Judges Guild

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FOR LEVELS 2 - 6

TARANTIS

DESIGNED BY BOB BLEDSAW

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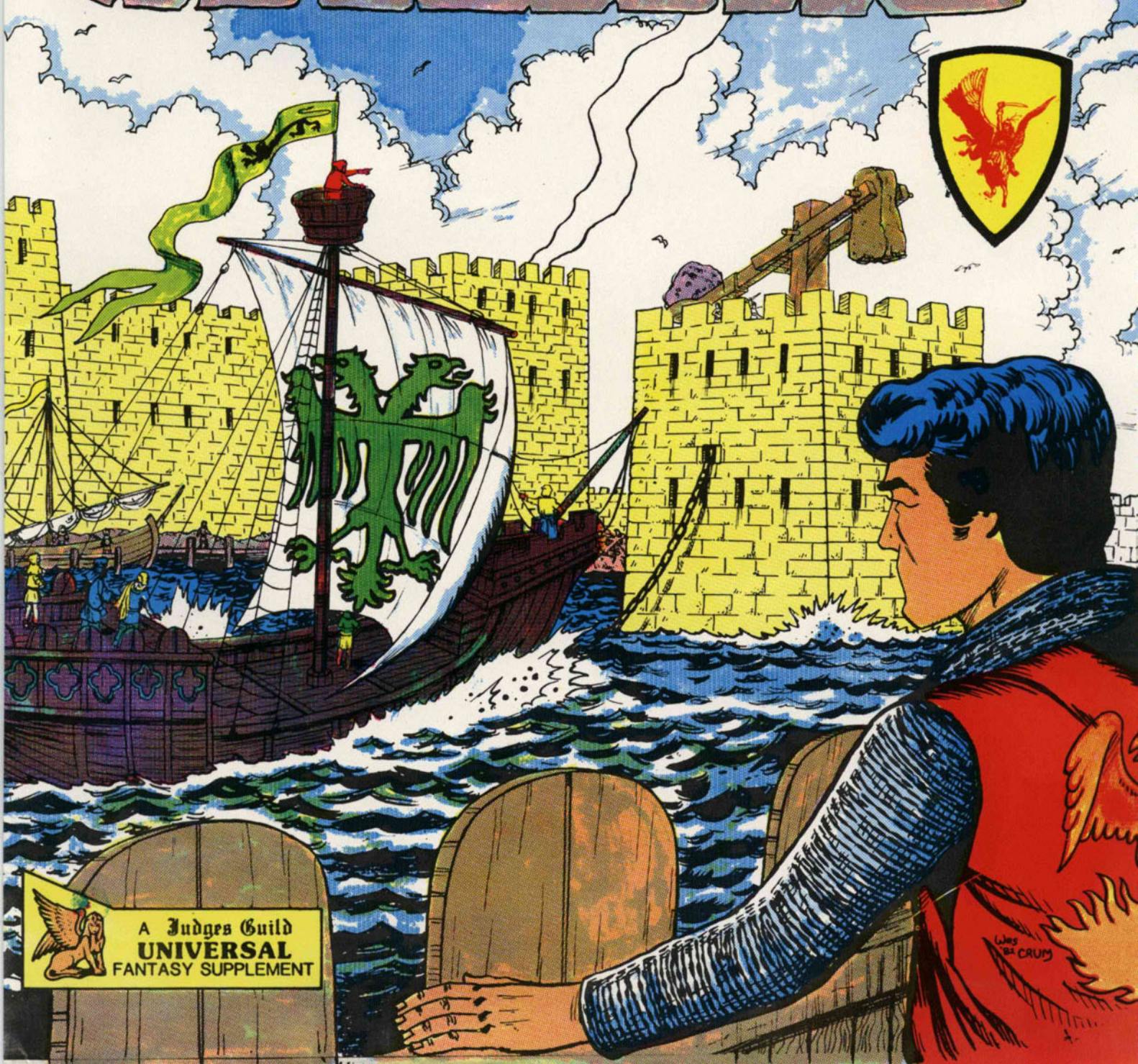

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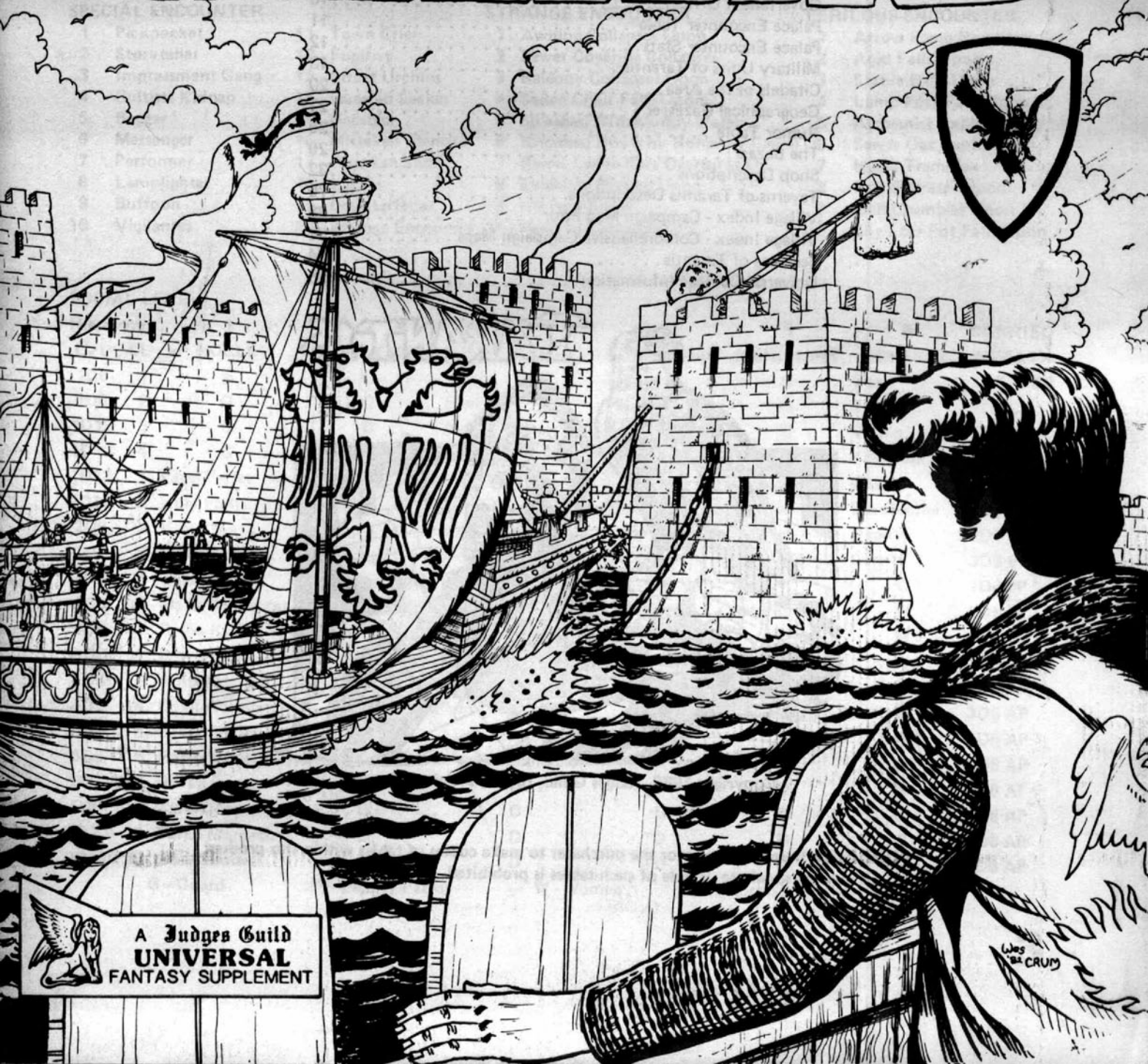

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TARANTIS

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TARANTIS ENCOUNTERS

TYPE OF ENCOUNTER

1	Attacked
2	Challenge
3	Slander/Insult
4	Questioning
5	Proposition
6	Special

UNUSUAL ENCOUNTER (Roll 20 sided Die)

1	Mage	6	Giant Roaches	11	Snake People	16	Orcs	1 - 3	Man (See 3 SL)
2	Cleric	7	Giant Rats	12	Fakir	17	Ogre	4	Meriem Catwolf
3	Bard	8	Dervish	13	Zombies	18	Paladin	5	Unusual
4	Illusionist	9	Lizard Man	14	Goblins	19	Troll	6	Roll Per Quarter
5	Vampire	10	Merman	15	Giant	20	Djinni		

WHO ENCOUNTERED

ENCOUNTERS WITHIN QUARTERS

	THIEVES	SHOPKEEPERS	TRADESMEN	SEA FRONT	SAGES	TEMPLES	MERCHANT	NOBLES
1	Apprentice	Shopper	Racketeer	Sailors	Vizier	Pilgrim	Watchman	Assassin
2	Footpad	Bodyguard	Alchemist	Buccaneer	Librarian	Acolytes	Robber	Spy
3	Fence	Moneychanger	Laborer	Pirate	Scribe	Beggar	Merchant	Sheriff
4	Burglar	Black Marketeer	Wagoneer	Sea Captain	Translator	Priest	Taxman	Mercenary
5	Cutpurse	Tradesman	Packer	Officer	Engraver	Seer	Caravaneer	Noble
6	Catburglar	Merchant	Woodsman	Shipper	Researcher	Soothsayer	Judge	Adventurer

SPECIAL ENCOUNTER

1	Pickpocket	11	Town Crier
2	Storyteller	12	Fugitive
3	Impressment Gang	13	Street Urchins
4	Cultists Kidnap	14	Quested Seeker
5	Beggar	15	Gambler
6	Messenger	16	Mistaken Identity
7	Performer	17	Drunken Sods
8	Lamplighter	18	Lepers
9	Buffoon	19	Counterfeiter
10	Vigilantes	20	Strange Encounter

STRANGE ENCOUNTER

1	Awning Collapses Upon
2	Sewer Covering Collapses
3	Balcony Collapses Upon
4	Sedan Chair Falls Upon
5	Splashed With Muddy Water
6	Knocked Down by Runaway Camel
7	Barrel Laden Cart Overturns On
8	Evidence Planted Upon
9	Hit by a Stone
10	Perilous Encounter

PERILOUS ENCOUNTER

1	Arrow From Nowhere
2	Acid Falls Upon
3	Statue Falls Upon
4	Lamp Post Falls Upon
5	Alchemist Explosion
6	Sewer Gas Explosion
7	Horse Tramples
8	Roc Excretes Upon
9	Wall Crumbles Upon
10	Chamber Pot Falls Upon

SOCIAL LEVEL

Hierarchy		1	2	3	4	5	6	CARRIED
LVL	SL	NOBLE	GENTLEMEN	MILITARY	GUILDSMEN	MERCHANT	GENERAL	WEALTH
1D6	1	G	G	G	Beggar	G	Slave	1D6 - 1 CP
1D6	2	G	G	Gladiator	Laborer	G	Serf	1D6 CP
1D12	3	G	G	Herald/Page	Apprentice	G	Villain	1D6 IP
1D12	4	G	Lowly One	Militia	Journeyman	Trader	Freeman	1D6 SP
1D12	5	Page/Varlet	Devotee	Mercenary	Craftsman	Huckster	Citizen	1D6 GP
1D12	6	Holy Pasha	Well Born	Garrison	Master	Vendor	Bureaucrat	1D6 EP
2D8	7	Holy One	Gentry	Cavalry	Guildmaster	Monger	Deputy	2D6 EP
2D8	8	High Born	Pretender	Sergeant	Councilor	Proprietor	Sheriff	3D6 EP
2D8	9	Thane Ardey	Magistrate	Engineer	D	Agent	W	1D6 PP
2D8	10	Malix Aristocrat	Vizier/Sage	Foot Captain	D	Magnate	W	2D6 PP
4D6	11	Basha Knight	Patriarch	Basha Captain	D	D	W	2D6 MP
4D6	12	Prov Sultan	D	Foot General	D	D	W	3D6 MP
4D6	13	Amir Adminis	D	Cavalry General	D	D	W	2D6 AP
4D6	14	Chief Advisor	D	Admiral	D	D	W	3D6 AP
5D6	15	Grand Vizier	D	Army Commander	D	D	W	4D6 AP
5D6	16	Rajah/Minister	D	Fleet Commander	D	D	W	5D6 AP
5D6	17	Maran Prince	D	D	D	D	W	6D6 AP
5D6	18	Taris Queen	D	D	D	D	W	7D6 AP
8D20	19	Taran Monarch	D	D	D	D	W	8D6 AP
8D20	20	God/Goddess	D	D	D	D	W	9D6 AP

G - Guard D - Deputy Patrol W - Women (Ignore SL for these encounters)

ATTACK

If no logical reason is apparent for the attack, use the following table to determine the purpose. Encounters with persons of Level 6 or higher will also involve companions equal to the Level Guildline and will be 1D6 Levels lower than their liege. Nobles and Gentlemen will also have bodyguards equal in number to their party size. Thirty percent of all attacks will be to subdue the player(s), and all attacks marked with asterisks will be to capture the player(s). Intelligent encountered attackers will no attack a superior party but will harass and harry them, instead.

1	Mistaken Identity	11	Doesn't Like Comrades
2	Doesn't Like Appearance	12	Dislikes Clothing
3	Doesn't Like Class	13	Notariety Desired
4	Alignment Hatred	14	Interfering With Plans
5	Race Hatred	15	In the Way
6	Robbery Confiscate	16	Drunk or Charmed
7	Lust*	17	Religious Hatred
8	Temporary Insanity	18	Revenge
9	Imagined Slight	19	Jealousy
10	Clan Hatred	20	Capture*

CAPTURE REASONS

1	To Sacrifice
2	To Use as Decoy
3	To Enslave
4	Use in Prisoner Trade
5	To Impress into Work
6	Use as Ransom
7	Experiment Specimens
8	Alchemist Ingredient
9	To Polymorph
10	To Feed to Pet

Class Abbreviations

MAG	Magic User
FTR	Fighter
THF	Thief
SAG	Sage
BRD	Bard
MNK	Monk
RGR	Ranger
PAL	Paladin
ILL	Illusionist
CLR	Cleric
DRD	Druid
BEG	Beggar
DEM	Demon
ASN	Assassin
ARM	Armorer
ALC	Alchemist
KNT	Knight
WIT	Witch
BUF	Buffoon
SAM	Samurai
BRB	Barbarian
BER	Berserker
ANM	Animal Trainer
VAL	Valkyrie
AMZ	Amazon
VIK	Viking

SPECIAL ENCOUNTERS

TOWN CRIER

1	General Call to Arms
2	Ship Arriving or Leaving
3	Special Occurrence
4 - 6	All's Well

SPECIAL OCCURRENCES

1	Caravan Arriving/Departing
2	Cavalry Call to Arms
3	Wall Militia Call to Arms
4	Footmen Call to Arms
5	Fire (4% Chance to Spread)
6	Epidemic Outbreak (Roll Quarter)
7	Naval Battle Won/Lost
8	Holiday Announced
9	Execution Tomorrow
10	Celebration of Festival
11	Curfew (Fugitive Sought)
12	Non-citizen Tax (1D6 GP)
13	Gates Locked (Brigand Sought)
14	Flying Illegal (Mage Sought)
15	Jail Break (2 GP Reward for Each of 4D6 Escapees)
16	Warchest Depleted - 2 GP/SL
17	Special Sale at (Roll Shop)
18	War or Treaty Declared
19	Horse or Weapon Confiscated
20	Birth or Death of a Noble

SLANDER AND INSULTS

(-2 if Opposite Alignment, -1 if Different Alignment, +2 if Opposite Sex)

	1	2	3	4	5	6
1	Sneezed Upon	Spit Upon	Vomited Upon	Fallen Upon	Spilled Upon	Snitched On
2	Cursed	Insulted	Demand Made	Stabbed	Dragged	Mocked
3	Tripped	Slapped	Punched	Shook	Jabbed	Scratched
4	Pinched	Challenged	Accused	Pulled	Pushed	Kicked
5	Slapped	Snubbed	Butted	Gagged	Bitten	Gripped
6	Laughed At	Nibbled	Poked	Bumped	Licked	Called Name
7	Drooled Upon	Begged	Grabbed	Searched	Fondled	Stroked
8	Hugged	Kissed	Petted	Tugged	Jumped	Knuckled

CHALLENGE (Roll 1D6 and 1D6 -1)

	1	2	3	4	5
1	Duel Against	Scoundrel	Noble	Merchant	Military	Ogre
2	Contest	Drinking	Arm Wrestling	Horseracing	Footracing	Wenching
3	Tournament	Jousting	Javelins	Wrestling	Discus	Archery
4	Game Of	Knucklebones	Ratrace	Scorpions	Shells	Darts
5	Irate Suitor With	Scimitars	Rapiers	Cestus	Fisticuffs	Daggers
6	Recruiter From	Marines	Army	Mercenaries	Adventurers	Trappers

Tarantis History

The City State of Tarantis was founded in 1792 BCCC (2,541 years ago) by two nomadic tribes, the Gishmesh Tribe and the Paldorian Clan. The Gishmesh Tribe originated just south of the Lake of the Crown Beast (Hex 4607) and followed the Azurerain River, finally selecting the present location of Tarantis on which to settle and build a permanent base for their raiding operations. The Paldorian Clan, skilled sailors and fishermen, originally lived southeast of Tarantis but moved up the river Bushkill to find better fishing. The merging of these two disparate clans was the result of numerous raids upon the Paldorians by the Gishmesh, who found the Paldorian women more pleasing to the eye and more numerous than the women of their own clan. In addition to the brides and sacrifices carried away by the Gishmesh, a number of sailors, craftsmen, and fishermen were captured and added to the labor force of the Gishmesh tribe. In the course of time, due to intermarriage and increasing familiarity with one another, peace was declared, the raids ceased, and the members of the two tribes became merged into one group, although the aggressive Gishmesh were still the dominant force.

Originally only a cluster of dwellings and a few mercantile and craft establishments protected by earthworks, the growing city found an increased need for protection after several raids by the Karzulun between 1882 and 1885 BCCC nearly obliterated the town. In 1885 BCCC, the city of Tarantis was officially laid out, rebuilt, and fortified with high stone walls for protection. In that year, also, the first hereditary monarch came to power and began to organize the existing government of Tarantis. However, the dominant strain of the aggressive Gishmesh made total rule impossible; the government only managed to restrain total anarchy in this raucous city, not to control it. All but one of the rulers of Tarantis have been of LEX alignment. Between the years 2266 and 2309 BCCC, Ryobl the Red attempted to bring complete law and order to the city, but his efforts were largely unsuccessful, and, after several attempts were made on his life, he disappeared, never to be seen again. His legacy to the city is evidenced by the highly successful Tarantine Merchants' Association and several lesser religions. After the disappearance of Ryobl the Red, Grantadt, his successor, organized the skillful pirating operations that ply the waters between the city states to this day. Scattered skirmishes occurred over the years between the fleets of the Invincible Overlord and the pirates of Tarantis, but the Overlord, busy with wars with the World Emperor, has never made a determined attempt to eradicate the pirates.

In the year 4020, a protective province of Tarantis was formed; close ties between the clans and tribes in this area and the Paldorian Tribe brought the Province of Jarmeer into existence especially to protect the villages of Tallulah, Bastinadi, and Borsippa, which were the targets of frequent raids by forces of the Overlord. A second protective province was formed in 4145. It is Ganzir-Galad, located directly east of Tarantis. The area of Ganzir-Galad has a long and bloody history of wars with the Karzulun raiders, and the protection offered by association with Tarantis has not been as effective as was hoped when the province was formed.

In 4240 BCCC, Edario I, formerly a captain of the Nighthawk, the finest ship in the Tarantine fleet, overthrew the ruling monarch of Tarantis, a 12 year-old boy named Greataust II, who suffered from a mysterious illness which kept him bedridden. The overthrow was hailed by the pirates and people of Tarantis as a necessary change because it was believed that the advisors of the ailing king were siphoning large portions of the city treasury into their own pockets. The young king was banished with a small retinue of retainers and a nurse to a lonely citadel far to the south of Tarantis. Several years later, it became known that a raiding group of bandits had burned the tower to the ground and murdered all within. Edario I, the new monarch, established a secret spy group known as the Blue Cobras to be his eyes and ears in every level of society in order to crush any repeat of his successful attempt to overthrow the government. Edario also passed a law that all future rulers of Tarantis would be required to serve in the naval branch of the service. As a result, his son, Atar, became a cabinboy at the age of 9 on the ship Gishmesh, the sister ship of the Nighthawk. When Atar was 12 years old, he had his first taste of combat with the warships of the Invincible Overlord, which attacked the Gishmesh while she was on a routine sea patrol. During the bloody battle that followed, Hedrick the Hammer, captain of the Gishmesh, was rendered unconscious by a vicious blow to the head. Atar, who was hiding in a lifeboat nearby, dragged the captain into the boat and lowered it into the water, escaping under cover of the smoke created by the war cannons and a mysterious blue fog that rolled suddenly in from the west. After six days at sea with no water or rations, the boat drifted ashore just south of the town of Bastinadi. Atar, although nearly dead from fatigue and exposure, managed to drag himself to the village to raise help for his captain. However, despite the best efforts of the finest leech in the village, the captain died shortly thereafter. Atar returned to Tarantis and was given a heroes welcome, despite the death of his captain and the sinking of the Gishmesh. Of the crew of the Gishmesh, only Atar returned alive, and he was given the Medal of Paldor for his supposed bravery. Atar never mentioned to his father that he had survived only due to fleeing the scene of battle and allowed the citizenry to believe that it was his overwhelming concern and devotion to his captain that caused him to leave the Gishmesh to her fate. He was commissioned aboard another ship and later proved to be an able leader and a fierce fighter. When he was seventeen, he was given the command of the Nighthawk II, the successor to his father's ship. As captain of the Nighthawk, he conducted more successful raids than any other captain in the long history of Tarantis.

In 4285, Edario's fears were realized when he was felled by an Assassin's Dagger, but Atar the Lion (as he had become known) became his father's successor despite the efforts of the group that had murdered Edario to overthrow the government. At the age of 22, after mercilessly routing and executing the aspirants to the throne, Atar the Lion was crowned ruler of Tarantis. On the eve of his coronation, Atar married his childhood sweetheart, Larrette Lafaite, an act which infuriated many of the more influential nobles who had unmarried daughters they had hoped to align with the ruler of Tarantis. His second official act was to appoint his closest friend, Monach the Canny, as Chief Advisor, following twelve days of riotous feasting, drinking, and merrymaking.

Atar the Lion has ruled Tarantis for 48 years. Although his alignment is LNA, he employs all alignment types within his government in order to keep a firm base of power. His reign, although marked by much violence and tyranny and marred by political squabbles, payoffs, and scandal, has resulted in a more ordered life among the people of Tarantis and the provinces. In a brilliant political move, he reached an agreement ten years ago with an individual known only as the Seahawk to move the pirate operations away from Tarantis to the village of Bireznia (Hex 2625). For a small fee, the Tarantine Merchants' Association will license and insure the passage of a ship; if it is unlicensed, the pirates are free to sieze the ship. The goods of the siezed ship are then sold to the Tarantine Merchants for considerably less than value, enabling them to make a handsome profit in the resale of the goods. In return, the pirates receive some portion of the license fees, the proceeds from the sale of pirated goods, and the protection of the government of Tarantis. This move by Atar has done much to diminish the squabbling within his cabinet between the Lawful individuals and the Chaotic individuals over the operation of pirate ships under the auspices of the city state.

Government, Customs, Mores, and Behavior

The City State of Tarantis is ruled by Atar the Lion, the hereditary monarch, and his cabinet, which consists of the offices of Chief Advisor, Minister of Finance, Minister of Foreign Affairs, Minister of Land Management, Minister of War, Minister of Domestic Services, and Head Sage. The cabinet holds regular meetings twice a year with the Sultans of the Provinces to share information and official reports, but Atar the Lion may summon the cabinet into session at any other time of his choosing. Although the cabinet may suggest policy changes, the final decision in any matter is in the hands of the monarch. Although Atar has occasionally disbanded the cabinet entirely and selected new ministers, he retains Monach the Canny as his Chief Advisor. Atar disbands the cabinet periodically in order to keep the reins of power in his own hands and prevent any cabinet member from becoming more powerful than himself.

A somewhat chaotic judicial system attempts to maintain order in Tarantis. Laws are enforced by sheriffs, deputies, Royal Guardsmen, and the Blue Cobra force. Public disturbances are commonplace and are usually ignored unless the action harms a citizen or public property, threatens a governmental official or law enforcement person, threatens to disturb normal commerce, or blocks thoroughfares. The judicial system of Tarantis is divided into three courts: the Court of Citizen Arguments, the Court of Serious Offenses, and the Court of Lesser Offenses. The Court of Citizen Arguments handles lawsuits, civil actions, and all minor accusations. The Court of Lesser Offenses tries Petty Thievery (less than 10 GP), Brawling, Duels, and Public Nuisance. In the Court of Serious Offenses, all cases other than Murder and Horse Theft are heard, including Manslaughter where reasonable cause might be proven, Theft of more than 10 GP, and Pettifoggery. Those who are convicted of their crimes are sentenced either to the dungeon or to the workfields of Ganzir-Galad; neither sentence holds much hope for survival. Murder and Horse Theft are punishable by death (except, of course, in the case of Assassins hired by the government to weed out undesirable elements from the citizenry). The judicial system is plagued by payoffs and scandles. Many assassinations of court magistrates have taken place recently; rumor has it that some of the lower court magistrates are attempting to move into the more highly respected court positions by creating vacancies for themselves by having the holders of the coveted positions "removed from office."

The only true arm of the law is that of the spy network, the Blue Cobras. These secret police, a highly trained team of experts, have infiltrated every level of society to seek out dissenters and undesirables in Tarantis. Any organized rebellion consisting of more than 5 people has a 1 in 8 chance of coming to the attention of Atar, and that attention is most undesirable. The Blue Cobras work directly under Monach the Canny, Chief Advisor to Atar. Another team of spies known as the Shi-Cho work under the Minister of Foreign Affairs and are based in the two provinces of Jarmeer and Ganzir-Galad.

Thanks, in part, to the efforts of the Blue Cobra, many of the city's more outspoken citizens have disappeared over the years. Some have been convicted of sedition and sent to the dungeons; others have gone to the provinces. The bones of others lie in yet undiscovered places. Hatred between alignments within the city state is fueled by the strongly-held religious beliefs of the citizens of Tarantis. These conflicts can run rampant during certain religious holidays, but arrests are kept to a minimum during these times to avoid alienating the entire community from its government.

The two Provinces are ruled by Human kings known as Sultans. These Sultans are sworn to allegiance to the government of Tarantis, but they have not always been happy with the services they have received in return. The Sultanate is an appointed position gained by bribery and political maneuvering. The Sultans may be replaced at any time for any reason by Atar, so the position holds little job security. In addition, the people of the Provinces occasionally rise up in revolt against their current Sultan, necessitating a replacement. The Sultans do have a voice in the cabinet, but it is a small one.

The Merchants' Association is an organization of merchants, farmers, and tradesmen formed to keep the amount of quarreling to a minimum. Inferior products, trade disputes, and guild differences are ironed out between the representatives of the various trades in the association. The Merchants' Association has no voice in political affairs except for their not inconsiderable mercantile power. The arrangement with the Seahawk was made by Atar to silence the objections of the merchants to having Tarantis be known as the City of Thieves and Pirates. The merchants maintained that it was bad for business. To counter the unacknowledged power of the Merchants' Association, the cabinet has threatened to enact a high tax on merchandise and foodstuffs sold.

The trade and barter system is still the most widely used in Tarantis, although coins are gaining popularity. Some gold, copper, and silver is mined in the Lealand Scarpe directly east of Tarantis. Fine teakwood is sent down the Azurerain River from the Forest of the Crying Wood. Iron ore sometimes arrives from the village of Garzan (Hex 4933) just inside the Province of Ganzir-Galad. Fishing is still one of the largest trades in Tarantis, since both ocean and fresh water fish are readily available.

The few scattered skirmishes between the fleets of Tarantis and the Invincible Overlord of the past have completely stopped in recent years. This fuels the rumor that Atar is paying a large homage to the Invincible Overlord, a situation which, if evidence of it ever reached the ears of the populace, would probably result in a large-scale revolution. The citizens of Tarantis hate, despise, and fear the Invincible Overlord and his forces and would not take kindly to any action that might be interpreted as pandering to him. Several of the members of the cabinet have arranged privately with two of the captains of the Tarantine fleet to form a small attack force to prey on the ships of the Overlord in order to put to rest the rumors that threaten their positions in the government. However, a member of the Blue Cobras has infiltrated the group and discovered the scheme; the small coalition has not yet been brought to the attention of the monarch.

For a city of its size, Tarantis is quite squalid. No prohibitions against animals have been made, and, as a result, many households have a miniature barnyard full of dogs, cats, pigs, fowl, and cattle surrounding them. The refuse encourages rats and insects to proliferate, and there is a one in six chance of contracting dysentary upon eating or drinking in this city state. Individual establishments, however, are not uniformly unhealthy; refer to each description to determine level of cleanliness. Unless otherwise noted, the following rates for bed and board are in effect.

Inns

Class	Bed/Cot per Night	Rooms	Food	Grog	Wine
Noble Class	5 or more GP	10 or more GP	9 or more GP	6 or more GP	10 or more GP
High Class	1 or more GP	6 or more GP	4 or more GP	3 or more GP	7 or more GP
Good Class	5 - 9 SP	2 - 5 GP	19 - 39 SP	1 - 2 GP	3 - 69 SP
Low Class	1 - 4 SP	6 - 19 SP	1 - 18 SP	3 - 9 CP	1 - 2 SP
Beggar Class	1 - 4 CP	1 - 5 SP	1 - 4 CP	1 - 2 CP	2 - 9 CP

When a person encounters a person of a higher social rank, that person must lower his or her head and walk slowly until the higher ranking individual has passed. For this reason, rank tends to separate the mercantile establishments as well; persons of lower rank tend to congregate in places different from those of higher rank. Among the lower ranking citizens, the courtesy of lowering one's head to a person of higher rank goes largely ignored unless encountering someone of considerably higher rank.

Religions

Eighteen religions are presently practiced in Tarantis. The two main religions are Pudage, the religion of the Gishmesh Tribe, and Guedankst, the religion of the Paldorian Clan. Pudage is practiced by about 45% of the population of Tarantis. Its deity is Adorak Tau, the Sun God, and several rites are practiced in the course of worship. Daily meditation and worship of the sun is required, and group Invocations are held weekly. Every month, an official Sun Dance is performed by the Temple Maidens. These Maidens are members of the families of the devotees of Pudage and must serve for one year upon reaching their thirteenth birthdays. This high honor is not without its risks, however, because, once a year, four of the Maidens are chosen by lottery to be the sacrifice at the High Holy Day of Pudage, the Twilight Sacrifice. The heirarchy of the religion consists of the High Priest, Priests, Temple Attendants, Altar Boys, and Temple Maidens. The first-born male child of each Pudage family is required to serve as an Altar Boy for two years, from his fourteenth to his sixteenth birthdays. It is at this time that an Altar Boy may decide to enter the Priesthood. The alignment percentage among the worshippers of Adorak Tau is CEX: 20%, LEX: 55%; NEX: 5%; CGX: 20%, and worshippers are required to tithe ten percent of their incomes to the Temple. The treasures of Pudage are the large Sapphire eye in the statue of Adorak Tau in the Temple (can cast one *Instant Death* spell per day), the Spear of the Sun, and the Amulet of Tulanus. All members are required to care for other members when the need arises.

The second most popular religion in Tarantis is Guedankst, the religion of the original Paldorian Clan who worshipped Selanii, the Goddess of the Sea. Guedankst is practiced by about 40% of the population. The required rites of the religion include Lutal Cleansing once a week, a Divine Reading each month, Abysmal Meditation twice a year at prescribed times, and the High Holy Day, the Day of the Fish, once each year. The unusual public dance performed by the followers of Selanii on the Day of the Fish has become something of a tourist attraction and is one of those occasions when the forces of the law find it necessary to make some arrests. Not only do the curious come to watch the dance, but members of opposing religions often attend the dance to harrass the dancers and other believers. Guedankst requires no living sacrifices; its members believe that all sins will be punished in this life and count Murder, which they believe Human sacrifice to be, among the punishable sins. The followers of Selanii also believe that righteousness will be rewarded in this life; they do not believe in an afterlife. The hierarchy of the religion consists of the Holy One, Abbotts, Blue Friers, and Friers. Only those of extreme rightousness may enter the priesthood, but promotion is a largely political affair within the sect. The alignment percentage of this group is CGX: 80%; CNX: 12%; NGX: 5%; CNA: 3%. The treasures of Guedankst are the Golden Seahorse, a large idol in the Temple of Selanii, and the Blue Book, the contents of which are known only to the Holy One, who holds office until death.

Several minor religions also occupy the citizens of Tarantis. Olni Kodue is a religion dedicated to the worship of Tolna Budane, God of Light. Other citizens worship Zin Naou, God of Disease. A favorite among the female population is the worship of Polna Ku, Goddess of Desire, in a religion called Roule Dona. The Sages of the city belong to a sect known as the Seekers of Insight and worship Learden Su, God of Knowledge. These four minor religions are practiced by a total of 13% of the population of Tarantis. 12 other religions are represented in Tarantis and are practiced by about 2% of the population.

The Two Provinces

The Province of Jarmeer lies north of the River Astorin, south of the River Eldhraun, and west of the Azurerain River. It was formed for the protection of the clans in this area, who have close hereditary ties to the Paldorian Tribe. Their principal villages of Tallulah, Bastinadi, and Borsippa were the frequent targets of raids by the warfleet of the Invincible Overlord. After the Province was formed in 1420, a Sultanate was established to provide a voice for the people of the Province within the government at Tarantis. The present Sultan, Adbar Olana attained the position in 4313 after the former Sultan was convicted of conspiracy to murder Atar the Lion. The raids on the area have decreased somewhat in the past five years due, in part, to the deterrent forces of the Tarantine fleet, but one raid last year at Tallulah nearly destroyed the village. Atar immediately sent workers to Tallulah and rebuilt the village with funds from the government treasury in order to forstall any uprising by the homeless against his government and to encourage the people to remain at Tallulah rather than to move to Tarantis and, thereby, increase the indigent population. The capital city of the Province of Jarmeer is Borsippa.

The other Province of Tarantis is Ganzir-Galad, located directly east of Tarantis. This small province was formed as a protection against the wandering bands of raiding nomads that are the plague of the Ebony Coast. Since Ganzir-Galad was formed in 4145, twenty-five Sultans have lost their lives in wars with the nomads, the fiercest tribe of which are the Karzulun raiders, who ride camels and carry huge Scimitars (see the Karzulun Tribe section for further description). The people of Ganzir-Galad are not happy with the results of their association with Tarantis; they do not feel that they are being given enough protection, and, in fact, they are not. The Province was formed for the protection of Tarantis from the raiders rather than for the protection of the inhabitants of the Province, although the government will never admit to this. The present Sultan of Ganzir-Galad, Oldibruch Agnot, has reined only two years. The capital of this Province is the village of Ganzir-Galad, after which the Province was named.

Physical Description of the City State of Tarantis

The prominent features of the physical layout of the City State of Tarantis date from the major rebuilding which took place in 1885 BCCC. The city is in the general shape of a rectangle and is oriented almost precisely north-south and east-west. The east-west dimension of the main city is slightly over 2,300 feet, and the north-south dimension is slightly over 1,600 feet. Tarantis is completely surrounded by 40' high walls constructed of a rubble core held together with concrete and faced on the outer side with hard yellow limestone blocks and on the inner side with brick. The walls are 12' thick at the base and taper slightly to a 10' thickness at the level of the open wall walk atop the walls. Three large gates provide the primary accesses to the city. The East Gate, known as the Gate of the Setting Sun, is the major city gate. The gate building is a fortified rectangular block 120' x 240' and 60' tall. The walls of the building are of solid stone construction and are 10' to 20' thick. Three arched passageways lead through the building at ground level to give access to the city. Each of these arched tunnels is 20' wide and 20' high. They can be secured by several sets of thick bronze gates and three iron portculli. The three levels within the building serve as barracks for part of the army and contain extensive stored provisions in case of siege. Several catapults and ballistae are mounted on the open roof of the gate building. The South Gate, known as the Portal of Radrethia, is located in the center of the south wall and is a fortified rectangular block 120' x 180' by 60' tall. It is of a similar construction to the East Gate, but only two arched tunnels pass through it to give access to the city. The River Gate, or Northern Portal of Scarlet Clingfire, is a replica of the South Gate and is located in the center of the northern city wall, giving access to the wharves and docks. The city walls are reinforced by rectangular towers at each of the corners of the walls. Each tower is 40' x 60' and rises to a height of 60'. In addition, square bastions project from the outer walls between the towers to provide extra positions for flanking fire.

The city is divided into three major sections by the avenues leading from the three gates to the Marketplace and Bazaar. Paved with russet brick and deep brown cobblestones, these broad avenues are set at frequent intervals with ceremonial arches and commemorative gates and have trees of many different species planted on either side. Additional broad streets divide the three major sections into the eight quarters of the city. These quarters are, clockwise from the East Gate, the Nobles' Quarter, Merchants' Quarter, Shopkeepers' Quarter, Trademen's Quarter, Thieves' Quarter, Seamen's Quarter, Sages' Quarter, and Temple. The northeast corner of the city is occupied by the palace and citadel block which extends in a northerly direction to the beach. A quay at this point protrudes into the river, ending in a watchtower. The palace block is 840' east-west by 480' north-south.

The Karzulun Tribe

Hit Dice: 4
Armor Type: . . . . . Leather and Shield
Move: . . . . . 12"
Attacks: 1
Damage: . . . . . By Weapon Type +2
Special: . . . . . Spells
Size: . . . . . 6' to 8' tall

The Karzulun are a nomadic people which range from the Braztook Hills to the Terad Mountains. Although they have no written history, a rich fabric of legend exists around them. The tribal legends are told by the wisemen of the tribe, who entrust the keeping of the legends to the eldest son upon reaching his sixteenth year. It is assumed that this tribe has lived in these parts for many centuries. They exist by preying on other inhabitants of the area, although the women and children provide the main sustenance by gathering wild roots, vegetables, and berries which are cooked into a pungent, spicy stew that serves as the staple food. The Karzulun dress in light colors such as white, tan, or yellow. Their dress consists of extremely flowing pants gathered at the ankles and secured around the waist by a broad sash worn under a loose overcoat with long sleeves and a protective hood for the males. The high-ranking males may wear a turban and short, sleeveless tunic instead of the hooded coat. The women wear long, flowing robes of white often embroidered around the hem with brightly-colored silk thread. Older girls and married women are also required to wear a head covering called a *shabadka*, which resembles a shawl with small, silver bells at the corners secured to the head by decorative combs.

The Karzulun are a ruthless people leading a difficult existence. After raiding a town, they frequently behead the inhabitants and hang them by the feet from tall poles erected for that purpose. The victim's head is attached to the top of the pole. This is believed to be a religious rite of thanksgiving for a victory. As a result, the battle cry of the Karzulun will strike Fear in the hearts of any intended victims unless a Saving Throw of 25% or less is made. The Karzulun are masters at hiding in open terrain. There is only a 1 in 10 chance of spotting them in hiding.

The present leader of the Karzulun is a large, muscular man named Hasan Ben Sober, who has been the leader of the tribe for 10 years. He wears bright yellow clothes and a red turban and wields an enormous Scimitar. He has 4 wives and 21 children ranging in ages from 8 months to 28 years. **Hasan Ben Sober**: Karzulun, male, left-handed, 7' 8" tall, weighs 240 lbs., 45 years old, 8th LVL FTR, HTK 48, Weapons: Scimitar and Dirk, Armor: Leather and Shield, Pouch containing 10 PP, 4 GP, and 10 SP.

Minister of War

The Minister of War is in charge of all the branches of the service and ensures that they are ready for battle at all times. He originates duty assignments to the generals and admirals who pass them along to their troops. Once every month or so, the Minister inspects the military units and makes a report on their current status to the Chief Advisor. The office of the current Minister of War is decorated with many medals and citations for meritorious conduct. As Minister of War, he is authorized to award medals of valor, the highest of which is the Medal of Paldor, to deserving individuals, but his were awarded to him by Atar the Lion himself. When not out inspecting the troops, he is in his office reviewing reports from the spies that have been planted in the city and surrounding areas to forewarn the government of any seditious activity.

Minister of Land Management

The Minister of Land Management is in charge of the conservation and commercial uses of the forests, fields, and gardens of the palace and surrounding area. No one can buy land, cut down a tree, or work in the gardens without first getting his permission. He is in charge of the harvest and distribution of timber for construction and other industries requiring wood. Even the royal gardners must report to him daily concerning the production of the palace gardens. The current Minister of Land Management is very interested in the propagation of plants. His office resembles a jungle; potted plants are suspended from the ceiling and grouped around the room on the floor. Several vines grow from large pottery bowls on the Minister's desk, obscuring the visitor's view of both the desk and the Minister of Land Management when he sits behind it. The office of the Minister of Land Management is often the scene of bribery and payoffs as people come to him to make deals enabling them to reap greater profits from their various land-related business ventures.

Minister of Domestic Services

The Minister of Domestic Services is in charge of running the domestic affairs of the palace in as efficient a manner as possible. He hires and fires all of the employees of the palace such as cooks, blacksmiths, jesters, maids, butlers, and housekeepers. When the domestics report for work, it is he who allots each day's work to the workers. He spends most of his time supervising the work being done and ensuring that no one is sleeping on the job or otherwise dallying in the performance of his or her labors. The Minster of Domestic Services is also in charge of ordering the comestibles for the kitchen and serves as the official Taster to test for poisons in the food to be served to Atar the Lion. It is a precarious position and one not coveted by most officials aspiring to higher office.

Minister of Foreign Affairs

The relationship of the government of Tarantis with other governments is the responsibility of the Minister of Foreign Affairs. It is to him that all Ambassadors, Diplomats, and Spies sent from Tarantis to other cities and countries report every month, and it is from him that they take their orders. He keeps track of peace and trade treaties and alliances between Tarantis and other cities and states as well as among other cities and states that do not include Tarantis in their agreements. He acts as a special envoy of the Tarantine government to allied cities and states in times of crisis.

Minister of Trade and Finance

The Minister of Trade and Finance is in charge of regulating the trade with other cities and making sure that accurate records are kept of all matters pertaining to trade. He has several accountants working for him to ensure that the accounts are kept current. These accountants report to him on a weekly basis, and he reports to the Chief Advisor. He is also in charge of the Minister of Revenue, a lesser Minister, who accepts all incoming funds from the tax collectors. The Minister of Revenue relays this income to the Minister of Trade and Finance, who turns it over to the Chief Advisor. All income is then sent to the Treasury, and a monthly report is made to Atar the Lion concerning the state of the Treasury.

Head Sage

The Head Sage is charged with overseeing the Wizard, the Priests, the Physician, the Scribes, and the Monks in their duties. It is through him that all requisitions for supplies must go, and, after he has approved them, he passes the requests on to the Chief Advisor. He tracks the progress of the Wizard's current projects and helps the High Priest decide on the rituals to be performed. He oversees the drafting of legal documents. The Head Sage is also in charge of the Monks who train the soldiers in their particular form of hand-to-hand combat. He spends some of his time in his office writing memos to the Scribes and the Wizard concerning documents to be written and magic items to be created.

Chief Advisor

The Chief Advisor to the Ruler of Tarantis, Monach the Canny, is second in command to Atar the Lion. When Atar is out of the city-state, the Chief Advisor runs the government of Tarantis and the surrounding Provinces. All Ministers report to him, and he relays any important information to Atar. His carpeted office is littered with reports and reading material, and the bookshelves are full to overflowing with more of the same. A safe containing documents to be discussed at the next meeting sits in a corner of the room. His daily duties are to study and approve or disapprove all documents and reports before they go to Atar. A door connects his office with an open courtyard where he spends much of his time perusing legal documents. Monach the Canny is the best and oldest friend of Atar the Lion and is trusted without reservation by him. Monach is very learned and is shown a great deal of deference by those about him, not only because of his knowledge and ability but also because he has the ear of the king.

Palace Encounter Table

Die Roll	Encounter
01 - 04	Chief Advisor
05 - 06	Minister of War
07 - 08	Minister of Foreign Affairs
09 - 10	Minister of Land Management
11 - 12	Minister of Domestic Services
13 - 14	Head Sage
15 - 16	Chief Accountant
17 - 20	Accountant
21 - 22	Librarian
23 - 24	Tax Collector
25 - 26	Minister of Revenue
27 - 30	Ambassador
31 - 34	Spy
35 - 38	Diplomat
39 - 40	Foreign Emissary
41 - 42	Admiral
43 - 46	General
47 - 52	Guard
53 - 54	Child of the King
55 - 56	High Priest
57 - 58	Priest
59 - 60	Scribe
61 - 62	Wizard
63 - 64	Physician
65 - 66	Monk
67 - 70	Maid
71 - 72	Court Jester
73 - 76	Slave
77 - 78	Cook
79 - 80	Valet
81 - 83	Butler
84 - 86	Gardner
87 - 90	Hired Servant
91 - 92	Nanny
93 - 00	Citizen

Palace Encounter Stats

Title	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Chief Advisor	MAG	NNN	101	026	009	010	137	168	167	144	106	146	105	DDG
Minister of War	FTR	NEX	091	031	006	040	124	154	166	178	166	117	133	IBS
Minister of Land Management	DRD	NNN	071	026	009	010	113	138	112	163	102	123	118	IFM
Minister of Foreign Affairs	FTR	NEA	071	026	006	040	113	168	114	145	103	113	096	IBS
Minister of Domestic Services	FTR	NNN	061	024	006	040	113	102	128	113	145	125	135	IBS
Chief Accountant	FTR	NNN	041	025	006	040	118	142	148	158	114	157	086	IBS
Accountant	FTR	NNN	021	026	006	040	105	136	183	143	136	124	122	IBS
Head Sage	FTR	NNN	011	029	009	010	108	173	156	142	125	126	157	IBS
Librarian	FTR	NNN	011	024	006	040	103	134	147	093	118	106	122	IBS
Tax Collector	FTR	NNN	021	031	006	040	105	133	113	114	188	094	103	IBS
Minister of Revenue	FTR	NNN	031	023	006	040	114	137	107	121	105	141	177	IBS
Ambassador	FTR	NNN	021	024	006	040	112	133	162	147	111	112	107	IBS
Spy	THF	NNN	011	031	007	030	104	164	117	084	158	156	096	UDG
Diplomat	FTR	NNN	031	021	006	040	118	111	136	133	101	107	096	IBS
Foreign Emissary	FTR	NNN	081	026	006	040	117	134	154	138	137	092	093	IBS
Admiral	FTR	NNN	081	022	006	040	113	113	124	111	117	108	103	IBS
General	FTR	NNN	081	024	006	040	114	133	166	121	114	113	168	IBS
Guard	FTR	NNN	011	030	006	040	106	154	161	114	155	114	121	IBS
Child	FTR	NNN	011	024	006	040	073	125	166	103	122	162	132	DDG
High Priest	CLR	NNN	091	026	006	040	083	144	137	188	126	165	093	Staff
Priest	CLR	NNN	021	025	006	040	086	134	168	167	125	138	164	Staff
Scribe	MAG	NNN	031	022	008	010	055	116	154	155	113	112	157	DDG
Wizard	MAG	NNN	031	025	008	010	076	112	177	086	143	145	084	Staff
Physician	CLR	NNN	031	023	010	008	064	105	157	151	138	124	116	ITN
Monk	MNK	LNE	031	027	010	008	074	147	141	134	138	101	148	IFM
Maid	FTR	NNN	011	022	010	008	033	113	081	103	115	121	173	None
Court Jester	JES	NNN	011	025	010	008	044	154	174	107	104	158	107	DDG
Slave	BEG	NGE	011	020	010	005	012	105	134	113	107	095	124	None
Cook	FTR	NNN	021	024	010	008	046	136	137	132	111	102	137	ITK
Valet	FTR	NNN	011	028	010	008	042	138	167	147	156	128	124	DDG
Butler	FTR	NNN	011	029	010	008	043	158	136	124	148	122	164	DDG
Gardner	FTR	NNN	011	029	010	008	043	132	127	117	166	113	114	DDG
Hired Servant	BEG	NNN	011	023	010	005	012	125	075	111	114	105	168	None
Nanny	FTR	NNN	021	024	010	008	056	116	141	107	138	114	135	None
Citizen	FTR	NNN	011	030	010	007	043	165	143	103	144	142	112	IBS

Military Units of Tarantis

Palace Guard

The main duty of the Palace Guard, commanded by Motzu Ching, is to patrol the palace day and night. These hundred men are also trained to fight as Heavy Cavalry. To become part of the Palace Guard, a Fighter must be in the Tarantine army, exhibit outstanding ability, and be of noble status. A Scale coat covering a green tunic with a light green border and an iron Helmet is the standard armor of the Palace Guard. The Shields they carry each depict a black lion rampant on a green field. On the backs of their Shields, the troops each carry several steel-tipped Darts in metal holders forged for that purpose. When on horseback, they carry Lances, but, on patrol, they carry short, iron-tipped Spears instead. They are armed with iron Longswords at all times. Motzu and the officers also carry iron Daggers. He has divided his unit into ten squads and assigned nine of his best men as Lieutenants, one from each squad except the squad he commands. The Lieutenants act at his direction. The Palace Guard is quartered in the palace. 20% of the company is always on duty, stationed throughout the palace, and another 10% is on standby to handle any disputes involving the nobles of Tarantis.

