lit. The district is dotted with tiny parks. Cafes sprawl out into the streets, and peddlers have set up a sort of "permanent residence" at some corners. So the District is a maze, but a pleasant one; the locals know their way.

17. University of Tredroy

This grew out of a seminary attached to the Cathedral, and is now a major educational institution with over 5,000 students in dozens of fields of study. Theology, philosophy, history and law are all mainstays of the University. More recently, the faculties of Administration, Education and the Natural Sciences have attained recognition. Unique among Christian universities, it has a department of Islamic Religious Studies which is quite respected; many mullahs study here. The range of debate and the scope of academic freedom is wider here than anywhere else on Yrth, because no government tries to impose any official ideology upon the University.

18. Inn of the Ivory Tower

This is the most luxurious inn in the Alati District. The doorman will turn away anyone dressed poorly, and they would *never* let someone clomp about in armor. There is no stable attached, since it would be difficult to get here on horseback. The restaurant provides a written bill of fare in English and Arabic, and the staff is patronizing towards anyone who can't read.

The White Tower has a genteel, professorial air that is very popular with the teachers, administrators and senior students of the University. The restaurant has large glass windows which let in sunlight, but keep out the noise of the street. At night, it is softly lit by magical lamps.

The Inn is a narrow five-story building. Rooms on the upper floors give an excellent view of much of the city. There are 80 rooms, plus several suites on the top floor. Although the stairs to the upper floors are an inconvenience, the privacy, the view and the service are unexcelled.

The Ivory Tower is owned by Albert Farseer.

19. The House of the Wordsmith

This is a sprawling tavern just north of the University, very popular with students. Many additions have been built over the centuries, so the building is long and often changes direction. The common room takes up most of the first floor; a customer cannot see the whole room from any point within it. Often there are several minstrels performing in different areas of the room. The common room easily seats 500; more could cram in on special occasions.

The chief bartender, Akeem the Wordsmith, presides over the chaos; he is acknowledged to be one of the best storytellers in Tredroy. Akeem's cousin, Hammid Innholder, actually owns the inn and takes care of the business side, but Akeem's is the

face known to the customers. The food here is cheap (90% of the average for Tredroy) and good, and the House is known for its ale, made on the premises by journeyman brewer Christopher Lector.



20. The International Gallery

The International Gallery of Tredroy is the most important collection of paintings and sculpture outside the Empire. It is just south of the University, and is managed by Khedive Osman al-Mirghani. The gallery is owned jointly by the Emir, the city Council and the Company of Merchants. As such, it is a center of social activity. Lord Osman has tea with the artistic elite and their patrons on the second-floor patio on Friday afternoons, weather permitting. He also hosts a seasonal ball in the main room of the gallery (with many of the exhibits tucked away carefully for the evening). Invitations to these events are much in demand.

21. Imperial Embassy

Megalos is represented in Tredroy by a full ambassador. This is a reflection of the city's importance and unique character, distinct from the three countries which it overlaps. The main chancery building holds offices open to the public during the day, and a large ballroom used for receptions and similar affairs. Two other buildings house the ambassador and the Imperial staff; there are legionnaires' barracks and stables as well.

Megalos has dozens of agents scattered around Tredroy. Most just collect information, but some promote the Empire's interests through covert operations. There are secret entrances to the embassy, to allow spies to get in and out without undue attention.

The embassy has a few mages on staff for protection, and there is a small dungeon. Only Imperial authority applies within the walls of the embassy; a Tredroyan citizen being held at the Embassy for violation of Imperial law has no recourse.

22. The al-Pradin Theater

The al-Pradin houses several performing arts groups: the Masters Theater Association, the Tredroy Opera Company (the term "opera" includes what we now consider "musicals"), the

Royal Ballet of al-Wazif, the Cardiel Philharmonic Orchestra (even though the Theater is technically outside Cardiel), the Islamic Traditional Dance Group, and the Grand Modern Theater Company. These groups are all organized under the general auspices of the Harpers' Guild.

The theater is managed by a committee of clergy, members of the theatrical community and major patrons of the arts, under the chairmanship of Lord Balthazar Almayne. Unlike most of his predecessors, Archbishop Aillard sits on the management committee himself, and the Archdiocese has increased funding for the theater in recent years.

The latest rage in the theater is the recently discovered plays of William Shakespeare. He is variously claimed to be an off-world bard or a pseudonym for a popular Megalan playwright from the 17th century; most scholars believe the former. Some critics disapprove of his use of artificially archaic language and the fact that the plays are derivatives of many other 16th- and 17th-century plays, but they are very popular with audiences and a boost to the theatrical community. The plays of the Great Masters, half a dozen playwrights from southern Cardiel in the 1600s, remain the mainstays of the theater in Tredroy.

23. The Inn of the Laughing Rat

One of the oddest places in Tredroy is the Inn of the Laughing Rat. It has one of the best restaurants in the city, run by an eccentric clan of Sahudese halflings led by Otama the Inscrutable.

Sahudese customs are observed here. In particular, patrons are expected to remove their footgear in the foyer and kneel on cushions at low tables to eat. (The low tables are a simple practicality, so the halfling staff can serve the human customers. Requiring the removal of shoes, in addition to being traditional in Sahud, emphasizes — to their way of thinking, at least — human inferiority.) Of course it is necessary to properly tip the shoe-check girl (a copper bit will suffice), or she will give back the wrong pair.

Most of the oddities of Sahudese behavior are overlooked in the restaurant business; no one considers it worthy of comment when they change the menu or the decor occasionally, even though their reasons for doing so make sense to no one except them (and perhaps other Sahudese).



All of the halfling staff speak to each other in Sahudese, and to the guests in English, Arabic or Patois. The tavern has large U-shaped tables seating 10-20 people, and parties are seated at random; the staff think nothing of seating a shy noblewoman next to a reptile-man teamster. They do, however, insist on politeness from all their patrons. Since people come to the Laughing Rat almost exclusively for the food, any sort of person can be met here. There are two floors of guest rooms over the tavern. Meals are definitely in the more expensive range.

24. Chapter House of the Knights of St. Christopher

An important center of Tredroyan culture, the Chapter House is also a functional fortress, always stocked for a siege. It can house all 400 of the Knights of the Order. The Order is very wealthy, with several sources of income, and the Chapter House is maintained in the best condition.

The Order holds frequent social gatherings for the nobility and selected commoners. These are very upper-class affairs, and invitations are avidly sought. One factor which influences the Order is patronage; a donation of a few talents may result in an invitation. They may also invite someone who has done something extraordinarily heroic or of benefit to the people of the city. There is usually an excuse for a ball of this kind once or twice a month.

Twice a year, the Order engages another group of knights, or sometimes members of the Mercenaries' Guild, in a mock battle or siege. Aside from the great entertainment value of such events, these are practical training exercises.

Many treasures are found in the Chapter House, often donated by patrons who have been aided by the Order. A few magical defenses are found here; the Christopherites have no objections to magic, but few of them specialize in it.

25. The Windmill Tavern

At first glance, this is a typical hangout for fighter types. Only after observing it for a while does one notice oddities. Wild brawling never breaks out; if there is a fight, it is all very polite, with no hard feelings afterwards. Many loud battle songs are sung, but no bawdy ballads; in fact, you aren't likely to hear a swear word in the whole room.

The Windmill, run by Armejik Kerkorian, Esq., is the favorite watering hole of the Knights of St. Christopher. It is a little expensive (120% of normal for Tredroy), but the food and service are first-rate. You won't make high-society contacts here, but this is the place to get to know the real Christopherites. They are not really an exclusive lot; they accept anyone who shares their attitude towards life.

The Windmill Tavern is noted for its trophy room. The Knights have felled a variety of strange beasts on their various quests, and many of them are displayed here.

26. Chapter House of the Order of the Quill

The small chapter house of the Warriors of the Quill is out of the way and not open to the public. Although the Quillists themselves are often seen riding around town, they keep their base here very private, behind a high wall. All of the relatively few servants they retain are totally loyal. Guests are rare, and they are not allowed to roam around the halls freely.

A topiary garden surrounds the manor, inside the wall. Among the oddly-shaped trees and bushes, the warriors study literature and theology, and practice their armed and unarmed combat skills. A few of the Quillist warriors study magic as well. Most of the Quillists will be out in the city during the day, returning in the early evening.

The Order of the Quill is on good terms with the nearby

Order of St. Christopher, in Tredroy at least, although the Christopherites think the Quillists are a bit odd. The Quillists in Tredroy are under the direction of Knight Commander Imtyaz ibn Sharik.

North Side

The north side is newer than the downtown area; two centuries ago it was mostly farmland, but in recent decades the city's growth has climbed the walls of the Blueshoal Valley. There is a small escarpment south of Temple Street, where the land drops 30 or 40 feet at a steep slope, but otherwise the increase in elevation is gradual.

27. Brockton Keep

Brockton Keep looks rather out of place. It is situated on a low hill overseeing much of the surrounding area. It is possibly the oldest surviving construction in Tredroy, a sharp contrast to the more recent buildings of the surrounding area. A few blocks down the hillside to the south is Brockton Square. Once the heart of the village of Brockton, today the Square is just another small market center, similar to dozens of others throughout the city.

Brockton Keep, the home of the Atabeg al-Brockton, is a well-maintained castle, maintaining centuries-old traditions as if plucked whole from an earlier era. Inside the castle walls, one could hardly know that this is in the middle of a huge city. Guests are received with pomp and ritual, and ancient standards of hospitality are upheld.

The Atabeg has 120 men-at-arms and 20 knights. His men often ride about in full gear on nearby streets "patrolling the countryside and keeping the peace," as they call it. The Emir's Guard also patrols the neighborhood; the Atabeg does not have the same independence that Lurnan and Dorilis have. The Atabeg presides over a "village harvest festival" as his ancestors have for centuries. It is a bit anachronistic now, but the festival is still popular with area residents.

28. Monastery of St. Gareth

This cloistered Thomasite monastery, formerly remote from the cares of the world, is now in the center of a residential neighborhood. It is surrounded by a band of greenery; no one has ever wanted to build homes right next to the Thomasites. Other clergy sometimes visit the abbey, to study magic or to consult on various clerical matters.

The monastery is named for St. Gareth, the founder of the Order. A house of healing is located just outside the front gate of the monastery, where the monks will do healing spells (or, occasionally, other magics). Some members of the order travel around the city or the countryside using their powers to do good works, but many of them remain here to study.

The monastery is under the direction of Abbot Ptolomais Viderens.

29. The Brass Ring Tavern

The Brass Ring is a big, noisy tavern, across the street from the Arena. It has a casino featuring the traditional games of chance — roulette, tarocco, hazard and so on. But the real action is in the common room itself. If you want to bet on some act of bravado that you wish to commit, you'll find dozens of people who will bet with — or against — you.

Betting on arena contests is always hot and heavy. Although the Arena itself manages formal betting on the horse races and the gladiatorial contests, the Brass Ring is where you'll find a pool on how many drivers will be injured in the chariot race, or whether or not the lion will live. Blind Abdul, a handicapper for magical duels in the Arena, is a useful source of information.



The manager of the Brass Ring is Hussein the Gambler — he earned his nickname by winning the Tavern in a bet. The Brass Ring has over 150 rooms and is fairly cheap (90% of the standard rate). The food is hardly gourmet fare, but it'll keep a fighter going.

30. The Arena of Tredroy

This is the great Arena of Tredroy, the third largest arena in al-Wazif. It seats up to 40,000 spectators, although for most events it is usually less than a third full. Rather than have fancy wooden stands, the whole arena is built up out of solid stone blocks.

The Grand Referee of the Arena is one of the most important positions in the Emir's court, carrying great prestige. The current Grand Referee is Atabeg Said Kalami, a popular showman in his late 50s.

31. Slavers' Guildhall

The Guildhall of the Company of Slavers is located on the northern edge of the city in a two-story building, far from the river. The Guildmaster has a staff of about a dozen, plus some two dozen guards and a few slaves to run errands.

The Company's records here detail the pedigrees of slaves, the reason for their enslavement, sale and auction agreements and detailed descriptions of each slave. For the sake of economy, the Guild mostly relies on a number of defensive magics, such as Watchdog† spells.

Auctions take place in the square in front of the guildhall. Two guards stand ready as each slave is auctioned; if there is serious trouble, the slave is killed. This tends to keep abolitionists from showing up; the Company loses money if a slave is killed, but the abolitionists lose a life.

The Company is composed of a dozen slave houses; most slaves are hereditary and bred for particular traits. The guildhall does have facilities for large slave convoys, although these are usually empty.

32. Office of the Secretariat of the Protestant Congregations

This small two-story building on Temple Street contains several shops, all owned by Protestant guildsmen, and the offices of the Secretariat. The offices are functional, but austere. This is deliberate; the Secretariat is making a statement that they

do not waste their money on accumulating worldly status symbols, preferring to spend all their discretionary money on doing good works.

The Secretariat makes most of their disbursements by bank drafts from various merchant houses rather than cash. A thief would find little of value here.

33. Temple Street

This is a major traffic route that stretches across the Northside, about 60 feet wide. Many parades and processions use Temple Street, both because of the width and because of the variety of people living in the neighborhood. It is also the location of most of the "pagan" temples in Tredroy.

The Old Synagogue is the oldest Jewish temple in Tredroy, and the center of the Diasporist sect (p. 29). The sanctuary is fairly large, seating over 500. Yannik Cohen is the rabbi.

The small Shrine of Herne is mainly for show. Pagans occasionally visit for private prayers, but few services are held here (and they are not announced, or open to non-pagans). The Chief Druid of Tredroy, Hwfa ap Cadwgan, is chosen by the small pagan community to handle the limited funds collected for them by the city.

The Tredroyan Temple of Zeus is also here, a large building with a high, vaulted ceiling. It seats over 1,000 people and is rarely full. A school for believers is attached. The High Priest of the Olympians, Prodromos Nikolakakos, is frequently found at various functions around the city, promoting the cause of religious toleration and the interests of the minority religions. He is a popular figure.

34. House of Free Speech

The Society for Free Speech is a fraternal organization promoting freedom of opinion and of religion; it is the *de facto* "umbrella group" for the agnostic movement of Tredroy. Though most of the members are agnostics, many notable members of minority religions are members, as are some Christians and Moslems who support the concepts of democracy and freedom of thought and religion.

The Society has informal discussion groups once a month here, and an annual meeting that attracts several hundred people. However, the Society does not support the House, other than renting it for its meetings. Most of the time the House is simply an ordinary inn, run by Master Innholder Brendan Corrigan.

35. *Lesard Manor*

This is the estate of Baron Alistair Lesard. Aside from the Baron himself, no one lives here.

West End

This is a dispersed area, although still an integral part of North Tredroy. Some of the outlying areas, however, have a definite suburban atmosphere.

36. *Alchemists' Alley*

This is not what one might expect at first. The homes here are spacious and expensive, sitting on large, manicured lawns — the finest in architectural fashion. Each resident tries to outdo the others in wealth and taste. Small outbuildings and guest houses dot the estates. The Alley is a striking contrast to the built-up chaos of the surrounding area.

The reason for this is simple — alchemists need a lot of room, just in case something goes wrong. Their houses (and laboratories) are spaced apart, so that no one is affected by his neighbor's mistakes.

37. *Deadman's Row*

Behind Alchemists' Alley on the south side is a wall running right behind the manors, within the 100-yard limit. On the other side of the wall is Deadman's Row. This is the cheapest neighborhood in town, a long row of low tenements. The buildings are all new, but poorly maintained. Rents are extremely low, because residents must put up with the occasional alchemical failure. The alchemists decided to develop the land to help meet the city's demand for low-cost housing. Accidents are rare and most of the effects are not harmful, really; there have been only a few serious disasters.

38. *Emir's Bridge (into West Tredroy)*

This is one of the less busy bridges in the city. There are about 20 guards and half a dozen customs officials on either side of the bridge, plus one mage on the north side. It's a little out of the way for many residents and traders.

39. *Iron Street*

Iron Street is distinguished by low, almost crouching buildings in excellent condition. Many of the buildings are oddly proportioned, with doors and ceilings much lower than usual.

This is the center of the small dwarven community of Tredroy, and the one place in the central Blueshoal valley one is likely to see dwarves. There are some excellent master armorers here, as well as a dwarven master solicitor, Master Hronin Fistbanger.

The only inn on Iron Street is The Bottomless Barrel, run by Master Innholder Warri Iron-stomach. Humans are served in an efficient but surly manner so long as they mind their business, and other non-dwarven races are discouraged from coming here. The Barrel's fortified homebrew, created by Master Brewer Arvin Skarrinsson, is rather potent (alcohol content 25-30%) — just the way the regulars like it.

40. *White Sands Mosque*

The White Sands Mosque is a center of fundamentalist Moslem activity, run by extremist mullah Gulbuddin al-Magnoon. The Emir is quite suspicious of activities here, and even the Pasha considers the believers here too fanatic. The mosque seats over 2,000; it is often full and, during the month of Ramadan and pilgrimage season, the crowd often spills out into the streets.

GM's note: The mosque is also a hideout for the Sons of the Desert (see p. 27). The Emir knows nothing of this; if he did, he would crack down on the mosque and al-Magnoon very quickly.

Jewish Quarter

The Jewish Quarter in the eastern part of the city is much like the rest of North Tredroy. The shop signs are written in an unusual script, however, and the language spoken is vaguely reminiscent of Patois, but strangely different.

41. *The White Lion Inn*

The White Lion Inn is the social center of the Jewish merchant community. Every other Wednesday, the social and economic leaders of the community gather to exchange news, gossip and opinions. A casual conversation with notes scribbled on the back of a napkin can lead to a contract worth dozens of pyramids. The White Lion serves delicatessen-style food, inexpensive but wholesome, and they will serve anyone who is not too grubby. The White Lion is owned by Ezer the Spendthrift.

Ezer's wife, Mama Esther, rules the kitchen as a cheerful tyrant. She sometimes takes pity on young impoverished types, forcing second and third helpings on them. However, she feels she is the sole repository of the Wisdom of the Ages, which she will share with anyone whom she feels is in need of her advice. The White Lion features a separate kosher dining room; it is slightly more expensive, but all the Orthodox dietary laws are strictly observed, with separate kitchens, cooks and dishes for meat and milk. Regular meals are cheap; the kosher dining rooms are in the expensive range. The rooms of the inn are available at standard rates.

The Inn is infamous for its Saturday night backgammon games. A dozen or so regulars get together for extremely cutthroat games, conducted with a veneer of jovial politeness. The standard bet (before doubling) is a dinar (\$100). The players have an average skill level of 17.

42. *Temple Beth Zion*

The Temple Beth Zion is the main landmark in this part of the city. It was erected in the late 1700s. It is the headquarters of the Zionist sect, led by Chief Rabbi Ephraim bar Magor.