As a young man, Motzu Ching, the son of a noble family, did as his father instructed and enlisted in the army. He has become renown as a peace keeper and has the respect of all the people. Motzu is a muscular man with thick, black hair, moustache, and beard. When not on duty, Motzu can often be found fishing at the end of the palace quay. Motzu loves the peace and quiet on the quay and goes there to relax.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Motzu Ching	FTR	NNN	101	033	004	060	147	176	124	164	167	159	102	+3 Longsword
Lt. Kwai Chan	FTR	NEX	081	031	005	050	114	157	146	106	167	137	122	+1 Longsword
Lt. Shintoo	FTR	NNN	071	028	005	050	114	153	123	128	134	147	103	+1 Longsword
Lt. Wanli Pandur	FTR	NNN	071	027	005	050	114	179	131	121	108	136	116	+1 Longsword
Sgt. Shih, the Chin	FTR	NNN	041	026	005	050	104	156	114	153	113	158	124	Longsword
Tpr. Shang Ha	FTR	NNN	021	027	005	050	104	155	164	135	126	136	132	Longsword
Tpr. Wanti Pandur	FTR	NNN	011	027	005	050	114	176	102	136	104	118	104	Longsword

Shu Shar's Bowmen - Light Infantry

This group of one hundred men is commanded by Shu Shar, the son of a rich merchant. They are the elite bowmen of the Light Infantry. Their normal duty is to patrol the coast from Tarantis to the Bard Citadel in Hex 1928. When on patrol, their armor consists of a Scale coat over a white tunic trimmed in gold brocade and a helmet sporting a purple plume. On horseback, they carry Lances and Shields featuring a Griffon passant on a white field. On foot, the Shields are changed for Bucklers, and they carry Composite Bows instead of Lances. All troops are armed with Longswords. When on patrol, the unit, which is stationed at the Bard Citadel during these times, often hires entertainment to while away the time they spend at the Citadel. The entertainment usually consists of a traveling circus or a caravan of Houris. When not at the Bard Citadel, the company is quartered in the palace in Tarantis. 25% of the company is always on duty patrolling the coast and watching the harbor from the Bard Citadel.

Shu Shar did not fancy taking up his father's trade and decided to enlist in the army, hoping to become a legend in his own time. He is a master bowman and can shoot a squirrel between the eyes at 50 yards. Shu Shar is a tall man with a light complexion. His Lieutenants, Bushindor Auk, Leoru Pashlet, and Ghanti Lynlit, are also from Shu Shar's home area and attended the same archery school. All are excellent shots. The Bowmen of Shu Shar played a prominent part in keeping a unit of Heavy Cavalry at bay and forcing another to surrender during the Battle of Dyrfirwall Woods.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Shu Shar	FTR	NNN	071	032	005	050	124	167	156	116	167	148	084	Composite Bow
Lt. Bushindor Auk	FTR	NGX	041	026	005	050	116	168	116	124	124	143	094	Composite Bow
Lt. Leoru Pashlet	FTR	NGX	041	028	005	050	116	165	127	124	115	154	156	Composite Bow
Lt. Ghanit Lynlit	FTR	NNN	041	027	005	050	116	154	136	135	124	144	144	Composite Bow
Sgt. Basa Mor	FTR	NNN	021	026	005	050	105	153	119	106	112	143	112	Composite Bow
Tpr. Horus Twee	FTR	NEX	011	027	005	050	115	155	134	134	124	166	178	Composite Bow

Thirin's Company

This group of one hundred mercenaries, commanded by Captain Thirin Ki, is contracted to Atar the Lion for 6,000 GP per month. Their normal task is to police the city and surrounding countryside. They are organized as Heavy Cavalry but are also trained to fight as Heavy Infantry. Their armor consists of Scale coats over deep blue tunics bordered in yellow silk and iron Helmets. On horseback, they carry Lances and Shields with a yellow lightning bold across a blue field. On foot, the Shield is exchanged for a small Buckler of the same color and insignia, and the weapon used is a short, steel-tipped Spear. All troops are armed with iron Longswords and several Throwing Daggers. Officers also carry Maces or Hand Axes.

Captain Thirin Ki is a younger son of a noble family who saw more opportunity for advancement as a mercenary than in local politics. He is becoming renown for his competence in military matters. His Lieutenants, Lhasi Gi and Fintalus Pur, and Sergeant Mendano Beka are also from Thirin's home area and would be loyal to him at all times. Captain Thirin is a stocky, dark-complected man with a thick shock of black hair. He sports a thin moustache and has a reserved, quiet air, but he occasionally visits the Big Jug Tavern for a night of relaxation.

The company is quartered in the palace. 25% of the company is on duty at all times. Five-man detachments are stationed at each of the three gates while the other two detachments patrol in the city proper. Five-man units of militia are frequently attached to each of the mercenary squads at night to help keep the peace. The mercenaries are easily able to deal with all normal disturbances but sometimes call for the Palace Guard when a person of noble rank is involved.

The company played a prominent part in the recent Battle of Crowrun, breaking a unit of light cavalry and forcing another unit of mercenary heavy horse to surrender.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Thirin Ki	FTR	NEX	081	030	005	050	114	167	134	112	145	166	127	+3 Longsword
Lt. Lhasi Gi	FTR	NNN	061	031	005	050	114	143	148	189	174	144	084	+2 Longsword
Lt. Fintalus Pur	FTR	NEL	061	028	005	050	114	145	189	148	147	123	113	+2 Longsword
Sgt. Medano Beka	FTR	NEX	031	027	005	050	101	164	103	104	114	156	114	+1 Longsword
Tpr. Panl Portu	FTR	NEX	011	025	005	050	101	148	116	144	116	115	096	Longsword
Tpr. Hopti Yung	FTR	NEX	011	028	005	050	101	136	118	135	159	115	167	Longsword

Tai Chhin's Company - Heavy Infantry

This group of one hundred men is commanded by Tai Chhin the Fearless. When not in battle, their normal duty is to patrol the northern Dyrfirwall Wood to the northeast of Tarantis and as far north as the Starfalls Stream and east to the Remenant River. They are the pride of the footmen of the Tarantine Army and see more action than any other company. Their armor consists of a Scale coat over a blue tunic and an iron Helmet with a red plume. They carry steel-tipped Spears, Longswords, and red Shields with a black Lion rampant upon it.

Tai Chhin, the son of a noble, always loved the sights, sounds, and smells of battle and enjoyed giving orders, so he enlisted in the army and worked his way quickly up the ranks. Tai is respected by his men as a fearless Fighter; he asks no more of any man than he would do himself. Tai is a handsome, clean-shaven man with short, black hair and dark eyes. When not at war or on patrol, Tai enjoys playing chess and can often be found in the barrack pitting his skills at strategy against those of one or more of his men. The company is quartered in Barrack IV.

Two Lieutenants serve under Tai, commanding the squads on patrol, but, when in battle, Tai is the supreme commander of the company. The company is best known for ambushing the Orcs of Surintal during the Orc Uprising.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Tai Chhin	FTR	LEA	081	033	005	050	094	167	122	123	177	143	177	+2 Longsword
Lt. Hokey Kann	FTR	NEX	052	028	005	050	074	159	116	108	134	123	142	+1 Longsword
Lt. Hei Lin	FTR	NEX	021	026	005	050	064	167	154	149	104	167	154	Longsword

Arhat's Marauders - Heavy Cavalry

This group of one hundred men is led by Chieh Arhat the Dangerous. Their normal duty during peacetime is to patrol a narrow strip of area due east of Tarantis, including the southern portion of the Dyrfirwall Wood, along the Belit Road to the fork and as far south as the Trollhraun River as well as east to the Anshar Forest. They are the best of the Cavalry unit of the Tarantine Army, the first to go into battle and the last to retreat. Their armor is a Scale coat over a grey tunic trimmed with a narrow band of white. On horseback, they carry Lances and silvered Shields bearing the insignia of a Snake coiled about a Spear. When on patrol, they are generally avoided by the population because they have a reputation for burning down villages in the name of Atar the Lion. At their sides, they carry the weapons of choice, and, concealed at the backs of their Shields, they have 6 Darts each.

Chieh Arhat, who is originally from Paldorius, came to Tarantis to offer the services of himself and his fearless band of loyal followers to Atar the Lion. Atar enlisted them in the Cavalry, and they have served him faithfully since that time. Chieh is a dark, shifty-eyed, heavy-set man who frequents Keesha's Roadhouse in his leisure time and loves to start barroom brawls. Chieh carries a +3 Battle Axe at his side.

His company is quartered in Paldorius in order to keep Leklark under surveillance and ensure that he doesn't attempt a revolt against Atar the Lion. It is rumored that Chieh's company subdued two companies of enemy Cavalry during the Battle of Leland Scarp, incurring only 15% losses themselves, but none who were at the battle will speak of it. Many have applied to join Chieh's company, but the standards for qualifying are extremely high and few outsiders have been admitted to date.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Chieh Arhat	FTR	CEX	091	032	005	050	073	189	144	139	145	136	133	+3 Battle Axe
Lt. Schwan Hun	FTR	CEX	051	028	005	050	073	164	112	146	123	124	108	Lance
Sgt. Chao Ti	FTR	CEX	021	028	005	050	073	163	143	125	123	178	143	Lance
Tpr. Chey Annen	FTR	CEX	011	029	005	050	073	157	121	129	141	126	113	Lance

Shen's Company - Light Cavalry

This group of three hundred men is led by Shen Shu and his Lieutenants, Ping Po, Wen Chang, and Yung Lo. Their normal duty is to patrol the area south of the city of Tarantis as far as the mouth of the River Trollhraun. Their armor is a Scale coat over a blue tunic and an iron Helmet topped by a blue plume. On horseback, they carry Lances, Battle Axes, and red Shields emblazoned with black statant Dragons. In battle, this company is divided into three units of one hundred men each and attacks from three different positions simultaneously. The units have set up a system of sounded trumpets to communicate important information such as readiness to attack or dire distress from one unit to another.

Shen Shu is originally from Gishmesh and came to Tarantis to enlist in Atar's army. For his courageous conduct at the Battle of Three Nations, he was promoted to Lieutenant. When his Captain was killed in the Battle of Dyrfirwall Wood, Shen was again promoted. As Captain of this vast unit, Shen assigned the rank of Lieutenant to three of his best men, Ping Po, Wen Chang, and Yung Lo. Shen picked these men because they hail from Stonebow and Redflood, the cities in which they are stationed when not on patrol, and are familiar with the area of patrol. 30% of each unit is always on duty. Their most memorable battle was during the Troll Wars when they overpowered the army of Kergrief of the Dark Sky clan; there were no survivors of the enemy army.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Shen Shu	FTR	NNN	101	032	004	060	124	189	145	122	146	124	138	+2 Battle Axe
Lt. Ping Po	FTR	NNN	071	031	005	050	113	162	142	127	154	129	104	Lance
Lt. Yung Lo	FTR	NNN	051	026	005	050	115	164	141	149	101	167	091	Lance
Lt. Wen Chang	FTR	NNN	071	030	005	050	113	174	153	136	114	138	093	Lance
Tpr. Mu So	FTR	NEX	011	030	005	050	082	146	114	108	163	121	124	Lance

Shensi's Sappers - Infantry

This group of one hundred men is led by Shensi Wen. They are divided into ten groups of ten men each, and their normal duty is to develop new and better siege machines. They have a workshop located in the city in which they work on the planning and building of new machines to replace and improve upon the old ones. Their armor consists of a Scale coat over a yellow tunic and a Helmet sporting a yellow plume. They have constructed five Catapultas that they intend to use when a town or castle is being besieged. These machines can also be used as diversion to enable the men with the Battering Rams to assail the walls and create entrances for the Infantry and the Cavalry.

Shensi Wen has been an engineer all of his adult life. He believed that he could reap greater benefit by providing his services to Atar the Lion than by working independently, and he has never regretted his decision. Shensi is of medium build and has a smooth complexion and neatly-trimmed hair. He is enlisted in the Tarantine Infantry, but he gets extra pay because of his special skill. His company is quartered in Barracks II of the city, and 25% of his company is always working on new ideas for siege machines and repairing old ones. Each Catapult squad is protected by a squad of bowmen.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Shensi Wen	ENG	NEX	091	032	005	050	121	186	176	169	149	135	125	+2 Longsword
Lt. Corry Byre	ENG	NEX	051	030	005	050	114	179	166	156	134	137	131	Longsword
Tpr. Eldred Bon	FTR	NNN	021	028	005	050	114	189	124	118	105	124	136	Composite Bow

Lan Tik's Company - Heavy Infantry

This group of three hundred men is led by Lan Tik, Lieh Tzu, and Huang Tii. Their primary mission is to patrol the area north from Gishmesh to Bokozia, including the Magain Flats. Their armor is a Scale coat over a brown tunic and a Helmet crested with a black plume. They carry steel-tipped Spears and yellow Shields bearing black Eagles displayed upon them.

Lan Tik has been a military man since he was sixteen, and experience has taught him good military strategy. He has bushy brown hair and eyebrows, but his moustache and beard are neatly timmed. Age has begun to take its toll; the hair and beard show traces of grey, and his eyesight is beginning to fail. The fear of retirement has exacerbated Lan Tik's already short temper, and he is quick to vent his frustrations on any person or object unlucky enough to be nearby when he is angered.

Unlike Lan Tik, Lieh Tzu is good-natured and fair with his squad. His men are very devoted to Lieh and have much respect for him. His hair is neatly kept, and he has a muscular build. Lieh enlisted in the service because he was out of work and needed the money to support his aged father and two unwed sisters. He has been promoted twice and awarded two medals for valor.

Huang Tii, the roughest of the three leaders, has been known to beat his men for tarnished armor or a dull Sword. He has demoted men for no apparent reason; as a result, his squad has the highest desertion rate of any in the Army. He is a swarthy, dark-eyed man with curly black hair and beard but no moustache. Although a good strategist, Huang has been on the verge of being discharged for conduct unbecoming an officer several times.

The company is stationed in Gishmesh and is best known for the defeat of the Orcs at the Battle of Magain Flats during the Orc Uprising.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Lan Tik	FTR	NEX	101	029	004	060	074	167	164	169	135	145	136	+3 Longsword
Lt. Lieh Tzu	FTR	NNN	091	030	004	060	106	176	122	104	136	114	144	+3 Longsword
Lt. Huan Tii	FTR	LEX	091	031	004	060	052	174	136	137	142	145	112	+3 Longsword
Lt. Muley	FTR	NEX	041	029	005	050	073	132	134	119	167	115	115	+1 Longsword
Lt. Yesh Chakka	FTR	NEX	041	023	005	050	113	123	119	126	115	103	071	+1 Longsword
Tpr. Shu Pan	FTR	NNN	021	024	005	050	051	130	101	127	112	138	104	Longsword

Guyu's Company - Heavy Infantry

This group of one hundred men stationed in the city of Tarantis is led by Guyu Pai. It is a defensive unit that helps to patrol the city when at peace. They are a crack Infantry unit and wear colors of distinction. Their armor is a Scale coat over a bright orange tunic and an iron Helmet with brown plumes. When on patrol, they carry steel-tipped Spears, Longswords, several Throwing Stars, and white Shields with brown Lions passant beneath two orange stars emblazoned upon them. Officers also carry Quarterstaves.

No one really knows Guyu's background. All that Atar the Lion knows of him is that he is of a noble family of a distant country far to the south and that he is very much interested in politics. He is heavy-set, and the deep blue eyes in his round face are cool and unfathomable. He has a long scar on the left side of his face that is rumored to be the relic of a single-handed victory over three Hill Giants. His Lieutenants, Cadmar, Belevan Blacklegs, and Pui the Eager know no more about him than anyone else; they met him in Matansar on the Ebony Coast and traveled with him to Tarantis to fight in the service of Atar the Lion. He is very fond of seafood and, when not on duty, can often be found in the Kismit Cafe having a solitary meal of crab-legs and perch.

The company is quartered in Barracks III above the North Gate. In their barrack, they have a war chest containing 200 GP, 150 SP, and 4 gems worth 400 GP each. The company played a prominent role in the Battle of Dyrfirwall Wood, holding off a unit of Heavy Infantry and a unit of mercenaries until reinforcements could arrive.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Guyu Pai	FTR	NNN	081	030	004	060	073	165	147	122	145	134	098	+2 Longsword
Lt. Cadmar	FTR	NEN	051	032	005	050	094	186	136	127	147	112	168	+1 Longsword
Lt. Delevan Blacklegs	FTR	NNN	051	025	005	050	114	148	109	096	117	152	109	+1 Longsword
Lt. Pui, the Eager	FTR	LEA	041	024	005	050	086	147	149	109	109	117	084	+1 Longsword
Sgt. Putto Shan	FTR	NEX	031	024	005	050	095	144	091	157	107	095	086	Longsword
Tpr. Pu Choll	FTR	NEL	011	024	005	050	134	148	121	103	107	119	111	Longsword

Twai Lu's Company - Light Infantry

Known among the rest of the Tarantine forces as the Company of Cowards, this company of one hundred men is commanded by Twai Lu, fourth son of a noble Tarantine family. Although they are definitely the worst company in the Tarantine Army, it is not for lack of courage; bad leadership has made this company the laughingstock of the Tarantine armed forces. Their normal duty is to patrol the area from the Fighter Citadel in Hex 2629 south to the River Trollhraun and east to the River Crowrun. On horseback, their armor is a Scale coat over a brown tunic and a helmet sporting no crest. They carry Lances and Shields emblazoned with a brown Dragon rampant on a red field. On foot, the Lances are exchanged for Composite Bows, and the Shields are exchanged for Bucklers. All troops are armed with Longswords. The patrol unit has been ambushed many times by assorted bandits and marauders, but, so far, have managed to ward off their attackers, although usually sustaining heavy losses in the process.

Twai Lu was born of a noble family of Tarantis who enlisted him in the military so he could learn the manly art of war. Because of his family's political power, Twai was made the leader of a unit almost immediately; the mistake was discovered soon after when, due to a grave tactical error, his entire company was nearly obliterated during the Battle of Magain Flats. Twai is a big man with a thin moustache and a smooth complexion. He is not very intelligent and is very poor at military tactics. If it were not for his Lieutenants, Gai the Falconer and Pantuda Rou, the company would have been annihilated long ago. It is their leadership abilities that have made the company at least fit for minor patrol duty in largely safe territory.

The company is quartered in a barrack near the Fighter's Citadel, and there are always 30% of them on patrol. They do not like the duty they have, but the General feels that the patrol is in their best interest since he cannot remove Twai Lu from command due to the high standing his family occupies in Tarantine politics. Nevertheless, rumors abound that Twai will soon be stripped of his rank, and one of his Lieutenants will replace him. They are what keep the men of his company from deserting *en masse*.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Twai Lu	FTR	NEX	071	031	005	050	082	176	062	091	145	155	112	Lance
Lt. Gai, the Falconer	FTR	NEX	061	033	005	050	127	179	159	124	163	153	093	Lance
Lt. Pantuda	FTR	NEX	061	030	005	050	127	169	156	148	144	168	129	Lance
Sgt. Chou Ling	FTR	NEX	041	028	005	050	116	147	124	092	145	105	118	Lance
Tpr. Uyche Opal	FTR	NEX	021	031	005	050	104	156	135	156	167	133	124	Lance

Poyi's Company - Light Infantry Crossbowmen

This company of one hundred men is commanded by Poyi. They are the elite company of crossbowmen of the Light Infantry, so they see more action than the other crossbow unit. Their duties are to patrol the area south of the River Trollhraun to Algeran and east to the other side of Blackpit as far as the marshes. On horseback, they carry Lances, Battle Axes, and silvered Shields bearing a white Pegasus rampant reguardant. Their armor is a Scale coat over a grey tunic and a Helmet. On foot, they carry Heavy Crossbows, and their Shields are exchanged for Bucklers. When on foot, they wear Leather armor instead of the Scale coat.

Poyi, the youngest son of a farmer, enlisted in the Army to make life easier for his family. He sends half his pay to them by messenger each payday. He is an excellent crossbowman and was promoted because of his natural tactical skill and his courage. When his Captain was killed in a drunken brawl, Poyi was made the new commander. His Lieutenants, Eyulf Snee and Patridge Quo, are of noble families and are less than happy about having to take orders from someone not of their own social rank. Poyi is clean shaven and solidly-built. His straight, blond hair falling to his shoulders and his light blue eyes speak of an ancestry not native to the area, although his family has lived in the Tarantine area for many generations.

The company barrack is in Meri-Amar; 30% of the company is always on patrol. They played a promenent part in helping to save the Fighter's Citadel during the Troll Wars.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Po Yi	FTR	NNN	061	034	005	050	124	187	149	146	168	167	123	+2 Crossbow
Lt. Eyulf Snee	FTR	NEX	041	032	005	050	082	165	113	126	167	134	167	+1 Crossbow
Lt. Patridge Quo	FTR	NEX	041	029	005	050	042	188	154	136	111	139	145	+1 Crossbow
Sgt. Phan Keng	FTR	NNN	021	029	005	050	113	144	112	124	159	114	074	Crossbow
Tpr. Parta Moni	FTR	NEX	011	028	005	050	114	168	134	091	125	122	105	Crossbow

Chu Jung's Company - Light Infantry Crossbowmen

This company of one hundred men is commanded by Chu Jung. Like Twai Lu's company, they are a terrible military unit. The normal duty assigned to them is to patrol the Isle of Plaxsy and the area around the castle in Hex 2126, a relatively easy task but the least prestigious assignment in the Tarantine Army. They wear Leather armor over yellow tunics and plain iron Helmets. They carry yellow Shields emblazoned with black Lions rampant over a single black star. This unit was assigned to its current patrol because it could never seem to arrive at its assigned destinations on time. The General interpreted this as a serious fault and relegated them to the Isle of Plaxy as a corrective measure.

Chu Jung has been in the military for less than eight years, but, because of his father's political power, he was given a commission and a unit to command. Unfortunately, he has no sense of direction and must constantly ask his men for bearings. Jealous of his quick and undeserved rise to power, his Lieutenants, Quon Yo and Led Palitt, have taken an intense dislike to him and never answer his questions truthfully. If it were not for Sergeant Feerfall, this company would never make it to the scene of a battle. Chu Jung is a small man of average abilities at everything except telling direction. He frequently gets lost in the trip from the barrack at Gishmesh to the galley at Tarantis.

50% of the company is always on patrol. 25 of them patrol near the castle in Hex 2126 while the others make the trip to Tarantis to set sail for the Isle of Plaxsy. The company's greatest achievement was when they arrived in time to save a company of Light Cavalry and a unit of Militia during the Battle of Dyrfirwall Wood. Their help was accidental, however, because they had been attempting to travel to Gishmesh after a routine patrol during Chu Jung's first few months of command.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Chu Jung	FTR	NEX	061	030	005	050	104	156	124	136	156	139	123	+1 Crossbow
Lt. Quon Yo	FTR	LEX	041	029	005	050	052	154	106	113	148	123	139	+1 Crossbow
Lt. Led Palitt	FTR	LEX	041	025	005	050	052	147	113	168	114	148	111	+1 Crossbow
Sgt. Feerfall	FTR	NNN	021	028	005	050	127	155	178	145	139	136	105	Crossbow
Tpr. Podu Ororano	FTR	NEX	011	029	005	050	105	168	104	103	138	138	092	Crossbow

The Roaring Lion - War Galley, Navy

This ship has a crew of two hundred men and is commanded by Captain Yangshoe. Their normal duties are to patrol the Winedark Sea north of Tarantis and to protect the coast from raids by troops of the Invincible Overlord. The crew consists of 150 rowers (50 belowdecks and 100 above), 30 Marines, and 20 Sailors. The belowdecks rowers wear no armor but are armed with Longswords in case they must defend the ship from boarding. The abovedecks rowers wear a Scale coat over a brown tunic but have no Helmets or Shields. The rowers and marines are also armed with Longswords, and the Sailors carry Cutlasses and Dirks. Besides a ram, the ship is equipped with two short-arm Catapults for long-range fights. The ship bears the flag of Atar the Lion, a white field bearing a black rampant Lion.

Captain Yangshoe has been a Sailor since he was shanghaied to be a cabin boy for a pirate ship at the age of 8 years and finds that the life of a sea Captain for Atar's Navy is much safer than being the Captain of a pirate ship. Yangshoe lost his right hand in a sea battle and has replaced it with an iron hook. His face is heavily scarred from scratching himself with the hook; he tends to forget it is no longer a hand.

The best performance of the crew of the Roaring Lion was when they sunk 3 Overlord war galleys during the Battle of Bastinadi.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Cpt. Yangshoe	FTR	NEX	061	029	005	050	084	167	148	125	136	178	072	Broadsword
Men Shenzi	FTR	NEX	051	028	005	050	073	179	123	101	115	146	119	Broadsword
Lin Szu	FTR	NEX	051	030	005	050	073	179	144	139	136	147	108	Broadsword
Liut Pein	FTR	NEX	031	033	005	050	066	178	124	113	167	164	123	Dagger

The Dragon Fish - War Galley, Navy

Like its sister ship, the Roaring Lion, the Dragon Fish has a crew of two hundred men. It is commanded by Captain Lungshan. The normal duty of the Dragon Fish is to patrol the Winedark Sea south of Tarantis. The crew consists of 150 rowers (50 belowdecks and 100 above), 30 Marines armed with Longbows and Broadswords, and 20 Sailors armed with Cutlasses and Dirks. The 50 rowers belowdecks are unarmored but have Longswords to defend the ship in case of hostile boarding, and the 100 abovedecks rowers wear Scale armor and are also armed with Longswords. 10 of the Sailors man the two Catapults which are mounted fore and aft and are used for missile warfare. In addition to the flag of Atar the Lion, the ship bears a white flag emblazoned with a Dragon Fish proper.

Captain Lungshan is a violent individual who dislikes repeating his orders. He has thick, straight, black hair and deep-set brown eyes. He is an excellent tactician at sea and has won many skirmishes without taking any serious damage to the ship. His officers fear and respect him, but a rumor of planned mutiny is spreading aboard the Dragon Fish.

When in port, 10% of the crew of the ship are always on harbor patrol. Their most prestigious battle was when they fought the legendary War Galley, the Pride of Pandora, during the Battle of Three Nations. Although the Dragon Fish prevailed, she took grave damage and had to be almost completely overhauled shortly thereafter.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Cpt. Lungshan	FTR	LGX	061	027	005	050	042	145	126	109	138	134	104	Broadsword
Shou Laopis	FTR	NNN	041	033	005	050	094	178	121	127	163	146	138	Broadsword
Hun Tunis	FTR	NNN	031	028	005	050	077	154	149	116	136	135	118	Broadsword
Thai Shanzi	FTR	NNN	021	029	005	050	116	178	103	132	123	126	124	Dagger

Tarantine Militia

This unit is called upon when the city-state is at war. It consists of one hundred men armed with Slings and rocks as well as Longswords. During times of peace, the men of the militia go about their daily tasks. The militia unit is led by Mushan Guy, who is quite skilled with a Sling. He can predict within an inch exactly where his flung stone will hit a target. Mushan has trained his unit thoroughly, and, of all the Tarantine militia units available, they are the best. They helped to repel many would-be invaders with minimal losses during the Orc Uprising and the Battle of Dyrfirwall Wood. The unit wears whatever armor they can afford, but Atar provides each man with an iron Helmet crested by a blue plume. Twice a week, members of the unit help patrol the city.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Mushan Guy	FTR	NEX	072	031	007	035	104	167	142	146	156	164	123	+2 Longsword

Redflood Militia

This unit, based in Redflood, is called upon when Tarantis is at war. It consists of 100 men armed with Spears, Longswords, and Shields. They wear whatever armor they can afford, but they are issued Leather Helmets by Atar the Lion. The unit is led by Sergeant Tu Shou. The men of the militia normally go about their daily lives in times of peace but are called upon to patrol Redflood once per week.

Tu Shou is a proud man who takes his job as leader of a militia unit seriously. He spends much of his time patrolling Redflood or making requests for better equipment for his unit. His usual plan of attack is to ambush the enemy from behind whatever cover is available. The unit played an important part during the Troll Wars by capturing a company of Light Infantry and learning of the battle plans of the enemy army.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Sgt. Tu Shou	FTR	NEX	051	031	005	050	126	177	165	143	143	158	123	Longsword
Hanli Fei	FTR	NEX	011	029	007	035	073	144	121	111	156	147	137	Spear

Gishmesh Militia

This unit is called upon whenever Gishmesh is threatened by attack. It consists of one hundred men armed with Battle Axes and wearing whatever armor they can afford and the Leather Helmets issued by Atar the Lion. During times of peace, they go about their daily lives, but, twice a week, they are called upon to help patrol Gishmesh and keep the peace. Their commander is Lieutenant Wang Mu, one of the better officers of the Tarantine Heavy Cavalry.

Lieutenant Mu, a heavy-set man with curly brown hair and brown eyes and well-versed in strategy and tactics, is of noble status and volunteered for duty as commander of a militia unit because he felt that, if they were not organized, they would be easily outmaneuvered by any military unit that they encountered. Believing the militia to be the second line of defense against invasion by land of the city state of Tarantis (the first being the forces of the two Provinces), he set about making his unit one of the crack militia units in the area. His favorite attack is by ambush. The unit played a prominent part in stopping a unit of Cavalry Heavy Horse during the Battle of Magain Flats.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Lt. Wang Mu	FTR	NEX	061	033	005	050	136	178	174	145	163	136	157	+2 Longsword
Thola	RNG	NGX	011	030	008	025	124	167	165	159	144	158	136	Battle Axe

Bard Citadel

This stronghold is owned by a 4th Level Bard and is also used by Shu Shar's company as a military outpost. The Bard's name is Chungko, and he has 110 of his own men located within his stronghold. The infantry unit uses his citadel as a lookout point to watch the sea traffic as it enters and leaves Dahute Bay. Chungko lets the company use his citadel as a lookout point because they help to protect him and his servants from attack.

Chungko is a man of mystery. No one knows where he and his followers came from or why. He bought the land on which his citadel is built and has been allowing the Tarantine Army to use his property for about three years. Chungko is a bald, medium-built man with a fair complexion and a thick, blond moustache.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Chungko	BRD	CGN	041	031	009	010	053	168	168	168	157	164	168	+3 Broadsword

Fighter's Citadel

The stronghold of Langmar the Fighter is located in Hex 2629. It is also used as a military outpost by Atar the Lion, who had a barrack built nearby to house his men and equipment. Langmar allows it because the presence of Atar's men provides more protection against attack and brings him additional revenue. At one time, Atar planned to attack the stronghold and occupy it for its strategic value, but an agreement was reached with Langmar to lease the land near his stronghold on which the barrack stands for 200 GP per month.

Langmar, a rugged-looking Fighter, has been mentioned in many local legends. He carries a magic Sword possessing many special properties. Rumor has it that Langmar is in league with several Demons planning to usurp Atar's position, but there is no hard evidence of this, so besides being a military outpost against foreign invaders, Atar's men are there to keep Langmar under surveillance.

All of Langmar's 150 men are armed with +1 Longswords and wear Banded armor over light green tunics and iron Helmets. They are CLS FTR, ALN LEX, LVL 1 - 5, HTK 30 - 35, ARM IBA, ACL 3, WPN +1 Longsword. Langmar has an extensive armory in his stronghold containing many Longswords, Spears, Crossbows, Longbows, Shields, Maces, and Flails.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Langmar the Fighter	FTR	LEN	071	037	002	085	123	189	178	167	177	156	178	+3 Longsword
Oudi, the Cat	FTR	LEN	051	035	003	070	102	178	146	134	144	102	134	+1 Longsword
Loplallo	FTR	LEN	041	034	003	070	102	167	102	145	123	156	101	+1 Longsword
Quint Kecham	FTR	LEN	031	033	003	070	082	177	146	187	112	101	167	+1 Longsword
Amper Two-Toes	FTR	LEN	021	032	003	070	082	156	123	134	112	113	167	+1 Longsword
Wen Hawker	FTR	LEN	011	030	003	070	063	176	124	122	164	156	102	+1 Longsword

Ho Chi's Castle

Ho Chi's Castle is located about five miles south of Gishmesh, and some of the armed forces of Tarantis are always on patrol there. Ho Chi is gracious about the forced protection by the men of Atar the Lion and occasionally provides a banquet for the troops complete with entertainment to break up the monotony of the military life.

Ho Chi purchased the land from Atar the Lion and built his castle on it with the understanding that it would also be used as a military outpost, although the troops are actually stationed in Gishmesh. He has many servants and slaves, and his castle is elaborately decorated and lavishly appointed. His female slaves sometimes serve as the means of entertainment of the troops. Ho Chi, an old and venerable man, has made his way successfully through life by meeting the challenges before him with cunning and imagination. His courtesy to the ruler of Tarantis is not without ulterior motive. The soldiers often unwittingly provide him with information about the city state and its defenses that he plans, in time, to put to his own use. His servants and followers respect him because of his fairness toward them, but he can be very severe toward any miscreant in his employ and prizes loyalty above nearly all other attributes in his followers.

NAME	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Ho Chi	FTR	LEX	071	030	002	085	123	156	187	157	157	166	082	+3 Battle Axe

Geographic Gazetteer

City State Campaign Map One

Name	Hex No.
Hodar Rapids	1205
River Gnarith	0414/0517
Marling Stream	0217/0517
River Brisky	0517/0818
River Syfwitch	0611/1206
River Buckol	0722/1121
River Erlag	0225/0330
River Fairgem	0330/0626
River Elvenstar	0728/1130
Steadfast Stream	1503/1604
Devil Whip Rapids	1815
Stonecast Stream	1717/1718
River Wakeful	1232/2029
River Stillring	2014/3110
River Severn	2612/3013
Conquerors River	2623/3721
River Inflow	3312/3511
River Alderock	3115/3613
Estuary of Roglaroon	3522/3713
River Modron	3817/4122
River Difring	3916/4318
River Gilring	3721/4020
River Hagrost	3621/4226
Archlin Stream	4126/4225
Brytalin Stream	3226/3225
Gorbad Stream	4519/4619
River Torn	4424/5123
River Twiling	4328/4829
Kirmer Stream	4133/4428
Rocky Rapids	2407
Merrilin Stream	3720/3818
North Mantle	0306/0506
Plateau of Bendigroth	0108/0408
South Mantle	0112/0212
Witches Court Marshes	0216/0416
Stonefolk Plain	0219/0419
Crossings of Quath	0423/0524
Grimlon Outlands	0325/0525
Grimalon Plains	0632/0832
Wildwood	0533/0633
Silverwood Valley	1210/1311
Willowmead Valley	0915/1116
Werewood Crossing	1017/1217
Darkling Woods	0820/1120
Smokewood Fens	1021/1221
Battleplain Gwalion	1225/1425
Buskin Wood	1028/1229
Romilion	1133
Harridrim Cap	1306
Emporers Way	1612/1711
Swarthlad Plain	1419/1619
Keystone Peak	1825
Crossings of Ricaridge	1629/1829
Prydon Plain	1633/1833
The Carrion Abyss	1708/1808
Rathold Valley	1610/1810
Sabre Scarpe	1809/1910
Ered Cantref	1827/2028
Falls of Barzanit	1829/1930
Majestic Fastness	2207/2307
Phantom Peak	2108
Howling Hills	2116/2118
Majestic Mountains	1513/2605
Twinhorn Pass	2127/2227
Lanshan Cap	2130
Cloudwall Mountains	2131/2331
Fiery Scarpe	2333
Nimbus Tor	2403
Thunder Crag	2605
Rorystone Road	2410/2510
Moonraker Moorlands	2317/2517
Troll Fens	2420/2622
Twilight Road	1809/2623
Mermist Marshes	2223/2525
Green Gate Passing	2328/2528
Herald Peak	2328
Nazharrow Woods	2908/3110
Old South Road	2623/2823
Demon Tongue	2905/3004
Adderwood	3215
Dearthwood	2617/3422
Varin's Firth	3225/3325
Hetflas Dunes	2832/2933
Ered Losthain	3132/3332
Goodholm Haven	3206/3306
Neuwags Neck	3527/3627
Fatherhorn Mountain	3432
Saddlebow Path	3604/3705
Porech Wash	3507/3707
Deadroot Marsh	3708/4008
Gasconfold Plain	3715/3915
Plains of Cairns	3729/4028
Wellnigh Fields	3731/3831
Desolate Swamp	4218
Graven Hollows	4332/4432
Wizard Web Crossing	4725

Barbarian Altanis Campaign Map Two

Name	Hex No.
River Highcourse	1010/1113
River Ayesha	0917/1416
River White-worm	0419/1021
Labyrinth River	0823/1130
Stream of Shrouds	0828/1027
Everlasting Stream	2301/2503
River Greyrush	1807/2802
River Carvaron	2503/2905
Elder Stream	2506/2707
River Angor	1815/3107
Blazing Stream	1621/1821
Samhain Stream	1724/1825
River Endgate	1628/2424
Rillcut Stream	2509/2910
River Ghorbund	2213/2619
Onslaught Stream	2128/2227
River Laer	2411/2812
Skillholm Stream	2622/2724
River Fairhills	2626/3129
River Cedarwade	2533/3129
River Llobregather	3504/4806
Vikram Stream	3907/4008
River Mageven	3308/3611
Murmuring Stream	3709/3809
River Leyjara	4806/5105
Starjewel Stream	4406/4507
Whitecrown Stream	0812/0913
Cladald Wood	0801/0902
Selget Haven	0409/0510
Windgod Hills	0712/1413
Knash'rud Highlands	0919/1119
Tritonis Marsh	0419/0521
Skull-rack Hills	0623/1025
Derhalf Wood	1031/1132
Strait of Clashing Rock	1508/1708
Straits of Maerstag	1024/1324
Lagoldurma Jungle	1807/2515
Carnellian Plains	1618/2218
Castelian Mountains	2523/2534
Bludgeon Peak	2523
Madcat Mountain	2527
Ered Perack	3109/3409
Matmata Caverns	3013
Lemur Peak	3014
Midnight Goddess Hills	2824/3225
Ghinarian Hills	2931/3333
Queans Waste	3002/3202
Old South Road	2801/3313
Bellystone Ford	3308
Fogbound Forest	3313/3515
Eyestones Jungle	2820/3827
Owl's Head Peak	3502
Arthiop Mud-flats	3710/3810
Damkina Bay	3612/3713
Whetwyd Timber	3902/4503
Lake of the Temple Deeps	4205/4305
Dolphin Bay	4603/4803
Bay of Trespasses	3419/3719
Vigil Sound	3425/3625
Cape of No Return	3730
Mignibet Bay	4828/5028

Valley of the Ancients Campaign Map Three

Name	Hex No.
River Dor	0305/1603
River Oakenrun	1005/1407
Tlguatis Wood	0306/0607
Braen Hills	0207/0510
River Wererat	0313/0609
Cloudrif Tor	0702/0903
Arkala Stream	0716/0817
River of Grief	0618/1114
Bay of Kantaroon	0418/0618
Widsith Woodlands	0415/0918
Quay of the New Moon	1319/1619
Witch-wife Glen	0806/1006
Blackrock Peak	0910
Ered Morghain	1111/1311
Goldenhorn Summit	0912
Minotaur Hills	1502/1604
Sumpter Beast Wood	1905/2406
Hardain Tor	1605
Ododharaun Mountains	1406/1906
Plain of Skulls	1209/1610
Olokon River	1707/2014
Raven Pinnacles	1413
River Newham	1518/1813
Wailing Stream	1715/1716
Marshes of Aykyurie	1901/2503
Dark Crag	2308
Falls of Nome	2011
River of Pleasure	1820/2119
Jade River	2223/2421
Kishar Forest	2223/2425
Anastos River	2129/2531
River Belrush	1932/2233
Woodmother Forest	2032/2428
Dyrinwall Woods	1816/2214
Waylay Pass	2612/2713
Nantor Stream	2611/2811
Gamphasantes River	2704/3107
Tipock Marsh	2907/3207
River Faersala	2910/3114
Bonefire Abyss	3114/3314
Redrock River	3206/3707
Portent Rapids	3206/3406
Valley of the Ancients	3108/3508
River Midrun	3206/3702
River of the Ancients	3009/4711
Silent Abyss	3902
Navel Valley	4003/4104
Tethered Dale	3805/4005
River Tallmage	3510/4205

River Malcourt	4310/3714
River Slughbury	3711/4415
Belateine Stream	4204/4406
Incala River	4406/4509
Coffer Stream	4207/4308
Aran Marshes	4210/4511
Finmaer Thicket	4212/4413
Attatuk River	4806/5001
River Hraingien	5008/5112
Quagmire River	4611/4912
All-Nook Wood	4914/5015
Egalgina Headwaters	5015/5117
Resplendant Ridge	4615
River Rumnagel	3226/3321
Sloestead Stream	3517/3818
Vanqhor Ford	3718
River Maerplain	4120/4419
Lake Dundain	4419/4520
Zvengatorian Mountains	4518/5020
Glow-worm Steppes	3324/3724
Dar Undine Desert	4227/5226
Djutu Waste	3830
Ember Hills	4626/5128

Tarantis Campaign Map Four

Name	Hex No.
River Eldhraun	2507/2509
Vernal Stream	2507/2605
Firevine Wood	2008/2112
River Redstone	2012/2214
River Astorian	2516/2718
Aversfield Stream	2219/2319
Magain Flats	2221/2421
Dahute Bay	2128/2328
Dyrfirwall Wood	2326/2925
Starfalls Stream	2520/2718
Westvale Stream	2611/2712
Jarmeer Plain	2714/2914
Remenant River	2819/2821
River Azurerain	2327/4407
Belit Road	2327/3430
Pigford Stream	2829/2929
River Trollhraun	2631/3129
Brath Wood	2732/2932
River Bushkill	2930/3532
Bubbling Stream	2909/3008
River Barguizer	2710/2808
Ford of Gywain	3110
River Khagar	2710/3509
Pikwik Stream	3111/3211
Wayfaring Stream	3114/3415
Mooren Falls	3911
Wise Pillar Forest	3812/4013
Deercreek Stream	3220/3421
Forest of Crying Wood	3222/3622
Alder Thicket	3833/4134
Marshes of Rust	3732/3932
Hills of Filthenor	3328/4128
Silverfalls Stream	4405/4505
Lake of the Crown Beas	4406/5106
River Illysha	4807/5207
Lionlair Stream	5009/5109
Foothills of Cragsen	4811/5214
Plain of Ten Battles	4414/5015
Newgate Stream	4016/4315
Relentless River	3517/4119
Bizet Stream	4220/4319
Dobbin Stream	4818/4919
Llauallis Woods	5016/5218
Ben-stone River	5019/5222
Bearskin Stream	4623/4722
River Nordale	4424/4623
Galway Stream	4124/4223
River Mageven	4324/4225
Leland Scarpe	4127
Anshar Forest	4228/4428
Braztook Hills	4233/4633
Shadow Lake	4728/4825
Pantera River	4828/4830
River Dashiell	4927/5228
White Peak	5030
Terad Range	4931/5131
Burntface Volcano	4933

Valon Campaign Map Five

Name	Hex No.
Fountain Hills	0301/0704
Wilderland Mountains	0501/1403
Tower Mountain	1402
Hills of Eyes	1301/1701
Holly Ridge	1304
Warlock's Bane	1106
Bludgeon Peak	0604
Listin Vale	0506/0606
Dancing Dain Valley	0108/0308
The Great Forest	0101/0405
Strongplank Woods	1109/1809
Twixt River	1407/1809
Sanctuary River	1007/1110
Cliffwall Stream	0808/0809
Winding River	0809/0911
Hearing Hills	0607/0709
Onslaught Streams	0208/0309
Wane River	0309/0712
Harthill Stream	0510/0611
River Geldhraun	0312/0511
Marshes of Rarezac	0214/0514
River Landsfich	0612/0814
Forest of Valdoren	0109/0221
Downland Plain	0416/0916
Darkling Stream	0215/0417
Fekhegg River	0417/0918
Faring Stream	0219/0319
River Apsat	0220/0321
Stumpy Point	1511
Oberford Bay	0813/1010
Wolf Point	1019
Bay of Cayerva	0321/0325
Forsooth Forest	0124/0526
Silent River	0327/0526
Shimmering Stream	0322/0328
Ered Mar	0129
Mistwood Marshes	0330/0430
Pinewash Stream	0728/0927
Elysian Reaches	0828/0929
Changeling Forest	0627/0729
River Erath	0430/0631
Hollygrove	0130/0232
Finmaer Thicket	2201/2602
Northfarthing Stream	2601
Rost River	2502/2503
Ninuflan Bay	1504/1801
Shielding Mountains	4101/4705
Brazen Hills	4002/4404
Glittering Peak	4403
Shadow Valley	4005/4205
Golden Hills	5002/5202
Ruling River	4803/5211
River Greencourse	3907/4805
Blazing Stream	5104/5202
River Baly	4906/5104
Widelock Stream	5007/5106
Dark Woods	4108/4410
Shardwood	5205/5206
Lythshin Marshes	4904/5004
Igomar Hills	4510/4710
Orad Mountain	4810
River Xenia	4210/4609
Dragon Wood	4708/5215

City State of the World Emperor Campaign Map Six

Name	Hex No.
Lake Pernicus	0306/0407
Pinnacle Mountains	0206/0613
Hurpy Scarp	0513
Valley of the Dead Queens	0216/0517
Glass Mountains	0121/0523
Crystal Lake	0422/0523
Berserker Wilds	0125/0425
Bestial Barrens	0231/0431
Dacil Vonidar	0711/0811
River Flee	0317/1414
Starrcrag Mountains	0517/1118
Headspring	0819
Obsidian Citadel	0619
Serd Worms	0721
Lake Saffrin	0528/0626
Spire Falls	0923
Amber Ford	1125
Slithytove	0626/1528
Eleph Territories	1001/1401
Sharryn River	1108/1809
Shimmertree Vale	1012/1911
Kendhras River	0818/2119
Smirge the Eerie Eel	1223
Celedorinlin	1428
Nest of Vipers	1330
Chekulon River	0621/2124
Crown Knoll	1727
Dankbark Forest	1334/2134
Bone Hollow	2003/2103
Zirzus Plain	2105/2305
Pebble Straits	2408
Brotbuckle Briars	2114/2414
Ghan River	2516/2520
Shelter Haven	2321
Utscur Bogs	2128/2427
Plain of Eba Aba	2129/2833
Soppy Hills	2228/2932
Muck Bourn	2831/3131
Shorn River	2529/3331
Cesspin Boggs	2828/2930
Elsenwood	2119/3725
Vapor Hills	2527/2828
Phouth Bogs	2628
Shilly Shallows	2620
Stay Falls	2611
Nurn River	2611/2910
River Snikle	2706/3008
Iso Monster Lake	2703/3104
River Mush	3004/3506
Lair of the Three Witches of Marmon	3105
Marmon Mist	2906/3308
Upper Stickthorn	3410/3616
Lower Stickthorn	2713/3616
Sprinkle Creek	2821/3117
River Leander	2718/3328
Freeman Fields	3129/3329
Holy Mounds	3423
Quessen River	3309/3609
Stickthorn River	3616/4119
Hradd Ruins	4022
Trident Gulf	3727/4223
Tanngrisner	3808
Rakshashas	3810

Adder Copse	3801
Lalyn Estuary	4303/4304
Aves Sanctuary	4602/5002
Leather Shoals	4305/4405
North Mantle	5204/5303
Talaway	5304
Plateau of Bendigroth	5005/5205
Lake Pitts	4707/4807
Nathai Obelisk of Feigh	4307/4308
Yahg Khosha	4311
Gigabolt Mountains	4411/4612
South Mantle	5112/5211
Druid Hold	4312
Balicur Crossing	4313
Hyando River	4212/4319
Eddyroll Spout	4514/4612
Brigand Hills	4614/4916
Smitch Chasm	4515/4715
Billow Torrent	4415
Thistledown Forest	3715/4720
Rock Falls	4417
Ladd River	4720/5115
Hoary Mountains	5021/5125
River Buckol	5022/5224
Bitter Ridge	4826/5026
Nho River	4630/4929
Emperor Farmlands	4226/3526
Nereus Firth	3429/3529
Villain Cliffs	3628
Serf Terrace	3526/3625
Cape Salmo	3722

Desertlands Campaign Map Seven

Name	Hex No.
Blistering Dunes	0518/0718
Inferna Wells	0623
Opressing Sands	0729/0929
Elemair River	0803/1305
Scout's Pass	1208/1308
Haunting Range	1410/1610
Patchwort Desert	0106/3334
Forsaken Bridge	1703
Turinian River	1406/1504
Wandering Stream	1407/1509
Cabral Jungle	1301/2302
Stoning Valley	1909/2109
Desert of Blood	2208/2309
Kantaron Summit	1910
Fire-emerald Grotto	2014
Valley of Repose	1920/2120
Wetlands Passing	1924/2124
Madrepone River	2215/3020
Hills of Naught	2219/2820
Lifebane River	2120/2321
Anquet Cataract	2521/2821
Pendate Stream	2807/3007
Hollowcaste Moors	2612/2913
Eladen River	2524/2723
Bushmaster Jungle	2728/3028
Grand Fordway	3005
Place of Reeds	3107/3307
Cording Stream	3009/3108
Weaving Streamlet	2822/2929
Cleft Roads	2318/3403
River of Maldevar	3207/3607
Elftears Creek	3311/3312
Underwing Jungle	2718/4320
Redsands Stream	3224/3323
Moranda Stream	3323/3423
Redshaft Fens	3229/3429
Holdsforth Stream	3716/3913
Kestoril River	3716/4119
Ered Demivand	3729
Teithoir River	2723/4419
Silverhorn Ford	4323
Cestmast River	4224/4522
Tuirenn River	4528/4830
Begrown Vale	5003
Westlands	4906
Gristly Jungle	5010/5210

Sea of Five Winds Campaign Map Eight

Name	Hex No.
Vastern Canyon	0503/0703
Buto Butte	1401
Spice Bush Stream	1304/1306
Samhain River	1306/1806
Frulith Stream	1307/1408
Tamewood	0609/0911
Sekmet River	1610/1711
Bentbriar Gulch	0409/0509
Saddleback Mountains	0305/0411
Folkwealth Stream	1313/1512
Viper Stream	0413/0614
Opet River	1313/1414
River Granerek	0614/0715
Swallowtail Stream	0415/0516
Destathrone River	0814/1614
Brinth River	0516/0715
Cerd River	1716/1816
Scarlet Forest	1014/1722
Hikaloth Stream	1318/1517
Gerfalcon River	1720/1920
Goldenshorn Peak	0820
Ophirising Stream	1321/1720
Tethered Dale	0124/0324
Windwail Bluff	0924
Seithor Gulf	2122/2322
Pacari Ridge	1424/1624
Stibium River	1926/2424
Widestride River	2327/2823
Dragonspate Geyser	0927
Semele Streamlet	1626/1926
Smokevelt	2325
Larak River	2527/2724
Zamilak Jungle	2526/2929
Viceroy Mountains	0729/0734
Pallid Cliffes	0930
Hutamah Jungle	1030/1333
River of Prosperity	1729/2327
Cougar Stream	1529/1729
Tanglebush Stream	2827/2828
Eye Ring Stream	1729/1731
River of Whitehorses	2828/3027
Windward Peninsula	4702/4802
Needles Peak	4404
Pardolock Jungle	4705/4804

Elphand Lands Campaign Map Nine

Name	Hex No.
Land of Beasts	0204/0404
Gushing River	0122/0913
Plain of Lethe	0730/0930
Sidhe Hills	0625/1525
Adsullata Stream	1024/2120
Folkvangir Forest	0119/1621
Swamp of Red Ferns	0916/1216
Nizer Hills	0117/1316
Final Pass	1316
Al-Tamlain Marshes	0415/0916
Spinster Stream	0317/0812
Victory Bow Stream	0611/0809
Prominence River	1001/1104
Guarding Range	1107/1109
Hawksridge	1108
Wildrider Pass	0910/1010
Elivagar River	1112/1414
Red River	1607/1908
Whitepeak	1709
Jutting Peak	1810
Kukulcan River	1611/2525
Tamesis River	1717/2717
Eagle Point	1818
Hvergelmir River	1919/2418
Range of Dissension	2104/2809
Talisman Point	2306
Mistaken Pass	2006/2406
Haurvatat River	1906/2309
Qarar Hills	2009/2611
Aleion Mountains	2712/2913
Vast Lake	2515/2816
Lightning Peak	2619
Sulfur Bog of Wilsat	2321/2923
Parijata Forest	2702/3003
Oldenhain River	2809/2912
Giants' Bog	3114/3313
Lords Mountains	3204/3803
Obstruction Peak	3304
Rising Point	3308
Silensain River	3509/3910
Stream of Rolling Stones	2910/3008
Torn River	1908/3913
Glazed Lake	3214/3416
Fantarain River	2720/3216
Bluelaking River	3501/4003
Quill Lake	3506/3805
Deeprock Lake	3909/4312
Hydodoraun River	3720/4120
Irminsul Forest	0119/5232
Puffer Stream	3522/3820
Winter Peak	4203
Lost River	4110/4905
Snake River	4707/5007
Kelpie River	4610/4710
Holle Stream	4411/4812
Oakseer Stream	3917/4314
Forbidden Forest	3914/5220
Oak Brook	4820/4917
Greatflood River	3517/4522
Wilderdale River	4023/4425

Lenap Campaign Map Ten

Name	Hex No.
Infinate Desert	0101/2803
Menuquet Plains	0133/0333
Ameretat Forest	0631/1033
Tupimare Hills	0220/0926
Govannon Scarpe	0925/1225
Hrgesveglar Pass	0517/0717
Jungle of the Sweet Smelling Death	1114/1316
Molting Mountains	1512/1710
Maiden Peak	1710
Great Roaring Jungle	1614/2112
Astutack Jungle	1622/1920
West Ford	1324
Vex Ford	1324
Amasis Hills	1325/1526
Didgewater River	1224/1625
River Ghazelbahr	1229/1629
Valley of Vitiation	1133/1333
Cherindan Forest	1530/1630
Mantith Forest	1327/1628
Dangerous Jungle	2117/2516
Charging River	2117/2415

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Turgid Hills	2309/2910
Hutamah Jungle	2709/3309
Dark River	2415/2917
Bay of Danger	2917/2920
Sunvale River	3902/4103
Weeping Forest	3307/3806
Endless River	3307/3707

Ghinor Campaign Map Eleven

Name	Hex No.
Devilstongue Peninsula	2826
Cruaich Mountains	4301/4502
Deer River	4503/4506
Ashwood River	4603/5007
Ravensdeath Swamp	3131/3529
Mau Mau River	2934/3426
Shady Hills	2632/2931
Great Unctuos Swamp	4133/4334

Isles of the Blest Campaign Map Twelve

Name	Hex No.
Lake of Visions	2703/2704
Lake of the Gods	4729/4730

Ebony Coast Campaign Map Thirteen

Name	Hex No.
Thunder River	3803/4809
Shimmersink Marsh	4206/4606
Sand Creek	4811/5109
Starlight River	4015/4412
Dragon Dome	4826
Lofty River	4129/4527
Buckhorn River	4704/5206

Ament Tundra Campaign Map Fourteen

Due to a prevailing religion in this area which prohibits the naming of the earth or any natural object upon it, such as rivers, mountains, and forests, no names of any terrain features appear on this map.

The Isles of the Dawn Campaign Map Fifteen

Name	Hex No.
Sindelerian Bay	4024/4224

Southern Reaches Campaign Map Sixteen

Name	Hex No.
Don Jackal River	0302/1005
Arrisfforn Hills	0120/0419
Moonsong Rapids	0124/0423
Gold Covet Ford	0324
Bless Roof Forest	0328/0720
Falls of Song	0423
Pass of Sighing Stone	0713
Penance Swamp	0403/1603
Kingssun Tower	0805
Lighthedge Canyon	0523/1122
Lighthedge Ridge	0524/1224
Orcbait Pass	1224
Ellission Jungle	1001/1202
Kingssun Ford	0905
Dark Castle Marsh	1330/1833
Fire Tee River	1527/1723
Winterton Ford	1622
Pearl Tower Forest	1421/2022
Wandbury Plains	1311/1511
Enchanted Walk Hills	1302/2406
Old Shroud Temple	2110
Windlow Mounds	1716/2215
Braehill River	1913/2123
Elvensiege Ford	2022
Fire Bar River	2321/2428
Sacred Lock Forest	2133/2734
Fallgon Forest	2506/3007
Vasthedge Stream	2512/2615
Salteye Stream	2215/2615
Longknot River	2615/3017
Weststad River	2919/3125
Feldnick's Ford	3022
Quick Fellow Stream	2428/3230
Harrim's Pass	3127
Bendarloin Mountains	2726/3832
Rast Peak	3230
Bridgeflower Timber	3423/3827
Searwing Hills	3220/3820
River Quickscale	0523/3316
Straight Line Forest	3215/3715
Forback Marshes	2701/3504
Goldeham Estuary	3316/3814
Cape of Winding	4825

Silver Skein Isles Campaign Map Seventeen

Name	Hex No.
Rarface Harbor	3212
Wellintook Bay	3709/3710
Sailor's Bane Cape	0831
Sandover Plain	2133/2333

Ghinor Highlands Campaign Map Eighteen

Name	Hex No.
Frosthedge Rise	0117/0715
Rising Say Forest	0222/1025
Pellin Run	0619/0720
Beldenwood	0721/1620
Sylvan Well	1121
River of Golden Song	0721/1024
Morkymirth Hills	0227/1226
Ivy Bill Ford	1524
Dienstall Hills	0814/2516
Screaming Hyena Jungle	1402/2801
Danellion River	1009/1303
Joyful Demon Hills	1705/2911
Cliffbottom Marsh	1824/2325
Abbots Quest Hills	1621/2523
Fullerins Pass	2424
Lizard Mane Swamp	2713/3314
Blue Arbor Cliff	2723
Pass of Joythang	3225
Candle-Doom Wood	3329/3830
Over Doom Mountains	2823/3225
Brown Thorn Peak	3523/3622
Famoran River	3914/3919
Calenvicar Swamp	3813/4211
Singtrellian River	3415/3906
Swamp of Many Eyes	4101/4402
Shadow Castle Rise	4312
Silverholm Ford	4224
Doomall Lake	3827/4627
Overmist Wood	3929/5030
Forest of the Deaf	4518/5014
Pass of the Ram	4709
Wooling Lake	4607/4807
Westfond Creek	4707/4804
Legiongate Pit	3833

Rumor Table

When a player attempts to pry a few rumors from the local populace and is successful, use this table to determine what the players will hear. The abbreviations used are: (T) True, (F) False, (P) Partly True (Judge's discretion is sometimes needed.)

1. A half-sunken Wizard's Tower is located 85 miles northwest of Tarantis. Great treasure lies unguarded there. (P)
2. An incredibly knowledgeable Sage lives in the western part of the forest on Shillelah Isle. (P)
3. Traces of a long-forgotten kingdom have been found about 15 miles northwest of Arrowdale. (T)
4. A Hydra is known to prowl about the Terad Ranges west of White Peak. (T)
5. A mystical fortune-teller lives alone on the Isle of Midjourney 90 miles west of Tarantis. (T)
6. A great Dragon inhabits the Lake of the Crown Beast far to the northwest of Tarantis. (T)
7. Pirates prowl the Azurerain River. (T)
8. A great Cyclops guards a fabulous treasure in the Hills of Filthenor. (F)
9. A large community of Dryads live in the Firevine Forest. (F)
10. A large sea monster has been sighted at the mouth of the River Trollhraun. (F)
11. A short, ugly race with weapons of "flaming tubes" has tunneled up from the underworld just northwest of the Movren Falls. (F)
12. An aged Cleric on Taphos Isle desires companions for a long journey. (P)
13. A gold shipment was waylaid on its way to Tarantis from Garzan, and several bags of gold are hidden in the bushes by the Belit Road near the Stonebridge Stream. (F)
14. A magical, wish-fulfilling Mermaid lives in Shadow Lake. (F)
15. The Lake of the Crown Beast is inhabited by the King of the Water Elementals. (F)
16. A Cyclops inhabits the Isle of Grath some 70 miles northwest of Tarantis, and he guards a huge pile of golden armor and weapons. (F)
17. There is a large pirate treasure trove somewhere on the Isle of Hornwrith 65 miles northwest of Tarantis. (T)
18. A pirate stronghold is located 75 miles northwest of Tarantis on the Isles of the Wolf-Liege. (T)
19. Supply caches for the Tarantis Navy are buried on the Isle of Plaxsy just 25 miles west of Tarantis. (T)
20. Strange creatures have been seen outside the village of Stonebow. The farmers are afraid to go out at night. (F)
21. Garlow, the Trapper on Assassin Lane, hides his gold in his basement. (F)
22. Nab the Curt, Lamplighter on Brigandine Drive, is a great source of information on those who come out at night. (T)
23. Melanin, a Huntress living on Ghasting Lane, owns a magical Longbow. (F)
24. Goshdang (Rat Exterminator on Vampiret Row) has mithral coins stashed away somewhere. (F)
25. Bork Hammerhead (Spelunker for Hire on Gossamer Row) has hundreds of gold coins secreted in his house. (T)

26. Jak the Axe of the Old Axe Tavern and Inn on Valiant Promenade owns a magical Battle Axe. (T)

27. Mergatroid the Mischievous (Old Axe Tavern and Inn on Valiant Promenade) owns a magical Knuckle Duster. (T)

28. Trim Glimpin, the Scribe on Everon Alley, can translate nine different languages. (F)

29. Benfret the Fortunate, the moneychanger on Pilgrim Lane, has many thousands of gold coins in his vault. (F)

30. Chingar Shriven (Ching's Chow on Black Rose Lane) is the leader of the waterfront toughs. (T)

31. Rag Muton is a very sly Thief, but his meats are excellent. (T)

32. Orwythy Roundbottom, a baker, is looking for a party of adventurers to join. (T)

33. Bannow the Tall can sell you some excellent camels and horses. (T)

34. An art smuggler is organizing an expedition into the Temple of the Accusing Finger and seeks to obtain partners for other adventures. (T)

35. Zorah (Zorah's House of Fortune on Iltutmish Lane) may be the richest person in all of Tarantis. (P)

36. Garlow Garvon, a trapper, sells rat hides, trying to pass them off as beaver pelts. (F)

37. The Lamplighter is actually a Vampire, which is why he is never seen during the day. (F)

38. Melanin, a Huntress, has been known to kill Dwarves on sight. (F)

39. The Tarantine Guard is seeking six new recruits. (T)

40. Bork Hammerhead knows where the entrance to the City of Gold is. (F)

41. Jak the Axe is actually a wanted Assassin in hiding. (F)

42. Mergatroid the Mischievous is actually a shape-changed Pixie. (F)

43. Two pigeons have grown immensely after eating gravel or seeds in an Alchemist's laboratory. The pigeons are flapping about Coral Row, too heavy to fly.

44. Kobolds and Goblins have been attacking parties on the Stonebow Road. These two tribes have never banded together before, and, between them, they have a combined strength of numbers equal to the task of laying siege to the landward side of the town. (T)

45. A grain merchant has just been robbed by three escaped slaves and is offering 2 GP for their capture. (T)

46. A churl has just run over a well-known spice merchant with a wagon full of ale kegs. (P)

47. Two Pixies are touring the inns seeking an aged Wizard and three Halflings traveling with him. (T)

48. A bootmaker has been kidnapped by a Wererat and a female Ogre on Dragon's Walk. (T)

49. A wall of darkness is advancing out of Altarchant Alley. Screams can be heard emanating from the intense darkness. (P)

50. A Gaunt has been seen entering Crossbow Alley just after dusk each night. (T)

51. Jareem the Lucky, a fisherman, owns a magic net given to him by the Queen of the Mermaids. (P)

52. The "Fiery Undine," a corsair from the City State of the World Emperor, has just docked, and unloading crews will be needed at dawn. (T)

53. Giant Cockroaches are swarming down Fustian Way, fleeing a Mage-Exterminator named Virlious Trimelter. (T)

54. A moneychanger is offering 150 GP for the capture or the head of Gengorn the Reckless, a master Thief recently seen on Gremlinvex Drive. (T)

55. Tywald Arvian, a falconer, is actually a shape-changer. (F)

56. A Vizier was seen landing atop the Epilogue Inn on a flying carpet last night. (T)

57. The Slippery Rock Cafe is owned by two Nymphs. (T)

58. The Seneschal of the Bronze Runesword is recruiting marines at the Singing Ogre Inn. (T)

59. The Ghouls of the Scarlet Shadow, a secret cult dedicated to the lynching of highly intelligent notables by the light of a red moon, is holding a foreign Sorceror until conditions are right. (T)

60. Kaoshin (Cash and Carry on Lizardhole Street) is looking for a discreet Assassin to hire for a special job. (T)

61. The bronze Dragon statue in The Dragon's Lair on Whalebone Alley is where Zeno hides his treasure. (T)

62. A dimsighted Hobgoblin just set a large, bronze cauldron down upon a drunken guard, nearly killing him. (T)

63. All merchants are increasing their prices by 50% tomorrow. (P)

64. A well-known liar is claiming to have seen a huge pile of treasure within an ancient crypt in the catecombs and a Burrow Wraith standing at the slab door, laughing. (T)

65. Lara (The Bronze Palm on Beggars Row) is an expert at reading palms and foretelling the future. (T)

66. The Baked Apple (on the Street of Gargoyles) is the home of a psychopathic killer. (T)

67. Taman the Brisk (Dueling Swords Cafe on Bushkill Avenue) runs a fencing operation which is protected by the guards of Tarantis. (P)

68. A band of Wood Elves have just arrived at the South Gate carrying a high Eleven lord who was killed by a Wereboar. (T)

69. A rotund merchant and his six guards are being terrorized by six mercenaries and two Dwarves while townspeople pillage the merchant's caravan on Amulet Highroad. (T)

70. A magical dog lives at the Pebble and Pot on King's Row. (T)

71. A salt merchant has a caged Harpy for sale in the Hawking Agora. (T)

72. The Inn of the Dark Star on Haghead Row serves excellent food and drink for cheap prices and is often visited by traveling minstrels. (T)

73. The Keeper of the Castle across the River Azurerain is actually a slave trader. (F)

74. Arner Slinker, a horse trader, is plagued by Giant Spiders. (F)

75. Satin Lotling is hiring archers to go Orc-hunting. (F)

76. Zahir the Chirurgen is seeking information on a curious disease called Mummy Leprosy or Tomb Curse. (P)

77. Isima, a dancer, is looking for adventurers to take her away from Tarantis. (T)

78. Lotus Liannia, a crafter of masks, puts spells upon the masks she sells. (T)

79. A fortunate merchant has just found a Potion of Strength in his shipment of fine wines. (P)

80. A pilferer has obtained knowledge of a secret entrance leading to the Palace seraglio. (T)

81. A Djinni was called forth from a lamp by a merchant attacked by robbers on Paladiner Street last night. (T)

82. The Captain of the "Flaming Star" makes most of his money in the slave trading business. (T)

83. Two drunken Halflings have been mounted on a dartboard in a tavern nearby. (T)

84. There is a treasure hoard concealed somewhere in the Five Stars Stables. (P)

85. There is a treasure hoard concealed somewhere in the Hypnotist Shop. (P)

86. A woman has just been abductaed by a hideous green creature who disappeared with her into the sewers. (T)

87. A yoeman is seeking aid in rescuing twelve village maidens carried off by a Vampire on Ghostwin Lane. (T)

88. The herald of a frontier noble has unsuccesfully sought aid in repelling a band of brigands led by a Demon Lord operating out of the Anshar Forest. (T)

89. A Spellbinder has just escaped from jail with the help of a Witch and a Flying Carpet. (P)

90. An enemy of a player character has arrived by caravan and is accompanied by four clanbrothers and a Hill Giant. (T)

91. A Spell Weaver has transformed a hapless merchant into a jackass just up the road. (T)

92. A cart has overturned on Trolltrap Street, releasing a Giant Snake and three Lions. (T)

93. Vice Admiral Sanrad Tahir of the "Iron Prow" has just made harbor. He has four captured sloops in poor repair for sale. (P)

94. A naval expeditionary force is being organized to found a colony on White Guard Island. (T)

95. A bat-winged Dwarf is chasing an Amazon across the roof tops of Barnacle Lane. (P)

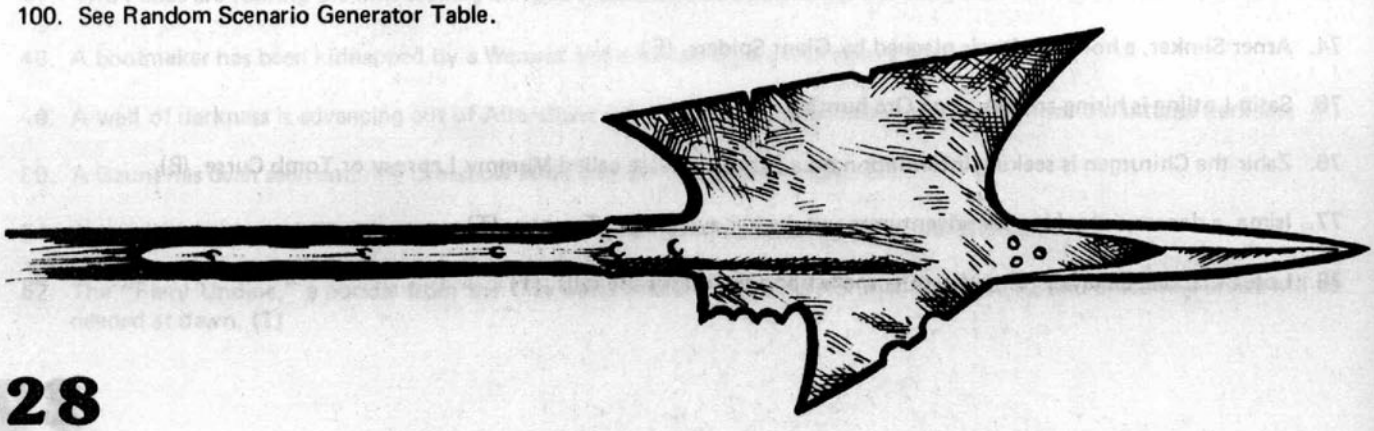
96. The visiting Lord of Pigford Manor is hiring guards for his return trip home. The journey is to be through bandit territory. (T)

97. The Sheriff is offering 200 GP for the head of a master Thief who does not belong to the Thieves' Guild and recently stole a gem-encrusted idol. (T)

98. A galleon laden with riches from beyond the Cape of Winding has been sunk by pirates off Redflood Point. (T)

99. A gondola has been fitted with a large balloon by a Mage Artificer and is floating through the air toward the South Gate. (T)

100. See Random Scenario Generator Table.



CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Bazaar Booths

Fresh Fruits and Vegetables

Salmyia Thortree

WIT	CGN	051	008	010	015	049	105	167	178	126	134	167	Dagger

Salmyia grows fruits and vegetables on her farm and brings them to the bazaar loaded in her wagon. Oranges and apples 2 SP apiece, potatoes and corn 4 SP per bag, beans, peas, and cherries 3 SP per handfull. Salmyia keeps a Dagger hidden in her skirts to deal with Thieves. She keeps her money, 56 SP and 34 CP, in a pouch at her waist.

Games of Chance

Gresham Gorn

THF	CEN	042	023	010	019	062	126	145	126	146	178	095	Dart

Gresham runs a small game booth at the Bazaar. He has card games (he cheats) HO 20%, ball games 1 GP to enter, and a dartboard (some of the Darts are weighted) 2 GP to enter. Prizes range from a cheap tin Dagger to a Bearskin rug. Gresham's two sons, Pilnor and Pasniter, THF, CEX, LVL 1, HTK 9 - 7, ACL 9, WPN Dagger take turns mingling with the crowd, picking pockets, or helping Gresham to run the booth. Cashbox 24 GP, 36 SP.

Antiques

Thedda the Collector

SAG	LNA	072	013	010	019	056	074	178	114	123	136	165	Dagger

Not strictly antiques, Thedda's merchandise is the result of a compulsion to collect rarities and oddities. She sells only enough to subsist; she hates to part with any of her "finds." Cloak of multicolored bird-feathers 50 GP, books of poetry 10 GP each, books of history 30 GP, insect collection 5 SP, small marble figurines in various poses 5 GP each, and seashells 1 CP each. Cashbox contains 42 GP, 30 SP, and 28 CP.

Fresh Meats

Lovagad Longaxe

FTR	CNA	041	023	008	025	042	185	146	156	123	141	166	Hand Axe

Lovagad raises Rabbits and Goats at his home outside the City State and brings freshly-killed meats daily to the bazaar. Rabbit 6 SP, side of Goat 4 GP, leg of Goat 7 SP, Adder 2 SP. His meat is of good quality, and he usually sells his entire load each day. If any is left, he takes it home to his large family of 12 children, 2 wives, and a father-in-law. Lovagad will barter for clothing and staples. Cashbox contains 11 GP, 37 SP, and 14 CP.

Trinkets and Baubles

Uphthan Lunsaw

FTR	CEN	074	032	008	025	045	146	177	147	156	176	167	Long-sword

A traveling merchant with two large carts drawn by four Mules, Uphthan deals in silk and satin materials at 10 GP per bolt, various cheap trinkets and jewelry, and, when he can get them, old artifacts PROB 1% of known old artifact. 3 Guards, FTR, LEN, LVL 4, HTK 24 - 25 - 22, ACL 5, WPN Scimitar, travel with him and guard the caravan against attack from Bandits and wild animals. Hidden beneath several bolts of silk is a copper box containing 345 GP, 123 SP, 34 IP, 45 CP, an Amethyst worth 35 GP, and an Emerald worth 104 GP. Cashbox holds 24 GP, 71 SP, and 11 CP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Cloth

Piku the Red-Handed

THF	CEN	042	024	008	025	042	134	121	132	158	134	137	Rapier

Piku, a new merchant to the Bazaar, deals only in silks, and his stall is overflowing with the rainbow-hued fabrics, many bolts boasting intricate silver or gold thread tapestrated borders. The fabric is an arm's-length wide and sells for 5 GP per arm's-length or 300 GP per bolt. Two Guards, FTR, CEN, LVL 2, ACL 5, HTK 12 - 19, WPN Longsword keep watch over his goods at all times. Customers include Merchants, Pirates, and Nobles. Cashbox contains 400 GP, 35 SP, and 12 PP.

Cloth

Kontrid the Weaver

FTR	LNX	021	019	010	019	054	122	175	173	142	143	153	Rapier

Kontrid specializes in woolen cloth which his wife weaves from the gleanings of shearing floors. Undyed wool is 7 SP per bolt, dyed wool (orange, brown, and green-yellow only) is 2 GP per bolt. The fabric is of fair quality, though somewhat dirty when purchased. Kontrid would prefer to be adventuring rather than hawking fabric in the bazaar. 50% PROB he will join any party of adventurers that invites him. Unfortunately, he is given to brawling, and it is unlikely that he would ever get away from the City State due to his habit of being arrested for disturbing the peace. Cashbox contains 15 GP, 68 SP, and 113 CP.

Fish

Manifort Netward

FTR	LNA	011	012	010	019	043	135	116	132	153	126	164	Dagger and Net

Manifort specializes in the seafood delicacies favored by the Nobles, and nothing he sells costs less than 10 SP per pound. He carries Crabs, Lobster, Bluefish, Shark, and Giant Seahorsemeat. In addition, he does a little business on the side selling Shark's tooth and shell necklaces at 5 SP apiece. Hidden in a corner of his stall is a locked iron box trapped with Type 3 Poison and containing 45 Black Pearls worth 100 GP each. Cashbox contains 14 GP, 50 SP, and 80 CP.

Fish

Romert Fishand

FTR	LNA	011	014	008	025	042	114	155	125	175	145	061	Dagger

Pickled fish in barrels are displayed in this booth for 3 SP per pound. Romert offers several varieties of fish, but they are all salted or pickled according to a secret family recipe. Romert has a great fear of cats of all types and keeps a large bucket of water handy to douse any curious felines which might happen by his stall. An intriguing mural done in fish scales decorates the back of his stall. Romert will sell it for 120 GP. His cashbox contains 7 GP, 5 SP, and 23 CP.

Fish

Provda the Stinkard

MAG	LNA	031	019	008	029	042	175	167	168	128	132	095	Hand Axe

Provda sells both local fresh fish purchased from other fishermen and salted fish from other areas. Fresh fish 3 CP per pound and salted fish 5 SP per pound. Somewhat knowledgeable about undersea creatures, she has a 20% chance of identifying a particular creature from its description and can also tell her patrons the best way to fix some of the more unusual sea creatures into tasty dishes. Cashbox contains a silver Dagger worth 15 GP, 11 GP, 14 SP, and 29 CP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Food													
Gylian Bowlbelly													
FTR	CNG	021	020	010	019	031	153	113	131	162	143	085	Dagger

A grease-stained apron covering his huge stomach, Gylian sells stews and fried meats from his stand to passers-by. Although the bowls are none too clean, and Gylian is an unappetizing sight with his stained apron, greasy black hair, and dirty fingernails, the food is cheap and good. Bowl of Stew and half-loaf of Bread 1 SP, Fried Mutton on a Stick 2 SP, Bowl of Lamb'stail Soup 1 CP, Beaver Chops 3 SP, Leg of Lamb 4 SP. Cashbox contains 46 SP and 14 CP.

Chains													
Helmer the Traveler													
FTR	LNG	071	032	008	025	059	148	143	167	146	175	132	+1 Short Sword

Helmer sells Chains in Small, Medium, and Large links by the foot. Small-link Chains are 1D4 x the metal cost; Medium-link Chains are 1D6 x the metal cost, and Large-link Chains are 1D8 x the metal cost. Brass Chains are 3 SP per foot, Bronze Chains are 5 SP per foot, Iron Chains are 1 GP per foot, Silver Chains are 2 GP per foot, and Gold Chains are 3 GP per foot and may only be purchased in the Small Link size. The chains are forged by a group of Dwarves far to the north who are friendly to Helmer. Within a triple-locked iron box are 156 GP, 47 SP, and a +1 Dwarven Hammer. His cashbox contains 50 GP, 136 SP, and 26 CP.

Beasts of Burden													
Bama Mulemaster													
FTR	CNE	040	023	003	070	054	166	147	127	166	097	157	Scimitar

Bama sells Camels, Horses, Oxen, and related pack animals. He is a shrewd trader and will always try to get the best of any deal, but he always has a good supply of animals. Seven young boys help him with his animals; they are his sons by his four wives. Bama will also stable animals at his farm outside of town for 1 SP per day plus 5 SP per week for food. He will not stable animals for less than one week. Camels 65 GP, Draft Horses 75 GP, Riding Horses 30 GP, Light War Horses 100 GP, Medium War Horses 175 GP, Heavy War Horses 250 GP, Mules 30 GP, Donkeys 15 GP, Ponies 15 GP, Oxen 60 GP, PROB 50% of any pack animal. Roll D% for possible defects: 1 - 30 None, 41 - 45 Spooky, 46 - 66 Stubborn, 67 - 77 Unbroken, 78 - 91 Diseases, 92 - 00 Older. Bama carries his money in a pouch slung over his shoulder. The pouch holds 57 GP, 36 IP, and 40 SP.

Shops

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Accountant (003) Bald Knob Street

Lydienna the Pendant

MAG	NGX	031	012	008	010	045	092	174	153	082	145	167	Dagger

Lydienna keeps records for most of the shipping merchants and has knowledge of almost all sailings (PROB 60%). She is frequently paid with scraps of knowledge pertaining to glamours and the mystic arts practiced in distant lands. With the aid of her charts and tomes, she can predict the length of sailing time if given the type of vessal and weight of cargo. Lockbox: 15 GP, 32 SP, 10 IP, and 20 CP.

Actor (004) Ivory Row

Merlover Nimbus

BRD	CEN	041	022	008	021	082	133	174	182	153	174	175	Rapier

Merlover's raucous humor is laced with cruelty. While notorious for his biting practical jokes, he is careful to avoid leaving any incriminating evidence. A competent actor and imaginative improvisor, he is very popular and often uses his influence to ensnare his victims. Merlover spends most of his earnings on his elaborate tricks and high living. Ring 160 GP, Beltpouch 12 GP, 5 SP, 2 CP; hidden in feather-bedding 43 GP, 2 PP, and a +1 Dagger.

Actor (005) Vampiret Row

Grecor Hussaayn the Ham

FTR	CGN	035	020	008	021	057	175	163	123	154	157	143	Dirk

Portly Grecor won fame as a hero at the Battle of Sequit Falls some eight years ago and used his brief moment in the sun as a steppingstone to enter the less strenuous field of acting. Impertinent and over-pompous, he frequently demands courtesies accorded to those of higher social rank. His frivolous attire is often disarming for opponents, but he is a highly-skilled duelist and trained in most weapons. Grecor has been known to join an occasional expedition seeking adventure but always returns to the theater. Armbands 70 GP each; Pouch 6 GP, 25 SP, 2 IP; Chest Mail Tunic, Buckler, Scimitar, Great Helm, 43 GP in secret compartment in lid.

Actor (006) Zenith Lane

Sligh Malapert

BRD	LGX	027	015	008	020	052	115	136	131	153	162	172	Scimitar

Sligh spends most of his time organizing plays and performances for his many friends. He is often contacted by the rich of the city and makes arrangements to benefit part-time actors. Sligh often rewrites existing plays, improving them greatly. His famous "Trip on a Dragon's Tail" plays at least 30 times a year, and his room is filled with unfinished scripts and three new plays (worth 100 GP each). A listing of all the actors within twenty miles is tacked to the north wall. A trunk with 20 costumes, lock box with 300 pieces of paste jewelry worth 25 GP, and a full suit of Damascus Plate Armor are also in his room. Pouch 22 GP, 10 SP, 23 GP; Ring 75 GP, and Buckle 45 GP.

Alchemist (007) Jabber Lane

Mnemad the Forgetful

ALC	CNE	032	022	007	030	043	106	177	165	122	163	065	Staff

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Mnemad was once a fine alchemist of twice his present level until he crossed paths with an envious Wizard who cast an amnesia spell upon him. Mnemad's reputation quickly evaporated as his potions began to backfire, lose their potency far too quickly, and explode at inoportune times. Although he has recovered somewhat, Mnemad's potions are still only reliable 30% of the time. For this reason, his prices are half-normal, and a large sign on the wall states, "No Refunds or Guarantees!" Potions of Healing 260 GP, Undead 990 GP, Flying 540 GP, Breathe Water 260 GP, and Shrinking 680 GP. Two assistants: FTR, NXX, LVL 2, HTK 5 - 7, Swords, Powder of Poison Type 4.

Alchemist (008) Black Rose Lane

Hogg Bagadar

ALC	LGN	101	043	005	050	062	134	187	134	142	144	145	+1 Scimitar

Hogg is an accomplished master of his craft and has seven apprentices and two guards: FTR, LGX, ACL 6, HTK 4 - 5 - 10 - 3 - 4 - 4 - 9, Swords. His laboratory is well-provisioned with all manner of alchemical substances, and he usually will purchase parts of fantastic creatures from others. Potions, salves, powders, elixers, essences, and gases of many types may be purchased (PROB 40% of any type) at double normal prices due to their superior reliability (PROB 95% Good). The Assassins' Guild and the Thieves' Guild have posted notices of protection on his door, and it is rumored that several nobles are indebted to him as well. Poison-Needle Trapped Chest: 565 GP, 240 SP, 22 PP, and 110 CP.

Alchemist (009) Gremlinvex Drive

Stedham Stedihan

ALC	LGA	081	026	009	017	061	153	165	143	114	143	142	Silver Dagger

Stedham has only recently become a master of his craft and has failed, thus far, to establish a clientele sufficient to support his experiments. He dislikes poisons and has only potions, salves, and oils for sale at normal prices less the customer's CHA stated as a percentage. Two journeymen and two apprentices help keep the laboratory tidy: FTR, NXX, ACL 7, HTK 6 - 9 - 5 - 7, Sword. Stedham creates only protective or healing substances and is in dire need of alchemical equipment because his experiments are quite dangerous (PROB 20% per day of explosion). Sleeping Gas Trapped Trunk: 32 GP, 38 SP, 96 CP, Griffon Feathers, Minotaur Horn, and various herbs. Pouch 2 GP, 26 CP.

Alchemist (010) Drypier Row

Shrieking Illienna

ALC	CGN	061	021	008	022	054	086	158	147	115	166	157	Wand of Panic

Illienna is very excitable and, for this reason, is prone to make some slight mistakes in her creations (PROB 15% of backfire). A well-meaning and cheerful craftsperson, she is especially noted for her special blown glass containers, cushioned lead boxes, and glass spheres, and she can easily devise special order containers for her elixers, powders, potions, and compounds. Prisms, cusps, and lenses are also made by special order. She is especially skilled in preparations used for emotional control and mind effects. Two workers, one assistant, and four Amazon guards: FTR, NXX, LVL 2, ACL 6, HTK 8 - 6 - 9 - 12 - 3 - 2 - 5, Swords. Hallucinatory Powder Trapped, Banded Chest: Onyx worth 210 GP, 125 GP, 16 SP, 56 CP, Love Potion, Acid Bottle, Ruby Talisman worth 300 GP.

Alchemist (011) Paladiner Street

Rhiang the Marvelous

ALC	LNX	091	048	004	062	056	125	176	165	161	152	153	+2 Scimitar

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Potions in various colored jugs line the shelves of Rhiang's shop. Each is marked with alchemical symbols understood only by other alchemists. To protect his stock, over half of the "potions" are poisons marked with a code only Rhiang himself can interpret. There is only a 3% chance that any of his concoctions will fail. His latest inventions are Potions of Quickness (doubles normal actions for 2D6 rounds), Mystic Shield Potions (absorbs 3 points of damage per round for 2D6 rounds), and Mage Doom Potions (Negates all Mage Spells cast upon the imbiber for 1D6 rounds). The new potions are 600 GP each, and all others are double normal price (PROB 30% of any being in stock). Stone Golem: HD 5, AC 3, HTK 39, Damage 2D6. Four workers: FTR, NXX, ACL 8, HTK 5 - 4 - 4 - 6, Swords. Cashbox, 768 GP, 200 SP.

Anisets Ale (012) Ghostwin Lane

Thetadoria the Lofty

FTR	LNE	081	036	009	016	078	133	164	174	163	145	123	+3 Dagger

Thetadoria is a retired Amazon captain who bought her former companions a small farm north of the City State. There, they brew an exceptional ale. Being very aggressive, she has attempted to maintain a virtual monopoly within the City State. She has sabotaged the storehouses of competitors and, with her comrades, highjacked ale wagons outside the city. If forced to undersell a competitor, she keeps a small supply of diluted ale. Sour Ale 5 CP, Good Ale 1 SP, Diluted Ale 6 CP, Green Ale 8 CP, Special Ale 2 SP, Fine Ale 5 SP. Patrons are Merchants, Guardsmen, and Dwarves, NA 4D6. Iron Strongbox: 12 GP, 73 SP, 125 CP.

The Smakwing Ale House (013) Magain Boulevard

Drexel Grey-Face

FTR	CNG	042	022	006	040	043	127	134	113	152	094	084	Halbard

Drexel is rumored to be a Half-Elven outcast, and his exceptional skills as a brewer have fed the tale that his ale could only be the result of enchantment. In fact, Drexel does use a cantrip to improve the flavor. He is assisted by four barmaids: CGX, LVL 1, HTK 2 - 4 - 4 - 3, Daggers, and his brother, Darkside Drex, CNX, LVL 3, ACL 4, HTK 25, Great Sword. Paxhis Sterilad, FTR, NXX, LVL 4, ACL 6, HTK 28, Rapier, is a well known gambler who frequents the Ale House with his six companions. Good Ale 2 SP, Fine Ale 3 SP, and Exceptional Ale 2 GP. Customers include nobles, Barbarians, and Elves. NA 1D10 x 3. House Odds: 20%. Cashbox: 3 GP, 22 SP, 4 CP. In his room is a triple-locked chest with 212 GP, 134 SP, 20 CP, and a 20 GP Emerald.

Elgran's Golden Ale (014) Merchant Street

Crusty Elgran the Lame

FTR	LNX	031	019	008	025	042	143	157	118	136	162	128	Dirk

Elgran's alehouse is the gathering place for many merchants and traders who often finalize transactions over lunch. Signs are posted advertising for sailors wanted to sail on various merchant ships departing soon. 15 assorted barmaids, servants, and cooks: FTR, NXX, ACL 9, HTK 3 - 2 - 5 - 1 - 3, Daggers, and 8 workers in basement brewery: FTR, NXX, ACL 8, HTK 4 - 5 - 3 - 5, Swords. Ale 5 CP, Mead 1SP, Baked Octopus 1 SP, Squid Steaks 1 GP, Crab 2 SP, Stewed Beaver 2 SP, Mead Keg 6 GP, Ale Keg 3 GP. Caravan Drivers, Traders, Merchants, NA 5D6, LVL 1D6., Pet Leopard in room: 2 HD, ACL 5, HTK 13, Bite 2D6, Claws 1D6. Strongbox: 16 GP, 66 SP, and 159 CP. Trunk in room: 5 Sapphires worth 850 GP each, 256 GP, 3 PP, 10 EP, and an Emerald worth 4,600 GP; also 4 pet Black Widow Spiders: 0 HD, ACL 4, HTK 1, Bite 1 + Poison Type 3.

Flying Mug (015) Halfling Street

Flygore Alacarn

BRD	LGN	051	029	008	027	051	144	158	156	134	156	163	Saber

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Flygore sells a wide variety of low-cost ales, meads, and beers from 1 CP to 6 CP. "Greyburp," his worst, is sold by the keg (9 SP) and is the common drink of laborers. His workers make deliveries throughout the city every morning. The monarch himself purchases Flygore's best mead, "Princely Belch" for 4 GP per keg. Flygore has been accused of supplying local Goblin tribes with beer and has a running feud with the Magistrates over it. He often relates tall tales of Sea Dragons, Mermaids, and underwater palaces to anyone who will listen. Flygore wears a gold headband worth 310 GP. Belt Pouch, 5 GP, 16 SP; Cashbox 12 GP, 25 SP, 115 GP. Brass chest contains Necklace of Water Breathing, 120 GP, Silver Dagger worth 215 SP, vial of Paralysis Dust, and an onyx jar containing a Salve of Healing. Pet Spider Monkey HD ½, ACL 4, Bite 1 - 2. Guard: FTR, LGX, LVL 3, HTK 25, WPN Sword.

Simian Trainer (016) Gremlinvex Drive

Zygrim Ustasanus

FTR	CGX	041	033	006	044	061	154	133	123	168	154	042	Cudgel

Zygrim's shop contains 2 Red Howlers, 3 Spider Monkeys, 2 Golden Marmosets, 2 Mandrills, 4 Rhesus Monkeys, and 3 Squirrel Monkeys, HD ½, ACL 6, Bite 1 - 2. Two Orangutans, HD ½, ACL 7, Bite 1 - 3, 3 Gorillas, HD 2, ACL 7, HTK 9 - 13, Bite 1 - 3, Hug 1D6, and 2 Great White Apes, HD 4, ACL 6, HTK 19 - 25, Bite 1D6, Hug 3D6 are Zygrim's personal companions and assistants. He is presently training 3 Great Apes, HD 3, ACL 6, Bite 1 - 4, Hug 2D6, to serve as temple guards. Training prices vary with the degree of difficulty from 4D6 GP per week for 2D20 weeks and up. The Golden Marmosets are trained as LVL 3 Thieves. Cashbox 3 GP, 25 SP. Locked trunk hidden in rafters 265 GP, 3 EP, 215 SP.

Cat Trainer (017) Dahute Street

Cerciton Rubik, the Wise

CLR	LGX	122	049	005	053	084	137	126	176	162	165	115	+1 Mace

Cerciton is a Meriem Catwolf Lycanthrope and knows many feline languages. The other Meriem avoid him and never venture near his shop for fear of the disease. He presently has two Wildcats, HD 3, ACL 5, HTK 12 - 19, Bite 1D6, Claw 1 - 3, a Jaguar, HD 4, ACL 7, Bite 1D6 + 2, Claw 1 - 4, a Lynx, HD 1, ACL 5, HTK 4, Bite 1D4, Claw 1 - 2, three Tigers, HD 4, ACL 6, HTK 18 - 20 - 16, Bite 1D6, Claw 1D4, a Leopard, HD 2, ACL 5, HTK 7, Bite 1D6, Claw 1 - 2, and 2 Spotted Lions, HD 3, ACL 5, HTK 9 - 13, Bite 1D6 + 1, Claw 1D4. Cerciton will not train any cat that doesn't wish to be trained (PROB 45%) and charges a flat 18 GP per week for 4D6 weeks. Belt Pouch 25 GP, 16 EP, and 2 AP. Secret compartment in hearth holds 5 Coral Gems worth 20 GP each, a small bag of Catnip, a Tigers Eye worth 486 GP, and a Garnet worth 510 GP.

Insect Trainer (018) Shepard Street

Bren Fangwaf of Caldis

FTR	NGX	052	019	007	034	073	173	104	162	142	145	083	Whip

Fangwaf is famous for his training of the the Giant Bees used by the army. He prefers to work with giant insects because they have larger brains, although their size also makes them more dangerous. Bren charges 2 GP per Hit Die per week for 6D10 weeks. He presently has two Giant Dragonflies, HD 1, ACL 8, HTK 4 - 3, Sting 1 - 3, a Giant Cockroach, 2 HD, ACL 4, HTK 7, Bite 2D6, a Giant Wasp, 3 HD, ACL 5, HTK 7, Sting 1D6 + 2, Poison Type 4, and 3 Giant Lantern Flies, 1 HD, ACL 9, HTK 3 - 2 - 4. The Lantern Flies are for sale at 35 GP each and are trained to hover within 15' of anyone wearing a green scarf. Bren has a moneybelt with 32 GP, 15 SP, 12 CP, and 2 PP. His cache is carefully hidden in a Giant Wasps' nest attached to the ceiling, 51 GP, 120 SP, 5 PP.

Archaic Antiques (019) Titan Lane

Incabuk Pride

FTR	CEN	031	017	010	007	064	173	155	072	165	173	055	2-Handed Sword

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Incabuk inherited much of his stock from his impoverished noble family. He hates to sell his works of art and often passes cheap reproductions as originals (INT to detect). His assistant is Kanyom Twarck, MAG, NXX, LVL 2, HTK 7, ACL 9, WPN Dagger, who knows more about the antiques than Incabuk does. Among 35 glass spheres is a genuine Crystal Ball (which Kanyom will never sell). A Tome of the Dragon Kind, which permits one to speak Draconian after only one month's study, rests amid 128 other works of doubtful value. Glass Spheres 10 GP, Books and Scrolls 20 GP, Chairs 3 GP, Trunks 20 GP, Bed 79 GP, Desk 52 GP, Love Seat 65 GP, Hourglass 25 GP, Sextant 30 GP, Candelabra 85 GP, Statues 6D6 x 20 GP, Pipes 1 GP, and Paintings 2D6 x 10 GP. Customers include Merchants, Nobles, and Gentlemen NA 2D6. Cache is hidden in a stuffed Crocodile 136 GP, 25 SP, 90 CP.

Apothecary (020) Windy Avenue

Arkllon Hakarn													
ALC	LGN	051	023	006	042	074	114	172	134	141	163	123	Talisman of Mind Control
Finbar Hakarn													
FTR	LGX	031	019	004	063	041	162	143	122	163	155	124	Broad-sword

Arkllon and his brother, Finbar, supply Alchemists in exchange for their minor failures and, thus, are able to sell many salves, unguents, elixers, powders, dusts, potions, and talismans at greatly reduced prices. All stocks are of limited utility and are sometimes even dangerous. The probability that any item works properly is 1% per each GP in price, and prices range from 1 GP to 100 GP. If the item works, there is a 50% chance that it will only have half normal effect. If the item fails to work, there is a 20% chance of having a reverse effect and a 10% chance of a harmful effect (usually Poison Type 1). Nearly every item will be available PROB 60%. Finbar often organizes expeditions to obtain the necessary parts of fantastic creatures and other ingredients for alchemical compounds. Banded Chest: 355 GP, 23 SP, 52 CP. Customers are Military, Tradesmen, and Pirates. NA 2D6 + 4.

Apothecary Deluxe (021) Dragons' Walk

Hiniol Tagore the Blind													
MAG	CNX	052	023	010	008	066	103	172	162	115	154	156	+1 Staff

Hiniol is well-known as an accomplished herbalist and can identify any substance by taste, smell, and feel. Raised among Elves, he has acquired the ability to create their famed way cakes, although they only relieve fatigue and damage temporarily (heals 1 - 3 points and restores to peak vitality for 1D6 hours). The cakes are sold for 30 GP each, and only 1D6 are available per week. Although apparently quite blind, Hiniol can "see" better than most, especially at night. Absinthe, Basil, Coriander, Mugwort, and Sunflower 2 SP; Fennel, Dill, Elderberry, Garlic, Thyme, and Belladona 3 SP; Chicory, Daffodil, Fern, Hellebore, Laurel, and Wolvesbane 4 SP; Yellow Lotus, Mandrake, Nettle, Caraway, and Camellia 5 SP, Black Lotus, Azalea, Coffee, Mistletoe, Tigersbane, Purple Lotus, and Leech Flower 9 SP. Cashbox 2 GP, 47 SP, 2 CP. Patrons include Marines, Hunters, and Mercenaries. NA 2D6, LVL 2D6.