The Temple seats 2,500. The two wide wings stretch back to frame a large courtyard which is the center of many community festivals and other activities. The north wing houses the Zion Hebrew School, with 800 students. The south wing has the Chief Rabbi's offices, quarters for several community groups and the Tredroy Jewish Investment Trust. At the far end of the south wing there are shops and offices for Jewish guildsmen: a jeweler, a mage, two solicitors, and a large and very good bakery.

43. *Mount Sinai Hospital*

The Mount Sinai Hospital is one of the leading centers of the healing arts on Yrth. The physicians and healer-mages charge more for their services than most others in Tredroy, but they offer a high level of medical care.

The chief healer-mage is Doctor Aronicus. He has a rod enchanted with the Resurrection[†] spell at level 18. Performing the spell requires the help of most of the staff of the hospital. The absolute minimum charge for this service is five fortunes; the wealthy or undeserving could be charged up to two or three pyramids. The high price helps keep demand down, since the staff can only handle about six Resurrections per year.

St. Mark's Parish

St. Mark's Parish is a neighborhood built on church-owned land in the early 1800s. All the buildings here were built by the Archdiocese — even the small shops that line All Saint's Avenue. The buildings are grim four-story structures made up of small flats inhabited by many of Tredroy's poorest. The *Agens Seculorum* tries to make sure the Parish is managed "efficiently" (i.e., with as little subsidy as possible), so the buildings are always run down.

A lot of petty (and not so petty) criminals reside in the Parish. Well-liked, longtime residents of the area, people who don't look as if they have anything of value and people who look tough are usually fairly safe from harm; others are advised to avoid the area.

Some of the pawnshops lining All Saints' Avenue are fronts for fences.

44. St. Mark's Church

St. Mark's Church is the center of the Parish community. At Christmas and Easter, the main service is held in the street outside to accommodate the 7,000-10,000 who attend, whatever the weather. Attached to the church is St. Mark's School, the largest school in Tredroy (with some 5,000 students). A soup kitchen, hostel, offices and other facilities are located here as well.

St. Mark's is run by Monsignor Sean, who is assisted by a pastor, two other priests, assorted deacons, a few Constantinian monks and a lay staff of 20. Sir Uderne Varian, a Templar knight, commands six men-at-arms and a dozen mercenaries to guard the Church precincts; they are also often seen around the neighborhood, breaking up street fights and rousting some of the Thieves' Guild's toughs.

45. Bordello of Lost Innocents

This is one of the largest and most popular brothels in Tredroy. It also serves as an inn; the suites are very popular for private group parties. Confidentiality and discretion are the order of the day; they take no names or descriptions of guests. However, to protect the girls, there are over a dozen mercenaries on the premises in case of trouble.



The Lost Innocents is managed by Madame Jehan Fire-eyes. Other guildsmen employed here are Innholder Ibrahim al-Wisikh, Mercenary Quickthrow Florian, Vintner Marco al-Rikhees and several harpers. The Bordello is run as a collective — everybody employed there gets a share of the overall profits.

46. The Lookout Pub

This notorious dive is a popular hangout for thieves, mercenaries (of the worst sort), fences, pirates, smugglers, spies and similar types. The bartender, One-Eyed Jacques, pays the street urchins to report passing patrols of the Watch or the Guard; the tavern gets its name from this custom.

Anyone visiting here had better be able to take care of himself; cutpurses will go after anyone who seems to be carrying any substantial amount of money. Some of the local toughs will challenge new patrons to establish their position in the pecking order and there are worse types about. Still, it's one of the best places in town to contact experts in a wide range of questionable skills.

47. The Thieves' Guild

Buried somewhere in the bowels of the tenements of St. Mark's Parish is the headquarters of the Thieves' Guild. Its actual location is known only to the higher ranks of the Guild, and it moves every few months. Apprentices and any non-members who might be taken here are blindfolded.

The "guildhall" is quite small, considering that the Guild has over 2,000 members. There are a few meeting rooms and half a dozen offices. It's a great place to find contacts who know what's going on in the city's underworld — for those who manage to gain admittance.

Although there are always guards present, the Guild relies mainly on retaliation and intimidation for its security. There are dozens of secret passages that lead throughout the Parish, and even to points outside, so that the Guild can evacuate a location without difficulty. The problem rarely comes up, however.

The Guildmaster or one of his lieutenants is always here, ready to take charge in case of an emergency.

Dockside

This is almost a separate city-within-a-city, with the completely different culture of the river folk. The architecture changes dramatically when one enters Dockside, so there is no doubt about its boundaries.

48. Smuggler's Square

This is a large market area between St. Mark's Parish and the dockside area. Unlike most other markets, none of the vendors in Smuggler's Square is permanent; all carts are removed at nightfall. Prices here are generally cheaper than elsewhere on many goods; quality tends to be lower as well.

The vendors here often don't pay much for their merchandise, but they don't ask questions either. A lot of minor stolen goods pass through the market. Other illegal goods, mainly drugs, are quietly bought and sold here as well. The Emir's Guard cracks down on the worst excesses, but mostly they just try to maintain the peace.

At night the Square is almost empty. Honest folk avoid the place after dark; it is given over to the city's underworld. Many gang battles are held here. Every Wednesday night, those who have been convicted and punished for theft or related crimes are brought here to the Square and released, where they are welcomed by Thieves' Guild enforcers. If they are not already members, they have some explaining to do.



49. Traders' Docks

The Blueshoal River is navigable for ocean-going vessels all the way to Tredroy, so ships from all around the world come here. The Emir's customs officials supervise the Traders' Docks; they are thorough, but quick and efficient.

Thousands of people work here. Dozens of ships arrive and leave daily; in summer, over a hundred may be docked here at once. There are dozens of little inns and brothels catering to the river trade as well. Cityfolk who aren't part of the river community rarely venture into the docks, and those who do are not welcome.

50. Fishermen's Docks

Next to the Trader's Docks are the Fishermen's Docks. There is no formal line, but the riverfolk know the difference. The fishermen set out in their tiny boats to bring in their catch from the two rivers. Some of the best fishing is right here in the harbor. There is an informal agreement that the fishers will stay within a certain area, leaving channels free for other river traffic. Unfortunately, the fishing boats occasionally create a hazard by straying outside this zone.

The fishermen have their own set of traditions, their own taverns and their own city officials to deal with; they are quite distinct from the boatmen. But they have more in common with other riverfolk than they do with the ordinary people of the city. There is no "fishermen's guild" in Tredroy; they know each other pretty well, and take care of each other on an informal basis.

51. Fortunato's Tavern

Fortunato's is a large inn on the edge of the dockside area. It serves good food and cheap wine, and riverfolk form about half the clientele. But one might notice a disproportionate number of tough-looking mercenary types. They are bounty hunters, and Fortunato's is their "guildhall."

The bounty hunters gather here to talk shop — they exchange tips about people who are wanted in other parts of the city, gaps in the governors' security and so forth. They are very closed-mouthed with outsiders. Even within the group, there is a great deal of professional rivalry; no one gives away all his secrets. But they do realize they have a lot in common with each other. There is no bounty hunters' guild; many, but by no means all, are members of the Mercenaries' Guild, and the regulars of

Fortunato's are as close as you can get to finding the core of the bounty hunter community.

The inn charges standard rates for rooms and a bit less for food and wine. Respectable people are discouraged from staying here; innholder Vartan Blackhair doesn't think they would like the atmosphere, and figures he is doing them a favor by sending them elsewhere.

52. Shipwrights' Guild

The Shipwrights' Guild is based here, adjacent to the Traders' Docks. Several master shipwrights share the shipyard. Over a thousand laborers are employed in the yard during the busy season; during slow times even guild members will have trouble finding work. The shipwrights are capable of making ocean-going vessels, but most orders are for the river or coastal trade. The shipyard is managed by Guildmaster Ahab al-Nahri.

East End

The east end of North Tredroy is a sprawling, comfortable, mainly middle-class Christian neighborhood.

53. Crusaders' Square

The "square," a broad circle 80 yards across, is dominated by a large cenotaph, a monument to Tredroyans who died in the crusades. It was erected in 1632. It is often a focus for rallies promoting tolerance; more rarely, anti-Christian demonstrations start here as well. Peddlers and small shops surround the square.

54. St. Matthew's Park

This immense park, over 200 acres, is carefully maintained by Benedictine sisters. The park is mostly forested, but has many large clearings and little ponds. Many groups gather here for picnics. Vendors are permitted to sell snacks in a few restricted areas.

55. Chapter House of the Order of the Pegasus

This walled estate is larger than necessary because there is some kind of informal function here three or four times a week, attracting a crowd of Wazifi nobles and other important people from North Tredroy.

The "Pegasi" themselves do not have any ill will towards the Emir, but their independence from him is a magnet to

dissenters and enemies. The Emir can do nothing about it, as he has no power over them — the Knights of the Pegasus are sworn directly to the Caliph.

The Pegasi have lots of unused room in their chapter house, and will often guest knights of other orders or travelling officials in the Caliph's service.

56. Victory Hall

This well-built castle sits on a small hill near the eastern edge of the city. It was built as a headquarters for one of the crusader armies that occupied the city in ages past; it is now used as the Emir's eastern stronghold. It regularly quarters 600 soldiers, half of them men-at-arms and the rest mercenaries. With the support staff, nearly a thousand people live and work here.

57. Armourers' Road

Armourers' Road is just northeast of the Alati district. It houses two dozen large shops run by master armourers, and a dozen or so smaller ones run by journeymen.

Prices are roughly the same all along the Road; the armourers will try not to undercut a fellow guildsman. The master armourers are selective about their clientele, however, and will not even open negotiations with anyone who does not get a Very Good or better Reaction roll from them.

Fine weapons (p. B74) are easy to obtain here, at four times the cost of a normal weapon. Very fine weapons are much more difficult; they usually involve a master armourer working for several months to perfect the weapon. Many of them do have a few very fine weapons on hand for sale, purchased from adventurers or whatever. If an armourer has any enchanted weapons, they will never be on display — they are reserved for his "special" clientele.

An armourer will buy a weapon for about a third of its resale value, if it's in good condition; armor usually needs repair and/or tailoring to suit a new owner, so it will only fetch a quarter of its new purchase price.

Armourer's Road would be a bad place to start trouble. An armourer must know how to use a weapon properly to make one well, and they will all come to one another's defense.

West Tredroy

This is the Hazi section; it is not as old as the rest of the city, and it has been less affected by war. It is smaller than North Tredroy, and much quieter. The culture here is more obviously Islamic, and while it is more open and relaxed than the rest of al-Haz, it is still quite strict by Tredroyan standards.

The pace of life is slower here than across the rivers. People are not quite as frenetic about going about their business as they are in other parts of the city. The business day starts earlier, but if something doesn't get done by the noontime prayers, it will be done afterward, *inshallah* (God willing). Most guildsmen close their shops for the day with the mid-afternoon *athehn*. Non-Moslems just stand quietly during the call to prayer; noise and activity would be rude and disrespectful.

The traditional Hazi desert robes are much more common here; in other parts of the city, most Moslems wear typical city garb and cannot be distinguished from those of other faiths. Even non-Moslems dress in the Hazi style here, although they wear the white band over their robes to distinguish them from the faithful.

Downtown

Most non-Moslems in West Tredroy live in the downtown area. The buildings are roughly the same mix of construction

styles that occurs elsewhere in Tredroy, except that there are more mosques than churches here.

58. Palace of the Golden Sunset

The palace of the Pasha of West Tredroy is constructed of red sandstone carted from the foothills of the Fence of God in the 1490s to replace a smaller fortress. All of the Pasha's 900 men are housed here.

The Pasha sits court during the day. His court is extremely informal by Christian or Wazifi standards. Any citizen may come before the court and petition the Pasha directly; he takes as much or as little time as he likes to consider a problem. Typically a dozen or so appear daily.

Criminal trials are dealt with very casually by the Pasha, mixed in with the day's ordinary business and with little regard for procedure or precedent. The Pasha's sentences are generally more lenient than one might get elsewhere, but also more arbitrary. Cases with a religious context are often referred to the court in Safiya Square, although the Pasha himself is qualified to administer Sharia law.

The Palace is a court and residence; the soirees of the Emir's palace are unknown here. Even so, Pasha Khalid is far more accessible than the other Governors. Many West Tredroyans have met him, often several times. The Pasha has many priceless historical treasures, although the Golden Sunset is nowhere near as opulent as the Emir's palace.

Pasha of Two Horsetails Mohammed Ibrahim abd' Khalid is the palace seneschal.

59. White Stallion Coffee House

This is a popular coffee house favored by all classes in West Tredroy. Hazi nobles and guildless laborers alike come here (though the nobles get better tables!) for food, coffee and gossip; unlike many similar establishments in West Tredroy, it is busy enough to remain open late into the evening. Although not as good as the fanciest restaurants on the north bank, it has a good menu of traditional Hazi fare, reasonably priced.

The Coffee House includes an inn, with over 200 rooms and suites. Rates are standard for food and a bit cheaper for lodging; the service is very good. Innholder Ayim al-Nazami, manager of the White Stallion, has a sense of hospitality. Patrons are guests in his house, not merely paying customers.

The coffee served in Tredroy generally is much stronger than the weak brew popular in the Empire and eastern Cardiel, but the coffee served in West Tredroy is stronger still. If a patron prefers the weaker "Imperial" style coffee, he is given a pitcher of hot water so he can dilute it to his liking.

The White Stallion has the best private stable in the city, with nearly 200 horses available, under the firm but loving care of Master Ostler Ismail al-Latif. Unlike most inns in Tredroy, the White Stallion is owned by the ostler, who hires the innholder (the reverse of the usual setup).

60. Southhold (Mercenaries' Guildhall)

The headquarters of the Mercenaries' Guild of Tredroy is a large fortress on the west bank, much larger even than the Pasha's palace. It was built in the early 1800s to replace the "new hall" on the north bank (see Newhall, p. 33). Southhold is designed along lines similar to Newhall, although it is somewhat larger. Several hundred mercenaries are here during the day, practicing their skills, and most of the Guild's business is conducted here as well. There are cramped quarters for over 3,000 men here.

The Guildhall is the largest structure in West Tredroy, dominating the skyline. Although Guildmaster Damios is in

residence most of the time, supervising the hall is the responsibility of Master Yvon of Southhold.

61. *Pasha's Bridge (into North Tredroy)*

The second busiest bridge in Tredroy is the Pasha's Bridge, connecting North and West Tredroy. Both sides of the river have about 60 guards and 20 customs officials during the day.

62. *Grand Mosque of Tredroy*

The largest mosque in this part of the world is the Grand Mosque of Tredroy. Four thousand people can squeeze in; even so, the crowd spills outside during major occasions such as Ramadan and the *mulid* holy days.

The Mosque includes the offices of the Chief Mullah of Tredroy. The Pasha's School is attached; it is very large, with over a thousand students, and is slightly better than the average Moslem school. The High Sharia Court is housed in a small chamber on one of the upper floors, where complex and/or sensitive matters may be debated without a public audience. Pasha of One Horsetail Hassan al-Qawi commands the Mosque's guard, with 100 men.

63. *Safiya Square*

This large, open square is the center of traffic and commerce in West Tredroy. It is very busy, with the Palace, the Grand Mosque, Southhold and the Mayor's Residence all nearby off different avenues leading off from the square.

The main attraction here is the public Sharia court in the center of the square. Every weekday (weather permitting), criminal trials and civil disputes are heard here. Various scholars preside over the court; usually the respected scholar and jurist Pasha of One Horsetail Sayyid Mohammed Abdallah al-Talib is in charge, though sometimes the honor is given to a respected Islamic scholar, or even the Pasha or the Chief Mullah. Several other mullahs will be present to give comment and advice. Punishments here are public, and often physical.

It is believed that the public nature of the punishment serves several purposes. The public humiliation has more impact on the criminal, so that the convict is less likely to repeat his error; it is a graphic object lesson to onlookers, showing them the price paid by criminals; members of the community are more likely to forgive a criminal who has paid his debt to society in a public way; and for severe crimes, public participation lets everyone take part in the process of justice. A sentence of "vilification" takes the form of hurling insults and soft projectiles at the criminal, while severe crimes are punished by stoning. Fruit and vegetable vendors sell their old produce to the crowd here at a discount.

64. *Mayor's Residence*

This is the official residence of the Mayor of Tredroy. The grounds are open to the public; they are well-maintained by gardeners paid by the city. Every other Wednesday, the Mayor receives callers — outside if the weather permits, in his ballroom if not. People come to him with all kinds of problems. The format is traditionally Moslem, with supplicants presenting their problems, much like the Pasha's court. The Mayor's authority is much more limited — usually he can only refer them to the appropriate agency or official — but he provides a sympathetic ear and a reassuring presence. This helps the popularity of the Council and the Mayor.

The Mayor also holds frequent social functions at his residence. Unlike the activity in most of West Tredroy, these usually continue into the late evening. They are *de rigueur* for the

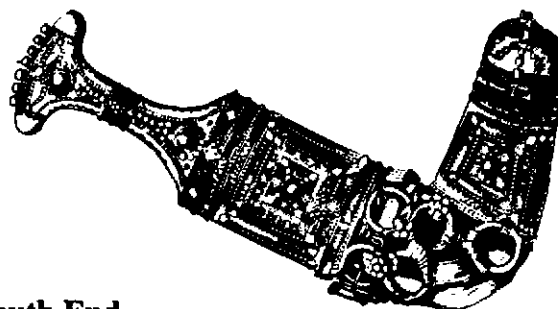
city's powerful and influential, although the proportion of commoners at the Mayor's events is higher than at most other social functions.

65. *The Golden Scabbard*

The Golden Scabbard is a large inn not far from Southhold, and is a favored spot for mercenaries. The bartenders serve alcohol only to those wearing the white band identifying them as a non-Moslem. Even so, the patrons go through so much beer and whiskey that the management doesn't have to charge as much for rooms or meals, and the servings are bigger than you'll get elsewhere.

The Scabbard is occasionally the scene of loud brawls involving dozens of people. But this is pretty good-natured — both the participants and the spectators see it as a form of entertainment. There are no glass windows here, and everyone chips in to pay for damages and clean up. The furnishings are usually new, but cheap.

The inn is a good place for mercenaries to exchange news about what jobs are available and which employers are reasonable. Occasionally employers come here to find mercenaries, although most are a bit intimidated by the ambience and go to the Guildhall instead.



South End

The south end of West Tredroy is one of the least developed parts of the city. The crime rate here is still lower than in North or East Tredroy, although this may well change as the city grows.

66. *Southbridge (into East Tredroy)*

One of the quietest bridges in Tredroy is the relatively new Southbridge, built in 1953 because repairs were necessary on the Governor's Bridge. There are a dozen guards on the west side and about 50 on the east side. The bridge is closed to commercial traffic after nightfall.

67. *South Docks (on Lorian)*

The small South Docks were built to take the overflow from the Customs Docks on the Blueshoal River. The dock fees are a bit lower than the Customs Docks. The rivermen aren't so keen on the South Docks; Hazi officials are less experienced in dealing with goods and paperwork and they tend to slow things down, constantly looking for contraband.