Iblis Apothecary (022) Catnip Row

Ulga Orc-Friend													
FTR	LEX	063	033	005	054	065	176	143	092	184	163	055	+2 Mace

Short-tempered and vulgar, Ulga does a fairly brisk trade in poisons and sleeping powders. Belladona 4 GP, Poison Types 1 through 9 100 GP per level (for instance, Poison Type 6 is 600 GP). Each flask contains enough for three doses for a man-sized creature, two doses for an Ogre-sized creature, or one dose for a Dragon-sized creature. Purple Lotus Dust is 820 GP. Potions of Amnesia 790 GP, Poison Antidote Elixer 500 GP, Blade Venom by Type (50 GP per level for Dagger-sized weapons), Dust of Madness 310 GP, Poison Compartment Ring 35 GP, Sleeping Potion 200 GP. Sleeping Fruits 40 GP each, and Poison Needle Traps 1D6 x 100 GP. Twelve Orc guards and servants HD 2, ACL 7, HTK 10 - 9 - 7 - 4 - 4 - 6, WPN Swords with Poison Type 3 on the blades. In her room, Ulga's banded iron trunk (Poison Type 6 trapped) contains 1,956 GP in jewelry, 512 GP, 60 SP, and three gold cups worth 115 GP each. Customers are Thieves, Brigands, and Clerics. NA 3D6 + 4.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Architect (023) Cannery Row

Velius Alemencey One-Eye

FTR	LGN	042	024	006	044	062	163	162	125	104	094	133	Rod of Negation

Velius has 4 Scribes, 3 Artists, and two apprentices, FTR, NXX, ACL 10, HTK 3 - 5 - 3, WPN Dagger, working for him. He specializes in pyramid-shaped buildings, tombs, and bridges. As a novice, he spent much of his time investigating the ancient architecture of tombs and forgotten cities. Maps, rubbings, and intricate designes line the walls of his establishment. His studies have convinced him that pyramids draw energy which enhances any magical protections and wards set upon structures. Velius is often called upon to arrange for such reinforcements and is knowledgeable about most Wizards available for contract work. Tombs 1,520 GP minimum (traps extra), buildings 2,500 GP and up. Designs take 1D6 months. Pouch 25 GP, 3 SP. Secreted lockbox 985 GP, 2 EP.

Architect - Builder (024) Gryphon Lane

Harwik the Limner

SAG	LNX	092	037	006	041	074	143	174	154	173	106	163	Martial Arts

Harwik specializes in castles and temples. He charges a flat 10% of total construction costs as his fee. For escape tunnels, traps, moats, and other protective measures, he usually subcontracts the work to Artificers, Siege Mages, and Engineers of his acquaintance. Teleports are handled through his friend, the Archmage of Stonepeak for 5,000 GP + 900 GP per league. He employs 36 tradesmen and servants in various capacities, FTR, NXX, ACL 8, HTK 4 - 3 - 5 - 6 - 5 - 4, WPN Tools. Harwik can assemble over 300 workers in 2D6 weeks and always demands payment in advance for this reason. Many models and experimental devices fill his shop. The cost of transport is additional. Ring 620 GP, Books 780 GP, Trunk 1,350 GP and Sextant.

Master Armorer (025) Natany Lane

Doubtful Dorklin

FTR	NNX	062	024	005	054	086	174	165	164	177	165	103	+2 Battle Axe

Dorklin specializes in Axes and two-handed weapons but often has other items which have been used as trade-ins. Hand Axes 4 GP, Throwing Axes 5 GP, Battle Axes 12 GP, Hackle 14 GP, Two-Handed Great Sword 20 GP, Pike 10 GP, and Shield 15 GP. He studied magic with the famous Wizard Garamundis and, with the help of his understudy, Elindaren, MAG, NNN, LVL 6, HTK 18, ACL 009, has recently begun to create runeblades. The enchanted weapons are thus far of limited utility due to his inexperience, and the quality of Dragon Fire with which he is forced to work. There is a 10% chance that such a weapon is available once per month, and he will sell it for 1,000 GP times the price of a normal blade (PROB 40% +1, PROB 30% +1 vs Goblins, PROB 20% +1 vs Trolls, PROB 20% +2) Cashbox 34 GP, 26 SP.

Armorer (026) Zaware Lane

Natluck Knobby

FTR	NLG	081	041	004	006	045	153	155	142	165	178	124	+1 Broadsword

Natluck is renowned for his Banded and Plate armor. He requires 1D6 weeks to complete a suit of Banded armor and 4D6 weeks to complete a suit of Plate armor of normal quality. The completion time is doubled for High Quality armor and quadrupled for Best Quality armor. He charges 15 GP per week plus 5D6 GP for bronze, 8D6 GP for iron, and 12D6 GP for Damascus Steel in addition to the customer's CON in GP. Customized filigrees, etchings, and inlays are 3D6 GP plus the cost of materials. Tabards and Gabesons of linen cost 1D6 + character's CON in GP plus 2D6 GP for coats of arms or special embroidered designs. Natluck is assisted by 6 Gnomes: FTR, NNN, LVL 2, HTK 5 - 9 - 7 - 8 - 7 - 4, ACL 7, WPN Dagger, and two Dwarves: FTR, LGX, LVL 3, HTK 11 - 12, ACL 4, Banded chest 56 GP, 6 Gold Rings worth 20 GP each and a jeweled pommel worth 940 GP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Armorer (027) Anatalya Alley

Eyeball Strategicus

FTR	NEX	161	049	003	079	036	163	121	082	155	173	094	+2 Sword

"One-Eye" is an embittered, former Admiral who lost his rank in the wake of a political intrigue. Once a noble, his family has been exiled, and it is only the fact of his former service which permits him to remain in his home. As a result, he is an overly-sensitive craftsman. He specializes in Chainmail armor and does fine work for reasonable prices. Half-tunics, Tunics, Leggings, Skirts, Gorgets, Coifs, Sleeves, and Gloves are available for 2D6 x 10 GP depending upon the size (double for Damascus Steel). Strategicus employs three workers and two assistants: FTR, NNN, LVL 1, HTK 3 - 8 - 2 - 5 - 5 - 4, WPN Sword. A locked trunk contains four medals worth 20 GP each, a goblet worth 126 GP, a broken +1 Sabre, an hourglass, a scroll tube holding water charts and maps, a flask of Healing Potion, an admiral's surcoat, a fur-trimmed silver Helm worth 1,320 SP, a sack with 258 GP, a gilded Dagger worth 348 GP, and a bronze coffer containing a vial of sulphuric acid.

Armorer (028) Stonebow Lane

Nikofor Arnearm

FTR	LGN	032	025	008	025	052	183	102	073	166	163	103	Arnearm Dagger

Arnearm has not mastered the art of working Damascus Steel and is limited to bronze and iron armor. Splint and Banded Ringmail shirts of all sizes line the walls of his shop, and Helms of all types hang above the shirts. The aging armorer is assisted by his daughter, Divricna: FTR, LGN, LVL 2, HTK 8, WPN Rapier, and six young boys. His prices are quite economical but he refuses to haggle. A set of armor is 30 GP, Shields 12 GP, and War Masks of Chainmail 5 GP. Hoard hidden within the counter: 315 GP, 56 SP, 123 CP, and 3 gems worth 20 GP each. Two bronze breastplates of very fine workmanship are mounted above the fireplace, but Arnearm demands three magical items for the matched pair. Cashbox: 2 GP, 13 SP, 3 CP.

Arsonist (029) Cut Throat Alley

Thrin Apret

FTR	NNX	031	018	009	018	048	109	127	064	093	152	065	Special

Thrin is the coddled son of a minor noble, and, although officially disowned, he is supported in his crazed venture by a monthly stipend from his family of 28 GP. He is fascinated by fires of all natures and varieties, and he has many books, tomes, and scrolls containing formulas for producing fires of every type. He carries a small bladder of unknown substance that contains a naptha mixture similar to Greek fire which he can "squirt" on an opponent, doing 2D6 points of damage (it ignites upon contact with the air). Many fires flame in braziers in his shop as examples of his work, and, although he has been sternly warned by the authorities never to practice his craft within the city, Thrin will torch any structure for 50 GP plus costs (except that stone is 320 GP per cubic foot). Beltpouch contains 6 GP and 25 SP.

Artist (030) Firdausi Lane

Anonadar the Golden

FTR	LNA	041	025	010	007	059	115	182	153	115	175	152	Stiletto and Rapier

Anonadar specializes in elaborate frescoes and is much in demand by the wealthy at this time. He charges 3D6 x 100 GP per 10' x 30' section and is assisted by sixteen laborers and servants: FTR, NNN, HTK 3 - 4 - 4 - 3 - 2 - 2 - 5 - 6, ACL 10, WPN Dagger. His shop contains three miniatures of his most famous works, and mandolin players stroll about the heavily-scented rooms whenever the shop is open for business. His Scribe, Grisledin Closemouth, FTR, NNN, LVL 3, HTK 16, WPN Scimitar, makes the arrangements for Anonadar's work. Cashbox contains 2 GP, 13 SP, and 20 CP. Anonadar doesn't live in his shop but on a horse ranch six miles south of the city. He is known as an excellent duelist and a womanizer.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Artist (031) Gishmesh Street

Rolon the Ribald

FTR	LEG	052	036	010	006	052	143	132	134	143	173	164	Dirk

The former court artist of Stanwix Tiglath, Rolon was banished for painting an unflattering caricature of the ruler after the ruler insulted Rolon's work. Selling art supplies, teaching classes, and painting humorous miniatures has kept him quite comfortable in Tarantis. Rolon hopes to acquire the means to exact a vengeful pleasure from the overthrow of Tiglath and seeks every opportunity to gain the help of others. By diligent work, he has managed to amass a warchest of 986 GP and attract two Thieves, an Assassin, and four mercenaries to his cause. Brushes 1D6 CP, paints 3D6 CP, easels 1D6 SP, chisels 4D6 SP, and miniatures 2D6 GP. Classes 1 GP per week. The warchest is hidden beneath the floor. Cashbox 16 GP, 3 SP, 45 CP.

Artist (032) Brass Alley

Sanrad the Stammerer

FTR	LGX	021	010	010	006	043	114	166	179	147	122	153	None

Sanrad's hands were rendered useless when he accidentally fell into a fire as a child. He has developed very skillful painting techniques using his toes and does a brisk trade in economical portraits (10 SP per sitting of 2D6 hours). He is assisted by his triplet sisters, Briesta, Beatienna, and Belleai: FTR, LGX, LVL 2, HTK 4 - 4 - 5, ACL 10, WPN Dagger.

Astrologer (033) Paladiner Street

Odian Venefir

MAG	LEA	063	027	010	008	057	103	167	157	073	154	147	Staff

Odian's shop is stocked with charts, tables, and drafting equipment which he uses to plot the alignments and aspects of the stars on certain dates. Life Horoscopes: 3D6 x 50 GP and 2D6 x 10 days to prepare. Brief readings (40% accurate) 1D6 GP and 2D6 hours to prepare. Hidden among the parchment rolls are Odian's life savings, 122 GP, 36 SP, and 4 PP.

Astrologer (034) Halfman Street

Astiar the Knowing

AST	LGE	092	039	008	024	056	124	172	163	153	183	162	Dirk

Astiar is extremely capable at casting accurate horoscopes in a relative short span of time: 3D6 x 60 GP and 1D6 x 10 days to prepare. Accuracy: 60 + 2D6%. He instructs novices in the art for 2D6 GP per week. Astiar is often consulted by the Syndics of Guilds. Hidden beneath his huge globe of stars is his hoard of 42 EP, 60 PP, and 143 GP. Astiar has the "guaranteed" protection of almost every guild and clan in the city.

Author (035) Bronzeman Lane

Emindes Retouris

MAG	LEN	052	033	007	036	052	163	164	162	103	114	123	Scimitar

Emindes is overly-proud of his poetry, although he is best known for his short plays. Poems 2 SP, Epics 4 GP, Short Plays 2 GP, Chronicles 3 GP, and Biographies 2 SP per PSL of subject. He spends much of his time practicing necromancy to obtain the "secrets of the ancient masters." He is aided by four other Mages who assist him in obtaining specimens from the catacombs. Belt pouch: 25 GP, 16 SP, 20 CP. Banded trunk: three Daggers, 125 GP, and an Opal worth 235 GP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Baker (036) Windy Avenue

Rasheid Yipivin													
FTR	CGN	043	026	008	022	073	097	159	146	085	143	146	Club

Rasheid and his four Halfling assistants, FTR, NNN, LVL 2, ACL 9, HTK 5 - 8 - 6 - 6, WPN Short Sword, attract customers from every class with their famous baked goods. Pastries 3 CP, breads 1 SP, biscuits 1 CP, cookies 2 CP, and hot cross buns 6 for 1 CP. Cashbox 3 GP, 12 SP, 158 CP.

Baker (037) Bucaner Street

Hulkron Leyhar													
FTR	NGX	031	012	010	008	043	141	083	135	153	153	146	Skillet

Hulkron prepares flat cakes filled with meats and fruits, 2D6 CP each or more, depending upon size and ingredients. His shop is the gathering place for many Sailors, Pirates, and Brigands, NA 3D6, LVL 1D6. Moneybag hidden over oven, 52 GP, 18 SP, 145 CP.

Baker (038) Ashen Boulevard

Barley Butterstern													
FTR	NEG	041	028	009	012	032	152	083	093	154	155	163	Dagger

Barley specializes in cakes for banquets, marriages, and other celebrations. He is assisted by ten apprentices and two Gnomes, FTR, NNN, ACL 9, LVL 1, HTK 3 - 5 - 4 - 4 - 3 - 1, WPN Dagger. Prices range from 2 SP to 12 SP for normal cakes plus 2 SP per layer. Some range up to 4' in height, consisting of 16 layers. Cashbox 14 GP, 226 SP, 3 CP.

Baker (039) Burly Row

Aabar Crustiddle													
FTR	CGN	031	018	009	011	041	123	093	122	143	166	154	Dagger

A Halfling baker with a gift for telling and retelling the same joke indefinitely, Aabar is a poor but happy businessperson. His quadruplet Halfling brothers of identical characteristics are known to go off "adventuring" and are very curious about Elven lore. Special breads 1 SP, pastries 2 CP, pies 12 CP. Strongbox 12 SP, 40 CP.

Baker (040) Brigandine Drive

Iolienna Zetmiot													
FTR	LGX	021	009	009	012	042	093	142	152	092	143	173	Dagger

Iolienna spends much of her time investigating treasure maps and old charts of shipwrecks and bankrolls expeditions for an equal share. Thus far unlucky, her voracious appetite for information has kept her business on the verge of bankruptcy for the last ten years. Honey cakes 2 CP, Temple Breads 3 CP, and Buns 1 CP. Belt Pouch 13 GP, 20 SP, and 12 CP. Customers are Sailors, Guardsmen, and Marines. NA 2D6, LVL 1D6 - 2.

Baker (041) Bushkill Avenue

Tasarinan Ossir													
FTR	LNG	032	018	006	042	042	143	132	155	121	123	083	Hammer

Tasarinan is known for his doughnuts, tarts and biscuits. Halflings, Elradek and Gaviril Bushtoes, LGN, FTR, LVL 2, HTK 5 - 4, ACL 9, WPN Daggers, assist him. Cashbox 23 GP, 34 SP, 830 CP. Dozen of any type of baked good available: 1 SP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Baker (042) Whalebone Alley

Leif Roundbottom

FTR	LGX	031	022	007	032	054	113	133	135	167	154	149	Short Sword

Leif specializes in breads of all types and often supplements his income by baking contraband into his loaves to enable it to be smuggled past the sentries. Messages may also be sent in this manner. White Bread 4 CP, Brown Bread 3 CP, Black Bread 1 CP.

Banker (043) Moresim Boulevard

Rakel of Karden

FTR	LNA	052	047	006	043	067	114	163	154	084	124	113	+2 Rapier

Rakel is a foreigner with many connections within the naval hierarchy. He has a monopoly on the financing of ship construction and mercantile expeditions. Magical items, grants, and tithes are retained as collateral until loans are repaid plus interest of 10% per month. No arms are allowed customers. Sixteen guards, FTR, NNN, LVL 2, HTK 6 - 7 - 4 - 5 - 3 - 6 - 9, ACL 4, WPN Sword; Guard Captain Anonadar, FTR, LNX, LVL 6, HTK 40, ACL 3, WPN Broadsword. In a granite-lined acid pit in the lower level of his establishment is a banded and sealed ceramic chest containing 9,826 GP, 420 SP, 125 PP, 24 AP, gems worth 7,320 GP, and jewelry worth 12,560 GP. Rakal has contracts with five different Assassins' Guilds and the local Thieves' Guild.

Banker (044) Dahute Street

Aren of Zothay

FTR	LGA	072	049	003	071	072	163	152	113	143	152	065	Broad-sword

Aren avoids the local laws which require all bankers to be of foreign origin by emphasizing the fact that he lived in Zothay for six years as a child. He will loan up to 50% of the value of any object left with him for collateral. Interest is only 30% per year, but loans repaid sooner are still charged full interest. By special arrangements, all valuables in excess of 1,000 GP in value are stored in the Palace Treasury. Six Dwarven guards, FTR, LGN, LVL 3, HTK 15 - 16 - 22 - 19 - 13 - 15, WPN Axes. Poison Type 4 Trapped Chest contains 1,320 GP, 2,550 SP, 150 CP, ten silver bars worth 500 SP each and a Scroll of Ten Curses.

Dragon Hoard Bank (045) Pilgrim Lane

Hartlem the Outlander

FTR	CEA	051	036	003	074	083	133	156	136	126	123	162	+2 Axe

Hartlem inherited the bank from his grandfather, a Dragon-slayer, after his cousin was assassinated by "Madaxe" (Evind the Striker). Hartlem is a wastrel and makes flat 100 GP loans to adventurers in return for 10% of all booty taken plus 130 GP to be repaid within two months. Ten Amazon Guards, FTR, NNN, LVL 2, ACL 6, HTK 6 - 6 - 5 - 7 - 4 - 5 - 4 - 6 - 5 - 4, WPN Sword. Locked iron chest: 6,240 GP, 375 SP, 4,580 CP.

Banker (046) Jester Lane

Lyris Offin of Lenap

FTR	LNX	031	021	010	007	086	082	189	163	063	166	178	+1 Dagger

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Lyris is a noblewoman of Lenap and acts as an emissary to that region upon occasion. Her connections with the rich and powerful of Tarantis are her main protection and often guarantee a successful enterprise. She specializes in building loans to nobles. Twenty guards: FTR, LNN, LVL 3, ACL 3, HTK 15 - 17 - 20 - 17 - 14 - 23 - 11 - 12 - 11 - 12, WPN Spear and Sword. Trapped chest: 8,516 GP, 4,280 SP, 320 CP, 15 PP, 2 AP, 3 EP. Four enchanted coins which permit tracking Thieves through the use of a crystal ball hidden in a secret drawer at the bottom of her desk are included in the treaure chest. A Jade skull worth 1,270 GP sits upon her desk.

Barber (047) Street of Gargoyles

Harvestor Swit

FTR	LNX	031	020	008	024	068	092	093	132	162	178	164	Dirk

Harvestor can bandage, stitch, and cauterize wounds as well as cut hair. He has even been known to alter the features of persons wishing to change their appearances permanently. Haircuts 2 CP, Shave 1 CP, Light Wounds 2 CP, Heavy Wounds 6 CP, Serious Wounds 2 SP. Cashbox 37 CP, 14 SP. Beltpouch 2 GP, 6 SP. Customers include Guardsmen, Mercenaries, and Marines, NA 3D6, LVL 1D6.

Barber (048) Trolltrap Lane

Talimar Starkindler

FTR	CEN	021	023	010	007	052	123	084	093	153	071	104	Saber

Talimar charges very reasonable prices but does such a poor job that bareheaded patrons must reduce CHA by 2 for three weeks after a haircut. He has a knack for lancing boils, removing warts and splinters, and resetting bones, however. Shave and a Haircut 2 CP, Medical Services 5 CP. Talimar is reputed to head the Hawk Clan. Iron chest 312 CP, 46 IP.

Barber (049) Rivercliffe Lane

Garthienna the Classic

FTR	NGX	041	028	010	004	085	129	144	113	168	145	179	Short Sword

"Gari" is known for grooming the aristocrats of the City State and has many high-born friends, especially among the noblewomen. Hairstyling 9 SP, Cosmetic Body Painting 12 SP, Blemish and Sore Removal 15 SP, False Additions (last 3D6 days) 18 SP, Hair Dying 2D6 SP, and Eye Dying 2D6 GP. Gari is assisted by six servants, FTR, NNN, ACL 9, HTK 5 - 6 - 4 - 3 - 4 - 4, WPN Dagger. Locked trunk contains 1,243 GP in Jewelry, 214 SP, 40 IP, 136 CP, and two rings worth 53 GP each.

Bard (050) Emerald Lane

Nigan Trollslayer

BRD	CGX	071	036	006	043	074	164	174	155	176	185	143	+1 Scimitar

Nigan is one of the most widely-sought performers in the city due to his vast knowledge of sagas, legends, and limerick poetry. He is much traveled and can relate the wonders of distant lands, fabled monsters, and lost kingdoms. Because he corresponds frequently with an old friend, Trader Retek of the City State of the Invincible Overlord, Nigan is suspected of being a spy. 588 GP hidden beneath the floor, Ring of Efreet Summoning on neckchain.

Bard (051) Paladiner Street

Saren of Questing Pass

BRD	LGX	021	018	004	061	043	151	162	153	103	176	163	Silver Dagger

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Saren was raised as an Amazon, but her fondness for men caused her to change her life's pursuit and, after several adventures, she was persuaded to settle in the City State by an aged benefactor who lived near Tarantis. Her performances are laced with ribald humor and anecdotes. More than a little bored with the quiet life, she spends much time discussing distant lands with traders and sailors. Chest 325 GP, Chainmail Tunic, Scimitar, and Roll Pack.

Bard (052) Ogretrek Street

Arag Evemir

BRD	LEX	043	032	007	032	083	163	165	164	155	164	152	+2 Broadsword

Arag is the favorite entertainer of the Teran and attends many state occasions. An elderly man with a slow, meticulous manner, Arag has been a Mage and a Thief in other lands and has many friends as well as enemies. He often hires adventurers for curious missions of vengeful humor. Gas-trapped Chest 314 GP, 3 PP, 6 EP, 14 AP, and a Jade Dagger worth 112 GP.

Bard (053) Ivory Row

Kindred Risham

BRD	CGN	031	028	004	063	043	157	174	152	165	182	153	Flame Sword

Kindred and his traveling troupe (3 Gnomes, 4 Dwarves, 2 Brownies, 16 Sprites, 2 Elves, and a Sylph named Arieal) journey in a 400-mile circuit of towns twice a year, but the City State is their home. Three Cobras protect their base when no one is home (PROB 60%). Everything of real value is carried with the troupe. Banded Chest 145 GP, 320 SP, 427 CP.

Hatter (054) Acrid Lane

Brakoldens Brood

FTR	LNX	061	028	010	007	083	106	145	157	168	164	096	Hammer

"Brak" is a former cavalry captain turned merchant who specializes in hats of all types. He has twenty workers, FTR, NNN, LVL 1, HTK 2 - 3 - 4 - 4 - 1, WPN Dagger. Felt Caps 3 CP, Fur-lined Fet 2 SP, Floppy Hats 1 SP, Leather 2 SP, Bronze-Stitched 3 SP, Iron-reinforced 1 GP. A trunk in the cellar contains Platemail, Great Helm, 112 GP in a pouch, and a +1 Shield.

Tyring's Bath (056) Nymph Oak Lane

Tyring the Stout

FTR	CEX	021	016	010	007	052	117	134	074	163	132	101	Dagger

Tyring is assisted by three servants and a guard, FTR, NNN, LVL 3, HTK 18, WPN Scimitar. He supplies information on customers to the local Thieves' Guild and often has a Thief messenger on the premises. Cold Baths 5 CP, Hot Baths 8 CP, Towels 2 CP, Oils 3 SP, Perfumes 5 SP, Soap 3 CP. Iron Cashbox 12 GP, 46 SP, 312 CP. Customers include Traders, Merchants, and Guardsmen, NA 4D6, LVL 1D6.

Boiling Bath (055) Windy Avenue

Stalk Virdireb

FTR	NGX	041	032	010	004	043	143	092	103	104	153	113	Saber

Stalk has many military friends and enjoys talking with strangers. A former Sergeant, he often arranges wrestling and pugilistic matches for the entertainment of customers. Sauna 3 CP, Boiling Bath 1 SP, Towels and soap are free. Hidden beneath an iron tub are 315 GP, 16 SP, and 410 CP. Bronze coffer 3 GP, 13 SP, 25 CP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Hoarding Bazaar (057) Roundkeep Lane

Kolesan the Gerfalcon

ILL	LEX	061	025	009	012	081	095	162	084	124	165	123	Poison Dagger

Kolesan's shop is filled with trinkets, curios, and exotic items. He can recite a short history of each of the one-of-a-kind items. All items with special powers have a 30% chance of failing with each use, and, once this happens, the special effect is no longer in force. Prices are 4D6 x 30 GP. Kolesan has fourteen guards, FTR, LEX, LVL 2, HTK 8 - 6 - 7 - 5 - 4 - 3 - 5 - 10 - 7 - 5, ACL 3, WPN Short Swords, and three servants, FTR, NNN, LVL 1, HTK 4 - 5 - 2, ACL 10, WPN Dagger. Demon-trapped chest contains 7,230 GP, 527 SP, 825 CP.

The special items can be determined from the tables following.

Type

Die Roll	Result
01 - 20	Tables A and C
21 - 40	Tables A and E
41 - 60	Tables B and F
61 - 80	Tables C and G
81 - 83	Djinni Bottle
84 - 86	Djinni Lamp
87 - 90	Efreet Bottle
91 - 93	Efreet Lamp
94	Demon Bottle
95 - 00	Flying Carpet

Table A

Die Roll	Result
01	Mirror, Large
02	Mirror, Small
03	Brass Incense Burner
04	Silver Incense Burner
05	Copper Water Basin
06	Silver Water Basin
07	Brass Necklace
08	Silver Necklace
09	Brass Armband
10	Silver Armband

Table B

Die Roll	Result
01	Scimitar
02	Dagger
03	Lance
04	Trident
05	Whip
06	Knuckle-Dusters
07	Falchion
08	Dwarven Axe
09	Elven Bow
10	Halfling Sling

Table C

Die Roll	Result
01	Gem Ring
02	Silver Band Ring
03	Gold Band Ring
04	Silver Medallion
05	Gem Earring
06	Silver Earring
07	Gold Earring
08	Silver Charm Bracelet
09	Gold Charm Bracelet
10	Gem Ankle Bracelet

Table D: Powers

Die Roll	Result
01	Scrying
02	Mind Reading
03	Past Glance
04	Future Peek
05	Dimensional Travel
06	Planar Travel
07	Teleport
08	Conjure Elemental
09	Hypnosis
10	Determine Alignment

Table E: Powers

Die Roll	Result
01	Purification
02	Detect Poison
03	Temporal Shift
04	Dimensional Travel
05	Planar Peek
06	Rejuvenation

Table F: Powers

Die Roll	Result
01	+1 Hit and Damage
02	+2 Hit and Damage
03	+3 Hit and Damage
04	+4 Hit and Damage
05	Ethereal Extension
06	Astral Extension
07	Flaming (Roll 1D4 and consult this table again)
08	Danger Glow/Tingle (select specific monster)
09	Shock (7 pts. damage upon contact)
10	Freeze (8 pts. damage upon contact)

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Beggar (058) Haghead Row

Neron the Lame

FTR	CGN	022	010	010	002	016	042	163	171	053	044	103	None

Neron was cursed by a Witch after he slew her familiar seventeen years ago. Respected by the other Beggers, he is often fed by them, and they refer to Neron as their Guildmaster. Neron has limited soothsaying abilities, the results of which he often bestows upon his benefactors (PROB 40% accurate).

Beggar (059) Battlement Road

Slavering Ima

BEG	CNX	011	002	010	003	012	163	042	063	063	052	044	Club

Ima is a schizophrenic who often switches personalities in the middle of a conversation. She may then go berserk, afterwards falling unconscious. She is reputed to have killed a Vampire six years ago.

Beggar (060) Coldrake Lane

Kabby the Spotted

BEG	CNX	024	010	009	011	015	122	104	152	043	067	051	Hatchet

Kab is fairly spry for his advanced age and is reputed to be a former Wizard who was badly deformed while researching a powerful, ancient spell. A guardsman once gave Kab a gold piece and was promoted the next day. Other tales of good fortune following close on the heels of charity to this Beggar abound, and Kab shares much of his bounty with other Beggars.

Bell Ringer (061) Paladiner Street

Sol Patwilan

FTR	NEX	041	023	007	031	042	154	163	103	094	083	074	Halbard

Sol is paid by the Temple of Pudage to ring the bells at dawn, noon, and dusk. Knowledgeable about personalities in the City State, Sol often spends his free time exchanging gossip, tracking down rumors, and questioning newcomers thoroughly. His hovel contains scrolls with notes on several hundred persons, both living and dead. Chest 2 GP, 36 SP, and 25 CP beneath the false bottom.

Bird Trainer (062) Mirage Lane

Fangwing Savage

FTR	LNX	051	033	009	016	065	114	121	132	116	164	117	Dirk

Fangwing charges 20 GP per week to train exotic birds of all types. He is a former Falcon Rider and has many Tarnrider friends. If training warbirds, he charges double plus expenses of 2D6 GP per week. He has the ability to communicate with most birds, although this ability depends upon the intelligence of the bird. Cashbox 13 GP, 24 SP, 14 CP. Hidden within a stuffed owl are 123 GP.

Boatmaker (063) Toturan Road

Zomar Sarth

FTR	LGN	081	046	009	013	089	162	143	145	163	153	111	Saber

Zomar has a small shipyard on which he builds longboats, 2560 GP and 3D6 + 60 days to complete, catamarans, 1520 GP and 2D6 + 40 days to complete, and sloops, 986 GP and 3D6 + 30 days to complete. To these prices must be added the cost of tar and pitch, 325 GP, and sails, oars, and glazing are not included. Zomar heads a crew of 36 craftsmen and will design special additions himself for 2D6 x 10 GP plus costs.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Boatmaker (064) Toturan Road

Wildeye Weyer													
FTR	CEX	051	029	007	032	072	163	144	092	174	163	143	Battle Axe

Wildeye specializes in expensive, well-fitted Galleons for the mercantile trade. Small 5,780 GP, Medium 10,240 GP, and Large 17,850 GP each require a minimum of six months plus 4D6 days to complete. Wildeye keeps cost down by demanding kick-backs from all of his suppliers and by charging extra for anchors, chains, and glazing.

Athenaem Books (065) Doplegang Street

Mastig the Browser													
CLR	LGX	061	032	041	006	103	165	164	173	123	143	132	+1 Mace

Mastig has a large collection of scrolls, tomes, books, folios, gazeteers, almanacs, and tablets in many languages for sale. He employs twenty scribes, five copyists, ten scriveners, four calligraphers, two cartographers, and a transcriber, FTR, LGX, LVL 1D3, ACL 10, HTK 6 - 5 - 14 - 7 - 7 - 4 - 10 - 4 - 10 - 8 - 3 - 13, WPN Dagger, who diligently reproduce the works twelve hours per day. Calran the Magiker, MAG, LGX, LVL 5, ACL 9, HTK 25, is a frequent customer. The price of any work varies with the utility and purported arcane knowledge of the piece: 4D6 x 10 GP for common works, 5D6 x 100 GP for scarce works, and 4D6 x 1,000 GP for rare works. Roll 1D6: 1) Cryptography, 2) Cuneiform, 3) Runic, 4) Hieroglyphic, 5) Modern Language, 6) Ancient Language. Roll 1D6: 1 - 3) Common, 4 - 5) Scarce, 6) Rare. Role 1D6: 1) Illegible, 2 - 4) Readable, 5) Hidden Knowledge, 6) Cursed. Invisible Chest: 2,756 GP, 5 PP, 52 SP.

Scribe (066) Gold Coast Lane

Barleg the Peruser													
SAG	LGN	051	038	009	015	082	129	187	173	082	054	137	None

Barleg Elf-Friend is an accomplished lexicographer and knows sixteen modern languages as well as fifteen ancient ones. He is sometimes forced to do some writing, but he has such a poor hand that he makes most of his income by translating orally. He refuses to read magical scrolls and magically powerful works for fear of the "arcane forces." Translations are 85% accurate if modern and 41% accurate if ancient. Price 3D6 x 10 GP. Writings are 5 GP per hour for 3D6 hours per page. Burnished Cask contains 145 GP, 260 SP, and 47 CP.

Bowyer (067) Demon Run

Morkir Mimfin													
FTR	NNX	051	029	009	016	097	173	144	095	153	164	135	Bow and Dirk

Morkir resents Elves, especially their skill with Bows, which he secretly envies. An accomplished craftsman, he has five Shortbows for 18 GP each, two Longbows for 46 GP each, three Short Composite Bows for 57 GP each, and a Composite Long Bow for 79 GP. Specially-made Bows require 2D6 weeks and cost 120 GP. Arrows are priced at 1 SP each, and Quivers cost 2 GP. Hidden within an urn full of wood chips are 546 GP and 425 SP.

Bowmaker (068) Topaz Lane

Hartor Grimbottom													
MAG	CGX	081	053	010	004	096	154	165	103	124	167	164	+2 Dirk

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Hartor is a Half-Elven outcast who is reputed to be the best bowyer in the city. He refuses to make Arrows and Quivers. Some claim that his Bows are enchanted, but they are simply finely made of the best materials, and each is "named." Only dealing in specially-made Bows, Hartor charges 200 GP and takes 3D6 weeks to complete each one. An Elven cloak, sixteen +1 Arrows, and a +1 Bow are hidden in a secret wall niche along with a leather bag containing 1,540 GP, 680 SP, and 45 CP

Bowmaker (069) Crossbow Alley

Greenwood the Gifted

FTR	CEX	041	024	009	019	074	102	122	064	121	145	143	Scimitar

Greenwood has ten workers and two apprentices, FTR, NNN, LVL 1D3, ACL 9, HTK 5 - 3 - 16 - 10 - 12, WPN Dagger, working in his shop. He only makes Short Bows (10 GP each) and Arrows (2 CP each) in an assembly-line fashion. He uses only the cheapest grades of wood available (-2 to hit and 10% chance of Bow breakage). His son, Torr, FTR, NNN, LVL 2, ACL 10, HTK 15, WPN Broadsword, watches the till, which contains 257 GP, 40 SP, and 526 CP.

Bowmaker (070) Blue Moon Alley

Nixtar Elvaris

FTR	NEX	031	013	007	032	042	153	153	107	155	164	141	Dagger

Nixtar is an aesthetic craftsman who loves to produce overly-ornate bows (-1 to hit) with rich materials. He pretends to be of Elven blood to attract business. Four Narwhale Composite Bows 125 GP each, three Giant's Beard Short Bows 45 GP each, and two silver filigreed Longbows 89 GP each. Locked chest: 55 GP, 20 SP, and 1,220 CP. Nixtar supplies 20 common Arrows with each purchase of a Bow.

Bricklayer (071) Lizard Hole Street

Ravort Zamirch

FTR	NGE	061	035	010	007	046	175	064	124	165	163	156	Hammer

Ravort is a disabled veteran of the Goblin Wars who recovered sufficiently to establish his business. A former Captain General, he has many military friends and often hires unemployed mercenaries. He charges 20 GP per 10' by 40' section for labor only. The employer must supply the materials. Ravort has four "squads" of ten workers each on contract. Triple-locked chest: 720 GP, 546 SP, 140 IP, 920 CP.

Bricklayer (072) Jelkar Lane

Zopul the Reliefer

FTR	LGX	041	032	010	008	052	154	123	106	153	175	083	Saber

Zopul specializes in brick relief sculpturing and fires his own bricks in his own kilns. Prices range from 110 GP for simple glyphs to 660 GP per 10' x 40' section for elaborate scenes. Seven helpers and two apprentices, FTR, NNN, LVL 1D3, ACL 10, HTK 7 - 7 - 15 - 8 - 4 - 6 - 7 - 12 - 14, WPN Dagger, live in the shop. Zopul keeps 56 GP hidden in a hollow brick behind the kiln.

Brickmaker (073) Catnip Row

Feng Longbeard

FTR	CNE	031	017	006	044	065	102	161	143	135	144	162	Hand Axe

Feng's brick mark is a broken hammer, and he takes pride in his fire-hardened and glazed bricks. Each lot of 100 bricks sells for 12 GP plus 1D6 GP for glazing, if desired. His shop displays stacks of clays, straws, chips, and gravel, and brick lots are

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

made to order. The bricks take 4 days per lot, but 10 lots per day can be worked in various stages of completion. Seven craftsmen and twenty laborers, FTR, NNN, ACL 10, HTK 2 - 3 - 3 - 1 - 5 - 6 - 4 - 3 - 5 - 2, WPN Axe. Banded trunk hidden under a bench cotains 128 GP and 46 SP.

Builder (074) Winesome Lane

Torgrin the Stout

FTR	LNG	081	051	010	004	082	157	143	106	164	156	113	+2 Mace

Torgrin employs seven carpenters, three woodcutters, and a carver and specializes in fine woodwork. Although qualified to build complete structures of wood, he prefers doing the framing and finishing touches on masonary buildings. Torgrin charges 10 GP per day plus expenses of 2D6 GP per day for framing or 3D6 GP per day for finishing work. Needle-trapped chest contains 148 GP, 60 SP, 56 IP, and 40 CP.

Building Supplies (075) Shepard Street

Zeal Aknar

FTR	CGL	021	013	007	033	054	166	118	162	156	125	117	Scimitar

Lumber, tools, fasteners, pegs, panels, and barrels of pitch fill Zeal's shop. Prices are 3D6 GP per unit (one unit represents a one-day supply for one worker). Zeal has numerous contacts with nearby woodcutters and smiths. He has personal knowledge of a Minotaur lair near a logging camp in Dyrfirwall Forest. The till contains 13 GP, 10 SP, and 148 CP. Hidden in the ceiling is a keg holding 350 GP, 140 SP, and three Rubies worth 250 GP each. Customers include Merchants, Craftsmen, and Sailors, NA 3D6, LVL 1D3.

Butcher (076) Oafstair Lane

Racibar the Rake

FTR	LNX	063	041	009	018	046	147	091	083	163	174	073	+1 Battleaxe

Racibar is rumored to have once stuffed a thieving Orc and trussed it up like a turkey for display. He stocks a large variety of meats for humanoid consumption, including Pork, Venison, Veal, Beef, Horse, Tiger, Oliphasent, and Snake. One-week's supply sells for 2D6 SP. Cashbox 8 GP and 205 SP.

Butcher (077) Street of Gargoyles

Farley Felmlover

FTR	CEX	131	063	006	044	081	174	123	105	154	167	082	Butcher Knife

Farley often intimidates his customers into buying more than they need. He likes to make "cutting" remarks and enjoys attempting to overcharge his customers. Farley keeps 7 SP in plain view on a butcher block near his Hand Axe, hoping that a Thief will reach for them someday. All meats are represented as Beef (5 SP per pound). Farley is plagued by 4 Giant Rats and will pay 6 GP for each dead Rat body. Customers include Buccaneers, Pirates, and Thieves, NA 1D6, LVL 1D6. Strongbox: 185 GP and 520 SP.

Fresh Meats (078) Nymph Oak Lane

Bedan Wild-Hair

FTR	CGN	041	027	010	009	074	156	108	112	135	164	137	Short Sword

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Bedan sells exotic cuts of meat: Jaguar 10 SP, Goat 3 SP, Wolverine 6 SP, Mole 4 SP, Boar 5 SP, Impala 12 SP, Walrus 14 SP, Crocodile 8 SP, Tapir 9 SP, Python 16 SP, Hare 2 SP, and Hyena 11 SP. His dog, "Lazy Bones," is fanatically loyal, HD 3, ACL 6, HTK 19. Hidden within his meat locker are 2,840 SP concealed in a Caribou carcass. Patrons include Nobles, Gentlemen, and Mercenaries, NA 1D6, LVL 1D6.

Butcher (079) Errantry Lane

Spylit the Wasp													
FTR	LNN	032	019	010	007	051	146	138	122	134	144	102	Hand Axe

Spylit specializes in cured and salted meats which will keep twice as long as normal. Beef 7 SP per round, Pork 8 SP per round, and Oxen 5 SP per round. Somewhat reserved, he never speaks unless absolutely necessary, but, once he starts, a flood of problems, complaints, ludicrous questions, and sad tales pour forth from his lips. Cashbox 5 GP and 63 SP.

Cages (080) Everon Alley

Emoriy Liplock													
FTR	CGN	022	013	005	053	064	113	182	115	122	145	138	Spear

Liplock carries cages of wood 1 GP, bronze 2 GP, and iron 3 GP in sizes ranging from 1' per side to 30' per side (add 3 GP per foot to price). Special reinforcement is available for 30 GP per strength point contained. Lippy enjoys his work and generally has six projects going at one time. Locks are 3D6 GP. Customers include Trappers, Fishers, and Guardsmen, NA 1D6, LVL 1D3. Hidden in a cage beneath a false bottom are 450 SP and 26 GP. The till holds 43 SP.

Candlemaker (081) Ivory Row

Kanyom the Impmaster													
MAG	CGN	032	020	010	005	065	136	159	103	084	153	144	Wand of Disease

Kanyom sculpts his candles into beautiful statues. He always has a vat of wax boiling for special orders and charges 3D6 GP plus 1 SP per foot of height or width (whichever is greater). "Kan" keeps a pet Baboon, HD 2, ACL 4, Bite 1D6, and has trained him to pour the hot wax into molds. A bronze coffer containing 143 GP, 20 SP, and 2 PP is hidden in the base of a huge candle. Patrons include Clerics, Mages, and Bards, NA 1D6 - 1, LVL 1D6.

Candlesmith (082) Merlon Lane

Aithne the Dervish													
FTR	LNX	023	007	007	033	051	155	146	153	102	143	055	Scimitar

Aithne hates non-believers and heretics. She creates religious candles of blended incense or perfumes for 3D6 SP and up, depending on size. Assisted by four workers, FTR, NNN, ACL 9, HTK 8 - 6 - 5 - 6, WPN Dagger, she spends much of her time experimenting with magical ingredients in an effort to create a "dancing" candle. Cashbox 16 GP, 35 SP, 14 CP.

Carpenter (083) Bucaner Street

Efram Linseer													
FTR	LGN	031	027	007	033	063	164	124	156	131	154	102	Hammer

Efram and his brothers, Hagar and Gafarm, FTR, LGX, LVL 3, ACL 9, HTK 16 - 17, WPN Dagger, build or rebuild small, wooden houses in 3D6 days, with help from laborers, for 140 GP per 40' x 40' floor space. In a secret compartment within a beam are concealed 652 GP and 5 PP. The cashbox contains 6 GP and 41 SP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Carpenter (084) Paladiner Street

Shep One-Ear

FTR	LGX	051	032	009	016	102	174	165	163	152	143	062	Hand Axe

Shep is a noted ship's carpenter and repairs ships in drydock for 20 GP per day. Much in demand, he usually isn't free for other work for 1D6 days. Shep often informs the naval authorities if he thinks a ship is in worse disrepair than the customer wishes to pay for having fixed. Concealed in a wooden idol is 1,250 GP (the idol is cursed).

Carpenter (085) Battlement Road

Kinchel the Fair

FTR	CGN	071	038	006	042	063	174	124	105	153	142	081	Short Sword

Kinchel is a former naval officer who has traveled to many distant lands. His hobby is carving miniature animals, and they fill his shop. He specializes in cabinets and bannisters which are ornate and often gilded. Orders usually take 4D6 days to complete, and he charges 25 GP per day plus materials. Banded chest 528 GP, 47 SP and 120 CP in a leather bag and 2 Sapphires worth 800 GP each hidden in the false bottom.

Carpenter (086) Street of Gargoyles

Dern Batross

FTR	CEN	102	051	010	006	056	134	103	085	184	172	052	Two-Handed Sword

Dern is suspected of using arson to get revenge on a destitute customer who could not pay for repairs. He employs ten Orcs, HD 1, ACL 6, HTK 3 - 4 - 5 - 4 - 3, WPN Short Sword, as laborers. Dern shingles houses for 1 GP per 10' x 10' area. Due to his familiarity with Orcs, it is rumored that he is a spy for a local tribe of Orcs possibly planning an attack on the caravans leaving the city state. Three iron chests are each trapped with Sleeping Gas; one contains 5,128 GP and a pile of skulls, the second holds a King Cobra, HD ½, ACL 5, Bite Poison Type 4, 1D3, and the third is empty.

Carpenter (087) Jesters Lane

Ardey Hammerhed

FTR	CNE	022	016	006	042	074	124	142	135	097	133	121	Great Axe

Ardey has a good income from his demolition and repair business. His twelve sons, FTR, CNX, LVL 1, ACL 6, HTK 6 - 5 - 6 - 3 - 1 - 8 - 7 - 3 - 2 - 5 - 4 - 2, WPN Short Sword, help as apprentices. Demolition is 10 GP per day plus salvageable materials, and repairs are 20 GP per day plus the cost of materials. Hidden beneath a sleeping pallet is a trapdoor leading to a family crypt wherein 563 GP, 755 SP, 420 IP, and 927 CP are hidden. Cashbox 36 IP and 12 SP.

Carpenter (088) Elfmist Lane

Milanbolt the Musky

FTR	NNG	021	016	007	032	062	121	143	173	171	122	146	Hammer

Milanbolt lays wooden floors and makes heavy, wooden doors. He charges 5 GP per 10' x 10' area and 20 GP per inch of door thickness plus 5 GP per 5' x 10' size of door. The quiet carpenter is assisted by six Gnomes, FTR, NNN, LVL 2, ACL 7, HTK 12 - 14 - 11 - 10 - 9 - 6, WPN Sword. The till holds 22 GP, and 140 GP are hidden within the 4"-thick wooden door which gives access to Milanbolt's personal quarters.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Carpet Weaver (089) Shepard Street

Nadia Wolmonger

FTR	CGN	021	013	009	012	068	102	123	151	092	187	152	Dagger

Nadia employs thirteen relatives in her "Red Rug Shoppe." She uses a red background in all of her rugs, and many are hung as tapestries in the palace. Nadia charges 40 GP per 10' x 10' area and is currently working on one for the Taran. Several looms permit her to take on multiple jobs. Hidden within a large roll of matting is a Flying Carped which Nadia inherited from her Wizard grandfather. 325 GP are hidden in an incense burner, and the "iron" chain binding her clothing trunk is actually disguised silver worth 3,245 GP. Cashbox 2 GP, 13 SP, 5 IP. Patrons include Nobles, Merchants, and Caravaneers, NA 2D6, LVL 1D3.

Cartographer (090) Paladiner Street

Pic Fiender

FTR	LEN	072	035	010	003	043	183	124	142	172	175	163	+1 Shortsword

A very uncouth and unkempt person, Pic's customers usually stand at least 20' away from him, if at all possible, to avoid the smell. Blessed with a photographic memory, Pic can easily redraw any map he has seen. Small maps 13 GP, Medium sized maps 20 GP, Large Wall Maps 45 GP plus parchment costs. Pic sometimes sells "treasure" maps (2D6 x 100 GP less CHA of purchaser) which lead to ambushes set up by his Orcish friends. Cashbox 21 GP. Hidden in a Bear's head mounted on the wall are 215 GP, 12 PP, 3 AP, and a **real** treasure map leading to 12,000 GP guarded by a Minotaur.

Carver (091) Lizard Hole Street

Sangundar the Slicer

FTR	LNG	031	020	009	012	075	113	163	138	164	175	044	Rapier and +1 Dirk

Sangundar sculpts in both wood and marble, but he prefers the variety of wood. Badly disfigured in a fire, he usually remains hidden behind a thin drape when negotiating with customers. Wooden Statues 4D6 GP per foot, Marble Statues 4D6 x 10 GP per foot. Within the hollow base of a statue are hidden 542 GP and a gold necklace worth 275 GP.

Cartwright (092) Amulet Lane

Elran Rankface

FTR	CNE	032	019	006	047	053	156	123	106	131	145	089	Broad Axe

Elran is an excellent craftsman who prefers to work on merchant wagons and special carts. His iron-banded wheels are considered the best in the city and cost 24 GP each. Small carts 42 GP, Medium Carts 65 GP, and Large Carts 100 GP plus 3D6 x 10 GP for enclosures in addition to the price of wheels. Two journeymena and an apprentice, FTR, NNN, LVL 2, ACL 6, HTK 6 - 12 - 10, WPN Sword, work on the less-demanding jobs. Two farm carts 50 GP each. Cashbox 210 GP, 134 SP, and 41 CP.

Cartwright (093) Battlement Road

Gowen Ankbar

FTR	CGE	031	024	007	035	069	163	142	068	164	163	147	Hand Axe

Ankbar only works on carriages for nobles and usually requires 3D6 months plus 4D6 days to complete each one. Prices are 5D6 x 100 GP plus metal workings (4D6 x 10 GP for Iron, Double for Silver, and Triple for Gold Alloy). Trappings are 1D6 x 20 GP. He is assisted by Dwyer Stronghand, FTR, NNN, LVL 3, ACL 8, HTK 20, WPN Sword. Locked iron chest hidden beneath an anvil contains 946 GP and three Black Widow Spiders, HD 0, ACL 3, HTK 1, Bite Poison Type 5.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Casino (094) Valiant Promenade

Akar the Swain

ASN	NEX	072	038	009	019	089	164	154	173	152	174	067	+2 Rapier

Akar wears many disguises to cover his hideous face and is always masked if not fully disguised. Many games of chance begin here around dusk and run until dawn. HO 20%. Ten Kobolds, HD 1, ACL 6, HTK 1 - 2 - 3 - 4 - 2, WPN Sword, Sixteen Barmaids, FTR, NNN, ACL 10, HTK 4 - 2 - 3 - 2 - 1 - 1 - 2 - 3, WPN Dagger, Four Cooks, FTR, NEX, ACL 9, HTK 3 - 8 - 7, WPN Axe, and a Wine Steward. Tortoises 5 CP, Crabs 2 SP, Beef Legs 1 GP, Ale 1 SP. Guests include Sailors, Bandits, and Buccaneers, NA 4D6 + 20.

Casks (095) Martyr Lane

Etheltongue the Cooper

FTR	LGX	021	015	006	042	051	144	113	161	143	136	102	Short Sword

Fanatically religious, Etheltongue often drives away customers by attempting to "convert" them. Kegs 2 GP, Casks 3 GP, and Barrels 5 GP. Finvox, FTR, LGX, LVL 2, HTK 12, ACL 4, WPN Saber, his son, is often running off to join adventurers for short forays within the city. Eth has secreted within his shop a map to the fabled hideout of a famous, long-dead bandit called "The Kandal Panther" in whose lair riches are said to be buried. Chest 242 GP, 16 SP, and a jeweled brooch worth 130 GP.

Caterer (096) Pilgrim Lane

Tween Goremonger

THF	CEN	071	042	010	008	056	104	145	126	103	173	166	+1 Rapier

Tween heads a gang of "out of work" Thieves (all guildmembers) and caters private parties and banquets. It's a convenient way of combining work and pleasure, for Tween and his gang use the occasions as opportunities to practice some high-powered pick-pocketing. Prices are very reasonable (1 GP per course per guest plus liquid refreshments per specification of the host at 3D6 SP per guest). Tween's gang: THF, NNN, ACL 9, NA 3D6, LVL 1D6. Locked Strongbox trapped with Poison Type 2 contains 475 GP, Silver Skull Ring worth 210 GP, and a Potion of Boasting disguised to look like a chamber pot.

Catering (097) Kings Row

Wartalons the Howl

FTR	LNX	051	035	010	008	058	138	132	104	165	154	156	Cleaver

Roast Pigs 8 GP, Beef Sides 20 GP, Roast Ducks 2 GP, Turkey 3 GP, Fine Wines 1 GP per guest, and Pastries 1 SP per guest are Wartalons' prides. He always places some surprising delicacy such as Salmon, Lion Steaks, or Crabs in the center of each roasted meat. Wartalons is given to fits of uncontrollable laughter, which might take aback any but his crew of six Halflings, FTR, NNN, ACL 9, HTK 3 - 2 - 4 - 2 - 1 - 3, WPN Dagger, who are used to this personality quirk. Wartalons keeps his crew busy. Parties must be booked 2D6 days in advance.

Cattle (098) Platatz Road

Fighorn Foxing

FTR	CNX	041	025	006	044	087	157	152	123	104	122	125	Whip

Fighorn raises pampered cattle. They are fed beer every day and massaged twice a day to keep them tender. Five cowherders and three servants assist him. Hides 26 GP, Slaughtered Beef 15 GP per pound. Fighorn usually hired mercenaries to guard the herd when it is in the pasture.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Clergy (099) Temple Plaza

Muezzin the Serene

CLR	LGX	131	045	007	033	113	156	173	177	165	144	134	Rod of Compulsion

Muezzin is the Patriarch of Pudage and heads a clergy consisting of two High Priests, four Celebrants, sixteen Elder Ones, and 256 Holy Ones. The practitioners of this theology are called Devotees. Devotees who opt for additional training and vows are often initiated into the ranks of the Holy Pashas, a quasi-military-religious-nobility order sanctioned by the government. It is the easiest method of obtaining noble rank if one is not born to it, and, for this reason alone, 426 Pasha Foot Knights live within 20 miles of the City State and are attached to ships' companies as marines. The religion of Pudage is very similar to that of the Vikings, and the secret name of their god is Woden All-Seer.

Clothing (100) Errantry Lane

Waleye Truklothe

FTR	LGN	021	010	009	017	052	137	084	096	136	122	074	Dagger

Waleye and his good wife, Letienna, are constantly yelling at one another even if they aren't arguing at the time. They employ six seamstresses and two servant boys to produce the popular amp cloth from ampil reeds which grow along the Azurerain River. The cloth is supple and very durable due to its high density. Drawers 13 SP, Loincloth 2 SP, Undershirt 4 SP, Petticoats 10 SP, Hose 9 SP, Shirts 9 SP, Vests 3 SP, Slippers 2 SP, Mantles 8 SP, Jerkins 9 SP, Cloaks 15 SP, Cowls 3 SP, and Togas 20 SP. The cashbox contains 426 SP. Customers include Gentlemen, Guildsmen, and Merchants, NA 3D6 + 2, LVL 1 - 3.

Clothing (101) Zenith Lane

Chenis the Spurious

FTR	CGL	023	016	009	010	047	143	152	136	155	152	134	Rapier

Chenis has trouble staying on any one subject or at any one enterprise for long. He has switched occupations several times and is currently the "fashion king" of the City State. All his amp cloth trousers and blouses are of garish colors, often stitched with silver and gold thread. His baggy blouses and trousers sell for 4D6 x 10 GP, and Elven point-toed slippers are 15 GP per pair. Chenis will generally have 3D6 "friends" of LVL 3D6 browsing about his shop, and he employs four mercenary guards, FTR, LVL 3, NNN, ACL 3, HTK 13 - 14 - 10 - 12, WPN Saber. Invisible chest hidden under his bed contains 478 GP, 25 PP, and a Scroll of Three Spells.

Clothing (102) Lash Lane

Legart the Seamer

FTR	CNE	021	014	008	020	063	134	074	146	127	154	083	Shears

Legart sells amp cloth dresses and habits for the "common folk." Plain, undyed items are 3 SP each, and dyed items are 6 SP each. He is assisted by four daughters and six sons. Legart has a half-interest in a merchant ship which he is attempting to sell for 2,200 GP. The ship is six months overdue. Lockbox 158 SP. Trunk: Elven Rope, silver tankard worth 120 SP, and 25 Amber gems worth 10 GP each. Customers are Clergy, Tradesmen, and Merchants, NA 4D6.

Clothing (103) Windy Avenue

Kimjar Heavy-Head

FTR	LEX	031	026	007	034	065	147	126	139	107	167	136	Scimitar

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Kimjar produces "travelers" clothes by blending leather straps and amp cloth to produce belted hats 4 SP, cross-belted tunics 9 SP, and leather-lined breeches 19 SP, Vests 12 SP, and Aprons 8 SP. Leather-soled point-toed slippers are 10 SP. He employs 10 apprentices and two Gnomes: FTR, LVL 3, ACL 7, HTK 16 - 14, WPN Short Sword. Cashbox contains 312 SP and is protected by a screaming insect that howls if not spit upon when the box is first opened.

Cobbler (104) Bucaner Street

Clagnori the Dwarf

FTR	LGN	042	025	008	022	074	173	104	083	164	122	075	Hammer

Clagnori is renowned for his leather boots. They are sold in low, medium, and high sizes of soft leather, toughened leather, and carboiled leather - add 2 GP for each size class and material class. He will only produce his boots by special order and prefers any barter to be in metal or gems. Orders take 1D6 days to complete. Hidden within his sleeping pallet are 20 GP, 210 SP, and 420 IP.

Cosmetologist (105) Dahute Street

Zarklet Efbar

CLR	LNG	022	017	010	007	053	083	134	156	122	163	153	Dirk

Efbar is considered an heretic by many because of his religious beliefs, but he is also considered a novelty by the aristocrats and ladies of the city, and the use of his services has become something of a fad recently. Face Paints 2 SP, Eye Paint 3 SP, Sparkle Cling Powder 1 SP, Lip Paints 2 SP, Fake Horns 3 SP, Fake Tails 6 SP, Hair Dyes 3D6 SP, and Hair Ornaments 3D6 SP. He is assisted by three servants and an apprentice, FTR, NNN, LVL 1, ACL 10, HTK 3 - 4 - 2 - 4, WPN Dagger. Cashbox 33 SP.

Concubines (106) Yelob Row

Shinrea the Matron

FTR	LNX	031	014	009	019	063	103	142	122	144	176	173	Garrote

Shenrea teaches thirty-three women to play musical instruments, recite poetry, be conversant in literature, sing, dance, and use correct posture and courtly manners. The building is protected by six Amazons, FTR, LNX, LVL 2, HTK 10 - 12 - 9 - 8 - 9 - 13, ACL 3, WPN Sword. Each woman wears 1D6 x 10 GP in jewelry. The interior of the building is decorated with many expensive paintings, tapestries, and rugs given to Shinrea by grateful patrons. Shinrea has 240 GP and 625 SP hidden in a niche behind a painting in her room.

Conman (107) Ivory Row

Aridar the Scorpion

ASN	CEN	074	043	007	033	074	156	176	163	114	163	174	Broad-sword

Aridar is widely-known for his devious and complicated plans which are meticulously researched and executed with precision. He is often consulted (120 GP per hour) and occasionally takes on a major "job" himself if it piques his imagination (40% of all loot or 2,000 GP, whichever is greater). A false ceiling in his room conceals a leather bag containing 36 GP, 4 PP, 6 AP, a piece of jewelry worth 1,520 GP, three vials of poison, and a pouch holding Yellow Lotus Powder.

Cordsmith (108) Ivory Row

Nimble Frivarn

FTR	NGN	031	015	009	011	061	102	092	101	126	164	072	Dirk

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Frivarn makes ropes of jute, hemp, and ampil in various thicknesses. Prices 1D6 CP per foot and up, depending upon thickness. He prefers trading for food and clothing to support his large family. Frivarn is assisted by his twelve adopted children. Cashbox 32 CP.

Dancer (109) Blackpit Row

Isimienna the Graceful

THF	NGL	042	018	009	011	034	106	164	103	114	173	175	Stiletto

Isim earns her living by dancing at banquets and on the streets, if necessary. Being extremely proud, she has made several high-level enemies and is often forced to use her experience with the Thieves Guild to protect her life. She wears a gold headpiece worth 96 GP and has two pieces of jewelry worth 656 GP hidden behind a brick in her room.

Dreamhall (110) Lizardhole Street

Abarlit of Reverie

DEM	CEN	092	054	002	083	067	178	166	154	073	175	049	Scimitar

Abarlit ostensibly runs a winery which permits the use of mild drugs called Kokowan Leaves and employs an Illusionist, ILL, NEX, LVL 4, ACL 9, HTK 18, WPN Dagger, to create "dreams of granduer." Abarlit charges 3 GP per hour per party member, but he separates the members of a group into individual cubicles for their "dreams." He actually drains away life levels, which causes a fall in experience of 1,000 per day beginning three days after the "dream" session. Abarlit is careful not to cause deaths, however, and he is very amiable and apologetic to any who attempt to link his business with the loss. Within his personal chambers are a Crystal Ball and a Flying Carpet in plain view. Cashbox 248 GP.

Dried Foods (111) Alfrat Street

Kheusak the Younger

FTR	LGN	043	016	009	014	073	265	237	105	145	124	103	Scramasax

Kheusak supplies beef jerky, dried potatoes, and apricots to ships and caravaneers that stop at the city. His process is a long-held family secret. Kheusak refuses coins and prefers to barter for cloth and weapons. Locked trunk holds ten Short Swords, fifteen Daggers, a bolt of silk, and four Hand Axes.

Dried Foods (112) Ghostwin Lane

Wark Longruse

FTR	CGN	082	046	010	003	058	153	143	125	152	053	101	Broadsword

Wark and his three sons, Bonehead Garf, Agrik, and Faristor, FTR, LVL 3, LGN, ACL 9, HTK 17 - 15 - 14, WPN Dagger, produce pickled and salted foods for long journeys. Wark is rumored to have lost his left leg to a Griffon long ago and nearly starved to death getting back to civilization after that accident due to spoiled supplies. He is a careful and thorough workman, and his supplies can be counted on to last the maximum expected length of time. All foods are 10 GP per cask. Cashbox 36 GP.

Dried Meats (113) Oafstair Lane

Benfriz Long-Ears

FTR	LEX	033	022	009	013	074	134	103	094	096	143	073	Butcher Knife

Benfriz prepares spiced, dried Venison and Beef in a slow oven. The meat is stored in salted bags, and each bag is sufficient for one man for one day. Price 1 GP per 10 pounds of meat. Lockbox 37 GP. Secret compartment in oven contains 415 GP. Customers include Marines, Pirates, and Sailors NA 2D6.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Spears (114) Black Rose Lane

Toshin Stronghand													
FTR	LGN	051	033	006	042	041	163	142	124	131	143	093	Spear

Spears 12 SP, Pikes 40 SP, Halbards 50 SP, and Pole Arms 60 SP. Toshin will not accept gold, preferring to trade in furs and silver. He enjoys exchanging gossip as he works, and several street children are usually gathered around him to hear tall tales of adventure (most are true). Cashbox 48 SP.

Dyer (115) South Gate Road

Lynchibor Stride													
FTR	CGX	021	012	010	006	074	134	124	115	083	126	112	Dagger

Lynchibor gives away most of his profits by giving small loaves of bread to hungry passers-by. He employs 16 quarrelsome Goblins, FTR, NEX, ACL 6, HTK 4 - 3 - 3 - 1 - 1 - 2 - 4 - 2, WPN Short Swords, by special charter because they are immune to the evil fumes steaming out of the dying vats. It is said that he can match any desired shade. Lynchibor charges 2 SP per bolt of cloth and is never idle for lack of work. Cashbox 6 SP.

Dyer (116) Crossbow Alley

Yakelos Jammet													
FTR	LNE	031	017	007	033	063	136	064	126	143	115	076	Whip and Scimitar

Yakelos runs his shop as if it were an elite military squad and insists upon being addressed as "Master" even by his customers. The vats are kept in constant use by 14 indentured servants and 8 convicted criminals released into his custody as a punishment. He is resented by the local merchants as a newcomer who has done "too well." Only red, blue, and black dyes are used, and, as an incentive to work, the workers are occasionally "dipped" for minor rule infractions. Jammet has also been known to toss in a garrulous customer or two as well. Only large, batch orders are taken, and he prefers to barter for services. Cashbox 45 GP, 30 SP, 26 CP.

Swordsell (117) Paladiner Street

Kadil Apefoot													
THF	LEA	101	047	007	035	043	157	143	126	098	166	137	+2 Saber

Kadil procures employment for Guildsmen and others by special arrangement. He is usually contacted for guards, Mages, naval officers, artificers, and trainers. He lists several "foreign" opportunites, but anyone attempting to take such a job will find himself sold into slavery by Pirates, who have an agreement with Kadil. Kadil charges 10% of the first month's wage in advance, so those sold into slavery are actually paying for that dubious privilege. The employers are also required to pay 20%, which they, in turn, deduct from the wages paid. Kadil receives half of the slave price, and, therefore, he encourages many to take lucrative-appearing jobs overseas, especially if the prospective employees are new to the area. Iron trunk hidden in the attic contains 529 GP and a small leather pouch holding two Cat's Eye gems worth 100 GP each.

Solicitor (118) Merchant Street

Sagon Kiscat													
MAG	LGN	041	013	009	012	078	092	164	103	066	153	054	Dagger

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Sagon earns his living by finding employable persons with the aid of his Crystal Ball. The Crystal Ball has the ability to cast Sagon's voice into the ear of the person desired and, thus, enquire if that person or creature is available for employment. Sagon is protected by six Mercenaries, FTR, NNN, LVL 1D6, ACL 3, HTK 17 - 42 - 22 - 8 - 19 - 22, WPN Sword, and three Ogres, HD 5, ACL 8, HTK 32 - 27 - 26, WPN Club. Sagon charges 1,200 GP per search and 30% of the first month's wages if successful. He prefers to barter for magical items, especially tomes. Sagon has a laboratory on the second floor of his establishment; in it, he experiments with music magik. Among numerous dulcimers, lutes, cymbals, bells, gongs, tambourines, and giant tuning forks is a Wand of Whistling which will remove the ability to speak for one month. Brass Box holds 12 GP and 6 PP.

Engineer (119) Pilgrim Lane

Wicket Detailed

FTR	LEN	091	045	010	004	082	174	153	063	165	143	168	Long-sword

Wicket spent many years as an Engineer in the army, building Catapults, Siege Towers, bridges, etc. His crew of 12 are friends from his military days and are very loyal, as well as tough-minded, FTR, NNN, LVL 3, HTK 12 - 18 - 16 - 12 - 17 - 10 - 13 - 14 - 11 - 16 - 15 - 10, WPN Sword. Wicket demands top prices, but he can build any reasonable structure in 1D6 x 10% less time than normal. The crew runs a continual knucklebones game (HO 12%) between jobs. War Chest: 126 GP, six custom-made Swords worth 125 GP each, 126 SP in a pouch, and a silver cask worth 520 SP and filled with 25 Zircons worth 50 GP each, 18 Aquamarines worth 45 GP each, 26 Ambers worth 10 GP each, 34 Corals worth 9 GP each, and 6 Agates worth 7 GP each.

Executioner (120) Rogue Lane

Bitern Hedstone

FTR	LEN	031	016	003	073	061	147	096	074	185	164	053	Great Axe

Hedstone is sadistic and loves to torment and tease prisoners to such an extent that he is often booed by the populace at public executions. He is protected by the Assassins' Guild because they have agreed to admit into their ranks any appointed executioner, though this particular one is not even liked by most of the members. Hedstone often brags about "getting a head," and he has mounted his favorite ones on the front of his house. Chest hidden in secret room in basement contains 316 GP, 437 SP, 890 CP, and 30 IP.

Exterminator (121) Beggars Row

Grudang the Groll

FTR	CNE	062	034	005	052	041	136	082	072	166	165	043	Silver Trident

Grudang is notable inasmuch as he appears to be a cross between a Goblin and a Troll. He is extremely fast (3 strikes per round), and he regenerates 1 point per round after the first round. He has lived in the city for the past 80 years but appears to have aged little. He loves Rat meat, and charges only 1 CP per Rat, 1 SP per Giant Rat, 1 GP per Master Rat, and 45 GP per Wererat. He has Fourth Level Thieving abilities and can surprise on a 1 - 5 on 1D6. In his broad belt, he keeps eight silver Throwing Stars and a belt Knife. His leather cloak is studded with eleven bronze Throwing Stars, representing the Wererats he has killed. Within a huge pile of Rat bones in his sleeping corner are hidden 14 GP, 32 SP, and 53 CP.

Falconer (121) Blue Moon Alley

Manival the Claw

FTR	CGN	062	025	006	043	071	146	174	164	137	156	135	War Dagger

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Manny has been initiated into the School of Air Magiks, but his love for birds encouraged him to take up Falconry after years of mercenary fighting. He wears an Amulet of Avian Control (100' area), but he prefers more "natural" methods. Falcons are trained to return to his loft if their masters mistreat them. Twenty Messenger Falcons 15 GP each, ten Hunting Falcons 26 GP each, and three War Falcons, 40 GP each are already trained. The shop is filled with thirty other Falcons not for sale as yet. A locked iron box contains 40 GP, a Panther-skin jacket, and a silver chalice worth 129 SP. The false bottom conceals Wings of Soaring and a +1 Rapier.

Falconer (122) Shepard Street

Slinard Velken

FTR	CEX	051	023	005	052	074	121	103	142	107	173	164	Scimitar

Slinard trains vicious War Falcons that have been known to turn on their masters if not allowed to hunt at least once every other day. Six are trained completely, 20 GP each, and twelve other Falcons are partially trained, 10 GP each. Slinard enjoys Cock Fights, and has six Fighting Cocks which he frequently uses to double his income, HO 30%. Hidden in a huge, clay seed pot are 105 GP, 83 SP, and 342 CP.

Feed Store (123) Platatz Road

Tactless Hipig

FTR	NGN	021	012	008	026	062	105	106	163	084	123	104	Dagger

Hipig is a dour oldster who permits no nonsense or non-humans in his shop. His mixed feed is graded into Common, Fine, and Excellent, and he sells it in amp cloth bags, 1 GP, 2 GP, and 3 GP per bag. Hipig prefers to trade for pelts and will not accept foreign coins or metal bars. Cashbox 12 GP and six Fox pelts piled under the counter.

Feed (124) Toturan Road

Rodlin the Rowdy

FTR	CGE	081	037	010	006	063	164	102	083	165	122	153	Flail

Rodlin sells hay 3 SP per bundle, oats 9 GP per sack,and barley 8 SP per sack. He wears studded black leather and enjoys making "citizen's arrests" of foreigners. Rodlin has memorized many old and ludicrous laws, such as "illegal hopping," running to the street, and spilling grain without picking it up immediately . He receives 30% of any fines but is careful not to "sting" his best customers. Fond of Tiger hunts, Rodlin often tries to arrange a hunt with others. A lockbox containing 210 GP and 153 SP is hidden within a roll of hay.

Sellsword (125) Hardy Lane

Kalan Minbane

FTR	CEL	081	039	003	073	041	179	174	162	175	189	153	+3 Longsword

Kalan is actually a Half-Demoness found as a child in a graveyard and raised by an evil Cleric. She is often possessed by "strange" thoughts and desires for raw meat. Kalan seeks to increase her powers at every opportunity and plans to seek magical abilities in the near future. She often arranges expeditions to raid ancient tombs seeking artifacts. Undead creatures usually flee from her (PROB 60%). Kalan believes that she is going insane, but she is supported by friends among the Thieves and Assassins of the city. Hidden within her room are two Potions of Colossal Strength, a +1 Shield, and a gilded skull worth 265 GP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Fisherman (126) Kings Row

Boar Dozink

FTR	NEX	071	042	010	006	061	143	104	125	174	165	153	Net and Sword

Boar has inherited a Seashell Horn from his grandfather which, when blown, lures fish into his nets. He sails each morning with his six helpers and returns before noon with four times the catch of any other fisherman. Fresh Fish are sold for 2D6 GP and up, depending upon size. The fish stand is manned by his large family of five children and three wives. He often parties with local Bandits and frequently finances their forays for half the booty. Buried in his basement hidey-hole is a banded chest containing 546 GP and 5,435 CP.

Fisherman (127) Qubbat Alley

Liang the Poet

FTR	CNG	031	012	009	012	054	147	136	115	093	132	102	Trident

Liang is a soft-hearted dreamer who loves to hear sagas and strange tales so much that he will pay 3D6 CP for each new tale to be recited to him. He loves to recite poems he has created while fishing. He knows the location of a small tribe of Merfolk and is good friends with two Mermaids. The Merfolk have recently been troubled by a Great White Shark, which worries Liang. His catches are small, but his Mer-friends see to it that he brings up an occasional Pearl Clam. Fresh Fish 1D6 CP. Hidden in his fireplace is a bronze box containing 6 Pearls worth 125 GP each and 53 CP.

Fisherman (128) Whalebone Alley

Jareem Har

FTR	LNG	062	026	101	003	064	137	127	086	125	165	154	Harpoon

Jareem supplements his income by wrestling Crocodiles for bets and salvaging sunken merchant ships. He has four fast sloops that bring back average catches, and he occasionally rents several of his sloops to Pirates for a quarter-share. His Crab traps are especially efficient. Jareem often hires new help because his policy of expecting his workers to toil while he relaxes causes many to quit. He pays 4 Fish and 1 Crab per day. Jareem owns a half-interest in two Merchant Ships. Fish 1D6 + 2 CP. Cashbox 528 CP. Hidden under the counter is a lockbox containing 158 SP and 20 CP.

Tackle (129) Kings Row

Timak the Grub

FTR	LNE	021	012	009	013	041	116	174	153	102	125	147	Dagger

Timak is the leader of a gang of toughs, sailors, and brigands. His shop is stocked with live bait at 2 CP per handfull, lines at 1 CP per 10', flies at 1D6 CP, hooks at 1 CP, and poles at 2D6 CP. Nets are often available, PROB 40%, for 1 SP per 10' square. Timak likes to trade for fish and bait. He fashions custom-made poles for 2D6 SP in 1D6 days. His cashbox contains 40 SP and 72 CP.

Fletcher (130) Winesome Lane

Elithe Lindfoil

AMZ	LGN	061	037	009	014	057	145	151	102	113	165	168	+1 Hand Axe

Elithe makes very high-quality Arrows for 5 SP each. She learned her trade as an Half-Elf Amazon when only a child. She has traveled through much of the northland and often wishes that she had not settled down. She wistfully talks of deep forest where Unicorns drink from scarlet-hued pools. She has five Rubies worth 125 GP each, a set of Leather armor, and a Flaming Sword concealed in her attic. Cashbox 65 SP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Fletcher (131) Halfman Street

Shang Trueflight

SAG	LNX	051	029	010	005	071	123	181	173	114	103	104	None

Shang's Arrows are made of Ironwood fashioned with Peacock feathers and cost 1 GP each. They have twice normal range. He can only make one per day because he is much preoccupied with research into the mysteries of psionic creatures and artifacts of the ancient ones. Three assistants, Quangar, Armet, and Bervin, FTR, LGN, ACL 9, HTK 6 - 5 - 5, WPN Dagger, manufacture sixteen normal Arrows per day which sell for 1 SP each. Cashbox 31 GP, 84 SP, and 25 CP. In a cache in a wall niche are 5 Special Arrows, three tomes listing the histories of known magical weapons, and 1,525 GP in gems. Shang wishes to obtain "The Godling Shaft," an Arrow supposedly stuck in the hide of a Green Dragon roaming the Wise Pillar Forest.

Flowers (132) Carnivore Row

Auroa Dey

MAG	LGC	023	014	009	019	061	083	163	164	078	175	178	Dagger

Auroa has a gift from an Archdruid, a Seed Stone which, if kept in watered earth, produces sprouts of Magnolia, Geranium, Pansy, Nasturtium, Petunia, Daffodil, Wood Lily, Dayflower, Azalea, Lilac, Wisteria, Hyacinth, Daisy, and Mountain Laurel every day. She sells whole plants for 1 CP each regardless of variety. Auroa dislikes woodcutters and farmers intensely. She has 60 CP and 15 GP hidden beneath the dirt in a large, clay pot. Customers include Sailors, Nobles, and Gentlemen, NA 4D6, LVL 1D3.

Flowers (133) Carnivore Row

Prackling Velima

WIT	LEN	041	019	009	011	072	063	172	124	085	155	035	Wand of Garroting

Velima rarely appears outside her hut without transforming herself into a demure maiden (CHA 189) with a cane (her wand). She sells all manner of flowering poisonous plants for reasonable prices, 1D10 SP same as Poison Type. She will only have any particular plant desired 10% of the time. Her hideous true appearance is enough to turn the hair of the bravest man white with fear. A large Mastiff Dog, HD 3, ACL 6, HTK 16, is her familiar. Within her hut are three scrolls of three Mage spells of the third level each, a Broom of Wind Riding, and a gold chain worth 695 GP.

Foreign Clothing (134) Iltutmish Lane

Rail Avgrat

FTR	CNG	021	009	009	013	061	154	102	063	095	135	146	Rapier

Rail keeps a good selection of strange garb worn in distant lands and charges very high prices, 3D6 x 10 GP, for it. The shop reeks of unusual smells. Within a large pile of strange footgear is an undiscovered pair of Elven Slippers (quieter than boots). Rael purchases rare pelts and hides for 6D6 SP. Cashbox 612 GP and a list of nobles known to hold masquerade balls. Customers include Nobles, Doxies, and Pirates NA 3D6, LVL 1D6.

Forester (135) Trolltrap Lane

Unsully Timbor

RGR	LGN	072	041	010	004	063	166	174	155	146	167	153	Broad Axe

Unsully organizes hunting trips to thin out overpopulated areas of the forests nearby and often argues in favor of punitive raids against forest-burning Orcs and overzealous loggers. He has a Cloak of Protection +2 and has studied rudimentary spells in the College of Illusion. Hunting Expedition 12 GP plus 1 GP per kill. Hidden within his room are two vials of Healing Salve, a cask containing 119 GP, 16 SP, and 32 IP, and a Longbow with four +1 Arrows.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Fortune Teller (136) Quiking Row

Lopeye Wyang

FTR	LNX	052	025	010	004	054	112	145	153	164	112	156	Cane Sword

Lopeye practices numerology to make predictions of a general nature, PROB 40% accurate, and charges 2 GP per PSL or LVL, whichever is higher. Lopeye fears that he is being stalked by a secret cult dedicated to an "unpredictable" future. He also fears that the Shadow Clan is hunting him for his killing of a noted clansman in Meri-Amon four years ago. He rarely ventures out at night and seeks to hire guards for 1 SP per day. A trunk in his room contains 148 GP, and six Turquoise gems worth 12 GP each are concealed within the false lid.

Fortunes (137) Regent Street

Basmonk the Persuader

MAG	CNG	065	028	009	011	081	073	165	163	084	154	136	+1 Throwing Knife

Basmonk uses the "Oracle From the Silent Sea," a large Amethyst Crystal Ball worth 9,850 GP, to predict the future of wealthy patrons. Readings cost 125 GP and can be on any subject, PROB 62% accurate. He is assisted by Jaoun Dropper, THF, NNN, LVL 5, HTK 26, WPN Longsword, his half-brother. A Feathered Staff of Stunning is wielded by Meitina Dropper, MNK, NGX, LVL 3, HTK 19, his sister. Six guards, FTR, NGN, LVL 2, HTK 5 - 11 - 9 - 7 - 12 - 11, require that patrons check their weapons at the door. Invisible trunk contains 12 Obsidian gems worth 42 GP each, 348 GP, a Shark's Tooth necklace worth 25 GP, and an Electrum Helm worth 340 GP.

Furniture (138) Titan Lane

Miknon Pithy

FTR	CGN	061	043	010	006	071	126	174	151	178	163	123	Falchion

Miknon and his ten freemen make tables 15 GP, chairs 7 GP, and candle holders 2 GP (double prices for fine wood finished) of intricately-carved woods. Specially-made inlaid tables are 4D6 x 10 GP each and require 3D6 days to complete. He has many Elven friends and often roams the nearby woods seeking quality trees. Hidden behind a secret panel in his room are four Garnets worth 745 GP each and 43 GP. Customers are Merchants, Nobles, and Tradesmen, NA 1D6 - 2, LVL 1D6 + 2.

Used Furniture (139) Assassin Lane

Triaidon of Endominar

WIT	CEN	021	005	009	013	031	084	163	102	065	174	125	Poison Darts

Triaidon is often seen at fires and in the homes of deceased notables, purchasing antique furniture, especially the furnishings of servants' quarters. Actually the spy for a local coven, she collects information on the whereabouts of nobles and Clerics who oppose the coven. Chairs 1D6 GP, Tables 3D6 GP, Beds 6D6 x 10 GP, Chests 2D6 GP, Cabinets 3D6 GP, Bookcases 4D6 GP, Chests 2D6 GP, Headrests 5D6 GP, Couches 7D6 GP, and Candelabras 8D6 GP. She is protected by the coven and is constantly, but secretly, guarded. Chest within an old coffin in the basement contains 839 GP and two silver Shields worth 17 GP.

Furniture (140) Southgate Road

Zenarbia the Merciless

THF	LNE	031	022	006	043	072	135	126	115	123	167	145	Main Gauche

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Zenarbia disguises stolen merchandise for resale and does an exceptionally brisk trade with foreign merchants arriving by caravan or in ships. She has ten Cutpurses, THF, NNN, LVL 2, HTK 6 - 7 - 6 - 9 - 4 - 10 - 8 - 5 - 9 - 9, ACL 6, WPN Sword, who conduct secret business at the rear of the building. Zenarbia brooks no dishonor among Thieves and is known to mount thumbs in the ears of blinded disloyal hirelings. Two iron chests, Poison Type 3 trapped, contain 43 GP, a +2 Crossbow, a Griffon-hide coat, six Beaver pelts worth 48 GP each, and a Giant Chameleon hide worth 226 GP.

Furniture (141) Valiant Promenade

Anfulmar Krakman

FTR	LNA	021	012	007	034	052	124	133	132	105	085	063	Whip

Anfulmar specializes in heavily-lacquered, fine cabinets, screens, and foot stools. His four Gnomish helpers, Keenwit, Dirdork, and Tyro, FTR, NNN, LVL 2, HTK 6 - 8 - 10, WPN Dagger, are kept busy by the snap of Anfulmar's Whip. Some say lacquer fumes have eaten away his brain. Cabinets 22 GP, Screens 36 GP, and Footstools 9 GP. Under the vat are hidden 158 GP, 246 SP, and 29 CP in an iron-banded, wooden chest.

Games (142) Kings Row

Ilomen the Eccentric

MAG	NGE	112	044	009	019	082	103	186	174	067	154	166	Wand of Gamboling

Most people consider Ilomen quite mad to ignore all the opportunities open to him to obtain wealth, but he prefers to while away day after day playing meaningless games. Actually, his gaming is an unique form of magic which instills an occasional child-like glee or *joi de vivre* in all beings within 360 miles, even the coldest, most evil-hearted creatures. This emotion creates waves on another plane which protect the entire area from Demons attempting to enter it, although they do no affect those already inside. Games of every description priced at 3D6 SP plus one gaming session with Ilomen.

Games (143) Stonebow Lane

Phelaidor Wargim

FTR	LGN	021	009	005	052	051	146	103	121	157	134	128	Bastard Sword

Phelaidor carves game pieces for two traditional games of Tarantis, Thunder Chess and Kang-Shai. Kang-Shai is an elaborate form of chess with sixteen different pieces and terrain effects defense. An excellent player, Phelaidor has written a treatise on tactics and optional rules to supplement Kang-Shai. Scroll of Enhancement 5 GP. Thunder Chess Set 2D6 SP and up, depending upon quality of pieces, and Kang-Shai sets 3D6 GP. Hidden in his attic is a gold and silver Kang-Shai gaming set worth 175 GP. Cashbox 10 GP, 34 SP, and 24 CP. Customers include Mercenaries, Guardsmen, and Marines, NA 2D6.

Gardener (144) Assassin Lane

Sedulous Pursor

DRD	NNG	121	043	007	039	071	157	165	162	151	146	145	Staff

Sedulous spends much of his time discussing the nature of the universe with plants, convinced that their simple responses hold the keys to the mysteries of nature. He has a large variety of vegetables for sale and often informs the purchaser of the personalities of the vegetables bought. Parsnips, Carrots, Celery, Beets, Maize, and Asparagus 1 CP per bunch, Radishes, Peas, and Beans 2 CP per handfull, and Watermelon, Pumpkins, and Lettuce 3 CP each. During the winter, Sedulous roams the forest, seeking Treemen. Cashbox 51 CP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

General Store (145) Kings Row

Hasan the Baudy

FTR	CGN	101	048	010	005	093	148	157	143	162	153	122	Two-Handed Sword

Hasan sells a little of everything: PROB 30% common items, PROB 20% unusual items, and PROB 10% rare items are available for standard prices less CHA stated as a percentage. Rice, beans, rakes, ropes, tents, oil, lanterns, hats, scroll cases, boxes, cages, chains, pulleys, and more line the shelves. Hassan is helped by his son, Hubar, FTR, NNN, LVL 4, HTK 27, WPN Scimitar. Cashbox 218 GP, 320 SP, 189 CP. Customers include Merchants, Bandits, and Sailors, NA 4D6, LVL 1D3.

Geologist (146) Morose Alley

Linroc the Obtruse

SAG	LGN	051	014	010	004	091	066	173	176	052	093	145	None

Linroc is an accomplished geologist, PROB 70% accurate, and is consulted before major structures are added to the city as well as by prospectors. Suspicious merchants bring metal coins to him for verification of purity, and he has received a charter from the Taran to organize an expedition to find precious minerals. Guards 1 GP per week, Laborers 1 SP per week, and Specialists 3 GP/LVL/Week. His room is full of rock and mineral samples; copper worth 240 CP, iron worth 35 iron pieces, Carnelian worth 40 GP, Orichalcum worth 60 GP, lead worth 2 GP, Jasper worth 5 GP, Opalite worth 13 GP, and magicum worth 10 GP. A locked trunk contains 10 SP, 12 GP, 5 EP, 3 PP, 2 MP, 1 AP, a Ruby worth 20 GP, an Emerald worth 15 GP, and a Diamond worth 48 GP.

Ghosters (147) Ghostwin Lane

Viril Fristing

MAG	LGN	075	023	010	006	084	156	167	156	145	182	174	Amulet of Vision

Fristing and his sister, Grimira the Quiet, MAG LGN, LVL 4, HTK 12, ACL 9, rid local residences of Ghosts for 300 GP to be invested in trading ships in their names. They own two Merchant Galley and part of seven others. Their home is filled with arcane momentos, skulls, candles, idols, paintings, and charts. Beneath a Sword poised in mid-air is a small cask containing 50 GP, 50 SP, and 50 IP. Several pieces of furniture are enchanted to attempt to be useful: doors open for LG, lids raise, chairs follow one about each room, and tinkling music plays tranquilly in the bedchambers.

Undead Abolisher (148) Paladiner Street

Aberrant Reapis

CLR	LGX	071	030	010	005	061	142	168	174	125	163	142	+1 Rod of Dissolution

Reapis is dedicated to the extermination of all Undead creatures but greatly fears Vampires and will refuse these commissions. The Rod of Dissolution will completely disintegrate any Undead it touches except Liches, which will take 4D6 damage instead. Reapis keeps four Hyenas, HD 1, HTK 4 - 5 - 3 - 6, ACL 7, Bite 1D6, which are trained to howl if within 60' of Undead. He has three scrolls of spells which will paralyze any Ghouls, Shadows, Spectres, Phantasms, or Skeletons within 40'; others are unaffected. Reapis is assisted by anyone he can hire for each mission. Missions are 12 SP per HD of Undead. In his chambers are a large silver Sacred Symbol worth 440 SP, a bag of garlic, a large silver mirror worth 126 SP, and three silver Daggers worth 48 SP each.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Gladiator (149) Kings Row

Dinpoon the Rash													
FTR	CEN	121	054	006	042	085	173	154	106	175	176	074	Broad-sword

Dinpoon is badly scarred but is considered the best trainer for all melee weapons in the city. He charges 15 GP per week for training during the first six weeks and 30 GP per week thereafter. He has a huge collection of personal arms PROB 80% available. Locked bronze chest contains 560 GP, 5 PP, and a jeweled scabbard worth 2,680 GP. Customers are Mercenaries, Marines, and Gladiators NA 5D6, LVL 1D6 + 1.

Glassblower (150) Shepard Street

Astar Puffer													
FTR	CGN	031	013	008	022	071	119	107	096	123	157	077	Blow-gun

Puffer is quick-tempered and generally too busy to haggle with customers. Bottles 3 SP, Flasks 5 SP, Retorts 15 SP, Bowls 9 SP, Tubes 4 SP, Stoppers 1 SP, Lenses 2 GP, Tumblers 6 SP, Goblets 1 GP, and Beakers 7 SP. Cashbox 26 GP, 73 SP. Customers include Clerics, Mages, and Merchants NA 3D6 - 2, LVL 1D3.

Glassblower (151) Battlement Road

Fulung Magil													
FTR	CNG	021	009	006	044	078	123	125	106	136	164	094	Dagger

Fulung makes thick, hard-to-break bottles and drinking mugs 4 SP each. Lorina the Wench, MAG, CGN, LVL 2, HTK 6, CHA 16, WPN Dirk, his daughter, assists him by waiting on customers when not studying. Five Craftsmen, FTR, LGN, LVL 1, HTK 7 - 3 - 6 - 4, WPN Dagger, work during the cool evenings at the furnace. False-bottomed ceramic pot contains 126 SP.

Goldsmith (152) Dahute Street

Sutistor Gruff-Nose													
FTR	LNA	021	012	009	021	083	113	152	161	114	102	173	Scimitar

"Gruffy" takes pride in his 3' moustache and is especially wary of Elven-kind. He is assisted by six apprentices, FTR, LGX, ACL 6, HTK 4 - 5 - 4 - 6 - 3 - 3, WPN Sword, and three Dwarves, FTR, LNN, ACL 6, HTK 6 - 6 - 7, WPN Hammer. He banks gold for 1 GP per 1,000 GP in his basement vault, a solide granite chamber with 4' thick walls and a 4" thick iron door triple locked and trapped with a sleeping gas. The vault holds 92 gold bars worth 50 GP each and 1,320 GP. Gold eating utensils 5 GP each, gold pitchers 180 GP, gold Dagger 52 GP, gold Mace 95 GP, gold Shield 240 GP, gold Helm 190 GP, and gold cups 34 GP.

Goldsmith (153) Morealm Boulevard

Apadan the Shameless													
FTR	CGN	071	029	008	022	094	144	132	151	153	165	167	+1 Scimitar

Apadan is often called "The Goldmaster" due to his unique ability to create golden statues which seem almost alive; maidens weep, warriors lunge, monsters roar and do other minute movements. His secret is in the magiks of Ragsk Jenhad, MAG, LGN, LVL 5, HTK 14, WPN Dagger, an assistant and long-time friend. Gold Statues to Order 520 GP per foot of height. Six guards, FTR, NGX, ACL 2, HTK 6 - 5 - 7 - 7 - 4 - 5, WPN Spear, protect the iron bullion box containing 8 gold bars worth 120 GP each and 986 GP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Guide (154) Upset Alley

Shambol Actaran

FTR	LNE	041	011	005	042	049	113	164	163	083	147	103	Machete

Shambol knows all the major and minor routes within 200 miles of the City State; PROB 30% of Shortcut, PROB 20% of Hunting Spot, PROB 40% of Campsite. He charges 3 SP per traveler per day. Shambol speaks Goblin, Orc, Troll, Gnoll, and Ogre languages and can interpret drums and sign languages. A gold ring worth 24 GP, a silver medallion worth 15 SP, and a Puma pelt are hidden in his rafters.

Hatter (155) Regent Street

Scintillant Oradnar

FTR	LEN	031	009	008	025	073	143	084	075	122	164	165	Short Sword

Headresses of all types fill Orad's shop. Chaplets 2 SP, Gauze Veils 4 CP, Turbans 5 SP, Berets 3 SP, Fezes 4 SP, Caps 6 SP, Skullcaps 1 SP, Beaver Hats 6 SP, Slouch Hats 7 SP, Straw Hats 6 CP, Plumes 3D6 CP, Ribbons 2D6 CP, Felt Bands 2 CP, and Woolen Overcaps 5 SP. Locked trunk contains 17 GP, 123 SP, and 320 CP. Customers of all types, NA 5D6, LVL 1D3.

Herbalist (156) White Pillars Row

Deidrian the Immortal

NYM	NNN	071	038	002	086	096	116	179	176	177	183	185	Special

Deidrian is a Nymph from Dyrfirwall Woods who moved to the city seven years ago in search of a lover whom she still believes lives in Tarantis. She trades herbs for gems, jewelry, or magical items. Citizens visit often just to gaze upon her, and no man has ever returned from a nocturnal visit to her shop. All have been transformed to Mongooses to keep the Snakes from her garden. Ginseng, Garlic, Dill, Mandrake, Mugwort, Basil, Chicory, Coriander, Cyclamen, Belladona, and Fennel in leather pouches are traded for 10 GP value each. Jewelry Box worth 125 GP contains Ankle Bracelets worth 25 GP each, an Armband worth 15 GP, six Earrings worth 5 GP each, a Pin worth 53 GP, Hyacinth Locket worth 132 GP, and two Peridots worth 30 GP each.

Herbalist (157) Bushkill Avenue

Llellion Shriven

CLR	LGC	061	034	009	011	081	135	144	176	147	154	166	+1 Mace

Llellion has four apprentices, FTR, NNN, LVL 1, HTK 4 - 7 - 5 - 4, WPN Dagger, who assist in his monthly trips into the forest to gather healing herbs. He blends a special tea from these herbs and sells it in leather pouches for 25 GP each. The tea heals 1D3 - 1 every other day that it is administered after the first day and is slightly effective as a poison antidote PROB 20% per day. Llellion spends the first three days of each week at the local Temple of Pudage. Bronze chest within a cabinet is triple-locked and chained and contains 612 GP, 27 SP, 3 IP, and 48 CP.

Horse Trainer (158) Dyrfirwall Road

Maniagk Swagger

RGR	CNG	021	009	008	024	071	163	165	165	174	165	168	Whip

Manigk can train Horses to come to a whistle, return home, remain quiet, warn of danger, jump obstacles, overcome fear of Snakes, noise, and fire, lie down, crawl, and prance. He requires one week to train a Horse in each ability and charges 29 GP for each, although he prefers trading for Horses. He maintains three Heavy War Horses for friends. Strongbox hidden in hay loft contains 56 GP and a Potion of Equine Health.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Horsetrader (159) Mirage Lane

Eager Gistrin

FTR	LEN	041	015	010	007	041	155	143	167	163	104	154	Spear

Gistrin is a sharp trader and will demand 300% of normal price less CHA of buyer in 5% increments although offering only 50% of normal price for any exchange offered. Donkeys 12 GP, Mules 16 GP, Palfreys 28 GP, Light War Horses 36 GP, Medium War Horses 96 GP, Heavy War Horses 140 GP, Draft Horses 32 GP, Carriage Horses 60 GP, Racing Horses 200 GP, PROB 30% of desired type available per week. Saddles of poor quality 26 GP. Gistrin is assisted by ten freemen, FTR, NNN, HTK 2 - 6 - 5 - 4 - 3, WPN Fork. Chest containing 45 GP, 420 SP, 785 CP.

Houris (160) Coldrake Lane

Opulent Margoise

FTR	CNG	021	010	010	002	023	082	164	173	165	174	173	Dagger

Margoise and her seventeen sisters, FTR, NNN, LVL 2, HTK 6 - 11 - 3 - 1 - 2 - 4 - 3 - 2 - 4 - 3 - 3 - 4 - 2 - 5 - 7 - 10 - 7 - 5, WPN Dagger, entertain weary travelers and guardsmen. They have not been in the city long enough for the populace to recognize their sorceries, and disappearances have gone unnoticed thus far. Jewelry 3,760 GP, Rings 215 GP, and jeweled Daggers 1,320 GP. Customers are Traders, Merchants, and Guardsmen NA 2D6, LVL 1D3.

Hunter (161) Brassman Alley

Tinrad the Roamer

FTR	NGX	051	026	009	017	041	174	153	084	169	163	147	+1 Scimitar

Tinrad has intimate knowledge of the nearby woodlands and all the habitations of the various common fauna that live in Dyrfirwall Forest. He often leads expeditions to Surintal and back, never failing to return laden with game. Expeditions are 10 GP per hunter with at least two kills guaranteed. Tinrad's pet Cheetah, "Infidel," HD 4, ACL 7, HTK 20, Bite 1D6 + 1, follows him everywhere. Hidden beneath a flagstone in his hearth is a lockbox containing 245 GP, 2 PP, and a Bloodstone gem worth 120 GP.

Hunter (162) Gryphon Lane

Doomgard Karok

FTR	LEX	091	037	006	048	061	155	124	121	154	167	112	+1 Great Axe

Karok prefers the most intelligent prey, especially humanoids. He was a bounty hunter for several years and still reverts to seeking rewards when the price is high enough. An excellent shot with the Longbow, he hunts in the early dawn hours and never fails to bring back some game. Doomgard has been known to assist the Assassins' Guild and may (PROB 40%) join a group of adventurers for an equal share. He owns part interest in a tannery and wears dark-colored Leather armor. Chest 49 GP, 67 SP, 210 IP, 35 CP, and a +1 Longbow with 40 excellent Arrows.

Huntress (163) Black Rose Lane

Cerisky Torclimber

RGR	CGL	101	044	010	006	068	125	164	173	094	173	168	+2 Sword

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Ceri is quite beautiful and a deadly skillful opponent. Raised from early childhood deep in the forest by an aged Ranger, she can call upon abilities which might rival those of any beast of the forest. She is an Elf who, when the Ranger was killed at the hands of a band of Orcs, sought out the Wood Elf tribe to which she belonged. For three years, she learned the ways of the Elves, whose abilities naturally came easily to her, but she grew to miss the turmoil of the Human company in which she had grown and moved to Meri-Amon. From there, she moved to the City State. Six pet Wolves, 1 HD, ACL 7, HTK 4 - 3 - 5 - 6 - 5 - 4, Bite 1D6, Celforin the Dwarf, FTR, LGN, LVL 3, HTK 21, ACL 3, WPN Axe, Gardap the Werelion, FTR, CGN, LVL 5, HTK 39, ACL 2, WPN +1 Broadsword, Kovik Rambor, THF, NNN, LVL 6, HTK 27, ACL 7, WPN Longsword, and Plodding Sissy, Half-Ogre, CGN, LVL 7, HTK 30, ACL 8, Fists 2D6, are her companions. Expeditions are 100 GP.