New Quarter

This area of town is called the "New Quarter" because it was largely undeveloped until the late 1800s. It is an inexpensive residential community now, a little out of the way, but perfect for those who prefer to live far from the chaos of downtown.

There used to be a small community of reptile men here, who worked in the city but lived outside it. As the city grew, however, it simply assimilated this village; reptile men now live scattered throughout the neighborhood.

68. Customs Docks (on Blueshoal)

The Customs Docks on the Blueshoal River are the main docks for West Tredroy. There is also a small shipyard here. The customs people at this dock are a bit more sophisticated than most Hazi officials.

69. Chapter House of the Knights of the Crescent Moon

The Knights of the Crescent Moon have a small chapter house in Tredroy. The knights often travel around the city, doing good works, helping the needy and so forth. They are the elite among Hazi chivalry, and they feel compelled to prove it. Twice a year, in April and November, they have a tournament to which knights from across the city and the surrounding area are invited. The Crescenters win more than their share of the mock battles.

In West Tredroy, the Crescenters have full legal authority to act in the name of the Sultan. They can administer Low Justice on the spot. The Pasha is the Master of the Tredroy chapter. The Knights of the Crescent Moon are friendly with most chivalric orders, and they have occasional dinners and functions including knights from many orders.

The Chapter House was built in the 1820s. Before that, the Order was lodged in the Palace of the Golden Sunset, but the Palace began to fill up with administrative agencies. The Knights withdrew to a place where they could continue their training and traditions without secular distractions.

70. al-Ssissuurr Mosque

This is the only mosque in Tredroy where the majority of worshippers are reptile men. It is named in honor of Ssissuurr, the first reptile man mullah. Human worshippers are welcome, but the Arabic spoken here is highly sibilant (and defaults to regular Arabic at -1).

71. The Dragon's Tale Coffee House

This tavern caters mainly to reptile men. The cuisine features large quantities of very fresh meat, cooked rare (if at all). Being good Moslems, they eschew pork, so beef and mutton are the house specialties.

The coffee is a thick black brew, even stronger than the coffee preferred by human West Tredroyans. It is served in special large mugs; hot coals are put in the bottom of the mug, and then a ceramic cup is placed in it and the coffee is poured in the cup. A human who can drink this without wincing gets a +1 on reaction rolls from the patrons, but anyone who tries to impress them and fails gets a -1 (roll against HT, modified by Strong or Weak Will, to avoid gagging).

There are few human customers in any case, and those few are well behaved. The reptile men are sensitive to mockery, and when the serving girls can pick you up and toss you through the window, you *don't* want to meet the bouncers!

East Tredroy

East Tredroy is the Cardien section of town. Unlike West Tredroy, which has a unique culture, this area is very similar to the north bank, but with a much more "Christian" feel to it. As a result of two centuries of Imperial rule, there are many souvenirs of Imperial culture; monuments and buildings commemorating various emperors and other important Megalan figures dot this part of the city.

Downtown

The downtown area is very similar to the "real" downtown in North Tredroy, except that it is less busy and has a comfortable, middle-class feel.

72. Carndonagh Palace

Carndonagh Palace, the official residence of the Governor of East Tredroy, was built in 1802, replacing an earlier structure that had too many connections with Imperial history. The Palace serves a decorative and administrative role; by the time it was built, warfare in the city was largely a thing of the past. The Governor's Guard is housed in separate barracks; military supplies are not kept on the premises.

In general, Baron Bowvrey keeps a lower profile than the other two Governors. He does not interfere in legal cases before the courts except in extraordinary circumstances, and he does not "sit court" like the other two. Although he is the commander of his Guard, they are not paraded about as national symbols the way the Emir's and the Pasha's Guards are.

Informally, the Governor plays an important and influential role. He has frequent balls and other social functions, somewhat like the Emir's court, but the Baron is a more modest host. He mingles with the crowd, rather than presiding over events in a regal fashion. Being originally a commoner himself, his parties are more open to commoners than those of the other two courts. His predecessor, the patrician Viscount Azarin, was more aloof and associated mainly with nobility.

About a third of the Governor's officials are practicals whose job is to keep the Governor informed about what is going on and to implement his wishes. Many of these have offices in the Palace.

Carndonagh Palace is very attractive, built in the esthetic style popular in Megalos and Cardiel in the early nineteenth century. The four-story atrium with glass windows covering the western wall is very striking, and a popular setting for many events. The Palace is managed by its Castellan, Lord Reuel Godwin.

73. Cathedral of the Holy Trinity

Holy Trinity is the second largest cathedral in the world, second only to St. Peter's in Megalos. It dominates the skyline of East Tredroy; the vaulted roof is over 100 feet high. In an unusual architectural feature, long iron bars are embedded in the structure and welded together to help support the roof. A dozen iron pillars inside the cathedral also help hold the roof up. Spells are in place to prop it up in case of a serious problem, although normally it should support itself without magical aid. The Cathedral seats over 6,000 people, but it is rarely full except on the most important holy days, although people come from all over the city to attend Mass here.

The offices of the Archdiocese of Tredroy are here, as are the Archbishop's apartments. Over three hundred priests and monks direct the affairs of the Archdiocese from here. The Cathedral Rector is Monsignor Vespasio Santorini (a native Tredroyan), in charge of the buildings and records.

There are 80 Templars assigned to the Cathedral, whose job is to protect the Cathedral and especially the Archbishop. They always snap to a salute when the Archbishop enters the room; aside from being a gesture of respect, this also lets the blind Archbishop know where and how many they are. Except in his private apartments, at least one Templar will accompany the Archbishop everywhere, and usually at least three anywhere in public.

The Cathedral offices have a treasure hoard of art. The collection has grown over the centuries and includes famous works from all over Yrth, although the majority are by non-Imperial artists. The Cathedral has the largest collection of Moslem-created or influenced art to be found in the Church. Regrettably, Archbishop Aillard cannot appreciate this collection, and it has grown little during his tenure.

The natural tendency towards tradition is strongly reinforced by the Archbishop's blindness. Everything is always done exactly the same way, exactly as it has always been done, and everything is always put back right away in exactly the same place. This permits the Archbishop to travel through the Cathedral quite freely; he knows where everything and everyone is, so his blindness is no great handicap here.

Outside is Trinity Square, a large paved space lined with manicured trees. A high balcony is there for the Archbishop to address the crowd; perhaps as many as eight to ten thousand could fill the square.

74. Governor's Bridge (into West Tredroy)

This bridge across the Lorian River is fairly busy. There are about 40 guards on the west side and 20 on the east.

75. East Tredroy Docks

The East Tredroy Docks are directly across from the North Tredroy Dockside. To the river folk, they are the same neighborhood; they pass easily across the river here. It is easy to find a riverman who will ferry you across for a nominal fee. This is the cheapest dock in the city, subsidized by the Governor.

The Governor's men are good about checking cargoes that come in, but they are deliberately a little slack about checking people. This makes it fairly easy to smuggle slaves into Cardiel. It also has the undesirable effect that it is a bit easier for a clever bounty hunter to smuggle people out of East Tredroy through the Docks.

76. East Tredroy Hall of Justice

This small keep by the Blueshoal River, formerly the home of an Imperial nobleman, is now the location of the courts and legal archives of East Tredroy.

Judges are appointed by the Governor for fixed, renewable seven-year terms. Justice is much more expensive in East Tredroy, but also much more fair. The juries, clerks, extra judges, archives and overhead cause court fees to be rather high here — three dinars a day for criminal trials. Court costs and the opponents' legal fees are almost always assessed to the loser in a case.

Two of the city's Tax Courts are based here in the Hall of Justice as well. The city has a few offices in the building, and it has started renting a courtroom here for cases heard under city law.

77. College of Arms

This building is a very attractive hall with three wings, each housing the records of one section of the city. The heralds of Tredroy meet here, and this is where their archives are kept.

Many nobles, historians and visiting heralds come here to study and do research, but all visitors must have permission from the College, and all such visits are carefully monitored. The College considers the security of its records important, since they are the final word in case of disputes over any inheritance, including titles and property. Unscrupulous nobles have been known to attempt to forge the College's records to make their own ancestry a little more glorious — or that of their opponents a little less so.

The College has an extensive collection of ceremonial armor, shields, weapons, badges and other treasures. Most of these are in the Museum of Heraldry, a large hall open to the public adjacent to the main meeting hall. Some of these items are very valuable, but they would be difficult to fence if stolen — any herald could identify them as belonging to the museum.

The Lord Guildmaster of Arms is Gerard Angevin. Traditionally, the Lord Guildmaster enjoys the privileges of a noble, including the right to hire men-at-arms (Lord Gerard has 12).

78. Physicians' Guildhall

This is a combination guildhall and hospital. Both non-magical and magical healing is taught and practiced here. This is the only place in the city where practical healing skills are taught. Most physicians have their own practices elsewhere, but over a hundred are found here. It has the most advanced facilities available (TL4 equivalent) for non-magical processes. Some physicians may also use healing magics.

Journeyman are simply called "healers," while masters are called "doctors." The functions we commonly refer to as nursing are generally performed by apprentice healers. The poor might be healed for free, while the wealthy will be charged extra. The Guild overall operates at a loss, which is made up from donations.

79. Monastery of St. Vergil

This Constantinian monastery sits behind a high wall, secluding it from the outside world. The monks study history and administration in addition to Scripture. The monastery is administered by Abbot Jeremy the Deaf (he is not really deaf — he just acts that way sometimes when people annoy him).

80. Valley Inn

This popular inn, in a picturesque riverside location, is very popular with guildsmen and middle-class workers. It features several private dining rooms used for meetings and parties. It is decorated comfortably, with lots of little touches to make things more pleasant for the customers.

The inn is managed by Sylvio the Open-handed, a friendly and athletic man in his early 30s. Sylvio is a nephew and employee of Don Leopoldo Santorini, one of Tredroy's ranking crimelords. In fact, the inn is the base of operations for the Calabrese crime family. The supply docks are occasionally used for smuggling, and there are secret entrances and storerooms — even a small dungeon. Most of the staff are members of the Calabrese organization or relatives; Innholder Sylvio himself is not named for his generosity, but because he has learned certain secret Hazi martial arts.

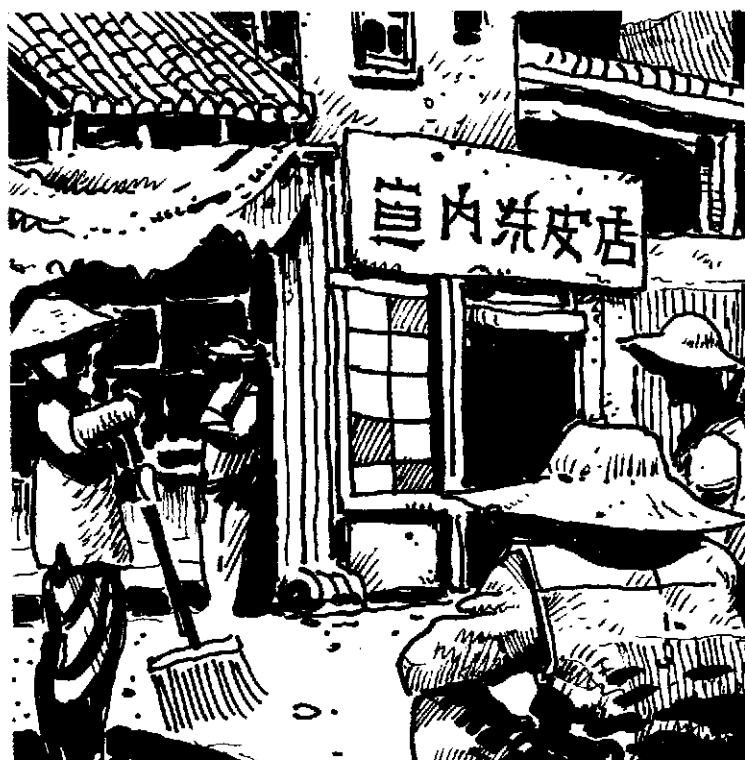
Chinatown

This is a large and very busy part of Tredroy. The sights, sounds, and smells are quite alien by the standards of most of Yrth. The people look different, the language is unrelated to any other Yrthly language, and the store signs are covered with strange glyphs.

Less than half of the people in this area are actually Chinese. The Chinese believe in getting all the land they can, even if they have no immediate use for it, so they are landlords for many of the city's residents. The buildings here are not always attractive, but they are kept in good repair and the rents are cheaper. The prices for food and many other products and services are a bit less expensive here as well, although some non-Chinese don't eat things they aren't familiar with.

81. Wing Lung Tavern

The Wing Lung Tavern is Tredroy's largest and most popular Chinese restaurant and inn. The larger dining room, seating 300, is inexpensive, the decor and the service are very casual and the food is very good. The smaller dining room is much more expensive, but the service and decor are excellent



and done according to precise and ancient rituals. The larger dining room is always loud and busy, attracting all kinds of customers.

82. Street of Gadgeteers

The headquarters of the Company of Gadgeteers is here, as are the establishments of several of its members. The term "gadgeteer" refers to a mechanic; most of them are clock-makers and toymakers, although some make large and elaborate devices. Gadgeteers are quite familiar with gears and other mechanisms, using a variety of power sources: wind-up springs, water, animals or magic.

Many gadgeteers have window displays or tables outside their shops to display their wares. Marching toy soldiers are standard fare. Some of the better gadgeteers have their toys doing fencing routines, acrobatics or precision group marching drills — some even have man-sized automatons who walk around with signs promoting their shops!

Curio shops are also found on this street, adding to the overall ambience of strangeness. About a quarter of the gadgeteers are Chinese, although the signs here are written in English and Arabic as well as Chinese.

83. Mercenaries' Guild Offices

The Mercenaries' Guild has a building in East Tredroy, much smaller than either Southhold or Newhall, which serves the guild members in that part of town. It has a small practice yard and an indoor meeting hall which can be used as another practice area. Some records are kept here, and it serves as an employment center for mercenaries.

84. Dragon Hall

This hall, owned by Master Merchant Cheung Lok Min, is the center of the Chinese community. At least once a week there is a wedding, a celebration, a dance or some other community get-together here.

The Dragon Tower is an exclusive club in the upper floors

of the Hall, for the elders of the Chinese community. A lot of important business is discussed informally here. Very occasionally, they will adopt an outsider as an "honorary Chinese," if the outsider speaks the language and makes serious efforts (usually over several decades) to become part of the community.

Lurnan

This section of Tredroy is controlled by the Viscount of Lurnan. Although the village of Lurnan is a day's ride to the southeast, and the Viscount's main keep and most of his retainers are there, the Viscount lives in his part of Tredroy most of the time. Lurnan's guards patrol this area, rather than the Governor's men. Viscount Guillaume and Baron Bowvrey are not on good terms, and the Baron's men do not venture into Lurnan's fief.

The Viscount is only allowed to have 300 men-at-arms within the city's limits. This section of Tredroy sports many cultural offerings, and it's close to downtown and easily accessible to the north bank, so Lurnan is one of Tredroy's better (and more expensive) suburbs.

85. Lurnan Hold

Lurnan Hold is a large fortified keep where the Viscount's city men and servants reside. Including all the servants, over 600 people live here, and it can accommodate another 200 guests comfortably. The Viscount's ancestors have been great patrons of the arts over the ages, and as a result Lurnan Hold is richly furnished and decorated.

Lurnan has always been a gracious host, but recently he has been holding balls and functions much more frequently. He is trying to undermine Baron Bowvrey's influence, hoping one day to have Prince Vincent replace the Baron with someone more suitable — perhaps even himself.

86. Eye of the Needle

This very large inn is on the road to Hadaton. Its name refers to the custom that this is the easternmost point that camels are allowed. It is inexpensive, but far from the center of the city. There are three very separate stables, the largest for horses and the others for camels and "unusual mounts."

Because it is less expensive than most inns and caters to caravans and travellers, the Eye of the Needle has a rather high crime rate. Brawls here are not common, but when they happen they are not friendly. The inn has a force of three dozen mercenaries on hand to keep a lid on things, but even so, things sometimes get out of hand.

The inn is run by Master Innholder Clovis Bigears; the stables are managed by Master Ostler Gabriel Beastmaster.

87. Newbridge (into North Tredroy)

Built in the 1800s, Newbridge is an important traffic artery. The guards and officials on the south bank work for the Viscount of Lurnan rather than the Governor.

88. Mosque of the Kardi Martyrs

This mosque is built on the site of a 16th century battle between Kardi nationalists and Imperial legions. The mosque seats about a thousand; it is only filled during the major holy days. The mullah Yusuf al-Tayib, the ranking mullah in East Tredroy, preaches here.

Although fewer in number, the Moslems of East Tredroy are a bit wealthier than their brethren in the rest of the city.

89. *Singer's Green*

This small park on the banks of the Lorian is technically owned by the Archdiocese, although neither the Church nor the City Council would presume to restrict the activities of the Harpers' Guild. Bards and minstrels gather here to join in singing the Circle Song, and to socialize.

In the absence of a Harpers' Guildhall, this is the place to contact a harper, to arrange for musicians for a social event, or just to listen to most kinds of music. Rather than rely on a single master for their training, apprentice harpers come here to learn from whichever master comes by to teach them, and from each other. Several inns nearby cater to the harpers, practicals, tourists, vendors and others who frequent the Green.

There are always a couple of hundred listeners gathered; Singer's Green is one of Tredroy's most popular attractions.

90. *The G-String*

The name of the tavern refers to the G-string found on lutes and other stringed instruments. (Anyone thinking the name implies something else is going to be disappointed.) Many of the customers are harpers, who pay half standard rates.

Music is available every evening. No single harper entertains the crowd; rather, the singing is passed around from one harper to the next around the common room. It is a place where many harpers are accepted into the Guild, performing for the crowd and being judged by their peers.

The G-String is run by Master Innholder Conor mac Tomas, an apprentice harper himself. He knows by name and face almost everyone in the Harpers' Guild.

91. *House of the White Star*

White Star is a small but prosperous foreign merchant house. There is a small warehouse attached where exotic goods are bought and sold, although most people know it as simply a banking house. It is managed by Journeyman Merchant Kevin Curadan McCool. Although their trade is not nearly as brisk as in the great merchant houses, they do have a good selection of books, art and magical artifacts.

They buy from adventurers, mainly; they do little business with large caravans or other merchant houses. The White Star has some strange business practices; goods appear in their warehouse from an unknown origin, or disappear to points unknown. Sometimes documents are faked, even to pay taxes on goods. The methods and reasons for this smuggling are unknown; almost all the goods in question are perfectly legal (although often unusual).

Kevin's father was a half-elf. He is human, although anyone familiar with elfen auras would identify this part of his ancestry. The main headquarters of the House of the White Star is also unknown, although most people think it is based somewhere in the Empire.