Hypnotist (164) Emerald Lane

Garot Loatheye

ILL	CEN	071	033	006	042	054	063	165	104	162	156	175	+2 Staff of Binding

Garot is often called upon to determine the honesty of certain people, and he usually demands services in exchange; one session is 54 GP. His enchanted Staff projects sticky webs which wrap themselves around any man-sized opponent. The webs require a combines STR of 20 to break but can be easily cut. Garot will use his powers to obtain extra funds if he is in need. Within his laboratory are several large mirrors, an enchanted Everlasting Torch, colored glass panels, and, hidden in an invisible glass box, 312 GP, 5 PP, a silver Dagger worth 5 GP, and three maps showing the interior chambers of several aristocrats living in the city.

Hypnotist (165) Shepard Street

Anwarp Otter

MAG	CNG	051	016	010	006	062	094	154	126	153	165	162	Dagger

Anwarp specializes in breaking bad habits and increasing the courage or boldness of his customers for 20 GP per session. He enjoys a good laugh and often joins in the fun at local taverns by demonstrating his powers on deserving rowdies. Explosive-powder trapped trunk hidden in his room holds 52 GP, a Necklace of Exploding Gems, a Potion of Poison Antidote, two gold plates worth 260 GP each, and 210 gems worth 11 GP each.

Illusionist (166) White Wing Lane

Tahirik Sirenar

ILL	CGN	041	019	009	014	053	075	167	122	105	174	153	+1 Throwing Dagger

Tahirik provides spectacular entertainment for celebrations of all types. He is an accomplished juggler, and his acrobatic abilities supplement his spells. Parties 2D6 SP per five-minute display. He has been searching for knowledge of pyrotechnics and fireworks among travelers. A small chest in his room is enchanted to appear as a sleeping dog and contains an Amulet of Green Fire Illusion, 124 GP, and 22 Coral gems worth 8 GP each.

Informer (167) Northgate Road

Rogar Limpet

FTR	CEX	031	023	010	004	031	105	106	074	175	126	077	Short Sword

"Rogar the Mouth" ekes out a meager living seeking opportunities to inform on others. He receives a slight stipend as a low-class spy from several sources outside the city, but the bulk of his income comes from the guards, the merchants, and rival political factions or clans. Locked chest buried in his dirt basement contains 46 GP, 43 SP, and 78 IP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Insect Trainer (168) Paladiner Street

Tujal Lamefoot

FTR	CEG	021	004	007	035	046	137	068	094	117	085	134	Giant Wasp Stinger

Tujal trains insects to dance, chirp melodies, and perform stunts. His trained insects are the talk of the city, but Tujal has attracted even more attention by his steady diet of nothing but insects. Shows: Ant Acrobats 3 CP, Dueling Grasshoppers 2 CP, Bardic Crickets 4 CP, Dancing Roaches 6 CP, and Tumbling Beetles 8 CP. Trained Insects 3D6 GP. Pet Giant Spider, 3 HD, HTK 18, ACL 5, Poison Type 4, Bite 1D6 - 1. Trunk contains 385 CP, 826 preserved insects, and a Giant Ant's head. Patrons include Merchants, Guardsmen, and Traders NA 4D6, LVL 1D3.

Jewelry (169) Kings' Row

Calick the Jaded

MAG	NNG	081	033	010	006	101	153	175	134	083	168	114	Ring of Fire

Calick specializes in rings and takes special orders. Adamantite Ring 390 GP, Bronze Ring 4 GP, Copper Ring 2 GP, Steel Ring 6 GP, Gold Ring 15 GP, Jade Ring 40 GP, Orichalcum Ring 585 GP, Silver Ring 8 GP, Zircon Ring 85 GP, and Platinum Ring 30 GP. Torque Neck Rings 20 x normal price. Armbands 10 x normal price. Bracelets 5 x normal price. Calick employs six Dwarven craftsmen, FTR, LGN, LVL 2, HTK 10 - 12 - 9 - 13 - 10 - 11, ACL 4, WPN Hammer, and eight Amazon Mercenaries, FTR, NNN, LVL 3, HTK 15 - 17 - 20 - 18 - 14 - 16, ACL 8, WPN Sword. His lockbox contains 63 GP and 59 SP. A chest in his room holds 42 CP, 57 IP, 83 GP, 50 SP, 22 PP, 12 AP, a Jade worth 158 GP, 3 Quartz worth 32 GP each, a Zircon worth 69 GP, and a Dart Blowgun with 16 Darts. Customers include Nobles, Clerics, and Traders NA 3D6, LVL 1D6.

Jeweler (170) Street of Gargoyles

Zefor Bronheir

FTR	LNX	051	024	010	007	091	157	126	104	156	163	165	Bronze Scimitar

Zefor sells only brass and copper jewelry. Intricate designs in in Anklets, Bracelets, Rings, Pins, Buckles, Ornamental Shields, Bras, Hairpieces, Circlets, Torques, and Scabbards are priced at 3D6 SP. Customers include Pilgrims, Merchants, and Pirates, NA 5D6, LVL 1D3. The cashbox holds 53 SP. A chest in the back room contains 1,466 CP and 2,692 BP.

Jeweler (171) Bronzeman Lane

Kamar Goldskin

FTR	CEX	071	009	010	006	074	163	142	154	145	163	086	Cane-sword

Kamar fashions lockets, necklaces, chains, brooches, and bracelets of silver begemmed with Beryls, Emeralds, Garnets, Topazes, Rubies, Opals, and Sapphires. Pieces are 3D6 x 1,000 GP, and large stones are available (add 2D6 x 2,000 GP). Paste jewelry 3D6 GP. Kamar's fake gems are very difficult to detect (PROB INT stated as a percentage). Hagyst the Gnoll, HD 4, LEX, HTK 19, ACL 4 WPN Sword, captains the four mercenary guards, FTR, NEX, LVL 3, HTK 10 - 14 - 16 - 12, ACL 3 WPN Sword. Hidden in the false bottom of a chest in his room are 3,500 GP. A wall safe hidden behind a tapestry worth 300 GP contains 1,300 GP, 987 EP and 10 gems worth 40 GP each).

Jeweler (172) Windy Avenue

Fan Goldenhand

FTR	LNG	011	025	008	025	063	111	138	115	145	146	113	Dagger

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

A fine craftsman who can produce all types of jewelry ranging from cheap bronze-gilded costume jewelry (1D6 SP per piece) to fine golden wedding goblets (1D6 x 100 GP each), Fan is always on the alert for a good buy in precious metals. He is assisted by his brother, Cann Goldenhand, FTR, LNG, LVL 1, HTK 27, WPN Dagger, who is also in charge of the three guards, FTR, LGN, LVL 2, HTK 27 - 28 - 31, WPN Broadsword. Cashbox contains 34 GP, 200 SP, and 14 CP. Hidden in the cellar is a cache of silver bars worth 1,000 GP and gold bars worth 2,000 GP, as well as 10 Amethysts worth 50 GP each.

Juggler (173) Paladiner Street

Quang the Sure

THF	LNA	031	014	006	055	048	106	115	146	227	189	114	Dagger

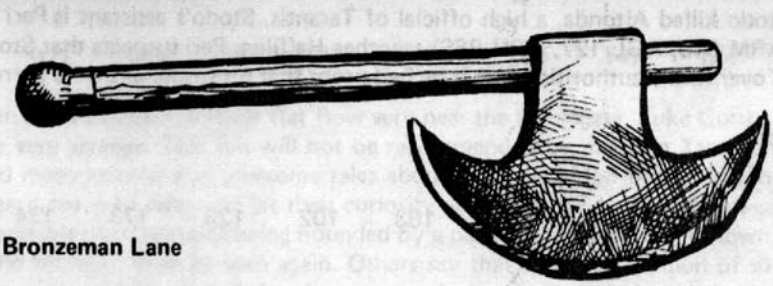
Quang is reputed to be the best juggler in the area. He has performed for the Teran and visiting heads of state, but he prefers to spend his time juggling in the streets for coins. Entertainment at parties or state functions costs 10 GP per half-hour performance. His skill gives him access to the homes of the rich and powerful, and he uses the opportunities presented to good advantage by noting the layout of buildings while performing and then returning later in the evening to pick up a few things. Hidden beneath a trunkful of juggler's balls in his room is a trapdoor which gives access to a secret compartment containing 500 GP, 130 SP, 36 CP, two silver candlesticks worth 50 GP apiece, a gold platter worth 60 GP, and an Emerald and silver necklace worth 1,360 GP.

Lamplighter (174) Kings Row

Nadi Nabulsi

THF	CNG	050	022	008	025	025	113	123	093	114	146	113	+1 Throwing Knife

Nadi is employed by the city to light all the streetlamps and to put them out at dawn. Because he does most of his work at night, it is rumored that he is some sort of Were-creature. He knows nearly everyone who comes out at night and can be a valuable source of information (PROB 75% accurate). Purse contains 21 SP and 3 GP. Hidden beneath an oil barrel in his shop are 17 GP, 23 SP, and 35 CP.



Lampmaker (175) Bronzeman Lane

Burkon Hunser

FTR	NNN	051	022	004	062	051	158	104	122	132	143	157	Long-sword

Burkon makes the bulk of his profit from buying old lamps, refurbishing them, and selling them at twice what he paid for them, 1D6 x 10 GP. New oil lamps cost twice normal, and Burkon does not sell many of them because they are poorly made. Beneath his desk, Burkon has concealed a +3 Rapier, and, in a niche in the wall concealed by three barrels of old lantern parts, he has hidden a sack containing 500 GP and 200 SP.

Lampmaker (176) Maraghn Row

Sushi Adobo

FTR	LNX	043	019	007	034	072	147	125	134	157	169	126	Morning Star

Sushi fashions decorative lamps out of gold, silver, brass, and crystal for 1D6 x 100 GP. For an extra 20 GP, she will custom-make lamps in any shape or figure desired. Her most popular figures are Pegasus and Unicorn designs. She wears a silver and gold braided necklace worth 30 GP and golden earrings worth 10 GP. Cashbox contains 43 GP, 129 SP, and 140 CP. In the base of a large ceramic lamp in the back of her shop, Sushi has hidden a Ruby ring worth 75 GP, an Emerald ring worth 80 GP, an Opal ring worth 45 GP, 5 Agates worth 5 GP each, 5 Star Sapphires worth 70 GP each, 439 GP, and 71 SP.

Taverns

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Asti's Ale (400) Kings Row

Asti													
FTR	LNE	151	071	005	050	107	180	164	133	177	174	123	ITS

Asti's Ale is best known for the high quality of the Ale which is sold. It is a rich Ale and packs a powerful punch. His prices are well above the average of 5 SP. He charges 1 GP for each mug, but it is worth the price. Asti makes his own concoction of Ale, tomato juice, and celery juice which he sells for 3 GP a mug; it is fast becoming one of the most popular drinks in Tarantis. There are usually 2 - 20 people of Level 1 - 10 in his tavern, sitting around telling tales of the adventures they have had or plan to have. There is a 50% chance that someone knowing of a possible adventure is sitting in the tavern. Asti himself was an adventurer who finally gave it all up for the chance to go into a line of work promising steady pay and fewer risks. He once helped get rid of an evil Wizard who was threatening to take over the city of Stonebow with a band of Orcs he had organized for war. Asti knows all about Tarantis and the surrounding area; he traveled all over it many times before settling in the area in which his tavern is located. His information is 95% accurate. Asti's Ale is located on the south end of town near the gate leading out of the city. In the cashbox behind the counter is 75 GP. In the back room, Asti keeps a locked chest trapped with contact poison on the lock. Inside the chest is a suit of armor (MPA), and in the suit is a bag containing 476 GP.

The Baked Apple (401) Gishmesh Street

Stodo Gotz (Halfling)													
FTR	LNX	042	021	009	010	087	157	126	134	176	147	167	CDG

The Baked Apple is named for its best selling item, baked apples. Stodo Gotz, a Halfling, owns this small tavern located in the south end of town. He is a jolly, rotund person with a perpetual smile. He gets along very well with everyone in town, but he harbors a deep, dark secret. Unknown to his friends in the city, he becomes a psychopathic killer on nights of the full moon. In one of his escapades, Stodo killed Altonda, a high official of Tarantis. Stodo's assistant is Peri Winkle (CLS FTR, LVL 033, HTK 017, ACL 009, ARM 010, AGL 127, WPN BSS), another Halfling. Peri suspects that Stodo may be a killer, but he would never turn his friend over to the authorities even if he had proof that his suspicions were correct.

The Barbarian Inn (402) Kings Row

Blaine Asger (Barbarian)													
BRB	NNN	041	022	004	060	074	183	102	123	173	174	143	ITS
Helga Asger (Fem)													
FTR	NGN	021	011	009	010	123	124	164	133	164	133	173	DDG

This tavern and eating place is frequented by the worst of the Barbarians in Tarantis. The place always smells of unclean bodies and alcohol. It is owned by Blaine Asger, a former Barbarian who decided to open a place where his brother Barbarians could eat and drink without other people commenting on their habits. The Inn serves only Barbarians, and, although it is located in the center of town, others avoid it for fear of being killed if they get too close. Blaine serves stronger drinks to the Barbarians than most people drink, and they cost more. Ale: 5 SP, Beer: 10 CP, Mead: 10 SP, Wine (all kinds): 2 GP. He has five female slaves working for him, and his head cook is also his wife. The Inn serves very fine food. The house special is roast mutton, which costs 2 GP per serving. They also serve Pheasant (5 SP), Turkey (2 SP), Venison (5 SP), and Chicken (10 CP). Blaine's wife, Helga, is an excellent cook. She came from a very well-to-do home but was disinherited because she would not renounce her love for the Barbarian. She does not care if she gets no inheritance from her family so long as she has Blaine's love. Blaine is a big, strong man with curly black hair which he refuses to have cut. He has been known to get into fights because of his short temper; one night, he beat a nobleman nearly to death and spent three years in prison because of it. Although he is short-tempered, Blaine has many friends among the citizens because they know that he can be depended upon in times of trouble. His belligerent attitude has changed somewhat over the years thanks to Helga, who gives him all the gentle comfort he needs. He sometimes fears, however, that all the peace and quiet in his life will drive him mad and wishes that he could go adventuring again. He doesn't let Helga know how he feels, though, because he gave her his word when she agreed to marry him that he would settle down in one place for the rest of his life.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

The Battering Ram (403) Jawhar Lane

Skewton Leggs

FTR	CEX	042	022	009	101	091	127	115	073	137	156	145	ISS

The Battering Ram, known for its unusual menue, is very popular among those of the lower classes. Prices are cheap, and the service is good, but the place is not kept very clean. The Ale is warm, and the wine is sour. On the menue is Roasted Cat, Broiled Boar, Roasted Bear, Poached Mermaid, and a new dish whose ingredients are kept secret (could it be roasted Human?). Skewton Leggs runs the Ram rather haphazardly; he is a very disorganized person himself. He is also an extremely nervous person and is constantly fidgeting and pacing. Skewton has the help of two Elves, Liter (CLS FTR, LVL 051, HTK 026, ACL 009, ARM 010, AGL 163, WPN WLB) and Kith (CLS FTR, LVL 041, HTK 021, ACL 009, ARM 010, AGL 157, WPN WLB) who help him to run the Ram. Skewton always keeps at least two Mermaids in water tanks in the back room; they are delivered to him by an anonymous source. The Mermaids are never told they are going to be dinner; they are told that they are going to be set free.

The Big Jug Tavern (404) Windy Avenue

Lonar Cortin (Barbarian)

BRB	NNN	072	034	005	054	075	189	116	125	167	146	155	MBS

The Big Jug is run by Lonar Cortin, a Barbarian from the north. Lonar is a huge man weighing 382 pounds and standing 7' 2" tall. Lonar's two sisters, Luna (CLS ILL, LVL 052, HTK 032, ACL 009, ARM 010, AGL 164, WPN SRS) and Lorna (CLS MAG, LVL 042, HTK 029, ACL 009, ARM 010, AGL 143, WPN SDG) work as barmaids in The Big Jug. The tavern is named for its mugs, which are made of clay and stand 1½' tall. A mug of ale costs only 1 SP. Wine and Firewater cost 2 SP, and Bubbly is 3 SP. Lonar keeps snacks on the bar for those who like to munch. Every Friday night, Lonar holds a Happy Hour when all the drinks are at half-price. The Big Jug is decorated in a rustic style with large beams supporting the ceiling and iron lanterns hung on the walls. Lonar has a grudge against Luna, but no one knows why.

Blue Moon Inn (405) River Rat Row

Luke Guru

FTR	CNE	021	011	009	010	073	166	147	134	146	167	143	None

The Blue Moon Inn is situated on River Rat Row very near the Northgate. Luke Guru, the proprietor, is considered by the townspeople to be **very strange**. This Inn will not be recommended by many in Tarantis because most people are afraid of Luke, having heard many strange and gruesome tales about the Blue Moon Inn. It is frequented by adventurers from out of town who have heard the wild tales and let their curiosity get the better of them. Some say that anyone staying overnight at the Inn will have horrible nightmares of being hounded by a pack of wolves, brought down, and torn to shreds. Some say that anyone entering the Inn will never be seen again. Others say that Luke is a Demon of some sort. (Of course, hearing these stories should intrigue the players, and, if they have any curiosity at all, they should check the tales out.)

The truth of the matter is that Luke has been cursed with the mark of the Werewolf and prowls the woods at night, searching for prey. He is constantly hunting a cure, but most people are too frightened of him to associate with him, let alone help him. Those with whom he does entrust his secret and to whom he turns for a cure (which, obviously, he has yet to find) are always sworn to secrecy, so the rumors about his Inn continue unchecked and unexplained. Luke will pay a very high price for a cure if one can be found. 5,681 GP are hidden in a Wolf's head mounted on the wall over the bar.

The Boar's Head (406) Zenyatta Lane

Barlow Aldro

FTR	NNN	031	017	004	060	104	186	122	093	153	164	111	ITS

The Boar's Head is run by Barlow Aldro, a one-time adventurer who came to Tarantis to find a wife and remained to become a respectable citizen. Barlow will serve anyone; he believes that all men are equal and treats all his customers the same regardless of race. His drinks are moderately priced from 5 CP to 2 GP. His shop is located at the edge of town; he chose this location in preference to one which Margie, his wife, selected just a block from her parents' home. Barlow prefers not to be too involved with his in-laws. The tavern is nicely furnished thanks to Margie, who has a flair for decorating. The tablecloths are white and the napkins are light green. Although Barlow has tried to impress upon Margie the idea that running a tavern is a man's job, she continues to offer advice and suggestions for redecorating and improving the clientele. The tavern is mostly frequented by wary adventurers seeking advice. Barlow knows much about Tarantis and the surrounding area (75% accurate), and he sells his information at reasonable prices. Under the counter, he has a map that is supposed to be that of a dungeon

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

full of treasure. He is willing to sell the map for 2,000 GP because he is not eager to go himself and leave his wife in charge of the tavern. Barlow is familiar with the tavern business because his father was an innkeeper; he learned all he could from his father in anticipation of the day when he, Barlow, would own a tavern. He spent just enough time adventuring to amass the funds necessary to buy a modest tavern and settle down. Barlow enjoys his work and has no desire to return to adventuring.

The Bronze Palm (407) Beggar's Row

Milana Conasino (Fem)

MAG	LNX	052	024	009	010	076	129	167	156	125	177	114	BDG

The Bronze Palm is mostly frequented by gypsy types. Milana Conasino is the owner of the Bronze Palm. She is a pleasant woman with a very mild temper until the subject of the government is brought up. She despises Monact the Canny and will do anything in her power to hurt him. The bar is decorated with hangings of multicolored silks and strings of seashells on the windows and walls. Ale, Wine, and Firewater are sold here for 2 - 7 CP. For a small fee (20 GP) Milana will read palms to tell the future. Her daughter, Lara (CLS MAG, LVL 021, HTK 015, ACL 009, ARM 010, AGL 166, WPN BTK), helps out in the Bronze Palm by reading palms and serving drinks.

Cash and Carry (408) Locust Street

Kaoshin (Fem)

CLR	CNG	032	016	009	010	065	145	176	157	135	122	121	None

This unique little bar features food and drink to go. The inside is very small, containing only a 4' long bar and four tables with chairs. Therefore, most of the business is from people ordering food and drink to take with them. Kaoshin, the proprietress, sells hot cakes, fried Snails, fried Chicken, and baked Squid. Prices range from 4 to 20 SP. Koashin was ravaged by Partan the Wretched about a year ago, and the result was her 3-month old baby boy. She desires revenge on Partan and will pay up to 300 SP for a job well done.

Ching's Chow (409) Black Rose Lane

Ching

FTR	CNE	090	053	009	010	059	156	157	103	167	163	155	IKN

Ching runs a low-class eatery which is actually a front for his waterfront criminal activities. Ching is the leader of a gang of ruffians and tricksters who prey on strangers and travelers. So far, Ching has been lucky, and the forces of the law in Tarantis do not suspect that he is other than the usual waterfront riff-raff.

Ching does enough business with sailors, dockhands, and underworld characters in his seafood restaurant to eke out a meager living, but he is too greedy to settle for fortune cookies when he could have a fortune. He is smart enough, though, to realize that he must keep up appearances to fool the law. To this end, he requires the newest members of his gang to work in his restaurant, serving meals, fixing drinks, and washing dishes. This also relieves him of the necessity of hiring outside help that might become suspicious of his activities and report him to the authorities. Currently, he has Ta Lon (CLS THF, LVL 021, HTK 010, ACL 009, ARM 010, AGL 154, WPN DDG), Lo Yang (CLS THF, LVL 021, HTK 008, ACL 009, ARM 010, AGL 133, WPN DDG), My Chi (Fem, CLS FTR, LVL 021, HTK 012, ACL 007, ARM 030, AGL 122, WPN DRS), and Tiger Claw (Fem, CLS FTR, LVL 021, HTK 009, ACL 007, ARM 030, AGL 133, WPN DRS) working for him as serving people. Should the need arise, all four are good with Knives.

Ching has an elderly friend working for him as bartender. Old Chan (7th LVL Magic User of the School of Illusions) is very clever at eliciting information from people in such a circumspect manner that his victims seldom realize that they have said anything of importance. Second in command to Ching is Chong (CLS FTR, LVL 082, HTK 040, ACL 005, ARM 050, AGL 174, WPN ILS), who is in charge of 24 of the thugs in Ching's gang. These thugs vary in Fighting skill (17 at LVL 020 through 060) and Thieving skill (7 at LVL 030 through 060), but all carry iron Knuckle Dusters, Saps, and Garrotes, as does their leader, Chong.

Ching also has a "special task force" consisting of two Half-Elven Houri/Thief/Bards (LVL 050 in each), named Li "Sunflower" Ling and Mahyamuru "Lotus Blossom" Jivanum, and a Half-Elven Assassin/Houri (LVL 082/092) named Tasyam "Raven" Locanah. These three *femmes fatale* are among the most beautiful women of Tarantis (all have 189 CHA) and the most dangerous (all are ALN CNE). Ching uses them sparingly and only against powerful foes. They each have a magical Garrote (+2 to damage and +2 to attack) and Diamond Necklaces of Invisibility.

Ching has extensive underworld contacts throughout Tarantis and the surrounding area as far as the **Blackwell Isle** (Campaign Map 13, Ebony Coast), **Bastinadi** (Hex 2007, Campaign Map 4, Tarantis), and **Bridgefields** (Hex 4627, Campaign Map 4, Tarantis).

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Cosmic Cart Cafe (410) Falcon Alley

Redbone Ash

MAG	CNE	060	031	009	010	107	094	187	177	115	146	125	SQS

The Cosmic Cart is a very small but popular bar. It is visited mostly by Mages, Sages, and Alchemists, although an occasional Fighter or two may be found here; they are usually seeking advice from the others in matters of the occult. Redbone Ash is the proprietor of this nicely decorated, small establishment. The interior is paneled in glass with cut crystal accents. In the center of the room is a crystal statue of a Pegasus in flight. It is Redbone's most prized possession because the Pegasus is his favorite creature; he dreams of owning one as a pet some day. Because fighting is not allowed in the Cafe, Redbone doesn't take kindly to strangers and will be wary of them until he feels he can trust them not to brawl in his establishment. Ale: 1 SP, Wine: 2 SP, Firewater: 4 SP, Cider: 5 CP.

Treasure is kept in the wine cellar beneath the Cafe in a magically-sealed vault. The treasure consists of 669 GP, 87 SP, 5 large Emeralds worth 50 GP each, 4 Opals worth 40 SP each, a silver and brass Wand of Slumber, and a Cloak of Selective Magic Negation which is operable three times a day.

Cozy Cup Tavern (411) Karatay Lane

Coxy Tup

FTR	NEX	061	030	004	060	051	155	172	113	113	133	122	IBS

Coxy Tup runs the Cozy Cup Tavern, a hideaway for escaped prisoners and slaves, runaways, wayward husbands, and adventurers looking for unusual information about Tarantis and the surrounding area. There are usually 2 - 12 people of LVL 010 - 082 in the tavern during the day. Cozy Tup likes this kind of crowd and serves them diligently. He has a standing bet posted over his bar that anyone who can beat him at armwrestling gets a free drink, but, so far, everyone who tries has had to pay for their own drinks. Two slaves dressed in revealing costumes work as barmaids to serve the customers. His bar is located in the poorer part of town near the waterfront, and his drinks are fairly priced. Ale: 2 SP, Wine: 6 SP, Hard Liquor: 1 - 30 GP.

Dragon's Blood Tavern (412) Tajal Din Row

Ulse Lai

FTR	NGX	061	035	007	030	084	082	124	112	172	163	103	IDH

This tavern was named by the owner to commemorate his killing of a Dragon during a solo adventure. On the one hand, this claim by the owner of the tavern, Ulse Lai, seems highly improbable since Ulse is small and weak-looking and usually gets pushed around unless he has his bodyguard (CLS FTR, ALN NEX, LVL 030, HTK 015, ACL 004, ARM 060, AGL 123, WPN IRS) with him. He depends upon potions for defense when he goes adventuring, which he seldom gets to do because few groups would risk their security to take him, and he stocks an abundance of potions in his tavern for this purpose. On the other hand, the strange tale of the single-handed slaying of a Dragon by this meek little man could be quite believable by the very fact that it is so outlandish that only a fool would dare to tell it if it were not the truth, and Ulse Lai is definitely not a fool. In addition, everything about the tavern is reminiscent of the event which must surely have been the greatest in the little man's life if the tale is true. Everything in the tavern except the drinks is red. The walls, tables, and chairs are all painted dark red. The glasses are of a red tint. The tablecloths are of red linen, and behind the counter, hanging on the wall, is a mounted Dragon's head. Granted, it is a small Dragon, but it is a Dragon, nevertheless. In the mouth of the Dragon are two of Ulse's potions, and there is a bag containing 20 potions located in an invisible cask which appears only when the secret words (Loo Dorans) are spoken.

The Dragon's Lair (413) Whalebone Alley

Zeno Afu

FTR	NEX	021	008	009	010	051	136	102	097	112	115	116	XRS

The Dragon's Lair smells as bad as its name implies. In the middle of the room is a bronze statue of a Dragon. A small access hatch in the stomach of the Dragon statue opens to a compartment in which Zeno keeps his treasure. No one but Zeno knows of the existence of the cache, and it is so well concealed that there is only a 5% chance of discovery. The treasure consists of 708 GP, 256 SP, and 28 CP. This money is kept in a small Onyx chest worth 383 GP. Zeno is a slob and never bothers to clean the bar. He never cleans himself, for that matter. To make matters worse, he keeps seventeen house cats that he does not allow outdoors. The stench in the bar is almost unbearable, and it is frequented only by Half-Orcs and their ilk. Needless to say, Zeno does not do much business, but he will have a lot of information (only 50% correct) to sell for the right price.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Dueling Swords Cafe (414) Bushkill Avenue

Chio Futa

THF	LEA	091	034	009	014	061	167	106	117	187	186	167	UDG

The Dueling Swords Cafe is frequented mostly by the Guards in the city. The wine and beer are inexpensive and good. The reason for this can be traced to the fact that they are usually stolen. Chio Futa, the owner of the Dueling Swords, runs a fencing operation for stolen goods from the back room of his establishment. Some of the city Guards are involved in his operation; the merchandise is usually taken from traveling merchants "arrested" for some minor infraction of the law and then released when they (voluntarily or not) give the "arresting officers" a portion of their goods to avoid spending time in the city jail. Other merchandise is simply stolen from passing adventurers. Bribery, blackmail, and assassination are just a few of the other ways Chio makes extra money. Although he is unaware of it, someone has hired an Assassin to kill him. Chio's son, Vitru (CLS THF, LVL 062, HTK 031, ACL 009, ARM 010, AGL 174, WPN BTK), helps him at the Cafe. Vitru is well aware of his father's activities and is making every effort to learn the business.

Eight Star Tavern (415) Trollhraun Row

Lep Stax

MAG	CEX	092	046	009	010	031	165	184	154	183	174	123	WFS

The Eight Star Tavern is a bawdy bar located in the vilest section of town. The drinks are cheap, and the customers are usually rowdy. The featured entertainment consists of a raucous band; the band is enthusiastic, if unskilled, and the customers hardly seem to notice the din created in the name of music. The noise of the band, however, is no mischance. It is a planned cover for the activities being conducted beneath the main floor of the Eight Star Tavern. Secret meetings take place in a concealed room behind the wine cellar nearly every night. Lep Stax, the owner of the Tavern, is one of the powerful members of an underground organization dedicated to the overthrow of the government. Spies from this group have infiltrated portions of the government network and send reports to Lep Stax on the activities of the various governmental bodies. Although he is suspected of treason and has been arrested several times, Lep has never been convicted of hostile activites toward the government due to an astonishing lack of proof. The government agents which have been sent as spies to the Eight Star Tavern have never returned, and few are now willing to risk it. The bar is tended by Lep Stax's slave (CLS FTR, ALN CEX, LVL 010, HTK 027, ACL 009, ARM 010, WPN IBS) while Lep attends to more important business below-stairs. Hidden beneath the bed in a concealed compartment is a stash of weapons that the organization has been collecting to use when their plans for the overthrow of the government are complete.

Firevine Guesthouse (416) Gishmesh Street

Tweedel T. Rumpart

FTR	NNN	091	049	009	010	097	103	132	122	095	126	106	None

The Firevine Guesthouse is owned and operated by Tweedel T. Rumpart, an eccentric old man hailing from Andalusia. Tweedel is a veteran campaigner, but he is now too old and senile to adventure any more. He is cared for by his two daughters, Hali (CLS FTR, LVL 072, HTK 040, ACL 009, ARM 010, AGL 174, WPN SBA) and Lani (CLS FTR, LVL 081, HTK 041, ACL 009, ARM 010, AGL 164, WPN SRS), who also help him tend the bar and clean up after the guests. Tweedel resents the fact that his daughters think he cannot take care of himself, and he gets very upset if anyone mentions his health or his age. Usually, he will offer to fight the offender "with one hand tied behind me back!" and his daughters must then remove the hapless individual from the premises and calm their father. The daughters are robust girls and experienced Fighters; they learned everything they know of fighting from their father. They learned nothing at all from their mother, who ran away with a sailor when they were young, so the food at the Guesthouse borders on inedible. The drinks, however, are good. Ale: 5 CP, Mead: 4 CP, Wine: 3 CP. Their treasure is hidden under the bar in a triple-locked metal box and consists of 325 GP, 51 SP, and 122 CP as well as a +2 Battle Axe.

Good Times Inn (417) Merchant Street

Keweny Salstup

FTR	NEX	031	015	009	010	072	093	165	153	124	165	124	IDG

The entrance to this Inn is in the rear because the front door is broken. The Inn is owned and operated by Keweny Salstup, who has posted signs over the door which state, "No Females Allowed." The Inn is kept very clean; Keweny is a fastidious man. Working for Keweny as his waiter and bartender are Fargo Linder (CLS THF, LVL 022, HTK 009, ACL 009, ARM 010, AGL 164, WPN IDG) and Mhoon Esula (CLS THF, LVL 022, HTK 011, ARM 010, AGL 153, WPN IDG). Fargo

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

also sings and plays the Lute, and Mhoon is an excellent dancer, so the two sometimes provide the entertainment for the guests. The atmosphere of the Inn is congenial and down-to-earth, and the gentlemen of the city enjoy meeting for a drink at this establishment, free from the restraints in conversation and conduct which drinking in mixed company often entails. Rooms are 2 SP per night. Ale: 5 CP, Wine: 12 CP.

The Golden Dragon (418) Blue Moon Alley

Blanx Crossis (Dwarf)

FTR	NNN	053	030	010	007	086	168	126	136	147	115	109	IDG

This unusual establishment is the only smoking bar in the City State. It appears, at first glance, to be a regular bar, and the usual drinks are served at prices about average for the City State. However, a large cabinet of small drawers is also behind the bar; each drawer contains a different aromatic, exotic tobacco imported from all over the known world by Blanx Crossis, the proprietor of the tavern. To the right and left of the main bar are doors which open into small smoking rooms containing sleeping cots and assorted smoking paraphernalia. Every sort of smoking device known can be found in this establishment as well as any type of material which can be smoked. The establishment is favored by Dwarves and city officials who can afford the sometimes outrageous prices of the special blends that Blanx Crossis offers his customers. Blanx employs two serving girls, Sarilae (CLS THF, LVL 031, HTK 015, ACL 009, ARM 010, AGL 174, WPN None) and Kantra (CLS THF, LVL 021, HTK 010, ACL 008, ARM 020, AGL 153, WPN None)

Griffon's Gulp (419) Regent Street

Gurney Heward

FTR	NNN	031	015	004	060	123	185	154	132	174	163	153	DTS

This tavern is owned by one of the most popular people in Tarantis and serves only the most distinguished of the citizens. The proprietor of the tavern is Gurney Heward, who has become extremely rich and famous from his association with the upper classes who frequent his establishment. He was not unfamiliar with the ways of the rich, however, when he opened his tavern. He is the youngest son of a minor noble of another area, but he decided to seek his fortune in adventuring rather than accept the crumbs of dignity and fortune that his older brother, who would inherit most of their father's estates, might mete out to him. In his travels, he learned of the different exotic drinks offered in other lands. Finding that the life of a wandering adventurer did not suit his cosmopolitan tastes, Gurney settled in Tarantis and opened a small, elite drinking establishment, serving not only the normal drinks available but also the exotic ones that he discovered in foreign lands. His prices vary from 20 CP to 100 GP, and his customers include the Royal Guard and the most respected and wealthy nobles of the city. Gurney's serving wenches are among the most attractive in the city; they see to the needs of the drinking customers only and provide no extracurricular activities.

Though young, Gurney is intelligent, strong, and good-looking. He is considered to be the most eligible bachelor in the city. He loves the theatre and rarely misses a new performance. His taste in clothes, wine, and food are impeccable, and he never lacks for an attractive companion. He keeps his treasure in an empty barrel in his wine cellar. It consists of 8,260 GP, 281 SP, and 15 gems valued at 1,000 GP each.

The Happy Hour (420) Kings Row

Stredgx Consti

THF	LEX	091	048	006	040	110	153	154	142	164	185	123	IDG

The Happy Hour is a tavern that will serve almost anyone. For this reason, it is frequented by young people who have not yet formed any racial or social prejudices. The tables are cleared by the one waitress whenever she gets the chance, but the youths do not seemed to mind the general mess and sometimes simply clear the tables themselves. Located in the center of the city near the marketplace and easily accessible to anyone, the tavern is usually crowded right up to midnight when the bar closes. It is decorated with the heads of many monsters, and the owner of the tavern, Stredgx Consti, who tends the bar himself, enjoys regaling the gullible youths with tall tales of how he single-handedly captured and killed each and every one of them. In reality, most were purchased from adventurers down on their luck. Stredgx encourages the patronage of the younger generation because they are easily made drunk on his potent beverages and provide easy pickings for his thievery when in that condition. Most of his drinks are laced with a special drug which induces a feeling of happiness and well being and causes a certain amount of carelessness about personal possessions that Stredgx finds most useful.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

The Hideaway (421) Bushwood Drive

Rac Zsis

FTR	CGX	061	032	007	030	124	146	165	131	142	135	143	IRB

The Hideaway Tavern caters to the citizens who do not wish their romantic liaisons to be discovered and is often visited by some of the most prominent people of Tarantis. Booths arranged along the walls of the establishment have privacy curtains which may be drawn shut when the booths are in use, and the lighting is extremely poor except within the booths. A cheerful-looking bartender draws the drinks which are served by several beautiful and very discreet waitresses. Rac Zsis, the owner of the Hideaway, has become a successful and powerful man with this venture. Naturally, any official who had made use of his establishment would hesitate to refuse whatever reasonable (or not so reasonable) request made of him by Rac Zsis. Rac does not press his advantage, however, and his business transactions always run smoothly. He fears only the occasional irate spouse of a customer. In his office is a safe containing 2 gold rings worth 500 GP each and three leather bags containing 200 GP each. On the wall of his office is mounted a +3 Rapier.

The House of Aquarius (422) Erzincane Lane

Mesno Birney (Half-Orc)

ASN	LNX	031	018	009	010	041	136	134	054	166	117	052	UDG

Pinky Slaptrap

FTR	NEX	021	011	009	010	052	127	146	154	154	095	116	None

Formerly owned and operated by Hardo Horvy, the House of Aquarius was taken over by Mesno Birney when Hardo was killed. Citizens sometimes speculate on the circumstances surrounding Hardo's demise. Mesno has concealed his parentage, but his appearance and mannerisms give rise to rumors that he is a Half-Orc. The House of Aquarius used to be a classy establishment, but, since Mesno took over, it has become a mere shadow of its former glory, a run-down shack frequented by the dregs of Tarantine society. Pinky Slaptrap works for Mesno as bartender and cook. Pinky's true name is unknown; he gets his alias from the fact that he is missing both his little fingers, which were cut off in an accident with a trapped treasure chest. Mesno and Pinky both belong to the underground society working for the assassination of the ruler of Tarantis and the overthrow of the government.

The Inn of the Dark Star (423) Hag Row

Urania Delesto (Fem)

THF	CGN	082	029	009	010	085	156	175	124	145	176	157	STK

This Inn, run by Urania Delesto, an 8th Level Thief, has a reputation for good food and drink. What the customers don't know is that the change they receive from paying for their meals and drinks is counterfeit money. Urania has two close friends who help her in the business, Lana Sagele (CLS THF, LVL 072, HTK 029, ACL 007, ARM 030, AGL 185, WPN SDG) and Quintia Sagele (CLS THF, LVL 062, HTK 027, ACL 007, ARM 030, AGL 153, WPN LWH). When customers stay overnight at the Dark Star, the three go through the money pouches and replace the money with counterfeit. No one knows the better, and the girls make quite a profit even though they are occasionally forced to accept their own counterfeit money as payment in order to protect their secret.

The Iron Hand (424) Bald Knob Street

Hogg Eudo

FTR	NNN	031	016	004	060	131	173	112	092	143	132	115	IBS

Hogg Eudo named his tavern after his father, a Fighter with an iron hand. His father lost his real hand in a minor war when Hogg was only a baby. After the war, Hogg's father owned a prosperous farm which he and Hogg's mother operated until they both died in a fire that claimed the life of Hogg's younger brother as well. Before that, however, Hogg had moved from his father's house and opened his tavern. Now, he tries to run both the tavern and the farm. He has seriously considered selling one or the other and might look favorably on a generous offer for either. The tavern is located in the middle-class section of town near the general store. He sells all the normal drinks in addition to a special concoction served in an iron Gauntlet and named, appropriately, the Iron Hand. The Iron Hand is an extremely potent drink, and the soldiers and mercenaries of the city make a sport of betting on how many one or the other of their champions can drink before passing out. The rule is that the drink must be imbibed standing up because the participants get more enjoyment out of seeing the loser topple from a

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

standing position than from a sitting one. Many people frequent the tavern, and Hogg holds some sort of special event every night. Mondays are two-for-the-price-of-one days (Iron Hand drinks are excluded). On Tuesdays, the customers are allowed to entertain with singing, dancing, or whatever takes their fancy. On Wednesday, games of knucklebones are organized, and on Thursday other games such as armwrestling and darts are held. Friday is the day for tall tale contests in which the winner who tells the best adventure story, true or not, gets a free Iron Hand. Saturday is Ladies' Day, and all drinks are half-priced to females. On these occasions, male dancers are sometimes employed as entertainment, which is only fair because, on Sunday, ladies are not allowed in the bar. On Sunday, a special show for men only takes place which features singers, jugglers, magicians, comediennes, and exotic dancers. Hogg enjoys running his tavern, and it does a brisk business. He has had many offers of partnership, but he turns them all down.

Hogg is very tall and weighs around 350 pounds. He is a clean person, contrary to anything his name might imply, and goes to the Myrrha Massage Parlor frequently. He is fond of colognes and uses only the best. He is very careful with money and keeps all his financial holdings in the bank. Although, when he was younger, he longed for adventure, he is now content with his life as a properous and popular innkeeper.

Kastle Keep (425) Valiant Promenade

Vito Largono													
ILL	CEA	091	042	009	010	139	187	187	176	186	189	189	None

The Keep is a very exclusive tavern located on the Valiant Promenade. It is owned and operated by Vito Largono, who will serve no one below PSL 010. Five exquisitely beautiful female slaves work as waitresses in the Kastle Keep. Exotic foods are the specialty, and prices are astronomical. Imported Wine and Ale sell for 35 GP a glass. Ivory carvings and richly colored silk tapestries hang on the walls. Heavy red velvet curtains conceal the windows and are never opened. The tables are of red marble, and the mahogany chairs are upholstered in red velvet. Thick rugs cover the oak parquet floor. The flickering light from several large fireplaces with white marble mantlepieces imparts a warm glow to the place. Red tapers in crystal chandeliers hanging from the ceiling provide lighting. The candlelight glints on silver flatware and crystal goblets arrayed on the tables. The entire establishment exudes luxury. It is rumored that Vito is a Vampire; none have ever seen him in the light of day.

Keesha's Roadhouse (426) Jawhar Lane

Keesha (Dwarf, Fem)													
FTR	NEX	052	028	009	010	074	168	105	104	156	179	147	IDG
Max Madhand (Dwarf)													
FTR	NNN	065	033	009	014	074	179	092	107	168	159	123	BKN

This tavern is frequented by the rowdies of the City State. Because Keesha was a Fighter in her younger days, these are the only people with whom she enjoys associating. The tavern is rather small and not too clean. Ale costs 3 CP a mug, and Wine is 5 CP a glass. Fights break out in the Roadhouse every night, and many chairs and tables are in a battered condition because of this. The bartender is Keesha's boyfriend, Max Madhand, who is also a former Fighter.

The Kismit Cafe (427) Mason Lane

Pelchio Kismit													
FTR	CNL	062	032	009	010	106	167	135	156	167	145	102	SLS
Alquartz													
MAG	CNG	032	022	010	007	076	072	167	116	155	186	117	None

The Kismit Cafe is run by Pelchio Kismit. It features some type of entertainment every night, including singers, dancers, actors, and jesters. The food and drink are of good quality and reasonably priced. In the center of the room is a large ceramic Wishing Pool into which the customers throw coins to make a wish. In the center of the pool is a ceramic statue of a Jester. Swimming in the water of the pool are several piranha. Kismit keeps them there to discourage people from removing coins from the Wishing Pool. He uses a powerful magnet on a string to pick up the coins. A sign posted at the front door of the Cafe reads, "No Vagrants Allowed!" In a box beneath his clothes in a chest at the foot of his bed, he keeps his treasure of 4,000 GP, 8 Emeralds worth 50 GP each, 5 Diamonds worth 250 GP each, 6 Opals worth 5 GP each, and 11 Rubies worth 20 GP each.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

The Laughing Bear (428) Dahute Street

Guido Sardul

FTR	NNN	021	010	007	030	031	163	102	041	153	163	112	DDG

When Guido Sardul inherited this tavern from his father, he renamed it The Laughing Bear to commemorate his supposed slaying of a Bear with a single stroke of his mighty Sword. This is Guido's story, and no one knows if it is true or not since he only hunts alone. Nevertheless, a very large Bear's head adorns the wall above the bar. People whisper behind his back that he is a drunk and unfit to own a tavern, and they are probably right. Only adventurers from out of town ever stop at this tavern; people in town often recommend his tavern to strangers to keep troublemakers out of the more respectable establishments. In addition to the poor quality of the drinks, another drawback to frequenting the tavern is the Rattlesnake that Guido gives the run of the place, refusing to put his pet in a cage for the protection of his patrons. Because his business is poor, Guido has been to the bank for several loans and is on the verge of being arrested for nonpayment of his debts. Oddly, the prospect of spending time in jail is not one of his worries, but he is concerned about what might become of his pet if that should happen. Guido has no friends because he rarely bathes; his only companion is his Rattlesnake. Most people believe he must be involved in some sort of criminal activity, but he is really not smart enough for that.

The Little Beaver Tavern (429) Brook Street

Vicart Woart

FTR	NGA	041	021	004	060	091	153	132	141	132	113	122	IBS

The owner of this tavern is a retired Engineer who specialized in building dams. When he retired, he bought this tavern and gave it his own nickname. Vicart knows all there is to know about building dams and, if asked, would sit for hours and discuss it with any interested parties. Vicart located his tavern near the river so that he could be near the medium on which he spent most of his life. Although he is getting old, Vicart is still sharp and notices what goes on around him. His family works with him in the tavern. His wife and two daughters wait on tables, and his son works the bar and functions as the bouncer when the need arises. His son has been arrested twice for unnecessary roughness in that capacity.

Vicart is an elegant-looking man with a trim beard and wavy white hair. He has found that, if he treats others with respect, they will treat him with respect. His wife and daughters are all attractive, and his son is muscular with a heavy build and a thick beard and moustache. Vicart keeps all their savings in a secret room known only to his family and himself. In this room, they have amassed 498 GP, 203 SP, 3 Diamonds worth 150 GP each, and 11 Sapphires worth 580 GP each.

Lilly's Lodge (430) Southgate Road

Lilly Lapzuli (Fem)

ILL	CNX	062	031	009	010	107	116	176	157	125	176	135	SDG

Lilly Lapzuli runs this lodge for men with a lot of money to spend. Lilly, who hails from Gishmesh, opened her lodge two years ago, and business has been brisk since the first day. Lilly has only beautiful girls with exceptional grace and charm working for her. She serves the best food money can buy, and her wine cellar is always full of fine wine. The lodge is decorated with fancy and expensive furnishings. Imported rugs, crystal chandeliers, silk and satin drapes, and woven tapestries adorn the interior. There are fifteen rooms on the second level that are **always** occupied.

Lilly provides herself with charming serving girls by taking in exceptionally pretty young peasant girls and teaching them such manners and charm that they could easily pass for noblewomen. She jokingly calls her lodge "Lilly's School of Charm." She keeps all her money in her wine cellar, hidden behind the jugs. She has 3,893 GP and 4,564 SP hidden there.

Misty Seaport (431) off Dyrfirwall Road

Cirus Goldfin

FTR	CEN	031	016	009	010	097	186	175	143	157	166	143	SDG

Tallu Goldfin (Fem)

FTR	CEN	021	009	009	010	097	167	165	178	156	185	154	SDG

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Cirus and Tallu Goldfin run the Misty Seaport, an aquarium located on the waterfront in Tarantis. The aquarium is a tourist attraction, and people come from miles around to see the daily shows put on by the trained Dolphins and Seals. There are eight shows a day, and the cost is 5 GP per person. Cirus and Tallu also keep a fine collection of exotic sea plants and creatures in artificial pools or tanks inside the building. They try to simulate the natural habitat of the creatures that they keep. Cirus and Tallu live in a small house next to the aquarium. They are always searching for new specimens of sea life and will pay well for them. Tallu's best friend is a Mermaid named Marini the Light. Tallus wishes she were a Mermaid and believes she might have been one in a past life. Cirus and Tallu have no children, so they have only themselves to support. Because the aquarium is a profitable venture, they have quite a lot of money to spend, and they usually spend it in Polter's Playhouse, acting out their different fantasies. They are devout followers of Selanii and are members of the Strike Team. Treasure is kept hidden in the wardrobe in their bedroom. It consists of assorted pieces of jewelry worth 500 GP, 520 GP, and 170 SP.

Old Axe Tavern and Inn (432) Valiant Promenade

Jak the Axe (Dwarf)

FTR	LGN	070	056	004	060	078	178	135	104	168	133	168	DBA

Mergatroid the Mischievous (Gnome)

ILL	CGN	087	043	009	010	078	124	178	103	155	177	157	DKN

The Old Axe is primarily a hangout for Dwarves, Gnomes, and Halflings (in that order). They come from all over the city and the surrounding countryside to guzzle the Ale and swap stories. As befits the clientele, the public area is all set below ground; the Inn consists of the ground floor and the first (and only) level above ground. The Old Axe is owned by two old friends, Jak the Axe (Dwarven Battle Axe +2 and Hand Axe +1) and Mergatroid the Mischievous (Gnome, 8th Level Illusionist and 7th Level Thief, Knuckleduster +1 and Rapier +1). Jak is a staid individual who tends to enjoy watching the action rather than participating in it. Mergatroid, on the other hand, likes to get into the thick of things and is very active. Both can eat and drink great quantities and have the overhanging bellies to prove it.