Dorilis

Southern East Tredroy is on land owned by the Baron of Dorilis. His general relationship to the city and the Governor is very similar to that of the Viscount of Lurnan, although not quite so frosty. This neighborhood is also slightly less well off than other parts of East Tredroy, although it is much better than the south end across the Lorian River.

92. *Dorilis Palace*

The city residence of Baron Dorilis houses hundreds of people, including 150 men-at-arms and 200 servants, but is not designed for defense. The atmosphere here is genteel and polite,

rather than lavish and formal as is the case at Lurnan Hold. The social functions are gatherings held for the sake of having a good time, rather than the "Viscount's court" with its political overtones. The Baron's castellan is Lord Eduardo de Maris.

93. *Tredroy Free Trade Zone*

The docklands in the southern part of East Tredroy are under a special legal regime. They are surrounded by a wall, and then another wall 40 yards further out. These walls are lightly guarded; they are not intended for defense, but to prevent anyone from crossing unnoticed.

Cardiel's tariffs are not charged at the docks, but only at the wall if merchants are actually bringing goods into East Tredroy. The Baron's men still patrol the Zone, to keep a lid on ordinary crime; they will also confiscate any grossly illegal goods, such as drugs or slaves. Cargoes are sold by hasty voice auctions. Several taverns and brothels are inside the Zone, catering to the local trade.

94. *The Broken Shackles*

This largish tavern on the Lorian River in Dorilis is a hangout for "abolitionists" — those attempting to free slaves in the Moslem countries. As can be guessed from its name, the patrons and management make no secret of this. Escaping slaves are often sheltered here; relatively few escaped slaves actually live in East Tredroy, as bounty hunters are able to move about easily there.

The customers of the Broken Shackles are a committed, ideological group; anti-slaving music is popular. Many patrons are cloaked or disguised, since Wazifi abolitionists come here but do not want to be identified. Regrettably, assassination is common here.

The Broken Shackles is owned by Chadli abu Hurriya, a short, gregarious fellow in his early forties. The Shackles has an excellent stable run by Ostler Anthony Riverson. Prices are low. There is room for about a hundred in the common room, and there are about 200 rooms and suites.

95. *Al-Beyt al-Bakht*

Al-Beyt al-Bakht ("House of Luck") is a rowdy tavern near the Southbridge; many Hazis come here to drink and carouse. There are generally a couple of dozen card or dice games going on at any time; there is also a small casino run by the management in a room off the main tavern. The price of lodging, food and stabling here is below average, but the price of drinks is above average, which more than makes up the difference. Fights break out here from time to time; patrons often bet on the combatants.

Al-Beyt al-Bakht is run by Hussain ibn-Mohammed. It is a popular hangout for the criminal element. Some of the patrons are admitted thieves who tell stories of their past accomplishments. Hussain himself is secretly a contact for the Assassins' Guild; al-Bakht has been a safe house for the Assassins since the Guild's early days. A Streetwise roll at -2 will tell a character that he can get in touch with the assassins through Hussain (which requires a reaction of Neutral or better).

96. *Silk Road*

Tredroy's fashion community is centered on this long street. Most of the city's master clothiers have shops here showing off their best wares, even if their main quarters are elsewhere. The shops range from very exclusive establishments catering to the city's upper class, to small, grimy places selling cheap garments to the poor, to great warehouses where clothes of all sorts are sold. Small cafes serve lunch to the workers here.

CITIZENS OF TREDROY

Emir Jannar abu Talha al-Pradin

Governor of North Tredroy, age 119 (physically 64 — see below), dark gray hair (balding), brown eyes, olive complexion, 5' 11", 140 lbs.

Form of Address: Your Excellency, or Teacher.

ST 9, DX 11, IQ 14, HT 8.

Reaction: +10.

Appearance: Attractive.

Wealth: Filthy Rich.

Status: 5.

Advantages: Acute Hearing +3; Charisma +2; Eidetic Memory (60 pts.); Language Talent +2; Literacy; Magery 3.

Disadvantages: Age; Duty (to Caliph of al-Wazif, on 7 or less); Paranoia.

Skills: Accounting-16; Acting-15; Administration-22; Alchemy-15; Architecture-16; Area Knowledge (Tredroy)-17; Astrology-16; Chess-19; Detect Lies-20; Diplomacy-20; Disguise-16; Economics-18; Fast-Talk-16; Forgery-17; Harpsichord-18; Heraldry-18; History-19; Interrogation-18; Law-18; Leadership-17; Lip Reading-16; Literature-20; Lockpicking-16; Merchant-18; Pickpocket-10; Poetry-16; Poisons-17; Politics-24; Psychology-16; Research-17; Savoir-Faire-20; Shadowing-16; Sign Language-15; Staff-11; Stealth-12; Strategy-18; Streetwise-17; Swimming-10; Teaching-18; Theology-18; Writing-20.

Language skills: English-16; Arabic-19; Chinese (written)-10; Elvish-11; French-15; Italian-13; Latin-10; Maimaiyu-11; Patois-17.

Emir Jannar is arguably the most influential man in Tredroy. His philosophy is to exploit any situation, but never leave anything to luck. Thus, he often places wagers at the Arena, but he shuns the city's gambling

houses. In political affairs, the Emir prefers to persuade rather than command. He hates not getting his way, but he knows when to make a tactical retreat. Friendly with everyone and trusting no one, he readily grants favors — and expects them to be repaid.

The Emir has agents and contacts everywhere, and more spies to check on those agents. He is obsessed with knowing everything important that happens in Tredroy, and if there's something important going on, the Emir will almost certainly be involved.

The Emir is a powerful mage. He knows over 150 spells, mostly from the Fire, Communication, Necromantic†, Knowledge and Enchantment colleges. He uses Halt Aging† and Youth† on himself regularly; thus, while he was born 119 years ago, he is physically 64 years old. This has given him time to pursue his studies, including magic, chess, history and literature. He often gives well-attended lectures on these subjects at local schools and the University.

Allan Micardene, Baron Bowvrey

Governor of East Tredroy, age 58, thinning light brown hair, green eyes, medium complexion, 5' 8", 245 lbs.

Form of Address: My Lord, or My Lord Baron.

ST 11, DX 11, IQ 14, HT 9.

Reaction: +9.

Appearance: Average.

Wealth: Very Wealthy.

Status: 5.

Advantages: Eidetic Memory (20 pts.); Empathy; Mathematical Ability; Literacy; Reputation +2.

Disadvantages: Age; Duty (to Prince of Cardiel, on 7 or less); Fat; Honesty; Sense of Duty to subjects.

Quirk: Suspicious nature.

Skills: Accounting-18; Administration-20; Area Knowledge (Tredroy)-15; Detect Lies-14; Diplomacy-20; Disguise-13; Economics-19; Fast-Talk-16; First Aid-14; Fishing-14; Forgery-14; Heraldry-15; Law-16; Leadership-15; Lockpicking-13; Merchant-19; Naturalist-14; Poisons-14; Politics-17; Research-14; Savoir-Faire-14; Scrounging-14; Seamanship-14; Shadowing-14; Sign Language-13; Stealth-12; Streetwise-15; Teaching-15; Writing-14.

Language skills: English-15; Arabic-12; Latin-11; Patois-14.

Allan Micardene held a series of official posts in the city government, combining them with a successful merchant career. He was looking forward to a pleasant retirement when the previous governor was mysteriously assassinated. Prince Vincent's nobles and the

City Council both recommended him for the position of governor, which he reluctantly accepted. The Prince gave him the title of Baron because the Governor of East Tredroy is traditionally a Cardien noble.

The Baron is fair, and tax collection in East Tredroy is much more efficient since he took office. In private he is understanding and intelligent, but in his public role he always keeps in mind the worst possible view of a series of events or a person's motives. He likes to know everything that goes on in town, preferably before the Emir does (which happens only rarely). He would particularly like to know who murdered the previous governor, and why.

His family is a very distant relation to the Micardenes of Megalos and Caithness. In appearance, the Baron is closer to the noble houses of Megalos than to the common folk of Tredroy. He is quite friendly when not in his official capacity, but when he is acting as governor he prefers to get to the heart of a problem quickly, so he may appear somewhat brusque.

Pasha of Three Horsetails Khalid Abdallah ibn Ali al-Pradin

Governor of West Tredroy, age 26, black hair, brown eyes, dark olive complexion, 5' 5", 130 lbs.

Form of Address: Great Pasha.

ST 12, DX 13, IQ 12, HT 11.

Reaction: +11.

Appearance: Handsome.

Wealth: Very Wealthy.

Status: 5.

Advantages: Charisma +1; Literacy; Magic Resistance +1; Strong Will +3; Toughness 1; Voice.

Disadvantages: Duty (to Sultan of al-Haz, on 7 or less); Fanaticism; Gullible; Honesty; Overconfidence.

Quirks: Composes poems for special occasions; Conservative; Prefers Moslem advisors; Takes people at their word.

Skills: Area Knowledge (Tredroy)-15; Brawling-13; Broadsword-15; Fast-Draw (Sword)-13; Knife Throwing-14; Knife-13; Poetry-11; Shield-15; Singing-12 (+2); Swimming-13; Two-Handed Sword-13.

The Pasha is an intense young man who earnestly desires to do right. A member of the conservative Moslem chivalric Order of the Crescent Moon, Khalid is a great warrior and a mediocre poet, who made the pilgrimage to Geb' al-Din when he was only nineteen. He has an excellent grasp of Islamic law, and will be a great ruler, given time, but is still



inexperienced. For example: his first act as Pasha was to dismiss all of his father's non-Moslem advisors, regardless of their ability; and he tends to take people at their word. It rarely occurs to him that someone would not tell the truth, and he is greatly offended when he finds he has been lied to.

He is interested and involved in the affairs of West Tredroy, and will sometimes overrule lesser officials, though he will listen to the reasons for their decisions. People tend to speak much more freely in his court than they ever would before the Emir.

The Pasha has the classic dark good looks of the Hazi nobility, as well as boundless energy and a magnetic personality; he would be very popular with the ladies if his upbringing had not been so strict.

Lord Guillaume de Laney de Lurnan

Viscount of Lurnan, age 56, black hair, gray eyes, fair complexion, 6' 2", 185 lbs.

Form of Address: My Lord, or My Lord Viscount.

ST 10, DX 11, IQ 12, HT 9.

Reaction: +8.

Appearance: Attractive.

Wealth: Very Wealthy.

Status: 5.

Advantages: Charisma +2; Intuition.

Disadvantages: Age; Honesty; Hard of Hearing.

Quirks: Dislikes Baron Bowvrey; Likes to act "behind the scenes;" Tries to impress people; Very conscious of social position.

Skills: Administration-13; Diplomacy-14; Fast-Talk-12; Fencing-15; Leadership-15; Politics-13; Savoir-Faire-17.

The Viscounty of Lurnan was founded in the late 1400s, one of the fiefs carved out of al-Kard by Imperial forces. By the 1800s, most of the area was developed, and by a vote of the Council of Lords of Cardiel, the Viscounty of Lurnan was transferred to West Tredroy; the Viscount became the vassal of the appointed Governor. In the past, the Governor has usually been at least a count. The appointment of Baron Bowvrey as Governor was received in Lurnan (and Dorilis) as a serious snub, since now the Viscount must pay homage to his social inferior.

The Viscount sometimes gets involved in little schemes to embarrass the Governor — nothing overt, but Lurnan feels that anything that makes "Master Micardene" look bad in Calder is to his advantage.

Mayor Richard Swiftongue

Mayor of Tredroy, age 43, light brown hair, blue eyes, fair complexion, 5' 10", 160 lbs.

Form of Address: Your Honor.

ST 11, DX 11, IQ 12, HT 10.

Reaction: +10/+12.

Appearance: Handsome.

Wealth: Very Wealthy.

Status: 3.

Advantages: Literacy; Voice; Charisma +2; Intuition; Eidetic Memory (20 points).

Disadvantages: Lecherousness; Dependent (Wife); Reputation -1.

Quirks: Sense of self-importance.

Skills: Acting-14; Administration-13; Area Knowledge (Tredroy)-13; Bard-16; Diplomacy-20; Economics-13; Fast-Talk-17; History-14; Law-14; Leadership-16; Lock-picking-12; Poisons-12; Politics-20; Psychology-13; Savoir-Faire-14; Sex Appeal-15; Shadowing-12; Sign Language-12; Stealth-11; Streetwise-18; Writing-14.

Language Skills: English-17; Arabic-12; French-13; Ladino-12; Latin-12; Maimaiyu-14; Patois-17.

Richard Swiftongue has been Mayor of Tredroy since 1982. His Honor is tall and of medium build, with fair hair and a ready smile. He is sometimes called "Richard Loudspeaker" for his ability to project his voice over the sound of an unruly crowd. The Mayor is a master merchant, and he was one of the Guild's appointees to the Council before he ran for public election. He has excellent connections; although Christian, his wife Salina is the daughter of the Khedive al-Muwazzaf, a member of the Emir's court. He can remember important details about a person's family and business even if he has not seen him for a decade.

The Mayor believes that the government should not interfere much with people's business; other than that, he does not stand for any particular program or ideology. His main purpose in supporting or opposing motions before the Council is to make sure people owe him favors for his help. Of course, most people want *him* to owe *them* favors. To this end, the Mayor often finds he is being watched by practicals hired to catch him in some incriminating activity. He finds this amusing, and if the practical is particularly good at his job, he will consider hiring the practical himself!

Richard Swiftongue is a charming man, and there are persistent rumors that he is not faithful to his wife. Her family could be expected to exact revenge if these rumors are true.

Guildmaster Yitzhak ben Adan

Guildmaster of the Company of Merchants, age 61, light gray hair, hazel eyes, medium complexion, 5' 1", 120 lbs.

Form of Address: Guildmaster, or (informally) Master.

ST 9, DX 10, IQ 14, HT 8.

Reaction: +5.

Appearance: Average.

Wealth: Filthy Rich.

Status: 3.

Advantages: Absolute Timing; Empathy; Charisma +2; Literacy.

Disadvantages: Age; Miserliness; Social Stigma: Second-class Citizen (-5 points).

Quirks: Loves playing backgammon; Speaks in parables.

Skills: Accounting-16; Acting-14; Administration-17; Backgammon-18; Cooking-15; Diplomacy-14; Economics-15; Fast-Talk-14; First Aid-14; Fishing-14; Law-15; Literature-14; Merchant-20; Plains Sur-

vival-14; Politics-15; Research-14; Scrounging-15; Shadowing-13; Sign Language-13; Streetwise-16; Teaching-14.

Language skills: English-10; Arabic-11; Hebrew-10; Ladino-17; Maimaiyu-12; Patois-15; Sign Language-14.

Guildmaster Yitzhak is the head of the powerful Company of Merchants. Because the Company is so powerful, he is often reluctant to speak plainly, fearing that his opinions will be mistaken for Guild policy. Thus, when he says, "Let me tell you a story about a man from Calder," his listeners know that the story's moral will indicate the decision Yitzhak thinks they should make — when he says, "It is the position of the Guild that . . ." he speaks with authority.

He spends much of his time arbitrating disputes between guild members. The Guild appreciates his mediation; it is cheaper, faster and more reliable than the vagaries of civil justice in Tredroy.

Many people ask the Guildmaster for favors. He always repays favors, and he always collects from those he has helped. Much of what the Guildmaster does might in other places be called "bribery" or "influence peddling," but he sees such things as just part of his job.

Master Shlomo Georges le Perdu

Senior Master of the Merchant House of le Perdu, age 45, brown hair, blue eyes, fair complexion, 5' 3", 125 lbs.

Form of Address: Master.

ST 8, DX 11, IQ 13, HT 11.

Reaction: +3.

Appearance: Average.

Wealth: Filthy Rich.

Status: 2.

Advantages: Eidetic Memory (20 pts.); Literacy; Mathematical Ability; Strong-Willed +1; Toughness +1.

Disadvantages: Alcoholism; Jealousy; Social Stigma: Second-class citizen (-5 points); Stubbornness.

Skills: Accounting-20; Acting-15; Administration-22; Area Knowledge (Tredroy)-16; Artist-16; Bard-14; Cooking-14; Detect Lies-13; Diplomacy-20; Economics-20; Fast-Talk-14; First Aid-14; Forgery-14; Heraldry-17; Jeweler-13; Knife-13; Law-18; Leadership-16; Literature-16; Merchant-24; Poisons-13; Politics-21; Research-13; Savoir-Faire-18; Scrounging-13; Sculpting-14; Shadowing-14; Teaching-13; Theology-14; Writing-15.

Language skills: English-13; Arabic-10; Hebrew-10; Ladino-16; Patois-15; Sign Language-13.

Master Shlomo is an influential member of the Jewish branch of the le Perdu family, which is only distantly related to the Christian and Islamic branches. After the Emir, he is probably the wealthiest individual in Tredroy. He likes it that way. He and his immediate family own about a quarter of the shares of the House of le Perdu. He is on the executive committee of the Company of Merchants, and sits on the Council more often than any other Guild master.

He presents himself as the most educated and sophisticated member of the Guild; his specialty in trade is art and rare books, although of course he handles many aspects of the House's business. In his capacity as a Council member, he often works on some of the City's more technical by-laws. He likes to one-up people with his knowledge of a particular subject. Master Shlomo's wife, Delia, loves the finer things as well, and spends a substantial portion of his income on clothing, jewelry and entertainment. This is with his complete approval; it would not do for her to have less than the best.

Councillor Guildmaster Kwan Tse-Yu

Guildmaster of the Society of Vianders and Guild-elected member of the City Council, age 53, black hair, brown eyes, oriental complexion, 5' 3", 115 lbs.

Form of Address: Guildmaster or Councillor.

ST 9, DX 12, IQ 14, HT 9.

Reaction: +4.

Appearance: Average.

Wealth: Wealthy.

Status: 2.

Advantages: Charisma +1; Common Sense; Eidetic Memory (20 pts.); Empathy; Literacy.

Disadvantages: Age; Bad Sight; Sense of Duty (to ethnic Chinese); Social Stigma: Second-class citizen (-5 points).

Quirks: Fanatically punctual; Quotes Chinese myths and proverbs; Will not admit nearsightedness.

Skills: Accounting-15; Acting-15; Administration-17; Animal Handling-13; Area Knowledge (Tredroy)-16; Bard-13; Butcher-20; Cooking-16; Detect Lies-13; Diplomacy-20; Economics-15; Fast-Talk-18; First Aid-14; Gambling-13; Heraldry-13; History-13; Juggling-13; Knife Throwing-13; Knife-15; Law-14; Leadership-13; Literature-14; Lockpicking-14; Merchant-14; Poetry-13; Politics-22; Psychology-13; Research-13; Savoir-Faire-14; Sign Language-13; Streetwise-14; Teaching-15; Theology-15.

Language skills: English-11; Liyu (a Chinese dialect)-12; Maimaiyu-15; Patois-15.

Guildmaster Kwan is the head of the Society of Vianders (or Butchers' Guild, as it is usually known). He has also served on the City Council for the last four years as a representative of the smaller guilds. Most of the time this post passes from one guildmaster to the next, but Guildmaster Kwan manages to get people on his side by exchanging favors and doing a good job.