Working as bouncers are six Dwarves wearing Chainmail and armed with Foot Maces and Knuckle Dusters. Eight female Gnomes work as waitresses and servants (all are 3rd LVL Fighters); Jak and Mergatroid tend the bar. Three times a week, musical entertainment is provided by four Dwarven Bards who live in the Inn. They provide this service in lieu of rent.

The Pebble and Pot (434) Kings Row

Petri Korin

DRD	NEX	032	017	009	010	075	146	187	176	155	176	105	None

Kora Korin (Fem)

WIT	NEX	032	016	009	010	075	105	174	165	156	156	155	None

This bar is favored by the younger crowd, but a few of the older generation who enjoy the company of youths will occasionally drop in for a few drinks and a round of tall tales. The Pebble and Pot is a clean, safe bar, and the management frowns on rowdies. As long as no fighting breaks out, however, everyone is allowed to drink at the Pebble and Pot. The bar is run by Petri and Kora Korin who established it to provide a place where people could have some fun and a few drinks without getting into trouble. Petri and Kora come from the village of Bokozia, 40 miles north of Tarantis. Petri is tall and has jet black hair, and Kora is short and has very long, blonde hair. They have been married for eight years and live in the back of the bar. They have no children, but they do have a very spoiled magical dog named Zora. Zora guards their little hoard of treasure, 58 GP, 29 SP, and 281 CP, and keeps intruders and ruffians away.

The Pits (435) Black Rose Lane

T. L. Bell

THF	LEX	061	031	007	030	121	133	154	154	145	165	092	IBS

The Pits is a tavern that caters to Beggars. It is located on Black Rose Lane next to Tai Ho's Tattoo Shop. T.L. Bell runs The Pits, which is frequented by many of the low life and criminal element. Drinks in The Pits are below standard prices: Ale: 10 CP, Beer: 1 CP, Mead: 1 SP, and Wine: 10 SP. T.L. Bell is a shifty-eyed, shady character who has been arrested many times for forgery, assault, burglary, and attempted murder. T.L. Bell is usually seen with some of the worst of the people of Tarantis; it is rumored that he is planning a big caper. He is a member of the underground group planning the overthrow of the

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

government of Tarantis. The Pits is generally kept dark; the only light is provided by two lanterns on the bar and the fire in the fire pit in the center of the room. In a room behind the bar, T.L. Bell keeps a collection of weaponry beneath the false bottoms of several clothing chests. One of the clothing chests has a second false bottom below the first in which is contained a bag containing 3,000 GP, a gold ring worth 200 GP, and a +2 Dagger.

Polter's Playhouse (436) Southgate Road

Peri Polter

ILL	CNE	102	041	009	010	119	105	186	178	127	187	147	SDT

The Playhouse caters to anyone with money to spend. In it, Peri Polter has created a world of fantasy where, for the right price, the customer can live the fantasy of his or her choice. The Playhouse employs five very powerful Illusionists (CLS ILL, LVL 143 - 174, HTK 030, 042, 028, 029, 038) who can conjure up nearly anything one might desire. The games and fantasies that are lived out here are kept very private and discreet and never go beyond the walls of Polter's Playhouse. Because it does such a constant business, reservations for a session at the Playhouse must be made at least two weeks in advance and paid for at the time the reservation is made. The cost ranges from 40 GP per session to 1,600 GP per session, depending on the fantasy required. An extremely unusual or extraordinary fantasy that would require a lot of work to prepare might run up to 3,500 GP, but Peri is willing to bargain. The Playhouse is a great tourist attraction and is located next to the palace wall on Southgate Road. Because he does such a great deal of business, Peri is very rich; he keeps most of his money in the bank, but he also keeps some "spare change" (about 700 GP) in the Playhouse for miscellaneous expenses.

The Quarterhorse Inn (437) Titan Lane

Kaneal Pigcton

FTR	LEN	031	029	009	010	075	146	179	155	134	156	137	SDG

The owner of this Inn, Kaneal Pigcton, is a sneaky, weasel-like individual. Kaneal will try to extract information from his customers by masquerading as a concerned, compassionate father-figure. Once he gains his victim's confidence, he will try to use whatever information he has been given to blackmail the parties concerned. Kaneal doesn't do this for the money; he thinks of it as some kind of game. He leads a boring life and thinks that this type of behavior spices it up. He practices this craft only on young and inexperienced (or very unintelligent) travelers, leaving the more experienced and wiser adventurers alone.

The Inn is clean, the food is passable, and the prices are reasonable. Stables are located in the back of the Inn for boarding horses; the cost is 3 SP per night. Three indentured slaves work in the stables. They are CLS FTR, LVL 011, HTK 017, 016, 018, WPN None. 3,067 GP-worth of treasure is kept in the wine cellar guarded by two trained attack dogs.

Red Beard Inn (438) Regel Blvd.

Dar Bek

FTR	LNG	092	051	004	060	146	182	152	134	154	163	132	ILS

The Red Beard Inn is a combination restaurant and bar. It is frequented by most of the respectable citizens of the city. Located in one of the most beautiful parts of Tarantis, the Red Beard does a flourishing business due to its excellent cuisine, good service, elegant atmosphere, and passable drinks. Dar Bek, the proprietor of the bar, has become very wealthy in this business. He is assisted by his wife, Grieta, who works as chief cook, his two daughters, Seta and Mya, who serve as waitresses, and his son, Jopor (CLS MAG, LVL 052, HTK 026, ACL 007, ARM 030, AGL 143, WPN DDG) to whom he leaves the management of the bar. The Red Beard is lavishly furnished with elegant ecru linen tablecloths and napkins, silver and pewter service, and fresh flowers daily in the cut crystal vases used as centerpieces.

Red Dog Tavern (439) Northgate Road

Paystar Melator

FTR	NEX	062	031	009	010	091	183	071	103	153	164	103	ITS

The Red Dog Tavern is a "seconds" tavern owned by Paystar Melator. Paystar buys the Beer and Ale that is rejected by the better establishments; consequently, he serves some of the worst drinks in town. Most people in town do not frequent this tavern, so the poor of the city, the Beggars, have the place to themselves. Travelers sometimes stop at the Red Dog for information; Paystar seems to know a great deal about the City State and the surrounding area and is very talkative. He is also very gullible and can be easily tricked. His prices on Beer and Ale are 5 CP to 25 GP, but he will bargain. Behind the bar is a box containing 15 CP, 10 SP, and 3 GP. In the back room of the tavern, in a sack on a table, are 100 CP, 150 SP, and 22 GP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

The Roaming Wolf (440) Timber Lane

Samsu Puf

FTR	NGA	031	012	004	060	123	184	122	133	176	154	137	ILS

The owner of this tavern, Samsu Puf, enjoys the company of his pet Wolf more than he does that of Humans. However, being a practical man, he decided that, in order to provide himself with a steady income, he should have some sort of business. With his brother, he opened the Roaming Wolf, naming it after his own nickname. Samsu sells all the normal drinks in addition to one of which he learned during his many travels which seems to be a favorite of all who visit his tavern. However, Samsu is an unpredictable man with a bad case of wanderlust, and he finds it difficult to stay long in one place. Periodically, he packs a few belongings in a knapsack and, with his pet Wolf at his heels, disappears for a few months on some wild adventure or other. When he returns, he always brings odd souvenirs which he sells to the curious of Tarantis. When Samsu is not at the tavern, his brother takes over. His brother is plotting to get him out of the business completely because it brings in a good profit which the brother does not want to share with Samsu.

The Roaring Bull (441) Granite Drive

Trost Rall

FTR	NNN	051	028	004	060	087	182	093	124	167	179	112	IBS

The owner of the Roaring Bull is a bullfighter on the side. Hung along the walls are the heads of Bulls over which he has achieved victory. The drinks are fairly priced from 5 CP to 15 GP, and they are worth the price. His establishment is located on the corner of the block next to the bank so that people can get their money out of the bank and spend it without having to walk too far. Trost has four female slaves serving his customers, and he does not allow anyone to annoy them. His tavern is ornately furnished with standard tables covered with red tablecloths and sporting red napkins.

Trost is a big man with broad soulders, a thin moustache, and a beard. He loves music and seafood, and, when he is not in his own tavern, he can be found at the Kismit Cafe. He is a bullfighter as a hobby, not a profession, but he will take all bets that there is no bull that can stop him. However, he fears that, one day, he will be wrong and will fight a bull that will seriously wound him or end his life. His fierce pride will not allow him to pass up a bet made by another regarding his prowess with the bulls, but he no longer actively seeks them out as he once did. Trost keeps all his treasure beneath the false bottom of an apparently-empty chest behind a few empty barrels. The treasure consists of 50 CP, 288 SP, and 197 GP.

The Seafarer (442) Coral Row

Gar Drag

FTR	LNX	102	054	009	010	146	178	166	157	154	092	114	ISS

Only officers of ships are allowed to drink in the Seafarer. Although it is located only a half-block away from the less-than-savory Waterfront Tavern, the Seafarer exhibits none of the sleaziness that proliferates on the waterfront. It is highly recommended by Captains of ships and other high-ranking sailors. Although the drinks cost a bit more than average, they are of excellent quality, and the clientele considers the atmosphere to be impeccable. Ale: 10 SP, Beer: 10 CP, Mead: 15 SP, Wine: 10 SP to 3 GP. The decor of the Seafarer is distinctly nautical. The bartender wears a sailor's outfit and has an eye-patch, and there is an anchor hanging on the wall. The tablecloths are of canvas, and models of many ships are displayed on a shelf behind the bar. The owner of the Seafarer, Gar Drag, is known by most of the officers who come to the tavern because he is the former Captain of the ship, **Cutan**. He bacame a tavern owner after an accident with a falling mast caused him to lose his left leg. He lives a quiet, simple life; although he enjoys the companionship of the men who visit the Seafarer, he sometimes longs for the feel of a deck beneath his foot and the sound of waves lapping at the prow of his vessel.

Shinglra's (443) Gishmesh Street

Atuk Shinglra

FTR	NEX	042	020	005	050	065	179	117	116	189	135	176	MDH

Shinglra's, located at the west end of town, is a nice, quiet place to dine. The interior is pleasantly decorated but not extravagant. Atuk Shinglra, the owner of this classy establishment, is said to be a Half-Dwarf because of his stature and his ability to drink huge quantities of alcohol without noticeable effect. Every Saturday night, a drinking competition is held between Shinglra and one of the patrons. The customers place bets on the winner, and Shinglra always seems to be the winner. Shinglra employs two waitresses, Celia and Astra. The girls are very young and a bit inexperienced, but they do a fair job and are pretty

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

and willing to learn, so Shinglra keeps them in his employ. He has a small cache of treasure hidden beneath the floorboards behind the bar. In it are 250 GP, 7 small Diamonds worth 10 GP each, and 2 Rubies worth 15 GP each.

Silver Sands Cafe (444) Canteena Lane

Kimball Estoc (Fem)

FTR	LNX	062	022	009	010	073	129	105	116	105	114	145	LWH

Run by Kimball Estoc, this Cafe is named for the hourglass which sits upon the bar. It is filled with powdered silver, and it cannot be removed because it is nailed to the bar. The Sands is frequented by traveling merchants and the more prominent people of the city. The prices for food and drink are somewhat high, but the quality is excellent. Kimball originally came from the village of Paldoucis, but she left at an early age when her parents died under mysterious circumstances and she was sent to Tarantis to live with her aunt. On the journey to Tarantis, she found the hourglass filled with silver powder along with a small knapsack full of gold. She hid these items from her aunt until she was of an age to leave the protection of the older woman. Then, she used her secret fortune to purchase and outfit the Silver Sands. The powder is actually platinum powder and is worth 1,500 GP. Kimball employs two serving girls, Ariadne and Bella. Both girls are hard workers and are amply repaid for their efforts. In the basement of the Silver Sands is a large chest filled with 550 SP and 280 GP, the remnants of her find and the proceeds of her business. The chest is guarded by a Boa Constrictor.

The Slippery Rock Cafe (445) Ulahg Alley

Casmira (Nymph)

CLR	LNX	072	030	009	010	097	169	187	189	146	177	144	None

Starr (Nymph)

DRD	LNX	063	028	009	010	097	159	187	189	136	167	154	None

The Slippery Rock Cafe seems to be made entirely of marble. The walls and ceiling are marble slabs; the tables and chairs are of marble, and the fireplace has a marble mantlepiece. A marble fountain is situated along the east wall and pours scented water into a marble catchbasin. The floor of the Cafe is dirt, however. Planted in the floor are an assortment of plants and trees which receive sunlight through glass-covered holes in the marble ceiling. The Cafe is run by two Nymphs, Casmira and Starr. They came from the Dyrfirwall Woods two years ago and sold several of their Emeralds to buy this Cafe. Casmira is of medium height and build with blonde hair, and Starr is short and slender with auburn hair. Halflings and Elves are the main patrons of the Rock, but a Human or two can sometimes be found. Laronda Curtar is very jealous of the two Nymphs because her husband is constantly raving about what great beauties they are, and she would do practically anything to sabotage the Rock and cause the two Nymphs to leave the area. Hidden beneath the bar in a wooden box are 2 Potions of Healing, a Cloak of Invisibility, 20 Emeralds worth 20 GP each, 7 Diamonds worth 50 GP each, and 6 Agates worth 5 GP each.

The Snorting Dragon (446) Magain Blvd.

Janvel Swain

FTR	NGX	051	028	009	010	117	134	147	093	159	124	102	None

The emblem of a Dragon's head adorns the door to this tavern. The owner is an elderly, withered man named Janvel Swain. Once a man of quality and vigor, Janvel had the misfortune to run afoul of a Sorceror who cast a spell upon him which deprived him of most of his energy and caused him to age prematurely. Though only 35 years old, Janvel appears to be 75. While he continues with his normal life, Janvel is continually searching for a way to reverse the effects of the spell. He carries a deep-seated hatred for the Sorceror who treated him so unkindly. Unknown to Janvel, the Sorceror is in the city for a meeting with the ruler of Tarantis. If Janvel knew of this, he would probably attempt to find and kill the Sorceror. Once a proud man with thick, black, curly hair and a thick, neatly-trimmed beard, he is now stooped with a rough white beard and gray hair. He still wears fine clothes, but he does not go adventuring as he used to do. However, he retains his personal armor and weaponry in a chest in his house, although he rarely travels farther than the marketplace. Beneath a trap door in the floor of his home, Janvel has hidden 408 SP, 2,965 GP, and three Jade pieces worth 450 GP each.

The Soaring Eagle (447) Amulet Lane

Gamely Dox

MAG	LGX	122	036	007	030	126	164	187	122	153	176	134	DDG

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

The owner of the Soaring Eagle, Gamely Dox, has a pet Eagle that accompanies him wherever he goes and for which he named his tavern. He serves all the basic drinks at his tavern at the standard prices. Ale: 1 SP, Beer: 5 CP, Mead: 5 SP, Average Wine: 5 SP, Good Wine: 7 SP, and Imported Wine: 1 GP. He also sells Rotgut, which goes for 2 GP per bottle. The tavern is decorated with murals of far away countries and strange races of beings. According to rumor, Gamely Dox is a Wizard who tired of adventuring and settled in Tarantis. He employs only a bartender to serve the customers. The bartender is a thin, finicky, middle-aged man with slightly greying hair and wearing spectacles. Gamely Dox is a smart-looking man of medium build with black hair and grey eyes. In his office behind the tavern, he keeps many magic books, rods, wands, staves, and potions which he has accumulated over the years. They are protected by a *Silent Alarm* to keep them from being stolen. Only Gamely Dox and his bartender are able to hear the *Silent Alarm*, and that no matter where they might be. He also has a bag containing 450 GP concealed in the wall.

Sudrah's Flophouse (448) Catnip Row

Sudrah of the East													
MAG	NGL	095	053	009	010	039	115	168	157	134	103	134	None
Sparsa Lotus Blossom (Fem)													
BRD	NGL	054	030	009	010	029	094	159	167	156	157	146	None

Sudrah of the East is a kindly soul given to generous acts of charity. He operates the Flophouse to provide shelter and food (mostly bread and soup) to the poor. Anyone is welcome, but those with coins are expected to contribute whatever they can afford. The only rule that Sudrah enforces is that no one may engage in the mental, verbal, or physical abuse of another staying in the Flophouse. Sudrah views his establishment as a haven for the poor and harried.

Actually, Sudrah is very rich, but most of his wealth is being held in trust by his relatives in Arroworth (Ebony Coast, Campaign Map 13, Hex 5206). Sudrah has many friends in the lands between Tarantis and Arroworth, including Pariksit the Bold (Castle in Hex 3229, Tarantis Campaign Map 4), the Mountain Minstrel (Citadel in Hex 5132, Tarantis Campaign Map 4), and Nicstrin of Orestone (Village in Hex 4905, Ebony Coast Campaign Map 13).

Sudrah has a companion who runs the Flophouse when he leaves on his yearly vacations to his home. Her name is Sparsa Lotus Blossom; she tries to emulate Sudrah in his operation of the Flophouse. She is just as kind and generous as he is, but she is not as well able to fend for herself. Sudrah is skilled in Enchantment Magic (9th Level), Air Magic (5th Level), and Sage Abilities (3rd Level). Sparsa is skilled in Enchantment Magic (4th Level) and as a Bard (5th Level).

Tales of Terror Tavern (449) Whalebone Alley

Nasal Quirk													
FTR	CGN	114	032	008	021	109	167	156	145	166	145	156	SRS

Nasal Quirk, a retired sea Captain, bought this tavern with part of his life's savings. Nasal enjoys a good story more than anything else, especially if it is a scary one. He also loves to tell this kind of story, and he often repeats his favorites. If Nasal were not such a good story teller and so well liked by those who visit his tavern, the customers might quickly become bored, but, as it is, they usually put up with it. Every week, a contest is held to see who can tell the best story. The winner gets three free drinks. Nasal employs two barmaids, Podonia (CLS FTR, LVL 021, HTK 023, ACL 009, ARM 010, CHA 187, WPN IDG) and Sealian (CLS FTR, LVL 021, HTK 025, ACL 009, ARM 010, CHA 176, WPN IDG), and a bouncer, Bordak (CLS FTR, LVL 103, HTK 032, ACL 008, ARM 025, WPN WCL), in case things get out of hand, as they sometimes do. Nasal keeps his treasure, 6,832 GP, in a triple-locked chest stored in the wine cellar.

The Tavern of Doom (450) Gishmesh Street

Thyra Dogny (Fem)													
MAG	LEX	041	023	009	010	048	123	179	114	116	122	095	None

This tavern is run by a woman, Thyra Dogny, who claims that she is able to foretell the future. For a small fee (25 GP), she will reveal your past as well as your future. Thyra is well known for her practice of fortune telling, and she has told the future for many of the high-ranking government officials. It is rumored that her soothsaying is responsible for the demise of several of the nobles of the city who were unwilling to meet the future she revealed to them. Of course, others argue that, if she could foretell the future, she would tell those who would commit suicide upon hearing her predictions that this is what they will do. Because she doesn't do that, people say, her predictions become false. Actually, her predictions are mostly false. Whatever is true is only true by accident. She enjoys seeing the rich and powerful tremble at her words and quake at what the future supposedly holds for them, so she invents horrible tales of riches lost, scandal, deaths of loved ones, disfigurement, and

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

defeats snatched from the teeth of victory. She hopes to one day be the controlling force behind a king or emperor through her magiks. She employs two men at arms, Bodil (CLS ASN, LVL 021, HTK 013, ACL 007, ARM 030, AGL 134, WPN UDG) and Himon (CLS THF, LVL 031, HTK 010, ACL 007, ARM 030, AGL 124, WPN USS).

Thyra is an average-looking woman of about thirty years of age with black hair streaked in grey and deep blue eyes. She wears no armor and is fond of loose, black robes. Her tavern is located on the outskirts of Tarantis, next to the bank. Thyra's only fear is that she will not be able to find her ticket to success, that no ruler will ever seek her out to ask her to reveal the future. Her only cash hangs in a pouch at her side. It is 45 GP and 3 Rubies valued at 60 GP each.

The Flaming Tavern (451) Edirne Alley

Finbar Griggs

FTR	NGX	031	016	004	060	106	169	136	082	148	145	124	IBS

This tavern was named by the townspeople because it burned down so many times. The charred sign over the door actually reads, "Griggs' Tavern", but most people have forgotten the original name of the place. The owner is Finbar Griggs, a one-time adventurer who settled in Tarantis after an encounter with a supernatural force that nearly cost him his life. Finbar decided that the quiet life suited him better, and hearing the exploits and adventures of others who patronize his establishment keeps him happy. Although Finbar insists that no weapons be carried in his tavern, it seems that, once in a while, something will cause a fire at the Flaming Tavern. The last time, it was a dispute between two hot-headed Second Level Mages with *Fire Bolts* at their disposal which caused the tavern to be ignited. Before that, a Halfling smuggled a pet Fire Lizard into the tavern, and the beast accidentally caught the curtains aflame when the Halfling had passed out under the table. The Halfling died in that incident, but the Fire Lizard escaped. If the tavern burns again, Finbar Griggs will not be able to afford to have it rebuilt; he has invested his entire fortune in a gravity-fed sprinkling system that keeps the place constantly damp unless a drought is in progress. As a result of the dampness of the building, Griggs has been plagued by Snakes and Giant Slugs, so he has a pet Mongoose that roams freely about the building helping to eradicate these pests.

Finbar is a well-muscled man with a receding hairline and a neatly-trimmed moustache. His hair is brown, as are his eyes. All of his earnings are kept in the cashbox under the counter. The cashbox contains 10 SP, 5 GP, and one Aquamarine valued at 15 GP.

The Tavern of Purity (452) Crossbow Alley

Heron Wyler

FTR	LGX	042	022	004	060	129	181	136	179	150	125	144	ISS

This tavern is frequented by those people who want to have a drink in peace and quiet. The owner of the tavern, Heron Wyler, ensures that they enjoy this unusual priviledge by asking all to check their weapons at a special guardroom installed for that purpose and by providing plenty of muscle in the form of burly bouncers to remove any undesirable element with all due speed. Heron himself constantly circulates among the patrons of his tavern, making sure that everyone is happy and that all goes well. Heron is a very kind and understanding person who tries to be friends with everyone. He has given money to many charities and is thinking of adopting a son to be his heir. His tavern, although crowded with furniture and guests, is always kept clean. The bouncers are dressed in white robes and have no weapons other than their not-inconsiderable strength. Heron believes that violence begets violence and only fights when it is absolutely necessary. No one has ever seen him fight, but it is rumored that he once broke a man's neck with his bare hands. Heron looks like a man who could easily do such a thing. He is tall and muscular with well-developed shoulders and arms and a thick, bull-like neck. He has reddish brown hair worn to his shoulders and a curly red beard and moustache. His eyes are blue, and he is left-handed. He does not keep much cash at the Tavern of Purity; most of his holdings are in the bank.

Tiger's Eye Tavern (453) Kings Row

Thorn Dict

FTR	NNN	101	045	005	050	093	134	151	145	169	163	092	IBS

The Tiger's Eye Tavern is located on the edge of Tarantis near the gate leading out of the city. It is known for the drinks made from unusual plants which the owner, Thorn Dict, finds in the forest. The drinks cost more than average, but they are much more potent, as well. The prices are: Grog: 10 SP, Ale: 15 SP, and Wine: 2 GP. Thorn Dict was once a big game hunter, but he had an unfortunate encounter with a Tiger that left his right arm permanently damaged. The Tiger's Eye is decorated with potted plants from the forests and jungles, and the skins of a variety of animals hang on the walls. On the wall of his office hang the stuffed heads of the animals whose skins hang in the tavern. Thorn employs a bartender named Nimtashi (CLS FTR, ALN NNN, LVL 021, HTK 010, ACL 007, ARM 030, AGL 147, WPN ILS) who also works as the bouncer.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

The Topless Tavern (454) Cut Throat Alley

Lo Ping													
MAG	CEX	041	023	007	030	085	116	178	092	126	147	176	DDG

This tavern is named the Topless Tavern because no one is allowed in who is wearing a covering of any sort on the upper torso. As a result, it is a favorite hangout for those with body tattoos; a great deal of competition goes on in comparing the artistic qualities of the myriad tattoos displayed in the Topless Tavern, and none is more proud of his (or her) collection than the owner of the tavern himself, Lo Ping, whose entire upper torso is one massive work of art. This tavern is not usually frequented by females, but the waitresses and barmaids are female, much to the delight of the majority of the customers, and most of them are also heavily tattooed. Lo Ping believes that the customer is always right and is ready to provide whatever his customer might desire to be satisfied. He has been known to deal with many of the criminal element of Tarantis and uses black magic to control a Demon which he plans to employ to kill a very popular official of the realm. The drinks at the Topless Tavern run the average price of Ale: 1 SP, Beer: 10 CP, Wine: 5 SP, and Mead: 3 SP. In addition to his tavern business, Lo Ping also rents sleeping rooms on the second story of the building. They are small and not lavishly furnished, but each provides a double bed with sheets, blankets, and pillows, a wash basin on a stand, and a small clothes chest with a towel and a hand mirror lying atop it. No light is provided, but Lo Ping will furnish a candle in a holder if it is requested. Aside from his interest in tattoos, Lo Ping is very fashion conscious. All his clothes are tailor-made of black silk and are always at the height of fashion.

Universal Delight Lodge (455) Northgate Road

Richrob Riff													
THF	NEX	092	048	009	010	082	137	167	156	145	184	142	MDG
Rossetta Riff (Fem)													
ILL	NEX	081	036	009	010	082	137	167	156	145	184	142	SDG

Located on the north side of town, the proprietors of the Universal endeavor to satisfy their customers' every possible desire. Exotic dancing girls, imported wines, and reasonable prices are just a few of the things that cause people to flock to the Universal every night. Richrob Riff, the proprietor, is a jolly old man who gained his name and his fame in his younger days by robbing from the rich and giving to himself. Richrob's wife, Rossetta, is in charge of the dancing girls and the wine list. Their son, Pu, is the bartender, and his wife, Sungi, waits tables. The Universal charges 5 SP just to get in the door, and then it usually costs another 5 SP to get a table. All types of customers are encouraged except for the much-hated Orcs. There is a side room which, for 30 SP, can be rented for a hour of dalliance. It is comfortably furnished, and an inside bolt provides an extra measure of privacy. Rossetta knows much (correct) information concerning individuals such as Atar the Lion, Larette Lafaite, and Monact the Canny.

Waterfront Tavern (456) Kings Row

Sert Wasp													
FTR	NEX	092	052	004	060	063	181	143	122	152	189	102	IRS

The Waterfront Tavern is located on Kings Row next to the north gate of the city leading to the docks. It is frequented by sailors who have been to sea for a long time. When any ship docks, this is usually the first place the hands stop to spend their hard-earned wages. The bar serves many different hard liquors as well as Ale: 3 SP, Beer: 5 CP, Mead: 10 SP, and Wine: 2 GP. The Waterfront Tavern is run by Sert Wasp, who also runs a ring of Thieves and Harlots. Though always dressed in tattered clothes, Sert does, in fact, make quite a profit from his various ventures. He has a crude disposition and sometimes releases his hostilities by beating his slaves. He keeps none of his financial holdings at the tavern with the exception of the cashbox, which contains 121 GP, 30 SP, and 36 CP.

Weeping Willow Inn (457) Quadiah Row

Whistle Twotone													
FTR	LEA	072	037	009	010	096	187	165	156	146	167	176	SDG
Dor Wai (Fem)													
FTR	LEA	053	026	009	010	097	186	177	146	168	156	156	SDG

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Whistle Twotone and his fiance, Dori Wai, run this quaint but dark establishment. The Inn has a good reputation as a clean and mellow place. However, after a few drinks, Whistle will usually start a religious discussion with somebody in the bar. Very seldom do these discussions end in a fight, but, if the other person disagrees with Whistle, he will usually ask that person to leave. He will then buy the rest of the customers a round of drinks. As a result of his liberal spending habits and his custom of buying the drinks, the Weeping Willow is only moderately prosperous despite its wide popularity. Dori is a very beautiful young lady with dark brown hair and large brown eyes. Although Whistle is not the jealous type, he will bounce anyone out of the building who tries to molest her. The house drink is a mixture of coconut juice and a mysterious clear liquid with an unusually high intoxication level. This drink is called a Zombie and costs 14 GP. Two of these are all the management will allow any customer to purchase in one night. Ale: 10 CP, Grog: 15 CP, and Wine: 5 SP are also sold here.

The White Wall Tavern (458) Kings Row

Surv Ova

CLR	LGX	112	063	004	060	165	186	143	187	154	174	166	WMF

The White Wall Tavern is located near the marketplace next door to the Flower Shop. It is frequented by people of Good Alignment, but some strange-looking characters have occasionally been seen in and around it. It is run by Serv Ova, who has been in a secret battle against Evil most of his life. His mission began when he killed a Demon while hunting in the woods. He uses the tavern as a source of income to fund the war he wages in secret. Surv Ova makes an appearance at the tavern every now and then to prevent his secret from being discovered, but he leaves the everyday running of the business to his bartender, a small, rat-like man named Parttu. The walls of the tavern are painted white, and the tavern is always kept clean by the white-robed waitress. The White Wall has very good drinks at the standard prices. Ale: 1 SP, Beer: 5 CP, Mead: 5 SP, Average Wine: 5 SP, Good Wine: 7 SP, and Imported Wine: 1 GP. In the back room of the tavern, which serves as Surv Ova's office, is a Prayer Scroll, as well as prayer beads of gold and ivory worth 125 GP and a box of incense.

Wildcat Inn (459) Dove Street

Pan Sur

CLR	NNN	081	036	004	060	168	175	154	181	178	173	053	IME

The Wildcat Inn is a hotel as well as a restaurant and a tavern. On the first floor are the restaurant and tavern facilities. The second and third floors serve as the hotel area; each floor contains ten rooms, each of which can be rented for 1 GP per night. The accommodations do not differ significantly from room to room. When unoccupied, the rooms are always neat and orderly. Each room has at least one window which can be closed against the night air by interior shutters. The rooms each contain a bed with sheets and blankets, a table with a chair and a lantern, a clothing chest, and a wardrobe. Pan Sur named the Inn for the unusual and exotic meats served. The prices are somewhat extravagant, but the wealthy of Tarantis do not seem to object, and a reserved table at the Wildcat is a prestige item. The restaurant is lavishly set with green linen tablecloths and napkins and pewter service. The walls are covered in green watered silk above oak wainscotting, and thick green carpets cover the floor. Between the carpeted areas, oak parquet flooring can be seen. The house specialties are Griffon: 50 GP, Roc: 75 GP, Displacer Beast: 27 GP, Dragon: 90 GP, and Chimera: 40 GP. The Ale and Wine are of excellent quality, and the prices are tolerable. Ale: 5 GP, Average Wine: 20 GP, Good Wine: 50 GP per bottle, and Imported Wine: 100 GP and up. Pan Sur keeps eight slaves waiting on the tables (CLS FTR, ALN NXN, LVL 021, HTK 022 - 030, ACL 009, ARM 010, WPN None), some of whom harbor notions of escaping. The bar is always filled with cheerful music and people having a good time. The bartender is a close friend of Pan Sur named Hoc Fan. When not selling drinks, he makes himself busy polishing the bar, the silverware, and the glasses. Hoc Fan is tall and burly and, when the need arises, he doubles as the bouncer. This is rarely necessary because the clientele consists of the wealthy of the city, who are also usually well behaved.

Zorah's House of Fortune (460) Iltutmish Lane

Zorah of the Dawn Star (Fem)

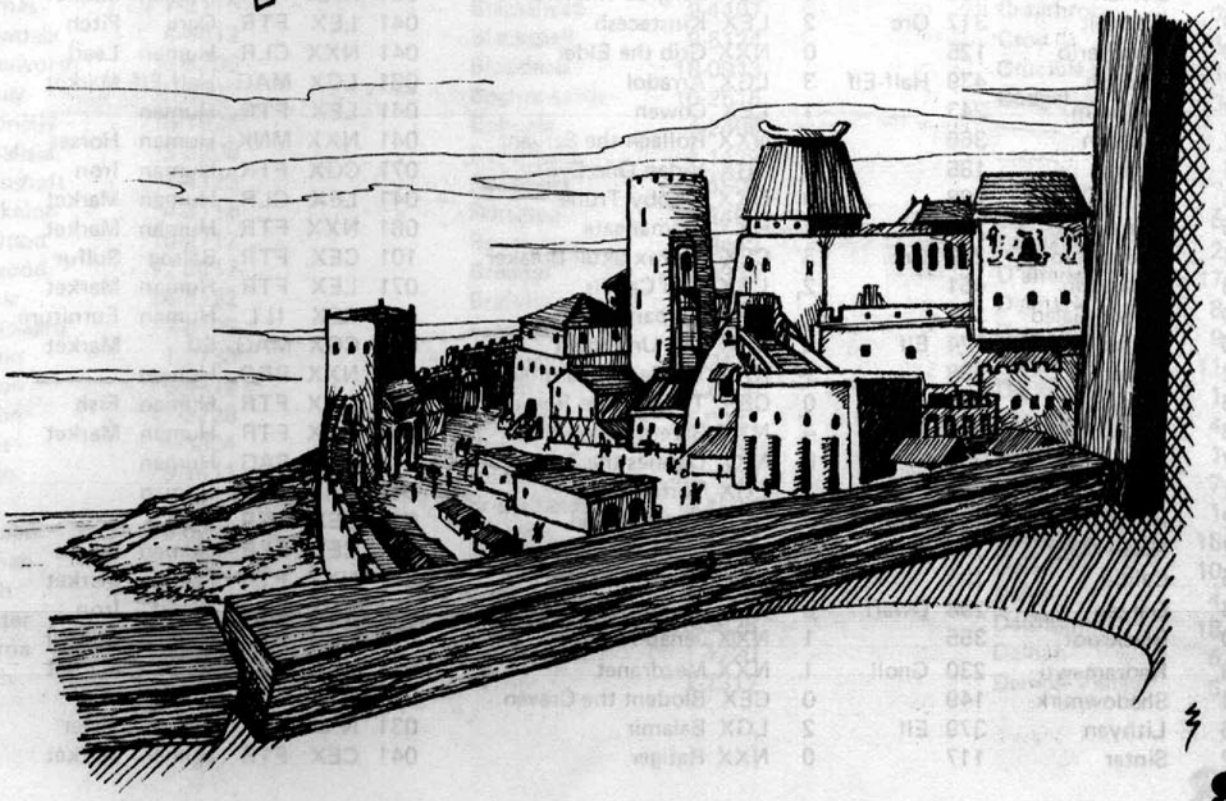
MAG	NGX	116	042	009	010	109	113	189	156	155	178	146	IDG

This establishment is operated by Zorah of the Dawn Star, who runs a high-class gambling house. She caters only to the well-to-do. Stakes are high; the minimum bet is 50 GP, and the maximum bet is 25,000 GP. The House is included in every game unless a private game is arranged with Zorah for 1,000 GP. Private games are played in private rooms. These private rooms are elegantly decorated, comfortably furnished, and serviced by two beautiful female servants (CLS HRI, LVL 011, ACL 010, ARM 005, DEX 156, 178, CHA 167, 178) and two very strong guards (CLS FTR, LVL 041, ACL 008, ARM 025, STR 165, 188, CON 164, 187, WPN SSC). The House Rules include the following very important items. 1) No weapon larger than 3' in length is permitted within the building. 2) Any practitioners of magic shall restrict their magic to entertainment or

defense of the House. 3) No I.O.U's will be accepted. **Judge's Note**: Other rules can be added, but the punishment for any violation should be the stripping of all monies, weapons, armor, and magic items from the offender and the barring of the offender from the premises forever.

Zorah's House of Fortune consists of three above-ground levels and four underground levels. The upper levels contain public and private gambling rooms, a well-stocked kitchen and storage area, a bar, and a sitting room complete with exotic dancers to entertain the lucky winners. Serving the bar is Abdul Ben Deka, who is Zorah's Djinni, though only Zorah, the workers, and some of the regulars know this. Abdul is a good seven feet tall and is easily three and a half feet broad at the shoulders. He wears a multi-colored turban and flowing robes. He is not armed, but he will conjure a broad-bladed Scimitar for use in combat if the need arises. Most of the time, his magic is all that he needs, so he will rarely conjure the Scimitar. All kinds of food and drink are available to customers at very expensive prices, but everything is of the finest available and expertly prepared. Talented musicians provide constant musical background, and they expect small tips for their efforts.

The lower four levels contain living quarters for all the workers, Zorah's bedchambers, baths, a library, a laboratory, smoking rooms, the treasure vault, and other, less important rooms. Zorah is very skilled in the School of Enchantment Magic (11th Level), as well as in Houri skills (6th Level). She also has some skill as a Thief (4th Level). All told, Zorah employs about 40 people at the House of Fortune. She has over 120,000 GP locked away in her subterranean vault.



Tarantis Villages

If no type is stated, it is considered Human

HEX LOCATION	VILLAGE NAME	POP.	TYPE	CIV	ALN	RULER NAME	LVL	ALN	CLS	TYPE	RESOURCES
1112	Dark Odyssey	290	Halfling	3	LGX	Dithil the Usurper	041	LGX	PAL	Human	Fish
1116	Wolfskin	488		2	NXX	Winithar	031	CEX	FTR	Human	Market
1215	Regina-Far	252		0	CEX	Bani the Jackal	061	NXX	THF	Human	Pearls
1901	Seraphine	175		3	NXX	Falcon Nalorik	061	LEX	FTR	Troll	Market
2007	Bastinadi	169	Elf	4	LGX	Witheric	051	CGX	FTR	Elf	Market
2017	Tallulah	215		5	LEX	Rugalas Many-Beard	041	LEX	CLR	Man	Fish
2030	Redflood	317	Half-Elf	1	NXX	Ilbadan	061	CGX	FTR	Elf	Market
2104	Kanakis	359		3	NXX	Anatole Agate	051	NXX	MAG	Human	Horses
2125	Gishmesh	423		0	NXX	Rufcoliman	041	NXX	SAG	Human	Market
2219	Bokozia	201		2	LEX	Anthanaric	081	LEX	FTR	Giant	Oil
2311	Andalusia	266	Goblin	1	CEX	Narbon Khitar	041	NXX	FTR	Ogre	Pitch
2327	Tarantis	6,000		9	LEX	Atar the Lion	131	LEX	FTR	Human	Market
2331	Stonebow	112		2	NXX	Oloron of Nergal	051	NXX	THF	Human	Market
2409	Borsippa	179	Orc	1	CEX	Black Thonric	041	LEX	FTR	Human	Pelts
2505	Aelfstead	332	Gnoll	3	NXX	Sengoz Wolfram	061	NXX	FTR	Troll	Market
2516	Hykos-Faring	148		4	LEX	Fostric Stump-puller	051	LEX	MAG	Human	Market
2607	Nergol	209		3	NXX	Stanwix Tiglath	041	NXX	FTR	Human	Hides
2713	Dier	439		4	CGX	Condet the Small	071	LEX	CLR	Human	Market
2724	Surintal	476	Orc	2	LEX	Kolda, Cracker of Bones	081	LEX	FTR	Orc	Sulfur
2818	Tamarizk	262		1	CEX	Fearless Belvort	041	NXX	FTR	Human	Market
2833	Algiran	397		2	CGN	Golsum the Mystic	041	CGN	MAG	Human	Market
2927	Paldorius	163		0	NXX	Leklark	061	NXX	ASN	Human	Market
3110	Megidolar	358	Goblin	3	NXX	Treuil Fast-Fingers	051	NXX	THF	Human	Market
3115	Ashkelon	109		2	NXX	Agades Dardan	051	LEX	FTR	Human	Salt
3129	Meri-Amon	414	Elf	4	LGX	Bilmathrik	071	LGX	FTR	Elf	Market
3220	Urillius-Elos	236		0	CEX	Ferret Shingar	041	CEX	DRD	Human	Market
3304	Avaris	379		2	NXX	Lenchat III	041	NXX	FTR	Human	Market
3323	Willowsfen	224		1	NXX	Mendoren	041	CGX	ILL	Human	Timber
3407	Bethan	463		3	CGX	Sangrad Khetasar	031	NXX	FTR	Human	Market
3430	Blackpit	317	Orc	2	LEX	Kinstacesh	041	LEX	FTR	Ogre	Pitch
3509	Sinacherib	125		0	NXX	Grib the Elder	041	NXX	CLR	Human	Lead
3517	Lakhish	439	Half-Elf	3	LGX	Arradol	061	LGX	MAG	Half-Elf	Market
3627	Redharm	243		1	LEX	Cowen	041	LEX	FTR	Human	
3701	Sangorn	366		1	NXX	Rollach the Servant	041	NXX	MNK	Human	Horses
3911	Balash	185		4	CGX	Vidan One-Eye	071	CGX	FTR	Human	Iron
4006	Farine	268		0	NXX	Crabby Trune	041	LEX	CLR	Human	Market
4026	Soma	218		2	NXX	Bramangate	081	NXX	FTR	Human	Market
4134	Tashmetun	260	Orc	3	CEX	Kasrax Skull Breaker	101	CEX	FTR	Balrog	Sulfur
4208	Drakevain	451		2	LGX	Mad Catalis	071	LEX	FTR	Human	Market
4230	Ganzir-Galad	104		1	NXX	Ampang the Peer	051	CEX	ILL	Human	Furniture
4316	Nuriedidin	374	Elf	3	CGX	The Unknown	041	CGX	MAG	Elf	Market
4422	Bastet	298		1	NXX	Varale the Panther	051	NXX	BRD	Human	
4506	Delos	148		0	CEX	Tinakan the Reaver	041	NXX	FTR	Human	Fish
4613	Arrowdale	203		4	NXX	Barent Quick-Foot	081	NXX	FTR	Human	Market
4627	Bridgefields	300		0	NXX	Dautles the Transgressor	041	NXX	SAG	Human	
4701	Dagon	245		1	LGX	Torhout	041	NXX	FTR	Human	
4732	Fenshaft	408	Goblin	3	CEX	Kazan Arpad	041	CEX	FTR	Ogre	
4807	Nisan-Moot	337		2	LEX	Montzen Faraway	051	CEX	CLR	Human	Spices
4825	Caldia	193		3	LEX	Milord Chapnel	041	NXX	FTR	Human	Market
4933	Garzan	298	Dwarf	3	NXX	Thion Copper-Tooth	061	LGX	FTR	Dwarf	Iron
5010	Blackroot	355		1	NXX	Jenap XII	051	CGX	FTR	Human	Copper
5018	Hadramawti	230	Gnoll	1	NXX	Mezdranet	071	LEX	MAG	Human	Market
5104	Shadowmirk	149		0	CEX	Blodent the Craven	041	NXX	FTR	Human	
5206	Lithyan	379	Elf	2	LGX	Balamir	031	NXX	FTR	Elf	Silver
5222	Sintar	117		0	NXX	Ratiger	041	CEX	FTR	Human	Market

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Silverhall	16-0424
Sinacherib	4-3509
Sintar	4-5222
Sipar	9-4025
Sirat	9-3606
Skaney	1-0428
Sledgetower	10-0113
Smale	6-2218
Smite	1-1812
Smitten	1-0905
Smoulderhil	7-3212
Snake Hill	12-2708
Snarl	7-5009
Soma	4-4006
Springle	1-0823
Sputgar	6-0510
Staisiswells	12-2815
Sticklestead	1-4013
Stigrix	2-0406
Stonebow	4-2331
Stonepeak	13-4601
Stonewater	9-0106
Stonewright	7-2404
Stony Slip	6-1925
Stourhead	9-1204
Strantath	2-2105
Stukwrak	6-0406
Stumpy Point	5-1511
Sulet Hold	13-4819
Sully	6-3724
Sunev	11-4209
Sunfells	1-1934
Sunfells	2-1901
Sunlitten	1-4314
Sunny Bank	8-1809
Sunwatch	6-3125
Surintal	4-2724
Swanrill	10-1222
Swarga	9-1616
Swarin's Cairn	1-4732
Switizor	3-3019
Sykmet	2-4204
Tain	1-2814
Takshire	6-3410
Talimanor	8-4803
Tallulah	4-2017
Talud	2-2518
Tamarizk	4-2818
Tammuzi	3-4405
Tarantis	4-2327
Targnol Port	6-4119
Tarkesh	14-2016
Tarsa	9-2926
Tarsh	3-0206
Tashmetun	4-4134
Tater Grove	8-0312
Taunting	9-2120
Taz'm	7-2002
Tegel	1-4416
Tehant	9-0922
Tell Qa	6-1712
Ten Elms	18-2411
Tenoch	2-0512
Thalthaskil	17-3709
Thelamie	1-3003
Thistlefield	8-2726
Thokora	14-2511
Thrush	18-4307
Thunderhold	1-2606
Tilleasy	5-2702
Tirthsen	5-2022
Tlan	8-2823
Tonat	3-3413
Topaine	18-1312
Tradepost	17-4504
Treebattle	9-0201
Treebreath	18-3018
Treeslayer	8-1132
Trenth	6-3402
Trepesay	14-1512
Tristor	2-3721
Trollslore	1-2314
Troth	1-2711
Tuftipsy	10-1404
Tula	17-0832
Tumatal Oasis	7-0734
Tumatal Oasis	10-0701
Turnkeep	9-5105
Tustoral	3-1934
Tustoral	4-1901
Ucatanis	2-1024
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Underleaf	17-4710
Unneffer	7-3002
Uriah-Kazar	5-4402
Urillius-Elos	4-3220
Valera	2-1815
Valeyard	10-3121
Valley Villa	7-3718
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Wayfair	13-2225
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Wormingford	1-4126
Wortess	7-3403
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Xochete	12-0701
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Zothay	2-3611
Zubardor	5-4908

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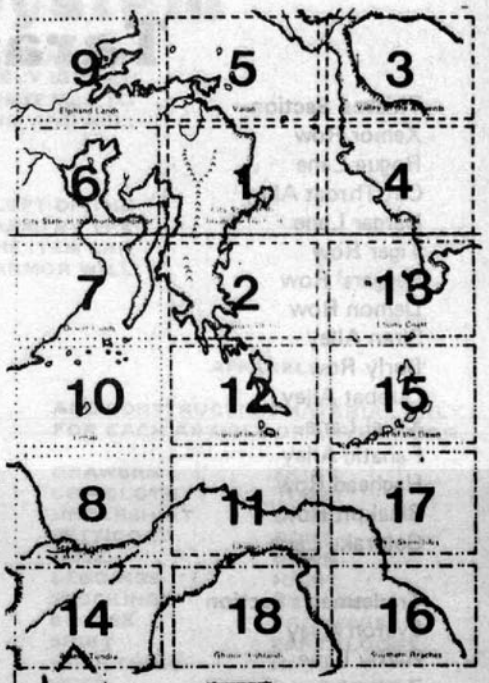

Tarantis Quarters

Thieves' Section
Xemor Row
Rogue Lane
Cut Throat Alley
Hargar Lane
Tiger Row
Beggars' Row
Demon Row
Siren Alley
Burly Row
Qubbat Alley
Kruel Lane
Fanatic Alley
Haghead Row
Blackpit Row
Coldrake Lane

Tradesmen's Section
Everon Alley
Hardy Lane
Zealot Lane
Morose Alley
Ivory Row
Topaz Row
Emerald Lane
Halfman Street
Yelling Alley
Martyr Lane
Bucaner Street
Jester Lane
Jelkar Lane
Winesome Lane
Alfrat Street
Ghasting Lane
Knocking Lane
Catnip Row
Trolltrap Lane
Gremlinvex Drive
Carnivore Row
Pilgrim Lane
Reggata Lane
Lizardhole Street
Charletan Row
Brass Alley
Elfmist Lane
Scorpion Lane
Gossamer Row

Seamen's Section
River Rat Row
Barnacle Lane
Coral Row
Blue Moon Alley
Wharfrat Lane
Keepsake Row
Jabber Lane
Seaweed Lane
Goldcoast Lane
Whalebone Alley

Shopkeepers' Section
Bronzeman Lane
Merlon Lane
Shady Lane
Vampiret Row
Oafstair Lane
Ghostwin Lane
Windy Avenue
Dahute Street
Assassin Lane
Ashen Boulevard
Crossbow Alley
Altarchant Alley
Ogretrek Street
Nymph Oak Lane
Errantry Lane
Shepard Street
Acrid Lane
Hammerhead Row

Merchants' Section
Iltutmish Lane
Stonebow Lane
Lash Lane
Utrog Lane
Drypier Row
Titan Lane
Bald Knob Street
Starmist Street
Round Keep Lane
Isfar Alley
Merchant Street
Firdausi Lane
Zenith Lane
Masjid Lane
Magain Boulevard
Maraghn Row
Brigandine Drive

Sages' Section
Oracle Street
Buffoon Alley
Knaving Alley
White Pillars Row
White Wing Lane
Qubble Row
Falcon Alley
Afreet Row
Upset Alley
Mirage Lane
Doplegang Street
Quiking Row
Bushkill Avenue

Noble Section
Palace Way
Ghoulmaster Street
Regal Boulevard
Celestial Lane
Aerial Way
Rivercliffe Lane
Limelake Row

Main Boulevards
Kings Row
Palace Way
Regent Street
Valiant Promenade
Main Gate Road
South Gate Road
North Gate Road
Battlement Road
Street of Gargoyles
Paladiner Street

Universal Combat System

GAME STATISTICS VARY CONSIDERABLY WITH EACH GAME SYSTEM, AND THE MOST SENSITIVE OF THESE STATISTICS ARE THOSE USED TO RESOLVE COMBAT. RATHER THAN COMPLETELY IGNORE THIS VITAL AREA, AS MANY OTHERS DO, WE HAVE PROVIDED TWO STATISTICS TO PERMIT YOU TO ADJUST THE ONE CLOSEST TO THE SYSTEM YOU USE. REFER TO THE DEFINITIONS OF ARM AND ACL.