Master Kwan excels at "greasing the wheels of bureaucracy." He is on friendly terms with officials in city government, the courts of the three governors and the Archdiocese. He knows so many people that he is considered an indispensable ally by many other Councillors; even the Emir visits him periodically for tea and advice. If there is any intrigue in the Council, Kwan will probably be in the thick of it.

He meets regularly with the other guildmasters, the other Councillors, other important officials of the city, the other masters of the Butchers Guild, his own apprentices in his shop, and, most importantly, people of consequence within the Chinese community. As a result, he keeps an extremely strict appointments schedule. Once the Prince of Cardiel came to call on him, but the Prince was delayed; Kwan went on to his next meeting. Because he is so busy and keeps all his appointments, he looks quite unfavorably on anyone who is late to speak to him.

Kwan is quite nearsighted. However, he is very practised with knives. Customers who see him squint to make out at a simple note tend to stand well back when he trims and chops a slab of meat instantly with a blur of sharp steel.

Anton de Maris

Master Solicitor, age 45, light brown hair, dark eyes, medium complexion, 5' 9", 150 lbs.

Form of Address: Master, or Counsellor.

ST 9, DX 11, IQ 16, HT 9.

Reaction: +8.

Appearance: Average.

Wealth: Very Wealthy.

Status: 2.

Advantages: Literacy; Common Sense; Alertness +2; Eidetic Memory (20 pts.); Reputation +2; Voice.

Disadvantages: Stubbornness; Honesty; Alcoholism; Sense of Duty (to Clients).

Skills: Accounting-14; Acting-17; Administration-17; Architecture-15; Area Knowledge (Tredroy)-15; Bard-21; Criminology-19; Detect Lies-20; Diplomacy-20; Disguise-15; Fast-Talk-16; Forgery-17; Heraldry-15; History-16; Interrogation-18; Anglish-16; Patois-16; Arabic-15; Latin-15; Hebrew-14; Elvish-14; Law-22; Literature-15; Lockpicking-10; Mathematics-14; Naturalist-15; Poisons-15; Politics-17; Research-20; Savoir-Faire-16; Shadowing-15; Sign Language-15; Streetwise-15; Teaching-15; Theology-16; Writing-17 and other skills.

With the overlapping myriad of local authorities, it's easy to break a law, and so it's likely that PCs will someday have need of a good lawyer. Counsellor de Maris is accredited to all the city's courts. He is highly regarded by most officials, and has a reputation for integrity. He charges more than most solicitors, but this is mitigated by the fact that he can often resolve an issue more quickly — and that he has a higher success rate than most of his colleagues.

Being a firm believer in the confidentiality of client conversations, his offices are carefully protected against magical eavesdropping. He has several thoroughly disreputable clients, whom he works hard for and charges very handsomely. As a result, he has a soft spot for honest citizens. If he takes a liking to one of his less well-off clients, he may do an occasional favor for them — a bit of free advice, a word in the right ear, or even bailing them out from his own pocket (to be repaid,

naturally). However, he would be hurt if someone betrayed his confidence.

Because of his business connections, he has very good links to the underworld. If necessary, he can usually arrange a discreet meeting on safe neutral ground with most of the important figures in Tredroy's criminal community.



Leopardo Black

Journeyman thief, age 28, black hair, blue eyes, mixed complexion, 5' 5", 130 lbs.

Form of Address: Ser (or "Stop, Thief!").

ST 9, DX 15, IQ 12, HT 9.

Reaction: +3/+5.

Appearance: Handsome.

Wealth: Comfortable.

Status: -1.

Advantages: Acute Hearing +2; Alertness +1; Luck; Patron (Thieves Guild, on 6 or less); Voice.

Disadvantages: Cannot Kill; Duty (to Thieves' Guild, on 7 or less); Laziness; Lecherousness; Overconfidence.

Quirks: Likes to boast about his abilities; Likes to spend money extravagantly.

Skills: Area Knowledge (Tredroy)-17; Brawling-15; Climbing-17; Dancing-14; Fast-Draw (Knife)-15; Fencing-14; Jumping-17; Knife Throwing-17; Knife-16; Lasso-14; Lockpicking-14; Pickpocket-15; Running-13; Shadowing-12; Sleight of Hand-14; Staff-13; Stealth-16; Streetwise-12; Swimming-15; Traps-13.

Leopardo is the classic cat-burglar — and he *boasts* about it. He never talks about a serious job he's done, but he has been known to sneak into the boudoir of a pampered noblewoman and steal some undergarments, just to show his "trophies" later to his colleagues. To him, tight security is only a challenge to be overcome. He's a real scoundrel, but a likeable one.

Laszlo Serpia

Ballet dancer, age 45?, black hair, deep blue eyes, very pale complexion, 6' 1", 165 lbs.

Form of Address: Ser, or Master.

ST 22, DX 16, IQ 13, HT 16.

Appearance: Very Handsome.

Wealth: Wealthy.

Status: 1.

Advantages: Charisma +2 (*Special: see below*).

Disadvantages: Color Blindness; Jealousy; Sadism.

Quirks: Man of few words (prefers to communicate by a glance or body language); Typical expression is a faintly mocking smile; Very secretive.

Skills: Acrobatics-19; Dancing-23; Diplomacy-20; Fast-Draw (Knife)-18; Fencing-17; History-16; Holdout-18; Interrogation-17; Karate-20; Knife Throwing-19; Knife-19; Law-15; Performance-20; Pick-pocket-15; Poisons-19; Politics-14; Psychology-16; Running-16; Sex Appeal-20; Shadowing-19; Sign Language-15; Stealth-19; Streetwise-16; Teaching-15.

Language skills: English-18; Arabic-17; Czech-20; French-18; German-16; Italian-15; Ladino-16; Patois-21; Polish-18; Romanian-18; Russian-17; Spanish-17; Yiddish-16.

Laszlo is one of the star performers of the Royal Ballet of al-Wazif. He is a brilliant dancer, who charmed audiences in the Empire before moving to Tredroy "for a change of scene". Despite his skill, he prefers to play one of the supporting roles, rather than the lead, in most performances. He is very popular on the social circuit; the best hostesses vie with each other to get him to their parties. He radiates a magnetic charm, a hint of danger and he moves with impossible grace.

Note to the GM: Laszlo is a vampire. He was born in Prague in 1643, and he danced for the court of Louis XIV. He was transported to Yrth by the Bancstorm in the 1680s. Laszlo has travelled the entire length of Ytarria many times, changing his name when it becomes convenient. He finds life in Tredroy to be very convenient; he has access to all the victims he likes. He has been to Tredroy in the past, in the 1740s and in the 1860s. He lives in a posh apartment off a secluded back alley on the southern edge of the Alati district, where it starts to merge into the dockside area. Dockside has always been a dangerous place, where people who travel at night can end up dead or missing. There is not even any suspicion of him when one of his known associates turns up dead; he simply shrugs and says, "Well, she *did* leave late," and everyone assumes she was prey to one of the dangers of the dockside night. Obviously, Laszlo only appears for evening performances and rehearsals.

Councillor Alaric Peterson

City Councillor, age 37, brown hair, blue eyes, fair complexion, 5' 11", 165 lbs.

ST 10, DX 11, IQ 14, HT 9.

Reaction: +9.

Appearance: Attractive.

Wealth: Comfortable.

Status: 2.

Advantages: Charisma +2; Empathy; Literacy; Voice.

Disadvantages: Cannot Kill; Honesty; Sense of Duty (to Tredroyans).

Skills: Administration-16; Area Knowledge (Tredroy)-17; Bard-17; Diplomacy-20; Heraldry-14; History-14; Law-15; Leadership-15; Politics-18; Psychology-13; Savoir-Faire-13; Strategy-13; Streetwise-17; Teaching-13; Theology-13; Writing-14.

Languages: English-13; Arabic-12; Ladino-11; Latin-12; Maimaiyu-11; Patois-13.

Councillor Alaric has been an elected member of the Council since the early 1980s. Before running for the Council, he worked for the Archdiocese and the city government bureaucracy. Alaric has no guild background; this limits his influence somewhat, but he has a good understanding of the people and the ways of the Council and the other powers of the city.

Alaric believes that all members of the Council should be chosen by popular election. He often advocates democratic reforms and measures to reduce the influence of the guilds or the nobles. He is often in the minority on the Council, but he is very highly regarded by his colleagues; his integrity is unquestioned. For him, presenting a case honestly and openly, even if he loses, is preferable to underhanded dealing to get what he wants.

Alaric is happily married, with five children and assorted pets; they live in East Tredroy.

Harper Tarala

Journeyman harper, age 40 (looks early 20s), bright red hair, gray eyes, fair complexion, 5' 8", 160 lbs.

Form of Address: Sera, or Harper.

ST 12, DX 13, IQ 13, HT 11.

Reaction: +8/+6.

Appearance: Beautiful.

Wealth: Wealthy.

Status: 0.



Advantages: Charisma +2; Eidetic Memory (30 pts.); Empathy; Literacy; Longevity; Magery 1; Musical Aptitude +4; Patron (Imperial Secret Service, on 9 or less); Voice.

Disadvantages: Duty (to Imperial Secret Service, on 7 or less); Laziness; Lecherousness.

Quirks: Plays dumber than she is; Good natured.

Skills: Acting-14; Area Knowledge (al-Wazif)-15, (Megalos)-15, (Tredroy)-16; Bard-15; Disguise-13; Fast-Draw (Knife)-15; Fast Talk-14; First Aid-14; Heraldry-15; Knife-16; Lockpicking-14; Musical Instrument (Harp)-16, (Lute)-14, (Recorder)-13; Politics-15; Savoir-Faire-15; Scrounging-15; Shadowing-16; Singing-13; Stealth-14; Streetwise-14; Teaching-14.

Language Skills: English-11; Arabic-11; French-12; Italian-11; Sign Language-12; Patois-15.

Equipment: Tarala wears under her clothes a silver amulet with a dragon carved in the front and the Emperor's personal seal, dated 1977, on the back. This is a symbol of the Emperor's personal favor. Anyone who takes this from her will be in more trouble than he can possibly imagine.

Tarala also has a magic harp named Narilind, enchanted with the following spells at Power 18: Thunderclap, Simple Illusion, Sense Danger, Major Healing, Loyalty, Loyal Sword and Name. It also has a 50-point dedicated Powerstone.

Tarala appears to be a very pretty, empty-headed bard. She travels around carrying news and messages, or just spends time in Singer's Green. She has a smile for everyone and a song for most. She will ignore a minor slur; even an obvious insult will only draw mild sarcasm from her.

In reality, Tarala is the illegitimate daughter of a senior official in the Imperial Secret Service. She is very good-natured, but not at all stupid. She is very analytical, and always knows who is around her and what they are doing. She really is mainly a bard, but she does carry the occasional message for her father, and she has been taught to take care of herself. She generally prefers to travel without fanfare, so she does not admit her ancestry here. From her father she inherits unusual longevity; she looks to be in her early 20s, although she has been around Tredroy for the past decade. She likes Tredroy, and would try to persuade someone not to reveal her identity if he found out. Her secret service codename is "Mockingbird."

Musa al-Bati

City Clerk, age 38, black hair, brown eyes, olive complexion, 5' 1", 120 lbs.

Form of Address: Ser.

ST 9, DX 11, IQ 13, HT 9.

Reaction: +1.

Appearance: Average.

Wealth: Average.

Status: 1.

Advantages: Eidetic Memory (30 pts.); Literacy; Strong Will +3.

Disadvantages: Greed; Hard of Hearing; Stubbornness; Honesty.

Quirks: Dislikes dealing with the public.

Skills: Accounting-14; Administration-24; Area Knowledge (Tredroy)-15; Detect Lies-16; Fast-Talk-13; History-14; Interrogation-13; Law-16; Merchant-13; Politics-18; Research-17; Savoir-Faire-13; Streetwise-14; Writing-14.

Languages: English-12; Arabic-13; Hebrew-12; Latin-11; Maimaiyu-11; Patois-13; Sign Language-12.

Musa is an essential part of the city administration. He knows everything that goes on in the city, and can immediately tell someone who he should talk to or how he could resolve a particular problem.

Anyone who gets on Musa's good side will have a much easier time dealing with the bureaucracy of the city government, and he can be a useful ally or source of information. If he *doesn't* like someone, however, that person can expect bureaucratic delays and obfuscation any time he tries to deal with Musa.

Alfaisarun

Wizard, Guildmaster of the Mages' Guild, age 67, gray hair, green eyes, olive complexion, 5' 5", 125 lbs.

Form of Address: Master.

ST 9, DX 11, IQ 14, HT 9.

Reaction: 0.

Appearance: Average.

Wealth: Wealthy.

Status: 2.

Advantages: Literacy; Magery 3.

Disadvantages: Age; Greed; Hard of Hearing; Miserliness.

Quirks: Affects absent-mindedness; Collects golems; Never seen without his hat.

Skills: Accounting-12*; Armoury-13*; Fast-Talk-13*; Forgery-12*; Jeweler-12*; Leadership-12; Literature-13*; Merchant-14*; Research-18*; Sculpting-15*; Streetwise-12*; Swimming-14; Teaching-12*; Writing-12*.

Languages: English-12*; Arabic-13*; Dwarvish-11*; Elvish-12*; Latin-11*; Patois-13*; Sahudese-11*.

* All IQ-based skills are at +2 due to his hat.

Spells: Alfaisarun knows all of the spells of the Air, Earth, Enchantment, Fire, Food†, Illusion and Creation†, Knowledge, Light and Darkness, Metaspell†, Movement†, Making and Breaking†, Plant†, and Water colleges at level 15 or higher. In particular, he knows Air-Golem-16†, Control Creation-16†, Copy-18†, Divination (Crystal-gazing)-18†, Earth to Air-18, Essential Flame-17†, Golem-17†, Hawk Vision-17†, Mage Sight-19†, Pentagram-20†, Plant Sense-17†, Scribe-18†, Water to Wine-17†, Water Vision-16† and all prerequisites to the above.

Alfaisarun makes a very good living creating minor magical items. He appears to be a slightly scatter-brained scholar, but this is just a pose; this wizard has the soul of a merchant. He has an estate on waterfront property in West Tredroy. Hedges, walls, fences in

strange patterns and spells protect his property; in addition, *things* prowling the grounds (some are real, but most are illusions). Aside from adding to his mystique, these defenses protect the recharging Powerstones he constantly has scattered about his property.

His hobby is golems; he has three so far. He also is looking for bigger and better Powerstones for his spells and creations, and for magical items he can sell profitably. For ordinary magical items, he will pay \$5 times the energy cost to create the item. He will pay as much as twice this for items which he knows he can sell easily, while for items of little practical use he may only pay half the usual amount. This is modified by a Quick Contest of Merchant skill.

Alfaisarun has a wide variety of strange magical items on hand, most of them bought from adventurers. He always wears a conical hat with the Wisdom (+2) spell enchanted into it. (It was enchanted by a mage with IQ 16; if someone could get the hat away from Alfaisarun, wearing it would increase his IQ by 2 points, to a maximum of 16.)

Count Aurelius Rigorine

Consul General in Tredroy of the Empire of Megalos, age 37, black hair, dark eyes, pale complexion, 5' 9", 160 lbs.

Form of Address: Your Grace or Your Excellency.

ST 10, DX 10, IQ 15, HT 9.

Reaction: +11/+13.

Appearance: Handsome.

Wealth: Very Wealthy.

Status: 5.

Advantages: Charisma +2; Eidetic Memory (30 points); Empathy; Language Talent +3; Literacy; Patron (Emperor Diophrates, on 7 or less).

Disadvantages: Acrophobia; Duty (to Emperor, on 7 or less); Paranoia.

Quirks: Connoisseur of fine wines; Dresses in latest Imperial fashion; Lecherousness; Superior attitude.

Skills: Acting-14; Administration-16; Area Knowledge (Megalos)-16, (Megalos City)-16; Bard-16; Cooking-16; Detect Lies-14; Diplomacy-20; Disguise-14; Economics-15; Fast-Talk-16; First Aid-15; Forgery-14; Heraldry-20; History-16; Interrogation-15; Law-17; Leadership-15; Lip Reading-14; Literature-14; Lockpicking-14; Merchant-14; Musical Instrument (Lute)-14; Poetry-15; Poisons-17; Politics-18; Psychology-14; Research-14; Savoir-Faire-18; Shadowing-14; Streetwise-14; Teaching-14; Theology-14; Traps-14; Writing-16.

Languages: Ancient Greek-16; English-18; Arabic-17; Cantonese-16; Gaelic-16; Hebrew-16; Patois-17; Ladino-16; Latin-17; Maimaiyu-16; Sign Language-14.

Count Rigorine has the patrician good looks of the upper crust of Megalos society. His Excellency may be out of shape, but it hardly shows. He is always informed, and often manages to give the impression that the people he has dealings with are a little out of

date, although he is careful not to give offense.

The Rigorines are one of the Hundred Houses of Megalos, part of the Imperial elite. Count Aurelius himself is a third cousin of Emperor Diophrates.

Count Aurelius lives the good life. He lives in the huge Imperial consulate with his wife Ophelia, two children and a large staff. Ophelia is very beautiful at 32, and not happy about their "exile."

The Count also has a mistress in Tredroy, named Elena. Elena is one of the Emir's agents; Rigorine suspects this, but he does not worry about it. To him, it's all part of the game.

Atabeg Charles Omar al-Brockton

Atabeg of Brockton Township, age 34, black hair, blue eyes, olive complexion, 5' 9", 170 lbs.

Form of Address: My Lord, or My Lord Atabeg.

ST 11, DX 11, IQ 12, HT 10.

Reaction: +6.

Appearance: Attractive.

Wealth: Very Wealthy.

Status: 4.

Advantages: Charisma +1; Combat Reflexes; Literacy.

Disadvantages: Duty (to Emir, on 10 or less); Hemophilia; Honesty; Sense of Duty (to Emir).

Quirks: Dresses in an Islamic style; Always formal and polite.

Skills: Administration-15; Area Knowledge (Tredroy)-15; Bard-11; Fencing-13; First Aid-12; Heraldry-13; History-13; Knife-11; Lance-12; Law-11; Leadership-13; Politics-11; Riding-12; Shield-12; Streetwise-11; Tactics-11; Teaching-11; and other skills.

Languages: English-11; Arabic-12; Latin-11; Hebrew-12; Patois-12.

Atabeg Charles is the picture of the proud nobleman: skilled warrior, valued counsellor to the Emir, master of his ancient house. With 120 men-at-arms and a household staff of over 300, he holds the largest private force in North Tredroy. There are a few of the Emir's advisors who are more influential, but al-Brockton has a permanent power base which gives him more security. Within Brockton township (a vaguely defined area in North Tredroy), the Atabeg has the right of High Justice. Atabeg Charles is also a Knight of St. Christopher.

The Corsaine crime family overlaps the old boundaries of Brockton. Some of the Corsaine crimelords are based here. If the Atabeg discovered a criminal stronghold, he would try to root them out himself, rather than calling on the Emir for help. He might require the services of a few multi-talented individuals, freelancers not connected with the Emir.

Francesco Battleleader

Master mercenary, age 40, light brown hair, brown eyes, fair complexion, 5' 9", 170 lbs.

Form of Address: Master, or Ser.

ST 11, DX 15, IQ 12, HT 11.

Reaction: +2.

Appearance: Attractive.

Wealth: Wealthy.

Status: 1.

Advantages: Danger Sense; Combat Reflexes; High Pain Threshold.

Disadvantages: Berserk; Crippled Leg; Overconfidence.

Quirks: Aggressive self-promoter.

Skills: Riding-14; Dancing-15*; Axe/Mace-14*; Brawling-16*; Broadsword-17*; Fast-Draw (Sword)-15, (Knife)-15; Knife-16*; Knife Throwing-18; Crossbow-16; Bow-14; Fencing-15*; Shield-15*; Spear-14*; Spear Throwing-15; Flail-14*; Polearm-15*; Bow-13; First Aid-12; Climbing-14*; Tracking-12; Running-15*; Swimming-15*; Leadership-14; Strategy-12; Tactics-14; Escape-13; Pickpocket-13; Shadowing-12; Stealth-15; Streetwise-12.

* -3 because of physical disadvantage, usually.

Languages: English-12; Patois-12.

Equipment: Francesco has a suit of Light plate with the following enchantments: Lighten 50%, Fortify+2. He also has a very fine thrusting broadsword (non-magical). Finally, he has a small amulet enchanted with the Levitation spell and a 10-point Powerstone. This can negate the -3 from his handicap, but it can only be maintained for a short period.

Francesco was a slave in the Arena who was given his freedom after a series of victories. He worked his way up in the Mercenaries Guild, and he recently was accepted as a Master of the Guild. He now leads the War Lions, a free mercenary company. He likes to take high-profile and risky assignments, to enhance his reputation. He was badly hamstrung a few years back, but his skills and reputation still make him one of the best. He hardly makes any concession to his injury; if anything, he seeks out challenges to prove he is still capable.

The War Lions are armored with scale mail and armed with swords and other weapons. They are trained in mounted combat, although an employer would have to supply appropriate mounts. Despite their good reputation, their high cost means they are out of work a lot of the time, so they are available a lot of the time.

When not on assignment they spend their time training or spending their income on wine, women, gambling, etc.

There are 24 members of the War Lions; they prefer short-term assignments. They charge a fortune a week (\$10,000), or three talents per day (\$3,000). The War Lions have a very good reputation. Master Francesco will not accept the more unsavory or unreasonable assignments, but when he accepts a job he and his men do their best.

Normando the Weasel

Journeyman thief, age 23, brown hair, brown eyes, medium complexion, 5' 7", 150 lbs.

Form of Address: Ser, or You!

ST 10, DX 13, IQ 14, HT 9.

Reaction: -1 or +1.

Appearance: Average.

Wealth: Average.

Status: -1.

Advantages: Acute Hearing+3; Intuition; Night Vision; Reputation+2 (recognized on a 10 or less); Patron (Thieves' Guild, on 6 or less).

Disadvantages: Enemy (Emir's Guard, on 9 or less); Dependent (younger sister, on 6 or less); Cowardice; Duty (to Thieves' Guild, on 7 or less).

Quirks: Laziness; Likes to make people look like they're not quite up on what's happening.

Skills: Acting-12; Area Knowledge (Tredroy)-14; Bard-12; Brawling-13; Climbing-13; Detect Lies-12; Disguise-14; Fast-Draw (Knife)-13; Fast-Talk-13; Gambling-12; Knife-13; Knife Throwing-14; Lip Reading-12; Lockpicking-15; Pickpocket-12; Poisons-12; Politics-13; Scrounging-13; Sex Appeal-12; Shadowing-15; Stealth-15; Streetwise-18; Swimming-13.

Languages: English-13; Patois-13; Sign Language-12.

Normando makes his living collecting and selling gossip, who's doing what to who. If he hears of an easy target, he is not above the occasional burglary himself, but Normando is not a risk-taker. If he finds out something that can be used to blackmail someone, he sells the information for a commission (a "finder's fee"). When he has nothing better to do, he just sniffs around the affairs of important people hoping to find a clue to some improper activity.

The Weasel is fairly harmless. A number of honest citizens employ his services, just because he is very good at keeping track of what's happening on the street. He is occasionally arrested on suspicion of this or that, but he's never been convicted of anything serious.



Damios Darksword

Guildmaster of the Mercenaries' Guild, age 45, black hair, brown eyes, mixed complexion, 5' 11", 185 lbs.

Form of Address: Guildmaster, or Master. ST 12, DX 14, IQ 12, HT 11.

Reaction: +2.

Appearance: Average.

Wealth: Wealthy.

Status: 2.

Advantages: Toughness +2; Literacy; Strong Will +3; Magic Resistance+3.

Disadvantages: Berserk; Lecherousness; Enemy (the Emir, on 6 or less).

Skills: Acrobatics-12; Administration-12; Axe/Mace-13; Axe Throwing-14; Bow-12; Brawling-15; Broadsword-16; Climbing-13; Crossbow-14; Fencing-13; Fast-Draw (Knife)-14, (Sword)-14; First Aid-13; Knife-14; Knife Throwing-15; Leadership-13; Net-12; Polearm-13; Riding-13; Running-14; Scrounging-12; Seamanship-12; Shadowing-12; Shield-15; Sling-12; Spear-13; Spear Throwing-14; Staff-12; Swimming-14; Stealth-14; Strategy-16; Tactics-16; Two-Handed Axe/Mace-13; Two-Handed Sword-15.

Languages: English-12; Arabic-11; Patois-12.

Weapon: Damios carries Morang, a sword of black steel of unknown origin. It is a very fine thrusting bastard sword enchanted with Accuracy +2, Loyal Sword†, Puissance +2 and Flaming Weapon† all at level 16. It has a demon bound into it, enchanted into a black jewel in the hilt, which will attempt to take control of the wielder when the sword is picked up. Make a Quick Contest of the the user's IQ (modified by Strong Will and Magic Resistance) versus the demon's IQ of 15. The demon can use the following spells at level 16: Flame Jet†, Madness†, Pain†, Total Paralysis†, Deathtouch† (it has 20 Fatigue, and recovers 1 point per 10 minutes). Someone who commands the demon can force it to use its powers as the wielder specifies.

Guildmaster Damios is a grim, quiet warrior. He used to run a mercenary company, the Wolves of Iron, which he disbanded when he became Guildmaster. He rarely sits on the Council, preferring to send other masters as his appointees. However, he does supervise the Guild's business and properties. He is very strict with underlings who slack off or make negligent errors. His political interventions are not subtle; when he wishes to express an opinion to someone who is causing problems for the Guild, he shows up with his training class (a few dozen elite warriors), armed and armored. Even the Emir is unfailingly polite with the Guildmaster — after all, he is the leader of a guild of six thousand warriors!

Lucky Lou

Journeyman mercenary, age 29, dark brown hair, brown eyes, mixed complexion, 5' 6", 155 lbs.

Position: Journeyman Mercenary.

Form of Address: Ser.

ST 13, DX 15, IQ 11, HT 10.

Reaction: +2.

Appearance: Attractive.

Wealth: Comfortable.

Status: 0.

Advantages: Charisma +1; Danger Sense; Luck.

Disadvantages: Bully; Dependent (Orphan Nephew, on 9 or less); Overconfidence.

Skills: Acrobatics-13; Axe/Mace-14; Bow-14; Brawling-16; Broadsword-17; Climbing-14; Crossbow-15; Dancing-14; Escape-13; Fast-Draw (Arrow)-15, (Sword)-15; First Aid-11; Flail-13; Jumping-16; Knife-15; Knife Throwing-15; Polearm-14; Riding-14; Running-14; Shadowing-11; Shield-15; Sling-13; Spear-14; Spear Throwing-15; Stealth-16; Swimming-15; Tactics-11; Two-handed Sword-15.

Languages: English-11; Arabic-10; Patois-11.

Equipment: Scale mail, fine thrusting bastard sword, warhorse, longbow.

Lucky Lou is a high-quality hired thug. He is good-natured and loyal to whoever happens to be paying him. (His given name is Louis-Claude, but anyone who calls him that will have him at their throat in a moment.) He charges two dinars a day (\$200) or five dinars a week. He rarely takes jobs for more than a month or two. He likes beating people up, and by being a respectable mercenary he is able to indulge his weakness without getting into much trouble. He is not quite a berserk, but he enters bloody combat with a casual attitude. He always has a ready smile, in a tavern or a battle.

Martina the Hagglers

Journeyman merchant, age 34, brown hair, green eyes, olive complexion, 5' 9", 155 lbs.

Form of Address: Sera.

ST 11, DX 12, IQ 14, HT 9.

Reaction: +5.

Appearance: Attractive.

Wealth: Wealthy.

Status: 1.

Advantages: Charisma +1; Empathy; Literacy; Voice.

Disadvantages: Enemy (House of le Perdu, on 9 or less); Honesty; Miserliness; Second-class citizen (female) (-5 points).

Quirks: Hates being treated as unimportant; Reacts very negatively to unwanted sexual overtures or innuendo; Slightly overconfident.

Skills: Accounting-14; Acting-14; Administration-14; Area Knowledge (Tredroy)-16; Broadsword-12; Carpentry-12; Cooking-13; Diplomacy-20; Economics-12; Fast-Draw (Knife)-12; Fast-Talk-13; First Aid-14; Forgery-12; Heraldry-12; Knife-14; Knife Throwing-12; Law-13; Leadership-13; Lockpicking-12; Mathematics-12; Merchant-18; Naturalist-12; Research-13; Seamanship-13; Scrounging-14; Shadowing-13; Shield-12; Stealth-12; Streetwise-14; Survival (Plains)-13; Tracking-12; Politics-13; Savoir-Faire-13; Tactics-12; Teaching-12; Writing-12; and several other skills.

Languages: English-13; Arabic-12; Hebrew-11; Maimaiyu-11; Patois-13; Sign Language-12.

Martina was an apprentice in the merchant House of le Perdu when one of the Masters made improper advances towards her. She left the House and was later accepted by the Guild as an independent journeyman merchant, a rare honor for a woman. As a journeyman she can't employ other guild members, so she has to do a lot of the work herself. She does a lot of travelling, leading caravans or shipping expeditions.

She drives a very hard bargain in her business dealings, with one exception. People who respect her as a businessperson find her very reasonable with her dealings; she will give bonuses to employees who accord her the same treatment they would a male merchant.

The masters of House le Perdu only remember her as an ingrate who spurned their guidance and patronage. They often indulge in a little commercial harassment. Sometimes they intimidate her customers, sometimes they undercut her. Martina has to work very hard to stay ahead of the great House of le Perdu.

Josef Stronghand

Journeyman merchant, age 38, blond hair, hazel eyes, medium complexion, 6' 2", 200 lbs.

Form of Address: Ser.

ST 11, DX 13, IQ 14, HT 11.

Reaction: +1.

Appearance: Average.

Wealth: Comfortable.

Status: 1.

Advantages: Danger Sense; Literacy.

Disadvantages: Claustrophobia; Enemy (Slavers' Guild, on 6 or less); Greed; Sense of Duty (to all slaves).

Quirks: Always keeps near the exit; Cautious; Dislikes Megalans; Unfailingly polite.

Skills: Acting-14; Administration-14; Brawling-13; Broadsword-13; Carpentry-14; Crossbow-13; Diplomacy-13; Fast-Draw (Knife)-13; Fast-Talk-15; Fishing-14; Knife-13; Knife Throwing-15; Law-13; Leadership-13; Lockpicking-13; Merchant-16; Politics-13; Scrounging-15; Shadowing-13; Shield-15; Stealth-13; Streetwise-14; Survival (Plains)-13; Teaching-13; and several other skills.

Languages: English-14; Arabic-13; Patois-13.

Ser Josef is an escaped slave from Megalos. He hit his owner (he thinks he killed him) and fled south until he made it to Cardiel. In the course of his adventures, he picked up many useful skills. He decided to go to East Tredroy and join the abolitionists. He was so resourceful and intelligent that a master merchant who had some dealings with the abolitionists took on Josef as an apprentice.

He has just recently got his journeyman's papers from the Guild. He now travels freely through the city. He is often involved in smuggling slaves out of al-Wazif or al-Haz, using his legitimate business as a cover.

Aside from his obvious role in an adventure involving the smuggling of slaves to Cardiel, it is possible that a Megalan bounty hunter could pass through Tredroy looking for him. Since they have accepted him as a journeyman, it is likely that the Company of Merchants would support him if his history became public, but he would draw little comfort from that; once his background was known, it would only be a matter of time before Imperial agents kidnapped him and dragged him back to Megalos. Since he has been so successful in his free life, the Megalos Slavers Guild would also want to make an example of him, if they knew about him.

Aureliano the Fishmonger

Senior journeyman thief, age 45, dark brown hair, brown eyes, olive complexion, 5' 6", 135 lbs.

Position: Senior Journeyman Thief.

Form of Address: Ser.

ST 9, DX 12, IQ 14, HT 9.

Reaction: -2/+2.

Appearance: Unattractive.

Wealth: Comfortable.

Status: -1.

Advantages: Acute Hearing +2; Danger Sense; Literacy; Patron (Thieves' Guild, on 6 or less); Reputation +4 (to the underworld, always recognized).

Disadvantages: Dependent (Son, on 12 or less); Duty (to Thieves' Guild, on 7 or less); Fat.

Skills: Acting-15; Area Knowledge (Tredroy)-16; Disguise-15; Fast-Talk-13; First Aid-14; Jeweler-15; Patois-13; Lip Reading-14; Lockpicking-13; Merchant-15; Politics-15; Research-18; Scrounging-14; Shadowing-17; Stealth-14; Streetwise-20; Fishing-15; Teaching-14; Forgery-20; and several other skills.

Languages: English-13; Arabic-12; Ladino-11; Maimaiyu-11; Sign Language-13.

Aureliano travels about the city, selling his wares. Fresh fish, every day. Plus information, stolen goods, false documents and so on (he keeps a lot of interesting things in the bottom of his cart). He is a vital link in the city's criminal community, making contacts between the people who have something and the people who want it.

He runs a couple of expensive safe houses around the town. The Fishmonger tries to stay out of conflicts between different families. He makes himself too useful for anyone to push him around much. Aureliano has a ten-year-old son, Angelo, who is probably going to follow in the "family business" of selling information.

Adventure seed: If the players have little contact with the city's seamy side, the GM can use Aureliano to drag them in. He might accidentally hand them a set of incriminating documents (mistaking them for someone else). Shortly thereafter, he will discover the mistake; the seller, buyer, blackmail victim and Aureliano himself would then want to recover the documents. Any of them might try to persuade or coerce the PCs into giving them the documents.

8

TRAIL OF THE SERPENT

Note: This information is for the GM only! If you intend to play in this adventure, read no further!

Baron Lesard (in life)

Mage, age 81, white hair, blue eyes, fair complexion, 5' 4", 120 lbs.

ST 8, DX 9, IQ 14, HT 7.

Appearance: Unattractive.

Wealth: Very Wealthy.

Status: 4.

Reaction: +3.

Speed 4.25; Move 4.

No armor, no encumbrance.

Advantages: Eidetic Memory (30 pts.); Language Talent +2; Literacy; Magery 3.

Disadvantages: Age; Bad Sight; Hard of Hearing; Miserliness.

Skills: Administration-13; Archaeology-18; Diplomacy-13; First Aid-14; Heraldry-14; History-19; Literature-14; Lockpicking-13; Naturalist-13; Poetry-13; Poisons-14; Politics-14; Research-18; Savoir-Faire-14; Teaching-16; Theology-14; Streetwise-13; Writing-14.

Spells: Ancient History-15†; Animation-17†; Aura-15; Complex Illusion-16†; Conceal Magic-15†; Cook-15†; Counterspell-14†; Create Earth-15; Create Water-15; Dexterity-15†; Dispel Magic-16†; Divination-15†; Earth Vision-15; Enchant-17; Fear-15; Fireball-15; Lesser Geas-17†; Levitation-15†; Link-15†; Lockmaster-15†; Magelock-17†; Magic Resistance-15†; Major Healing-16; Pentagram-15†; Power-15; Powerstone-15; Scroll-15; Scrywall-16†; Seeker-15; Shape Air-15; Shield-17†; Staff-15; Summon Spirit-16†; Test Food-15†; Truthsayer-15; Ward-15†; Watchdog-16†; Zombie-17†.

Languages: English-17; Arabic-16; Elvish-16; Hebrew-15; Latin-16; Maimaiyu-15; Sign Language-13.

Baron Lesard was an important member of the Emir's court, a frequent advisor to the Emir himself. In recent years, he had been involved in his researches on Umgazur, and had become more reclusive, though he remained a loyal supporter of the Emir.

Although he was a necromancer, Lesard was not an evil man. He acquired his "raw material" legally (if secretly!), and used his zombies only as servants and experimental subjects.

Adventure Background

The mages of al-Wazif have always been the backbone of the country's defense. In return for their services, Wazifi mages have been allowed great latitude in their experiments, and have been allowed to gather stores of magical items — both for their own use, and for use against the foes of al-Wazif.

A number of these magical items were removed from Tredroy and al-Siyasi during the Mages' War of the 1920s. They were taken for safekeeping to a place called Umgazur. Those who hid the items told no one where Umgazur was; they merely said, "Those with eyes shall someday see." There were two parts to the secret: the location of Umgazur, and the password necessary to enter it.

For 60 years Umgazur has been hidden. But two sets of searchers are close to finding it . . .



Atabeg Karim Mohammed al-Muhehmmee has been asking around Tredroy, looking for contacts for an unspecified mission. He has spoken to master guildsmen, nobles, clergy, etc., who have in turn assigned their apprentices and practicals (the members of the party) to the task.

Once the characters have been recruited, the Atabeg explains to them that he is retaining their services to recover the body of his friend, Baron Alistair Lesard. A letter he wrote to Lesard about a month ago was returned; the deliveryman was unable to get into the tower to deliver the letter. The Atabeg consulted a mage, who divined that Lesard was dead and his tower protected by magical means. The Atabeg's own practicals reported that the tower was guarded by a demon! He offers the PCs \$1,000 each to recover Lesard's body, and hints at more if they are able to determine how and why Lesard died.

The Atabeg tells the investigators what he knows about the Baron, which covers their common historical interests and their friendship. He is not a mage, and knew nothing of Lesard's work.

The Atabeg gives them three days to complete the task.

The Tower of Lesard

The Manor Property

Lesard Manor is in North Tredroy (# 35 on the map). The Lesards have lived there for the past three centuries. The Baron has no wife or children.

In the early 1960s, Baron Lesard built a tower beside the manor house. This was where he conducted his researches — and was the reason why the family moved out. Since they left, he has had no retainers on the premises. The manor property is in poor repair.

The Ground Floor

There is only one door, heavy and made of oak, barred from behind by a heavy steel bar. (If the party tries to force the door, it has DR 6, HT 30. The stone of the tower itself has DR 8, HT 120.) The entire tower is protected by a Scrywall-15† spell. The door is also barred by a Magelock† spell at level 15. (In campaigns without *GURPS Magic*, just assume that the interior of the tower cannot be investigated by any spell known to the party.)

When anyone touches the door, a huge four-armed demon, bearing a broadsword in each of its arms, appears and says, "**BEGONE!! NONE DARE DISTURB THE GREAT LESARD!! HE IS . . . BUSY!!!**" This is what the Atabeg's practicals saw. In reality, it is only a Complex Illusion†, which activates every time anyone touches the door. It cannot harm anyone.

The Baron receives visitors on the ground floor. It has quarters for guests and servants, a small kitchen, and a small sitting room, all arranged around a central dining room. The main table is scattered with books, scrolls, and magical paraphernalia, with one end left clear for the Baron to eat or read.

The Baron was an accomplished necromancer. He has three zombies here — one in the main dining room, and the others in the servants' quarters. The PCs should make a Fright Check on seeing the zombie in the dining room, who will offer to take the visitors' cloaks. It is also ordered to take any obvious weapons. The zombie will speak in a horrifying, beyond-the-grave gurgle, in a simple-minded fashion, saying "May I take your cloak, sir?" "I must take your weapon, sir," "I am sorry, sir, I *must* take your sword." If anyone gets four hexes from the door with a weapon, the zombie will attack, and the others will come from the servants' quarters and join him. They will not interfere with anyone who is breaking down the outside door or who has no obvious weapon.

The Baron's Apartments

The Baron's bedchamber, washroom, and wardrobe are on the second floor. Adjacent to the bedchamber is the "sun room." It has a small garden and art gallery, and a selection of the family treasures.

The sun room has a "window," 6' x 6', which looks south, giving a good view of much of the city. This "window" is not visible from the outside, because it is not actually there; the wall is enchanted with the Glass Wall† spell and a Power (+4) enchantment.

The apartments and the sun room have been searched very thoroughly. The Baron's murderers were looking for his notes on Umgazur; they did not find them.

The Library

The Baron's library is on the third floor. The Baron had an excellent collection of historical works, particularly covering the history of al-Wazif, with several priceless original documents. Books have been spilled out on the floor, searched through, and so on. Many have been damaged.

The Baron had several spare undead in the basement. A Link† spell was set to summon them all if anyone carrying a weapon entered the second or higher floor of the tower. They arrived while the assassins were searching the area. The assassins destroyed some of them and retreated. There are still two zombies and two skeletons here; the zombies have HT 11 and 7 and the skeletons have

Lesard's Undead Servants

Zombies

ST 11, DX 10, IQ 8, HT 15.

Speed 6.25; Move 5.

Dodge 5, Parry 7, Block 4.

Heavy leather armor and small shield, PD 4, DR 2; Encumbrance 1.

Skills: Mace-14; Shield-8.

Weapon: Mace: 2d+1 crushing.

Zombies are never stunned, and suffer no skill penalty from wounds. When they reach HT 0, the spell is broken and the zombie becomes truly dead.

The zombies are under orders from the Baron to attack anyone who gets more than four hexes from the front door without surrendering their weapons, or if they are attacked in any way.

Skeletons

ST 9, DX 12, IQ 8, HT 10.

Speed 6.5; Move 5.

Dodge 5, Parry 10, Block 5.

Heavy Leather Armor, Small Shield, PD 4, DR 2; Encumbrance 1.

Skills: Quarterstaff-15, Shield-10.

Weapon: Quarterstaff: 1d+1 crushing.

Treat as zombies, except that missile and impaling weapons do -2 basic damage and no bonus damage. However, crushing attacks that get through the armor do double damage!

The skeletons were activated when the assassins entered, though they arrived too late to save Lesard. Their orders, which also apply to all zombies on the third floor, are to kill anyone they find, except Lesard himself, on the assumption that they are intruders. However, they will not notice anyone who does not enter the third floor.



Baron Lesard's Staff

The Baron's staff is a very fine oak shillelagh with a skull carved in its head. A ruby is set in one eye of the skull, and a 30-point Powerstone is set in the other. It is enchanted with the following spells: Apportation-15†; Aura-15; Lesser Geas-17†; Levitation-17†; Major Healing-17; Power (+1)-16; Scryguard-15†; Staff-16.

Since Lesard was wealthy, he could afford an almost quirk-free Powerstone. Its only quirks are Won't Work for Women, which affected him not at all, and Spoils Milk Within 20-Yard Radius, which was one reason he had no retainers.

Cultist Assassins

ST 11, DX 16, IQ 11, HT 9.

Speed 6.25, Move 6.

Dodge 6, Parry 8 (with knife), Block n/a.

Heavy leather armor enchanted with Lighten 25%, Fortify (+2) and Deflect (+1), PD 2, DR 3; no encumbrance.

Advantages: High Pain Threshold; Night Vision.

Disadvantages: Fanaticism; Mute.

Skills: Acrobatics-14; Climbing-15; Disguise-10; Knife-18; Knife Throwing-18; Fast-Draw (Knife)-16; Running-14; Swimming-16; Stealth-17; Theology-9.

Languages: English-10; Arabic-11; Sign Language-13.

Weapons: Large knife enchanted with Accuracy (+1) and Puissance (+1), 1d cutting; Hands, 1d-3 crushing; Feet (bare), 1d-1 crushing; Thrown knife, 1d-1 impaling, SS 12, Acc 0, ½ D at 9 yds., Max. 16 yds.

These are the fanatic assassins of the cult of Abu Haneish. As part of their ritual initiation, their vocal cords are surgically removed and their tongues are slit. This brings them closer in form to the deity they worship, and prevents them from revealing secrets to any enemy. They are taught a secret cult sign language, unknown to outsiders.

Roll a Fright Check when a character first sees the split tongue, wiggling horribly as the assassin laughs silently while stabbing an opponent.

HT 8 and 4. Littering the floor are the remains of six other skeletons and eight zombies, as well as two dead assassins. The stench of death is strong. A Fright Check would be appropriate here for any but the most hardened. Anyone making a Vision roll at -3, or specifically checking the assassins' mouths, will discover the split tongues — which would prompt another Fright Check.

The remaining undead will attack anyone, armed or not.

The Ghost of Lesard

Lesard's laboratory is on the top floor. There is a large pentagram at one end, and bookshelves line the walls. Cabinets filled with magical paraphernalia, spell components, etc., have been dumped and thoroughly searched. A narrow staircase leads up to a trap door which opens onto the roof of the tower. It is barred *from the inside* and Magelocked† at level 15, like the front door. (If the *Magic* book is not being used, ignore the Magelock.) The assassins entered here, using magic; they killed Lesard from behind, then began searching the tower. After his death, Lesard's ghost closed the door and barred and locked it again.

The Baron's body lies sprawled over his writing desk, with an obvious and prominent knife wound in the back. He never saw the assassins.

A powerful and driven mage, the Baron did not go to his reward when killed. In fact, he became a ghost! He was too surprised by his death, and his new ghostly form, to deal with the killers, but he has now adapted to his condition. He can still cast spells, but he has no ST to cast them with. He can draw from the Powerstone in his staff. He can manifest a visual form with a Complex Illusion† (maintained indefinitely for free, thanks to the staff), he can pick up small objects (and aim the staff) with an Apportation† spell, and cast any spells he knows through the staff.

The Baron's awareness of the material world is limited. He will assume that anyone here is out to loot his home. The ghost is disoriented, bound to this earth until he can find some way to discharge the secret of Umgazur. His first reaction on seeing someone is likely to be to throw a Fireball. The GM should roleplay the situation; if the players are earnest in explaining themselves, the ghost will probably talk to them. If they explain that they are working for Atabeg al-Muhehnee, and that they just want to help him, he will talk to them further.

If they attack, Lesard's ghost cannot be harmed! It will counterattack until it has drained the Powerstone, and then vanish. The PCs can now recover the body . . . but the ghost will haunt the surviving PCs every few days, until they talk to it and get the following information.

The Key to Umgazur

Once convinced of the investigators' goodwill, he tells them, "You must go to Umgazur. The Staff . . . belongs to the Caliph, to al-Wazif, not to . . . them. The Password is . . . (a long series of nonsense syllables)."

Then the ghost will say, "I . . . must go. Thank you. Thank Karim for me. Say goodbye to Marie and young Marc." He looks elsewhere, says, "I am coming . . .," and disappears. As he does so, all his spells will lapse. Any remaining zombies and skeletons will collapse (this is not automatic on a necromancer's death; Lesard does it on purpose). Recovering Lesard's body is then easy.

Once the assignment is complete, the Atabeg pays the investigators the agreed sum and thanks them. He will be interested in the circumstances of the Baron's death, but will not want to get involved — it apparently involves matters he doesn't understand. He does not know what an Umgazur might be.

No one who heard Lesard say the password will be able to repeat it or even discuss it! The Baron cast a Lesser Geas† spell on all the party members who faced him. The geas allows them to discuss the subject of Umgazur, but they cannot recite, write down, or even *refer to* the password.

Lesard's Funeral

The Lesard family is highly regarded by Tredroy's nobility. Baron Lesard always donated generously to the Church (perhaps to compensate for some of his magical interests). The family certainly kept the "skeletons in the closet" a secret, so most people think the Baron was just a reclusive scholar.

There is a wake once the body is recovered — closed casket, naturally. The funeral itself is a large affair at St. Christopher's Cemetery; Archbishop Aillard performs the ceremony. Because of Lesard's services in past years, Emir Jannar is there as well — and because Emir Jannar is there, most of North Tredroy's nobility is also there, as are wizards, apprentices, men-at-arms, advisors, practicals, family members (including Lesard's sister Marie and her son Marc) . . . there are hundreds of people present. Atabeg al-Murhehnee has invited the party as well; skip the rest of this section and proceed to "The First Attack" if they decide not to attend.

One of the guests is a short, black-haired, green-eyed man who identifies himself as "al-Yidawarala." There are rumors about the odd circumstances surrounding the recovery of the Baron's body, especially among the mages present, and it will not be difficult for him to find out who recovered the body. Anyone using Empathy or looking at his Aura will get a definite sense of menace.

Al-Yidawarala introduces himself to a member of the party (choose one randomly) and tells him, "I believe you have something of interest to me, and that I have something of interest to you. Are you interested?" If pressed, he says, "Perhaps the name 'Umgazur' means something to you. I'm afraid I can say no more until we can strike a bargain."

If the characters agree to meet with him, al-Yidawarala talks to them until he is satisfied they have the password to Umgazur. He then makes an appointment to meet them the next night at the Broken Pentagon Inn, and leaves.

The First Attack

That night, when the party is asleep, a group of assassins slips into their quarters. This occurs at about 2:00 a.m. (If the PCs are still awake and active, the assassins will wait patiently until dawn, attacking when they get the chance. If they can't attack that night, see the sidebar.) If the members of the party have split up, so will the assassins. Their plan is simple: they will overpower their victims in their sleep, then one by one they will show them a piece of parchment saying, "Tell us what you know about Umgazur." (This is necessary, because the assassins can't talk.) This is futile; even if the PCs can read, the geas will keep them from telling the password — but the assassins don't know that. They are sure they can get the password, by torture if necessary, and they intend to slaughter everyone once they get the information they're looking for.

If it looks like the PCs need help, the Watch hears the noise and investigates.

The Investigation

By now the characters should be curious as to just what is going on. There are several places they could go to research Umgazur and their split-tongued friends: the Mages' Guild, the Emir's Court, and the Broken Pentagon. (The Atabeg knows nothing about Umgazur.)

The Broken Pentagon

The Broken Pentagon is a grimy tavern near St. Mark's Parish. It is dimly lit, with a low ceiling; it seats 40-50 people. There are a dozen sleeping rooms. The Pentagon is owned by Mahdarian, a disreputable sort who dropped out of the Mages' Guild after failing to complete his apprenticeship.



Zombie Assassins

ST 12, DX 16, IQ 9, HT 14.

Speed 7.5; Move 7.

Zombies have all the advantages, disadvantages, skills, weapons, and equipment they had in life. Also, they feel no pain.

Killing them once isn't good enough. Al-Yidawarala, a necromancer, can simply reanimate his minions. Life may be cheap, but the undead are cheaper.

Zombies must be given orders by al-Yidawarala. They cannot make independent decisions, and they cannot act on information which al-Yidawarala would not have when he gave the orders.

The Best Laid Plans . . .

If the assassins can't attack the characters the first night, al-Yidawarala will not show up at the Broken Pentagon, or Mahdarian won't let them in. The assassins will attack that night, or the first night they get the chance afterward. The morning after the attack there will be a note slipped under their door, saying, "I apologize that I was unavoidably detained. Meet me outside the Broken Pentagon an hour after dark tonight. This time I shall be there."

— al-Yidawarala

Al-Yidawarala

Mage, age 85 (looks early 60s), black hair, green eyes, olive complexion, 4' 8", 145 lbs.

ST 11, DX 12, IQ 13, HT 9.

Appearance: Ugly.

Wealth: Wealthy.

Status: 2.

Reaction: 0.

Speed 5.25; Move 5.

Dodge 5, Parry n/a, Block 4.

Advantages: Eidetic Memory (30 pts.);

Literacy; Magery 3.

Disadvantages: Dwarfism; Megalomania.

Quirks: Napoleon complex (desire to conquer the world to compensate for being short); Secretive.

Skills: Archaeology-15; Architecture-12; Astrology-13; Climbing-11; Detect Lies-11; Diplomacy-11; Disguise-12; Escape-10; Fast-Draw (Knife)-12; Fast-Talk-14; Forgery-11; History-14; Interrogation-14; Jeweler-11; Knife-13; Knife Throwing-15; Law-11; Literature-13; Lip Reading-12; Lockpicking-13; Mathematics-11; Merchant-12; Naturalist-12; Poisons-15; Politics-13; Research-15; Running-10; Savoir-Faire-11; Scrounging-13; Shadowing-14; Staff-10; Stealth-12; Strategy-12; Streetwise-13; Survival (Desert)-12; Swimming-12; Tactics-13; Theology-13; Tracking-13; Writing-12.

Languages: English-12; Arabic-13; Latin-11; Northlands-11; Patois-13; Sign Language-12.

Spells: Ancient History-15†; Complex Illusion-18†; Control Zombie-17†; Create Fire Elemental-17; Dexterity-18†; Dispel Magic-16†; Fireball-18; Haste-15†; Identify Spell-19; Invisibility-17†; Invisible Wizard Eye-15†; Magic Resistance-18†; Mind-Reading-15; Divination (Pyromancy)-18†; Restoration-16†; Scryguard-18†; See Invisible-16†; See Secrets-16†; Seek Water-16; Sense Emotion-16; Sense Foes-16; Skull-Spirit-16†; Spell Shield-17†; Steal Youth-18†; Stone Missile-17; Summon Demon-16†; Youth-18†; and most Enchantment and Fire spells at 16-18.

(If *GURPS Magic* is not being used, al-Yidawarala will lose several potent attack spells. To make up for this, give him Beast-Soother-16, Mammal Control-16, Persuasion-15 and Reptile Control-16.)

Al-Yidawarala started out as a Wazifi mage, fighting in the war against Megalos. Later, he heard of the Staff of al-Muneer when Baron Lesard told him about it, and vowed to recover the treasure to restore the glory of al-Wazif.

Unfortunately, he fell in with the remnants of the cult of Abu Haneish, the snake god, and he quickly advanced within its ranks. He came to be a leader of the cult. His sole objective now is to gain the Staff of al-Muneer and use it to bring more people under the influence of the cult.

Some of Mahdarian's customers sell information or magical artifacts of questionable origin. He frowns on anyone too reputable patronizing his establishment; he doesn't like anyone interfering with his regular customers. The main entrance is a small, thick wooden door with a window where Mahdarian can look at people before letting them in. Characters can gain entry on a successful Streetwise roll at +1, a Fast-Talk roll, or a Good or better reaction roll.

After the assassins' attack, al-Yidawarala is there, waiting for them. (If he promised to meet them outside, he escorts them in.) He wants to trade information for information; he knows where Umgazur is, and the characters know the password. There are great treasures to be found there, he says; he is only looking for one item, the Staff of al-Muneer. The staff is rightfully his, he says, created by his teacher's teacher; he is quite willing to let the party have its pick of anything else they can find. Al-Yidawarala has heard of Lesard, of course, but says that he knows nothing about why he was looking for Umgazur.

A Detect Lies roll at -3 will show that al-Yidawarala is lying about everything except knowing where Umgazur is, but no amount of questioning will get him to reveal the truth.



The Mages' Guild

The Guild liked and respected Lesard. The mages will react at +1 to the people who braved Lesard's tower, spoke to his ghost, and recovered his body. But no one at the Mages' Guild knows the location of Umgazur. Some of the older wizards remember when Baron Lesard asked the Guild about it, and that the investigation involved some magical items, but that's all. The name of al-Yidawarala will be known to some of the mages as a talented journeyman-class battle mage and war hero, not a Guild member. He was politically active in al-Wazif after the Mages' War but dropped out of sight some 30 years ago.

Only members of the Mages' Guild are permitted access to the guild library. A successful Research roll there on the subject of Powerful Magic Items, requiring one day at -2 to skill, would reveal that the Staff of Al-Muneer was a powerful artifact, enchanted with fire magics some 600 years ago and now lost. No other useful information is to be found there.

A Divination† spell might give some information, but the time and distance modifiers add up to -15. Guildmaster Alfaisarun (see p. 53) can perform a Divination (Crystal-Gazing) spell with his +2 Crystal Ball, with one assistant, during a ten-hour ritual, for which he charges one talent (\$1,000). His adjusted skill is thus 10. For an extra fee, he will get other assistants; each added \$200 fee gives +1 to his skill. A PC mage who knows the Divination (Crystal-Gazing) spell at level 15 can assist, giving another +1.

After three unsuccessful attempts Alfaisarun will have other things to do. There are no other mages of Alfaisarun's skill. (If *Magic* is not in use, simply assume that Alfaisarun looks in his crystal ball and gets the following vision.)

If successful, the spell yields the following scene: A black phoenix flies in a sky of gold, over a red plain with red clouds. Then the phoenix is on a tattered banner, on a gold background with a red border. The banner flaps in the wind above a crumbling fort next to an empty village; no one has lived here for many, many years. The scene swings out, over the town, and on. Shadows lengthen as the sun off to the right touches the far horizon. What was once a pyramid rests there, the same color as the sand that wears it down.

A ghostly figure, robed in desert fashion, rises out of the pyramid and *steps out from the crystal ball*. (A Fright Check would be appropriate here.) "Come to Umgazur," it says. "I will be waiting." Then the scene, and the ghost, fade.

A successful Heraldry roll at -2 will identify the phoenix-on-gold banner as belonging to the forgotten village of Akartin. Its location can be found on a few older maps (roll against Area Knowledge: al-Wazif at -2 or Research at +1).

No amount of knowledge or research will identify the robed figure. It is, in fact, the spirit of the mage who built the pyramid, but he will take no further part in the adventure unless the GM needs ghostly intervention to save the party.

The Emir's Court

Baron Lesard was once a valued advisor to the Emir, so the Emir's court would be a good place to look for information. The investigators might meet the Emir or some other important noble at the funeral, or they might prevail on Atabeg al-Muhehnee to arrange an invitation to the court.

The Court is a closed society, and the nobles there will react to these outsiders at -1 — the Emir reacts to them at -2. Anyone who makes a *Savoir-Faire* roll at -1, or is a noble himself, can avoid these penalties. Getting a Bad reaction from the Emir will result in the person being expelled from the court, while a Very Bad reaction may result in criminal charges.

No one at court knows anything about the location of Umgazur. However, the location *is* in the palace records! Investigators who are on good terms with the Emir or one of his officials will be given access to the Room of Secrets in the Emir's vast archives. Anyone here for a full day may make a Research roll at -6 to find the location of Umgazur, with +1 for each day after the first.

The researchers may think to look for references to assassins with slit tongues (same modifiers as above). A tattered scroll refers to a mystic band of assassins formed by Sadiq al-Sikeena, caliph of al-Wazif in the 1910s and 20s. Al-Sikeena was a secret worshipper of Abu Haneish — "Father of the Serpent." He removed his followers' voiceboxes and slit their tongues in imitation of his deity. His rule ended soon after his affiliation became known! The records state that the Abu Haneish cult was crushed . . .

Investigation of the Staff of al-Muneer will be fruitless within the time the PCs have; the records of Umgazur's contents are in cipher, and the key is lost.

The Second Attack

If the party decides not to go to Umgazur, the assassins attack again — and any assassins who *died* in the previous encounter are with them, as zombies!

Al-Yidawarala's Staff

The wizard has had little time to enchant a magical staff; he has been busy. His staff has a 40-point Powerstone and these spells: Essential Flame†-16, Explosive Fireball†-16, Fireball-17, Staff-16 and Summon Fire Elemental-16. The Powerstone has the quirks Won't Recharge In Sunlight, Shrieks When Used, Very Attractive to Frogs, and Won't Work During Leap Year.

Ejizyhbzgnhtkvornfczru

Demon, 8 feet tall, wingspan 12 feet, glistening purple skin.

ST 18, DX 13, IQ 8, HT 15/40.

Speed 7, Move 7.

Dodge 7, Parry 6, Block n/a.

No armor, PD 3, DR 3; no encumbrance.

Advantages: Magic Resistance +1.

Skills: Brawling-13; Halberd-12.

Weapons: Claws: 1d+2 cutting; Halberd: 4d+2 cutting or 4d+1 impaling (may get stuck) if swinging, 2d+2 impaling if thrusting.

The demon carries a halberd, and prefers to use it even though it must be readied between attacks. The demon can also attack with its claws (making 2 attacks per round).

It takes al-Yidawarala five minutes to summon this demon. If he succeeds, his roll to control it is at +4, since he knows its name.

One of the characters might want to try to summon the demon later if he hears its name. However, Eidetic Memory or an IQ roll at -6 is required to remember the demon's name, because it is so alien!

The Bandits of Akartin

ST 10, DX 12, IQ 9, HT 10.

Speed 5.5, Move 4.

Heavy leather armor and small spiked shield, PD 4, DR 2; Encumbrance 1.

Dodge 4, Parry 6, Block 6.

Advantage: Toughness +1.

Disadvantage: Bully.

Skills: Axe/Mace-13; Brawling-12; Carousing-9; Crossbow-12; Knife-12; Shield-12; Stealth-11.

Language: Arabic-9.

Weapons: Boot: 1d-1 crushing; Crossbow: 1d+2 impaling, SS 12, Acc 4, ½D at 200 yds., Max. 250 yds.; Fist: 1d-4 crushing; Mace: 1d+3 crushing; Shield: 1d-2 crushing; Large throwing knife: 1d-2 impaling, SS 11, Acc 0, ½D at 8 yds., Max. 15 yds.

The village of Akartin has a spooky reputation, so the outlaws who make it their home live undisturbed. They are a motley collection of ruffians, who gather there because it's relatively safe from authority. They usually travel in groups of three or four, but they have very little organization.

Their favorite combat maneuver at range is to fire crossbows at unarmed opponents. If they are outnumbered, they will run away. In melee, they will gang up on weaker opponents. Note that they will do their best not to harm wealthy-looking people or pretty girls, not wanting to risk their ransom or slavery value.

The Sphinx

ST 26, DX 13, IQ 18, HT 14/22.

Speed 6.75; Move 6.

Dodge 6, Parry n/a, Block n/a.

Tough skin, PD 1, DR 1; no encumbrance.

Skills: Brawling-15.

Weapon: Claws: 3d cutting (only usable in close combat, can make two attacks per round).

The sphinx has the body of a large lioness and the head and breasts of a woman. She has large eagle wings, which would allow her to fly at a Speed of 20 (not in the vault, of course).

The sphinx is described in more detail in *GURPS Bestiary*, p. 19.

(Their master recycled them.) Their orders are simple: kidnap one of the people who spoke to Lesard and take him to Umgazur. They are to kill the others.

Make a Fright Check if the PCs realize these are the same assassins they killed a few days ago. If the zombies manage to kidnap someone and make off with him, the party can follow them on a Tracking roll at +3 — zombies are easy to track. The trail leads to Umgazur.

The Road to Umgazur

If the players agree to accompany al-Yidawarala to Umgazur, he breaks out in a broad smile and says he will make the arrangements to leave in three days. Al-Yidawarala keeps to himself on the road. He answers questions, but doesn't offer extra information. He will not divulge the location of Umgazur, except to say that they are going to the northwest. He will not volunteer that he is a mage, but if challenged, he will not deny it, either.

If the party neither follows the mage to Umgazur nor travels with him, they should go on their own before long. If anyone thinks to check, a successful Shadowing or Tracking roll will reveal that the party is being followed (remember that this may be attempted at default!). Danger Sense would also reveal this (one try per PC). The trackers are good; if the PCs search for their pursuers, they won't find them. They are, of course, the assassins, with al-Yidawarala behind.

Akartin

The village of Akartin is about a week's ride northwest of Tredroy, vaguely in the direction of al-Siyassi, although further south. The village was abandoned a century ago, as the fields became infertile because of a change in climate.

More recently, Akartin has become the lair of a small bandit tribe. Needless to say, the bandits aren't friendly to visitors. They scatter when a large force passes through (maybe once a decade), but they will be *very* interested in a group as small as the party. The bandits' usual procedure is to pretend to be pilgrims, resting in the village while their leader recovers from an injury. This lets them check out anyone who passes through. Formidable-looking travelers will not be molested, unless they are foolish enough to sleep in the village! Other potential victims will be ambushed the next day, and peppered with crossbow fire. The survivors will be ransomed or sold into slavery.

If travelers make a good impression on the bandits, however, they might only charge a "toll"; on a Very Good reaction, they might simply let the party pass. They react to minstrels and other performers at +2, provided the performer will stay and sing or tell stories for them. They are nominally Islamic, and keep the hours of prayer. They react to Islamic clerics at +1 and will not kill any Christian, Moslem or Jewish cleric "unnecessarily."

If al-Yidawarala is with the party, he is surprised by the bandits. If the PCs don't seem able to deal with them easily, he will find a safe place and conjure the demon Ejizyhbzgnhtkvornfczru (see sidebar, p. 61) to fight for them. This reveals him as a powerful necromantic mage! (If *Magic* is not being used, this spell takes him 5 minutes and costs him 19 energy, which he will spend from his staff's Powerstone.) The demon can easily kill all the bandits; it will show no mercy, and the mage will laugh as the demon does its butchery.

If a member of the party has been kidnapped, and the party tells the bandits about their mission, the bandits react at a +2. On a Good or better reaction three of the bandits will actually join them. Al-Yidawarala, with the prisoner and several zombies, came through the previous evening. He intimidated them so badly they left the village and slept in the desert, and they'd like to redeem their pride!

If al-Yidawarala is following the party, the bandits will not slow him.

The Pyramid of Silence

The Pyramid of Silence, Umgazur, is about five miles south of Akartin. If the searchers are with al-Yidawarala, he knows its exact location. If they saw the vision in Alfaisarun's crystal ball or found the location in the Emir's archives, they know its general location but will have to search. The pyramid is only about 30 feet high and largely covered with sand, making it hard to notice. Once they are in the general area, make a Vision roll at -2, or a Tracking or Survival (Desert) roll to notice the pyramid, with a +1 modifier for each successive three hours of searching (in daylight) and any darkness modifiers that apply.

If the searchers are pursuing al-Yidawarala, they can easily track his party. He has a number of assassins and zombies (enough to give the PCs a good fight).

Inside the Pyramid

The entrance to the pyramid is well hidden. Spotting it requires a successful Architecture roll at -3, a Vision roll at -8 or a See Secrets† spell, with standard darkness modifiers and a +1 for every three hours of searching in daylight. Each attempt takes three hours. Once the door is found, the PCs will remember the password; as soon as one of them says it, a huge stone block slides slowly open.

Nothing they can do at the moment will close it again! Any time one minute passes with no one inside the vault, the door will close. The password will work at any time, but the party will only be able to remember it when in front of the closed door. (Others not under the Geas may remember the password once it is heard. This requires an IQ-7 roll, at a +1 bonus each time they hear the words.)

If al-Yidawarala is not with the party, his group reached the pyramid first but has not yet found the entrance. When his zombies report that the PCs are coming, the mage will take his party into the desert to hide. He will enter the pyramid once it is opened, intending to sneak up on the party and kill them.

The Vault of Umgazur

In the vault itself, there is a sphinx (see sidebar, p. 62). The Sphinx activates as soon as anyone enters the vault. She chooses the member of the party with the highest IQ (choose randomly if it's a tie) and asks him a riddle. The GM may roleplay the encounter, or may simply treat the riddle as a Quick Contest of IQ. The players should not be told how the Sphinx picks her victim!

If the PC loses the contest, the Sphinx will attack him and anyone who tries to defend him. When all these people are slain, she will ignore anyone who has left the vault, and ask another riddle of the highest IQ remaining in the vault.

Once someone wins or ties, she will return to suspended animation, allowing them to enter the vault. Others may enter, as long as someone remains in the vault. But should *anyone* leave and enter again, she will challenge again!

The Treasure of Umgazur

There are only a few magical items here and no great treasure (this is one of the things al-Yidawarala lied about). One item is quite striking, however: a black rod that glows like fire, set with a *huge* ruby. Al-Yidawarala heads directly for the rod with a mad gleam in his eye. He seizes it, then tells the others (his assassins included!) how sorry he is that the secret of Umgazur must die with them.

The reactions of the NPCs will vary. Any bandits with the party will attempt to flee. Zombies will remain loyal to al-Yidawarala; assassins will remain loyal to him on a Very Good reaction roll (remember, he's trying to kill them!), and the rest will join against al-Yidawarala. The mage will use any means he can (including illusions, the demon Ejizyhbzgnhtkvornfczru and the Staff) to kill everyone but his own zombies.

A quick thinker might be able to reactivate the sphinx while al-Yidawarala has the highest IQ in the vault!

The Staff of al-Muneer

The Staff of al-Muneer is wrought of some unknown magical metal, black, yet smouldering red as if Fire itself were bound within. The metal of the staff is DR 8, HT 40. A huge (\$104,000) ruby is set in the tip. This 100-carat ruby is also a 100-point Powerstone. The following spells are enchanted into it at level 20: Accuracy +2, all Fire spells, Loyal Sword† (see below), Power +4, Puissance +2, Staff.

As 100-point Powerstones go, the "Eye of al-Muneer" is fairly unquirked: Will Recharge Only In A Pyramid, Glows Brilliant Red, Twice Normal Weight, Discharges Minimum 5 Points Whenever Used, Will Not Cast Water Spells.

Loyal Sword

Normally, this spell returns an object to the owner's hand. The staff has been enchanted with a powerful variation of Loyal Sword which returns it to Umgazur. If it is removed from the pyramid, it must at all times be held by someone with at least ST 16. (If anyone tries to chain it down, etc., it will melt the chains!)

Once released, it flies back to the pyramid and seats itself in the hand of a desert-robbed statue there (the statue is magical, but PCs will not be able to perceive any details). To remove it permanently from the pyramid, a mage will have to perform a Remove Enchantment on the staff.

Magical Items

Other than the Staff, the magical items hidden in the pyramid aren't very powerful — at least the ones the party can find in the middle of battle. The GM should include a few that could be helpful against al-Yidawarala, but most of the items should be either weak, not useful in the battle or usable only by a mage. Suggestions:

A ring enchanted with the Walk on Water spell: \$13,000.

A set of manacles with Foolishness -4: \$11,000. The key is included; the lock is at -5 to pick. \$1,000 of the cost is for the fine workmanship of the lock.

A small ivory ball enchanted with Wizard Eye†: \$29,500.

Six carved ivory wands enchanted with Seek Water: \$800 each, most of which is for the workmanship.

A staff enchanted with the Minor Healing spell (usable by mages or Physicians 16+ only): \$15,000. This staff is decorated with a carved cobra pattern.

A Dancing† Mace (level 16) with Accuracy (+1): \$130,000.

A cloak-pin enchanted with Blur +2 and self-powered: \$30,000.

If the party is at a disadvantage, magic weapons (enchanted with Puissance and/or Accuracy) would be appropriate as well.

Aftermath

If al-Yidawarala is defeated, the survivors will be able to take any of the magic items except the Staff of al-Muneer (its Loyal Sword enchantment returns it to the vault; the door will open just wide enough to let it through and close immediately). The magic items may be sold for some fraction of the listed "retail value," depending on PC cleverness and GM generosity.

The Caliph of al-Wazif is very interested in Umgazur; he considers its contents the property of al-Wazif. (If the party removed anything from the pyramid, they had best

not tell the Caliph.) He will pay the survivors \$5,000 each for the location of Umgazur — and he may even hire them to help clear it of magical influences and return the Staff of al-Muneer.

The PCs have also earned the enmity of the Abu Haneish cult, while learning very little about it. The cultists are likely to strike again! With the GM's permission, PCs may acquire the cult as an Enemy, and one of the Tredroy nobles as a Patron, with balancing costs. But that, as they say, is another story.

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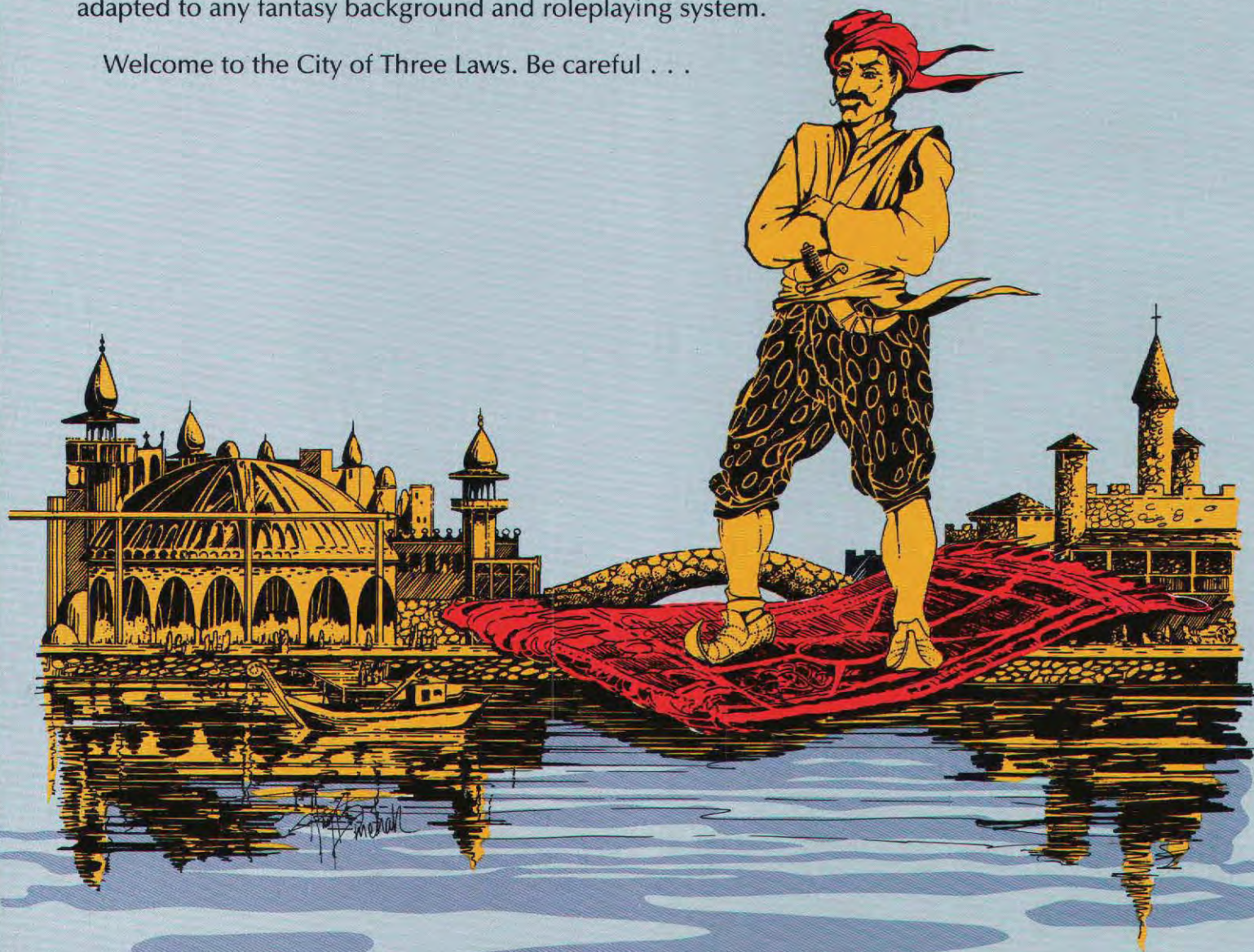
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ERRATA

This is the known errata for the print version of
GURPS Fantasy: Tredroy when this PDF was created:

Page 1: Add Chester Cox to the playtester list.

Page 2: In the third paragraph under An Overview of Tredroy, the population is approximately 55,500.

Pages 34-35: The map is not drawn to scale. The Blueshoal is actually about one-half mile wide at its widest point, and the bridges across the Lorian are 450 yards (Governor's Bridge) and 120 yards (Southbridge). Also, the docks lining both rivers were left off the map.



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