ARMOR TYPE - ARM

ADD ALL THE FOLLOWING DESCRIPTIVE RATINGS (RATINGS ARE FOUND TO THE LEFT OF THE DESCRIPTION) TO DETERMINE THE ARMOR TYPE (ARM). MULTIPLY THE ARMOR TYPE (ARM) BY THE RATING OF THE CONSTRUCTION MATERIAL USED TO DETERMINE THE TOTAL DAMAGE THE ITEM CAN ABSORB WITHOUT FAILURE. WHEN USING THIS SYSTEM, ONLY THE SHIELD OR BODY ARMOR WILL ABSORB DAMAGE, NOT BOTH.

COVERAGE	BODY	HEAD	SHIELD
BARE	1 SHOULDER GUARDS	1 BAND TIARA	1 GUARD
SCANTY	2 BELT	2 COIF	2 BASKET GUARD
BASIC	3 SKIRTED BELT	3 HOOD CROWN	3 NET CLOAK
ADEQUATE	4 GIRDLE	4 TURBAN	4 PARRY WEAPON
AVERAGE	5 WAR CLOAK	5 CAP	5 BUCKLER
PROTECTED	6 BREASTPLATE	6 HELM	6 TARGET
ARMORED	7 SKIRTED BREASTPLATE	7 BANDED HELM	7 HEATER
THOROUGH	8 TUNIC	8 CRESTED HELM	8 ASPIS
ENCLOSED	9 HOODED TUNIC	9 BASINET	9 KITE
EXTENSIVE	10 COAT	10 CRESTED BASINET	10 GERHON
COMPLETE	11 SEALED COAT	11 HEAUME	11 PARIS TOWER

APPAREL

ADD CONSTRUCTION MATERIAL ONLY FOR EACH ARTICLE OR LAYER WORN.

DRAWERS	SKIRT
LOINCLOTH	TOGA
UNDERSHIRT	DRESS
PETTICOAT	ROBE
HOSE	GOWN
LEGGINGS	HABIT
STOCKINGS	BUSKINS
BLOUSE	TROUSERS
SHIRT	PANTALOONS
HALF TUNIC	HAT
VEST	GABERDINE
SMOCK	GAMBESON
APRON	FROCK
MANTLE	JACKET
SHAWL	BREECHES
CAPE	HOUSECOAT
SURCOAT	UNDIES
JAPON	BRA
SHIFT	COWL
JERKIN	FOOTGEAR
CLOAK	

ARMS

1 GLOVES
2 BRACERS
3 ARMBANDS
4 VAMBRACE
5 HALF SLEEVES
6 SLEEVES
7 GLOVED SLEEVES

DESIGN

1 CHEEKGUARDS
1 NECKGUARD
1 NASAL GUARD
2 VISOR
1 REINFORCED*

* SEE MATERIALS

CONSTRUCTION METHOD

0 OPEN
1 RINGMAIL
2 CHAINMAIL
3 FORMED PLATE

MATERIAL (REINFORCEMENT)

1 SILK, LINEN, CLOTH
2 SOFT LEATHER AND WOOD
3 FELT, LIGHT FUR
4 WICKER, HEAVY FUR (+1)
5 HARD LEATHER, CLAY (+1)
6 HARD WOOD, HORN, BONE (+1)
7 GOLD, COPPER, MARBLE, JADE (+2)
8 ELECTRUM, SILVER, BRONZE (+3)
9 PLATINUM (+3)
10 IRON (+4)
11 DAMASCUS STEEL (+4)
12 ADAMANTITE, HIGH CHROME STEEL (+5)

ARM	DPR	ACL	DESCRIPTIVE EXAMPLES - SHIELDS EXCLUDED
000	0	10	BARE HUMANS OR SOFT-SKINNED HUMANOIDS
005	0	10	SCANTY CLOTHING
008	0	10	FULL SILK, WOVEN CLOTH, OR LINEN CLOTHING
010	1	9	BASIC LAYERED CLOTHING OR FUR
018	1	9	ADEQUATE LIGHT LEATHER TUNIC OR HEAVY FELT
020	2	8	BODY CORSELET OR WAR CLOAK
025	2	8	AVERAGE HEAVY LEATHER TUNIC
030	3	7	LEATHER JACK
035	3	7	PROTECTED PADDED LEATHER OR LEATHER JACK +1
040	4	6	COAT OF DEFENSE
045	4	6	ARMORED STUDDED LEATHER OR BRIGANTINE
050	5	5	SCALE MAIL TUNIC
055	5	5	THOROUGH COAT OF MAIL
060	6	4	CHAINMAIL TUNIC OR COAT OF MAIL +1
065	6	4	EXTENSIVE PARTIAL BRONZE PLATE OR BRONZE PLATEMAIL
070	7	3	LAMELLOR TUNIC OR BANDED MAIL
075	7	3	COMPLETE ADVANCED SEALED BODY ARMOR COAT
080	8	2	PARTIAL IRON PLATE OR IRON PLATEMAIL
085	8	2	IRON PLATEMAIL +1
090	9	1	PARTIAL DAMASCUS PLATE OR STEEL PLATEMAIL
095	9	1	ADVANCED SEALED BODY SUIT OR FULL GOLD, COPPER, OR JADE PLATE
100	10	0	FULL BRONZE, SILVER, OR ELECTRUM PLATE
110	11	-1	FULL PLATINUM PLATE OR IRON PLATEMAIL +5
120	12	-2	FULL IRON PLATE OR FULL ELECTRUM PLATE +2
130	13	-3	FULL DAMASCUS PLATE
140	14	-4	FULL MITHRIL PLATE
150	15	-5	FULL ADAMANTITE PLATE
160	16	-6	
170	17	-7	
180	18	-8	
190	19	-9	
200	20	-10	POWERED ARMOR SUIT TECH

HIT LOCATION CHART

		01	02	03 - 06	07 - 08	09 - 13	14 - 15	16 - 19	20
01 - 02	LEGS	LARGE TOE	TOES	FOOT	ANKLE	SHIN	KNEE	UPPER	THIGH
03 - 06	ARMS	KNUCKLES	THUMB	FINGERS	WRIST	FOREARM	ELBOW	UPPER	SHOULDER
07 - 14	BODY	GROIN	GUT	HIP	KIDNEY	DIAPHRAGM	HEART	LUNG	COLLAR
15 - 20	HEAD	THROAT	JAW	CHEEKS	EARS	FOREHEAD	EYES	CAP	NOSE

An odd number rolled on the second die roll across indicates the left side, and an even number indicates the right side. Note that a Shield will protect the Shield arm and the body if attacked from the front.

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FOR LEVELS 2 - 6

TARANTIS

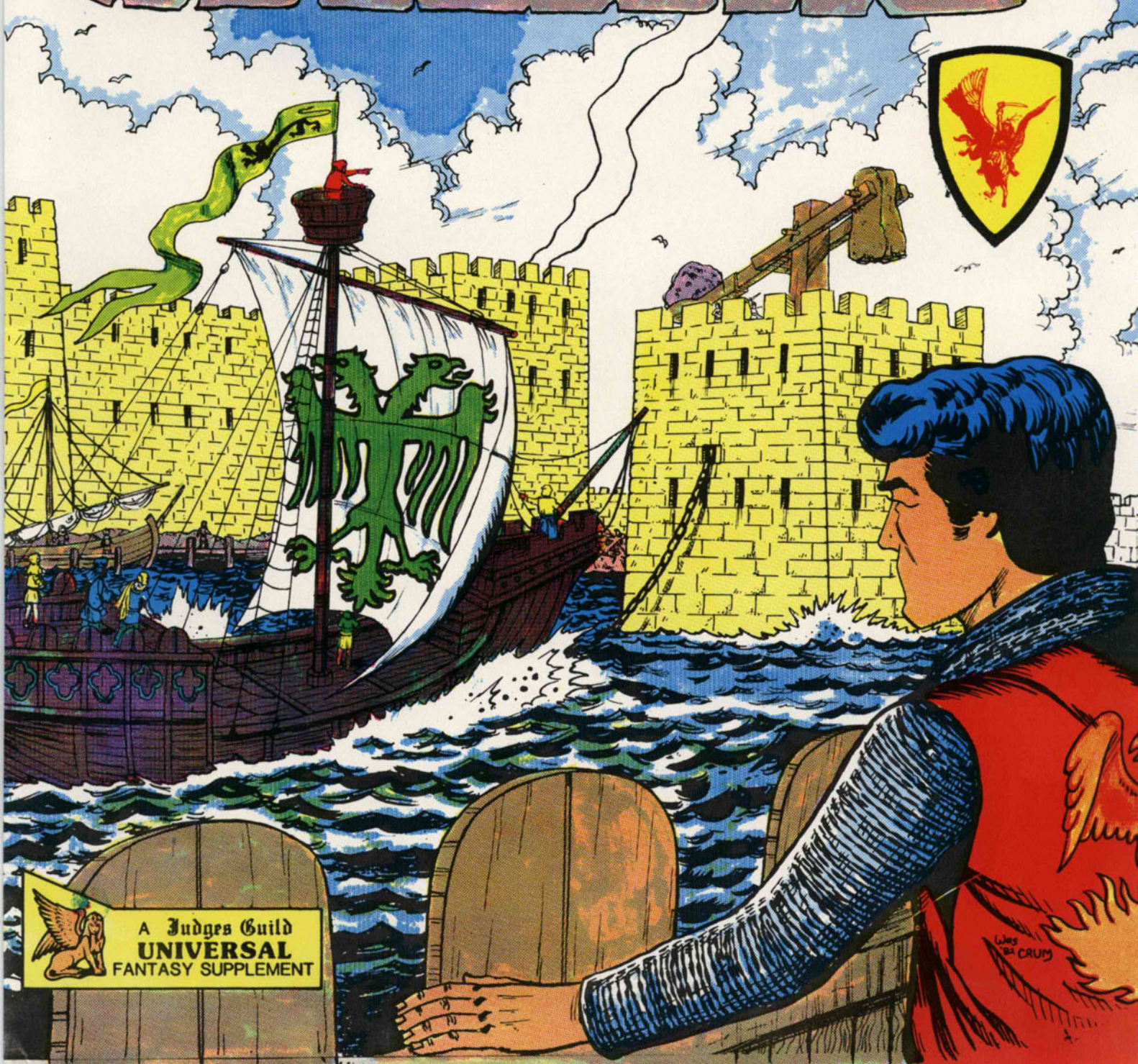
DESIGNED BY BOB BLEDSAW

Assisted by William J. Weingand, Edward R. G. Mortimer, Diane Mortimer, William Pixley, Mark Holmer, David L. Sering, and Rick Randle

Cover by Wesley Crum

Art, Graphics, and Layout by Robert Bledsaw, II

Interior Art by Wesley Crum, Richard Houser, Ken Simpson, Paul Jaquays, and Kevin Siembieda



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BOOK TWO

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BOOK TWO

TARANTIS

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Shops Of Tarantis 177 Thru 326

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Laundry (177) Battlement Road

Windy Ghimgrau

THF	CEN	021	013	006	043	035	124	113	105	096	156	113	Short Sword

Ghimgrau is assisted by twelve Goblins, HD 1 CEN, ACL 7, HTK 3 - 1 - 2 - 2 - 3 - 1, WPN Dagger. He often substitutes items of clothing of lesser value and similar make for those of his clients. Washing is 1 CP per article of clothing and 2 CP for blankets, tapestries, and like items. Strongbox contains 15 GP and 57 CP.

Laundry (178) Palace Way

Ancit Jalla

FTR	CGN	032	012	008	021	074	126	145	103	147	104	126	Mallet

Ancit is noted for laundering the most expensive articles with great care and knowledge. He can remove any stain, but some types of stains require costly treatments (1D6 x 10 GP). Common Bundles 3 SP, Fancy Bundles 5 SP, Expensive or Delicate Bundles 1 GP. PROB 10% of Costly Stain. Ancit has four apprentices, six bonded servants, and eight menial freemen working for him, NNN, LVL 1, ACL 9, HTK 3 - 4 - 6 - 4 - 2 - 5 - 3 - 3 - 4, WPN Truncheon. Customers include Tradesmen, Merchants, and Nobles, NA 1D6, LVL 1D6.

Laundry (179) Street of Gargoyles

Trim Florain

FTR	LGN	041	026	009	019	075	105	113	137	105	164	175	Cudgel

Florain has built her business upon one principal - mass cleansing done quickly and cheaply. Mixed laundry is a common problem because all bundles are boiled in one huge vat with articles lifted out of the giant kettle with long poles once every ten minutes. The water in the vats is changed once per month. Florain relies upon an otherwise dense Troll with a "photographic" memory to sort out laundered articles. Burghix the Troll: HD 7, ACL 2, HTK 48, Damage 2D6/2 Attacks, develops an occasional "headache" (PROB 10%) which results in the confusion of the customers' laundry. Bundles 8 CP each. Customers include anyone: NA 3D6. Strongbox holds 15 SP and 428 CP.

Leather Goods (180) Gryphon Lane

Earding Ramitrin

FTR	CEN	031	017	007	033	076	134	145	143	152	163	112	Dirk

Earding is very proficient and produces all manner of leather goods: Sandals 6 CP, Loin Cloths 2 CP, Robes 8 SP, Conical Hats 3 SP, Shields 3 GP, Hardened Jacks 9 GP, Suit of Armor 24 GP, Boots 6 GP, Cloaks 6 SP. Saddles 10 GP, Trappings 15 SP, Blankets 5 SP, and Helms 3 GP. He is assisted by four Gnomes; HD 2, NNN, ACL 6, HTK 6 - 7 - 6 - 5, WPN Dagger, and two journeymen, LVL 1, CGN, ACL 7, HTK 3 - 4, Weapon Dirk. Earding often triples the price of any item if he feels he is being harassed when bartering. Strongbox holds 47 GP, 39 SP, and 63 CP. Six fur pelts worth 25 GP each are hidden in the rafters. Patrons are Nobles, Gentlemen, and Marines; NA 2D6.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Leather (181) Reggatta Lane

Korienna the Princess

FTR	CNG	031	010	009	013	073	085	154	153	125	172	163	Hand Axe

Korienna crafts Belts 2 SP, Pouches 3 SP, Sacks 5 SP, Headbands 1 SP, Jackets 8 GP, Whips 3 GP, and Suits of Leather Armor 22 GP. The soft leather goods are very supple and strong because the leather from which they are made is rare. An orphan, Korienna has confided to friends that she is of royal lineage, but local citizens who have heard of this deride her; thus, she gained her nickname, "the Princess." She has 48 SP and a Djinni Bottle hidden in a large leather sack behind a stack of crates in her basement. Customers include Guardsmen, Mercenaries, and Merchants; NA 3D6 - 2

Leather (182) Unguard Alley

Rudboar Corum

FTR	NGN	032	019	009	016	054	167	145	126	125	163	145	Military Pick

Rudboar was once an apprentice Siege Mage but changed professions after being seriously wounded. He uses minor cantrips to aid him in producing fine Leather armor at reasonable prices; War Masks 3 GP, Helms 5 GP, Shields 15 GP, Suits of Armor 30 GP, Neckguards 1 GP, and War Cloaks 6 GP. There is only a 20% chance of any item being in stock because he does not employ any helpers. Because he prefers to work alone, he often talks to himself, and he is rumored to have an invisible familiar. A locked leather trunk contains 16 GP, 32 SP, 43 CP, and Boots of Striding.

Leather (183) Masjid Lane

Dinidan Ar-Phran

FTR	CNG	021	012	009	019	064	104	123	106	114	155	153	Whip

"Din the Dumb" is a very quiet, serene individual who prefers to barter by sign language. He was raised in a monastery where the vow of silence was strictly enforced. Din produces Belts 1 GP, Belt Pouches 1 GP, Scabbards 1D6 GP, and Girdles 5 GP. He keeps a Horn of Deafening hidden in his strongbox along with 49 GP and two jeweled Daggers worth 50 GP each.

Leather Goods (184) Seaweed Lane

Dyzabolt the Lofty

FTR	LGN	031	016	008	024	075	095	154	165	176	175	167	Morning Star

Dyzabolt produces soft Wine Skins 2 GP, collapsible Shields 18 GP, collapsible Helms 7 GP, collapsible Saddles 28 GP, and Jacks 20 GP. He considers decoration unnecessary, the utility of collapsible and highly portable items being their chief beauty. Dyzabolt is a widower with eight beautiful daughters whom he protects zealously from all suitors. His triple-locked trunk contains 312 GP, 428 SP, and 14 gems worth 1D6 GP each. Customers include Sailors, Pirates, and Marines, NA 6D6 +1.

Leech (185) Black Rose Lane

Lord Basha Malgrinstaff

VAM	LEA	081	047	001	093	084	174	165	083	177	168	183	+2 Cane Sword

Lord Malgrinstaff is very knowledgeable about all diseases and can treat any type of wound including those from venomed blades. He charges 1D6 x 10 GP per treatment and insists that seriously-ill patients spend one week at his residence without visitors. Females are charged the standard fee less CHA in GP, and those of SL8 or over are charged 50 GP extra. Lord Malgrinstaff is secretly the leader of a coven of six Vampires within the City State. Banded Chest contains 55 GP, a 250 GP crested ring, six bottles of Poison Antidote, and a Dagger with a bejeweled hilt worth 380 GP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Leach (186) Nymph Oak Lane

Rabid Ulfidar

MAG	CGE	041	019	009	014	083	103	184	048	082	175	053	+1 Dagger

Ulfidar is a tolerably good doctor with a propensity for low prices: 10 GP per treatment (half price if the patient agrees to participate in an experiment). He spends much of his time researching various potions of healing as well as an assortment of antidotes, some of which have left him nearly insane). Within his laboratory are two Potions of Lycanthropy, a Potion of Genius, a Potion of Amenity, three Potions of Deathly Sleep, a Potion of Anarchy, a Potion of Distrust, two Potions of Dim-sightedness, a Potion of Hate, a Potion of Health, and six Potions of Vigorous Recovery (heals 10 times the normal rate). His cashbox contains 3 GP, 42 CP, and 29 dead Spiders.

Leech (187) Battlement Road

Pencelot Foulnose

DRD	NNE	041	025	009	016	064	153	156	154	136	148	103	Staff

Pencelot has excellent knowledge of herbal remedies and, although a bit strange in his aversion to harming parasites, can treat most illnesses (PROB 65%). He charges 5 GP per treatment but will treat the pet of any patient for no extra charge. Pencelot often laments the fact that he left the forest to help "Human" animals. He "vacations" often in the nearby woods. His cashbox contains 43 GP. Customers include Craftsmen, Guards, and Sailors; NA 3D6.

Leech (188) Quiking Row

Kurdox the Collector

CLR	LEN	051	034	009	017	065	134	145	172	153	136	042	Quarter-staff

Kurdox charges 4 GP per treatment but is willing to trade for body parts of Humanoids. He frequently recommends amputation as a simple, inexpensive remedy (no charge). Through the combined efforts of a local Magic User and a Potion of Regeneration, Kurdox secretly reattaches body parts to high level patients (4D6 x 130 GP and up per part, depending upon the size). Bronze chest contains 210 GP, four bracelets worth 150 GP each, and 220 Body Parts packed in salt and oil.

Magician (189) Oracle Street

Ceruces the Marvelous

MAG	LGN	071	023	010	006	099	084	168	156	074	176	163	+2 Dagger

Ceruces entertains at high-class functions (420 GP per hour) and often practices new effects in the streets for the pleasure (and the donations) of passers-by. He loves lascivious living and manages to spend money as quickly as he earns it. Ceruces often holds parties at local taverns, but a special law forbids him (and all Magic Users) from gambling within the City State. Banded Poison-Trapped Chest contains 21 GP, an expensive wardrobe worth 986 GP, and a decorative Dagger worth 118 GP.

Magician (190) Doplegang Street

Raskle Marvelfinger

ILL	CGX	041	019	009	017	065	103	154	156	104	165	157	Wand of Compulsion

Raskle specializes in creating fabulous and fantastic creatures out of the air to re-enact moments from history or legend. He charges 220 GP or one magical item per performance. Raskle often devises elaborate tricks to pull on his friends (sometimes involving duped outlanders). His clothing chest holds 12 GP, two Onyx gems worth 100 GP each, a Potion of Diminuation, and an Amulet of Protection from Spectres beneath the false bottom.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Magician (191) Valiant Promenade

Angrinar Laghgud the Half-Troll

MAG	CNG	031	010	009	014	046	173	176	104	183	103	042	+1 Rod of Striking

Angrinar often casts an *Illusion* on his face before appearing in public; most believe that his actual appearance is an illusion. Truly a gentle creature, Angrinar is usually surrounded by twelve pet Doves which he has trained to be part of his performance. Prestidigitation Performances 30 GP per half-hour (up to 3 hours per day maximum). Angrinar collects sea shells and can easily be persuaded to perform for fine specimens in lieu of coins.

Mask Maker (192) North Gate Road

Cleandorus Wildhands

FTR	LNX	031	016	006	044	061	143	128	105	145	124	136	Short Sword

Cleandorus earns his living with an enchanted mold inherited from an illustrious Wizard who was his great-uncle. The mold forms around any head pressed into it and then produces perfect copies in paper mache, including exact coloring, skin texture, and hair. A side-effect from wearing such a mask is that the wearer has a 10% chance each hour after the third of exhibiting some of the characteristics of the creature from which the mask was modeled. These effects last for 6D6 days. Animal Masks 1 GP, Fantastic Creature Masks 2D6 GP, Personality Masks 3D6 GP. Cashbox holds 14 GP, 37 SP, and 89 CP.

Mask Maker (193) Shady Lane

Perixion the Rash

MAG	LEN	042	026	009	014	075	074	165	143	115	134	156	+1 Dagger

Perixion spends most of his time painting exotic masks and casting an occasional cantrip upon them to permit the wearer to animate the eyebrows, mouth, tongue, and facial contours to make the mask seem more realistic (the spell must be recharged once per month). Masks of all types 3D6 x 15 GP. Costumes appropriate to the masks are available at 3D6 x 3 GP, but there is a one-week delay, and payment must be made in advance. Invisible floating trunk contains 318 GP, a gemmed spinning top worth 26 GP, and a Potion of Shrew Taming.

Massage (194) Bronzeman Lane

Kneader Dunrok

FTR	CNG	005	039	010	003	076	182	058	102	183	153	146	Cudgel

Kneader switches customers with palm fronds in an ice-cold shower, after which they bathe in a tub of hot oil, are scraped dry with pungent herbs, and are massaged roughly with scented bearfat. Six servants: FTR, NNN, LVL 1, HTK 3 - 2 - 4 - 2 - 3 - 6, ACL 9, WPN Dagger, assist at various stages. Regular Bath 5 SP, Deluxe Pounding 7 SP (PROB 20% - CON of Snapped Bones). Customers include Guardsmen, Sailors, and Pirates, NA 2D6 x 5. Cashbox 125 SP.

Massage (195) Jabber Lane

Lothan the Letch

THF	NGE	051	019	010	004	067	123	104	121	163	174	147	Scimitar

Lothan's massage is only for females, and he has six guards posted by the door to assure privacy, FTR, NGN, LVL 2, HTK 6 - 8 - 5 - 7 - 10, ACL 3, WPN Scimitar. He is assisted by four bond servants, FTR, NNN, LVL 1, HTK 3 - 2 - 4 - 1, ACL 10, WPN Dagger. Massages are 1D6 GP and up, depending upon PSL. Perfumes, oils, and tints are 2D6 GP extra. Customers include Amazons, Noble Women, and Merchants, NA 1D6 + 1. Cashbox 139 GP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Mason (196) Jabber Lane)

Rangrave the Courageous

FTR	LGN	021	016	009	012	074	165	104	125	167	165	154	Hand Axe

Rangrave contracts himself and other masons (4D6 masons available for work at any one time) to do masonry for 2 GP per day per mason. He discovered a secret chamber beneath the northern City State wall while working on it some time ago. He has tried to convince some of his friends to journey with him into the chamber, but they fear the inscriptions carved on the secret entrance to the forgotten tomb and refuse to accompany him. Hidden beneath his tools is a wooden chest containing 32 GP and a silver medallion worth 16 GP.

Mason (197) Battlement Road

Vrilem the Potent

FTR	LNG	031	018	008	022	076	174	123	102	163	154	163	Mace

Vrilem and his four brothers specialize in the reinforcement of existing walls and applying "batter" to fortifications to strengthen them. They charge 9 GP per day for the crew plus material costs. They have worked on the city walls for years and rarely have time for other work. Trunk hidden behind a pile of stone contains 47 GP, 82 SP, and a +1 Dwarven Hammer.

Mason (198) Emerald Lane

Saffron Althur

FTR	CNG	021	012	009	017	064	158	164	103	157	156	104	Falchion

Althur is very adept at creating bas-relief structures and gate arches. He charges 2 GP per day plus meals for his crew of two craftsmen and two Dwarves, FTR, NNN, LVL 2, HTK 8 - 7 - 7 - 6, ACL 6, WPN Hammer. Double-locked chest contains a set of chisels, 24 gravestone rubbings, 23 GP, and a Jade idol worth 128 GP.

Fish (199) Kings Row

Salty Karfin

FTR	NNG	081	042	009	011	082	164	143	152	174	167	153	Broad-sword

Captain Karfin was once the renowned "Sea-Devil of Blackwell," a buccaneer who was considered a Duke in the Brotherhood of the Sea but was expelled for returning the ransom of a Tarantine Princess, as well as the Princess, to her family. Still something of the dashing rake, Krafin brooks no insult without dueling. However, the duels he arranges take place at a spot distant from Tarantis, so he has never been arrested and branded for it. His shop is run by six of his former mates, FTR, NEN, LVL 2, HTK 6 - 7 - 6 - 5 - 8 - 7, ACL 8, WPN Swords. Fish are sold by the dozen: Catfish 3 SP, Mudblower 2 SP, Hogsucker 4 SP, Stumpknocker 5 SP, Cronker 6 SP, and Lizard Fish 7 SP. In a chest buried in his basement are 256 GP, 810 SP, and a map to treasure buried on Rastal Cay.

Meats (200) Kings Row

Perimon the Sloven

FTR	CEN	041	021	010	006	061	153	145	104	145	168	094	Hand Axe

Perimon is not particular about the freshness of his meats and doesn't believe in wasting money for the cantrip necessary to keep away flies and other insects. For this reason, customers are usually engulfed in a swarm of insects as they brush the little pests away from the meats in order to determine what kind they are purchasing. Mutton 3 SP, Veal 4 SP, Pork 5 SP, Beef 6 SP, Lamb 7 SP, Sausage 2 SP, Mystery Meat 1 SP, and Trimmings 5 CP. Cashbox has 31 SP and 48 flies, both alive and dead.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Merchant (201) Drypier Row

Milkot of Redharm

FTR	NGN	061	027	009	019	091	143	147	132	125	126	132	Scimitar

Milkot and his brother, Pyris, FTR, NGX, LVL 3, HTK 15, ACL 9, WPN Scimitar, run a caravan twice per year from Tarantis to Bastet carrying mostly cloth and weapons out and returning with spices. Milkot is a copious drinker and is usually incoherent after lunch. He feels slighted by the life-time citizen merchants of the City State because he is often left out of their strategy meetings. Strongbox holds 426 GP and 7 pieces of jewelry worth a total of 1,725 GP. The residence is guarded by six Mercenaries and 14 servants.

Messenger (202) Palace Way

Kosalar the Swift

FTR	CNG	041	028	006	042	081	161	162	175	176	163	124	Javelin

Kosalar is often the only messenger willing to journey to the outlands during perilous times. He charges 1 GP per league plus expenses of 1D6 SP per day. A carefree individual, Kosalar cares only for his two Light Horses, Flame and Starhiker; he spends most of his time in the City State gambling at the taverns and inns. Triple-locked bronze cask hidden in his attic holds 36 GP, 45 SP, and a +1 Dirk.

Messenger (203) Doplegang Street

Arjun the Crag

FTR	LNX	021	014	009	017	061	182	145	163	175	154	105	Broad-sword

Arjun can neither speak nor hear, and he has exploited his disability into a thriving business. He has several excellent ciphers and writing sticks to lend to customers. Arjun's fearful stature reinforces confidence in his abilities. He charages 3 SP within the City State and 2 GP per league outside. Arjun never hurries and carefully ensures delivery of the message by proceeding cautiously. Strongbox holds 19 SP and six cipher sticks.

Metalworker (204) Paladiner Street

Ulrik Ironhand

FTR	LGN	061	033	010	004	081	171	103	115	164	166	102	+1 Hammer

Ulrik can manufacture large quantities of Arrowheads, Spearheads, horseshoes, Caltraps, and other small, metal objects quickly. He has difficulty with large items such as Shields, anchors, and Halbards. He charges 6 SP per hour plus the cost of materials. Ulrik can work brass or iron but has no experience with steel or other exotic materials. Iron Chest holds 312 SP.

Metalworker (205) Scorpion Lane

Septem Devious

FTR	LNE	051	024	009	019	087	153	154	123	146	174	135	Bastard Sword

Septum specializes in locks and other intricate metal objects by special order. He charges 4D6 x 10 GP per project plus expenses. He charges double prices for lock-picking kits and weapons. Septum is rumored to have been sired by a Dwarf, and frequent visits from Dwarven travelers from the north serve to reinforce this rumor. Hidden in a secret compartment in the headboard of his bed are 59 GP, 2 Zircons worth 46 GP each, and 3 PP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Metalsmith (206) Battlement Road

Chinat the Mountain-Born

FTR	LGX	071	034	010	004	081	163	175	144	154	165	143	Long-sword

Chinat has one of the largest foundaries within 300 miles. He produces anchors, bells, statues, doors, grates, and other large works and charges 3D6 x 100 GP and up, depending on size, for bronze, 3D6 x 300 GP for iron, and 3D6 x 900 GP for steel. Projects take 6D6 weeks to be completed (half-time for triple price). He employs sixteen freemen, eight bellows-workers, and twenty craftsmen. Trapped trunk contains twenty steel bars worth 20 GP each, fifty bronze bars worth 5 GP each, and 16 PP. Large stocks of refined ore are piled in bins near the back of his shop.

Basha Captain (207) Regent Street

Thorin Strongbow

FTR	LGX	151	059	009	018	011	174	165	143	166	176	153	+2 Composite Bow

Thorin has risen from the lower ranks by dint of his excellent marksmanship and acts of bravery as a Marine. His troops are intensely loyal, and Thorin's fealty to the Taran is widely known. Thorin has recently pledged himself as a Basha Knight but has had some difficulty adjusting to the dignities necessary to his station. He has a huge collection of 46 Bows of all types and has designed special-purpose Arrows for his personal use. Hidden in his room is a +1 Shield, a Chainmail Tunic, and 410 GP worth of medals and honorary torques.

Prospector (208) Battlement Road

Kadruvan the Burrower

FTR	CNG	091	043	010	005	061	154	156	153	165	157	076	Quarter-staff

Kadruvan is very knowledgeable about minerals, metals, and petroleum deposits in the surrounding area. He uses the City State as a base from which to make forays into the wilderness for eight weeks at a time in attempts to find new resources. When he locates new deposits, Kadruvan files a claim on them and then sells the mineral rights to local nobles. He is presently destitute because he tends to gamble away the proceeds of his ventures and, as a result, is often reduced to doing menial work for local jewelers and smiths, who take advantage of his vast store of knowledge and his impoverished condition.

Minstrel (209) Whalebone Alley

Saradwat the Balladeer

BRD	CGN	031	015	009	013	045	162	154	163	154	162	175	Scimitar

Saradwat ekes out a meagre existence singing his legendary ballads in local inns and taverns. He knows few of the sea ballads preferred in Tarantis and so fares poorly. Saradwat charges 2 GP per evening's entertainment for private parties; most of the time he subsists on what few coins are flung him for his efforts in the public meeting places. He is very curious about distant lands and histories. Saradwat's most prized possession is a Lyre of Dirges concealed beneath a loose floorboard in his spartan quarters. A locked cask contains 12 GP and 3 SP.

Moneychanger (210) Ivory Row

Mavat Kirmirat

FTR	NGA	041	019	008	022	061	143	166	103	174	165	163	+1 Scimitar

Mavat can speak almost any language with sufficient competence to exchange coins. He charges 2D6% and up per transaction, depending upon how "foreign" the coins to be exchanged. Mavat is protected by the Assassins' Guild, and his establishment boasts a sign to that effect written in four languages. Three Mercenary guards, FTR, NGX, LVL 3, HTK 13 - 15 - 16, ACL 3, WPN Sword, stand beside the cashbox which contains 518 CP, 428 SP, 385 GP, 445 IP, 23 EP, 5 PP, 6 AP and 3 Garnets worth 15 GP each.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Moneychanger (211) Iltutmish Lane

Vanyador Simbelon													
FTR	LGN	031	014	008	023	081	125	145	163	157	166	175	Fou-chard

Vanyador has many types of coins and prefers to trade inflated foreign coins for the local mintage. He also enjoys bartering for coins in "scripts of purchase" written on some City State shops. In any event, Vanyador always manages to make 1D6% + 10% on any transaction. He uses two Thieves, THF, NGN, LVL 2, HTK 10 - 12, ACL 7, WPN Sword, and four loyal retainers, FTR, LGN, LVL 1, HTK 5 - 6 - 8 - 3, ACL 3, WPN Sword, to guard his caches. Cashbox holds 126 IP, 45 CP, 38 SP, 51 GP, 3 EP, 4 PP, and 2 AP. A trapdoor and an alarm are also rigged to be used in the event of trouble with customers or Thieves.

Moneylender (212) North Gate Road

Loathly Rasvan													
THF	LEN	071	034	005	053	071	124	165	166	143	155	156	+1 Scimitar

Rasvan will lend coins only to citizens at 10 GP x PSL for double CHA in weeks at 20% interest. Each repaid loan will add 50% to the amount of loan possible to a maximum of 1,800 GP. Ten Mercenaries, FTR, NNN, LVL 1D6, HTK 32 - 16 - 18 - 9 - 27 - 14 - 15 - 24 - 20 - 12, ACL 4, WPN Sword, guard the vault holding 4,320 SP, 3,945 GP, 26 Bloodstones worth 100 GP each, 7 Emeralds worth 600 GP each, and 16 pieces of jewelry worth 340 GP each. Rasvan's pet Giant Panther, 10 HD, HTK 59, ACL 5, 2 Claws 2D6, 1 Bite 3D6, also prowls the vault.

Moneylender (213) Ivory Row

Chyavit the Rife													
MAG	LGX	071	031	010	006	081	065	172	165	124	163	127	Wand of Ignition

Chyavit specializes in loans to the upper classes only. He seems to conjure his wealth from mid-air, but it is actually held, levitated and invisible, by a powerful enchantment and runes set in the ceiling. Chyavit charges 1% interest per month, accumulative (2% the second month, 6% the sixth month, etc.) until the loan is repaid. He will lend the CHA of the borrower in 100s of GP and double the amount after two loans are repaid. His suspended hoard consists of 4,830 GP and is protected by six Invisible Servants, 6 HD, HTK 30 - 30 - 30 - 30 - 30 - 30, ACL -4, Four Claws 1D6, Bite 2D6.

Monk (214) Hargar Lane

Redolent Rajvat													
MNK	LNG	031	019	009	013	043	126	134	163	154	167	168	Staff

Rajvat teaches local children the finer points of the martial arts and forewards all his earnings to his monastery far to the north. He charges 1 SP per day per SL of the student's parents. Rajvat tires of teaching and takes frequent vacations, journeying far into the wilderness. His clothing chest contains a leather pouch holding 230 CP and 6 SP.

Mountaineer (215) Battlement Road

Cerbain Fairfolk													
RGR	CGX	091	043	007	034	061	174	153	162	167	175	163	Military Pick

Cerbain was raised in the Terad Range, and he has found that guiding noble hunting parties there once per year is quite lucrative. He charges 16 GP per hunter per month and a 5 GP bonus for every kill. He is accompanied everywhere by his companions, Dulindor Nightsong, BRD, LGN, LVL 4, HTK 29, ACL 7, WPN Sword, and Maiden Firlight, Elf/Amazon, CGN, LVL 3, HTK 18, ACL 9, WPN Scimitar. Locked chest contains 66 GP, a Potion of Cheerfulness, a Lyre of Riddles, and a +1 Bastard Sword in a jeweled scabbard worth 620 GP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Murderer (216) Dragons Walk

Brak Himvan

ASN	CEA	082	035	009	017	031	152	163	074	154	172	157	+2 Rapier

Brak is an accomplished duelist, and his connections within the Assassins' Guild have permitted him to operate outside the normal policies of the Guild without joining. He picks a target and, after the deed is accomplished, attempts to collect a fee from those benefiting from the victim's death. Although he is liberal with bribes and has blackmailed some officials of the courts, Brak has to be very careful to make each crime look innocent or legal in some way. Within his secret room in the basement is a banded chest containing 168 GP, 6 vials of Poison Type A, and a pouch of gems worth 965 GP.

Museum (217) Regent Street

Thurunar the Archivist

MAG	LGE	072	036	008	024	091	132	183	165	064	123	163	Staff Sling

Thurunar supervises the six guards, FTR, NNN, LVL 2, HTK 7 - 5 - 10 - 6 - 7 - 9, ACL 3, WPN Scimitar, and ten Clerks, FTR, LGN, LVL 1, HTK 3 - 5 - 5 - 4 - 1 - 2 - 3 - 6 - 5 - 1, ACL 9, WPN Dagger, who operate the museum. He charges 2 GP per visitor to view rusted artifacts, mysterious devices of by-gone ages, the skeletal remains of fantastic creatures, belongings of famous or legendary persons, and wondrous inventions of unknown purpose. Souvenirs 3D6 GP. Cashbox holds 27 GP. Customers include any, NA 4D6 + 4, LVL 1D6.

Museum of Othertimes (218) Dahute Street

Curator Ikshaman

SAG	LGN	091	036	010	004	091	083	182	181	043	154	168	None

This museum contains the remains of four Dragon-Kings and items found within their tombs. Jewels and weapons in good repair are stored in the Taran's Treasure Vault, but many curious artifacts, inscriptions, and broken machines are on display here. Ikshaman often hires groups to journey to distant lands seeking similar tombs. It is against the law to violate tombs within 100 miles of the City-State. Entrance fee to the Museum of Othertimes is 3 SP. Twenty guards, FTR, LGN, LVL 1, HTK 6 - 3 - 4 - 5 - 7, WPN Spear, ensure that no one removes items from the museum.

Music Shop (219) Elfmist Lane

Circin Rallent

BRD	NGN	051	027	007	030	081	178	135	154	126	153	136	+1 Shortsword

Circin fashions, repairs, and sells all manner of musical instruments. Dulcimers 16 GP, Mandolins 10 GP, Flutes 3 GP, Pipes 4 GP, Gongs 2D6 GP, Tambourines 2 GP, Bass Drum 26 GP, Rattle Bones 1 GP, and Horns 3D6 GP. He charges 1D6 GP plus materials for repairs. Circin often plays tunes for prospective buyers on the instruments of their choice. His strongbox holds 35 GP and 42 SP.

Navigator (220) Whalebone Alley

Monkey Gorcay

MAG	LGN	041	018	010	004	041	103	153	136	124	145	045	War Fan

Monkey charts courses for others, although he hates sea-travel. He charges 5 GP per chart plus 1 GP per ten leagues to be plotted. Extremely ugly, Monkey usually wears masks which make him appear attractive or mysterious. He is researching a permanent *Illusion* spell and hopes to overcome his affliction soon. Laboratory includes complex distilling equipment and scrolls in forgotten languages. Gas-trapped chest holds 37 GP, a Potion of Truth, a tinder box, a partially decomposed Dragon's head, and six navigator's charts showing sunken cities and reefs.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Netmaker (221) Keepsake Row

Sandman Ameldan													
FTR	LGX	022	012	009	014	064	142	103	125	123	145	064	Harpoon

Ameldan crafts nets of all types and prices them according to strength and size (4D6 GP and up per 10' x 10' net). He knows the location of an underwater cavern that is the lair of a Sea Giant who is reputed to have stolen the legendary Star of Ghandara - a huge Emerald which acts as a magical focus. Ameldan enjoys telling wild tales of his former profession, that of a Sea Mage. Customers include Fishers, Pirates, and Buccaneers, NA 1D6 - 1, LVL 1D6. Cashbox holds 13 GP, 32 bronze fishhooks, and a Blue Pearl worth 160 GP.

Oils (222) Emerald Lane

Little Takaran													
FTR	NGE	021	009	009	015	081	102	125	076	182	094	075	Scimitar

Takaran sells all manner of Fats 1 SP, Grease 2 SP, Unguents 6 SP, Olive Oil 5 SP, Butter 7 SP, Fish Oil 2 SP, Volatile Oil 9 SP, and Greek Fire Formulae 3 GP. He is a tinkerer and, after discovering the use to which many of his oils are put, developed a "shattering" glass-and-wire container with a padded holding flask (16 GP plus 5 GP for the container). Bottles 2 GP, flasks 3 GP, and Skins 2 GP. Crude clay lamps 6 SP. Customers include Merchants, Marines, and Mercenaries, NA 2D6 - 1. His strongbox holds 9 GP, 63 SP, and 20 CP.

Oils (223) Masjid Lane

Hermines the Revenger													
MAG	LEX	061	028	009	017	091	122	163	104	135	147	123	Dagger

Hermines has developed a cantrip which changes the viscosity of Whaleoil so that it can either be as sticky as glue or as slippery as ice. Glue Oil 8 GP, Slippery Oil 12 GP, Whaleoil 1 GP, Fuel Oil 6 GP, Scented Oil 7 GP, and Salve 3 GP. He has a keenly developed sense of honor and seeks revenge at the slightest hint of an insult. Hermines will often wait months to mete out an "appropriate punishment." When the "wanderlust" strikes him, Hermines closes his shop and journeys to visit his fellow Star Mages for a few months. Trapped Chest holds 316 GP, six Augery Stones worth 150 GP each, and an Amulet of Alignment Insight worth 970 GP.

Orator (224) Kings Row

Ayondel the Ostentatious													
CLR	LGX	031	013	008	025	071	124	176	145	097	124	182	Iron Truncheon

Ayondel can deliver lectures, discourses, inspirational talks, official pronouncements, and ceremonial speeches of all natures in up to eight different languages. He charges 25 GP per hour, but he often forgets the time and speaks for an additional 1D6 hours "free." Every ten minutes, an additional 5D6 listeners will be added to the audience if the speech is a public one. There is a base chance PROB 50% - INT of listener that the members of the audience will be persuaded to Ayondel's stated point of view. Ayondel keeps several wardrobes of elaborate costumes suitable to each type of speech. A locked trunk contains 126 GP and 413 SP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Pawnshop (225) Cut Throat Alley

Tarim Dagron

FTR	LEN	041	013	006	046	081	135	124	141	153	155	146	+1 Dagger

Tarim will loan up to 30% of the value of any item left at his shop for one month. After the month has passed, Tarin reserves the right to sell the item if the loan remains unpaid. His shop is filled with tables, chairs, chests, sleeping furs, manacles, locks, doors, coffers, jars, urns, trunks, sacks, bowls, tools, paintings, pieces of armor, and poor-quality weapons priced at half normal price for a new item. Tarim has a Flying Carpet mounted on the wall and deliberately soiled to look as though it is of little value. Hidden under a moldy tapestry is a brass urn containing 41 GP, 230 SP, and 487 CP. Customers include Sailors, Guardsmen, and Tradesmen, NA 1D6 - 1, LVL 1D6.

Pawnshop (226) Drypier Row

Nolchak the Stern

FTR	LGX	051	028	009	013	091	154	143	127	124	165	166	Flail

Nolchak sometimes feels sorry for down-on-their-luck customers (PROB CHA%) and loans up to 50% of the value of personal items instead of his usual 40% of value limit. He often runs out of lending money (PROB 40%/Day) but is willing to barter. Pawned items are sold after 30 days plus CHA of borrower for 60% of normal price. Nolchak has almost any common item desired made of metal (PROB 60%), wood (PROB 70%), or other materials (PROB 25%), but his wares are used and only in poor to fair condition. Customers include any NA 2D6 - 1, LVL 1D6.

Pawnshop (227) Battlement Road

Aurek Averil

FTR	LEA	051	030	009	010	071	163	155	072	134	153	097	+1 Scimitar

Aurek earns most of his income by acting as a "fence" for stolen goods. He will loan up to 20% of the value of any pawned item before selling it for 30% of value. His shop contains virtually any portable item (PROB 50%) and all stolen merchandise is slightly altered to conceal the origin. Customers include Robbers, Thieves, and Pirates, NA 3D6 + 1, LVL 1D3.

Pawnshop (228) Lizardhole Street

Dunpel the Keeper

FTR	CEN	041	017	008	014	071	122	143	084	173	164	157	+1 Throwing Dagger

"Dirty" Dunpel and his partner, Burian Cordialis, MAG, CEN, LVL 3, HTK 13, ACL 10, WPN +1 Dagger, offer to loan up to 30% of the value of any object for 6 months. If the customer agrees, they later modify the cuniform ledger to "backdate" the agreement so that they can sell the merchandise for 50% of value. They are careful to avoid conflict with high-level types and prefer widows and aged invalids as customers. Their shop is filled with pawned articles of all types (Common Items PROB 40%, Unusual Items PROB 20%, and Rare Items PROB 10%) but of generally poor quality. Purchasers of items may be harassed by former owners who believe the item to be stolen. Invisible trunk contains 142 GP, 630 SP, and 936 CP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Perfume (229) South Gate Road

Surpurat of Algiran

MAG	LNX	091	041	009	019	091	104	173	153	078	165	153	Belt Knife

Surpurat does a lively business in scents of all types. Incense 3D6 SP, Myrrh 6 SP, Frankincense 2 GP, Musk 1 GP, Scentbags 2D6 GP, Sachets 1D6 GP, Cologne 1 GP, Spice Powder 9 SP, Bouquet Essences 3D6 CP, and Ambrosia Vials 9 GP. Surpurat collects the scents of exotic animals and unusual atmospheres such as "rainy forest," " steamy jungle," and "electric storm." He is assisted by four Amazons, FTR, LGN, LVL 2, HTK 10 - 11 - 9 - 12, ACL 9, WPN Scimitar. Customers include Merchants, Nobles, and Gentlemen, NA 3D6 - 1, LVL 1D6. An iron trunk protected by Runes of Deep Sleep contains 79 GP, 8 SP, 48 CP, and sixteen gems worth a total of 949 GP.

Pipes and Bells (230) Bronzeman Lane

Karmel Proudstride

FTR	LGX	031	013	009	011	081	143	103	165	154	168	156	Dagger

"Jingles" Karmel makes mobiles 9 CP, Pipes 2D6 SP, Flutes 9 SP, Small Bells 2D6 SP, and stained glass windows. He loves to puff up smokey images with his pipe fashioned like a mermaid. Karmel enjoys tall tales and is always armed with a dozen puns to spring on customers. Cashbox holds 14 SP and 28 CP. Customers include Sailors, Craftsmen, and Traders, NA 2D6, LVL 1D6.

Poet (231) Yelling Alley

Mylan the Altanian

BRD	CGN	051	032	008	023	071	153	162	145	104	123	146	Dirk

Mylan is widely known for his sea-sagas and poems dedicated to legendary City-State heroes. A well-written poem often bestows a temporary increase in social level, and many nobles use Mylan's compositions to represent political stances and gain popular support for their causes. Short Poems 3 SP, Standard Poems 6 SP, Sagas 2 GP + SL of subject in GP. Mylan spends his considerable leisure time sailing his small sloop, the Silverdawn. A secret cache in his hearth holds 13 GP and 57 SP.

Potions and Notions (232) Street of Gargoyles

Gilkereth Starqueen

ACL	LGX	091	043	010	006	094	145	176	164	063	177	175	Dagger

Gilkereth is a master Alchemist with an extraordinary faculty for producing the essences of true metals much desired by Wizards. She has four apprentices, ALC, NLG, LVL 2, HTK 14 - 10 - 9 - 8, ACL 9, WPN Dagger, to assist in the preparation of potions produced in carefully controlled batches. She tends the more dangerous concoctions herself. Any potions not listed are available PROB 10% per week. Potion of Haste 1,180 GP, Potion of Soaring 1,050 GP, Philter of Healing 720 GP, Tanglefoot Nuts 520 GP, Healing Salve 860 GP, Potion of Lie Detection 415 GP, Potion of Stone to Flesh 1,365 GP, and Potion of Storm Giant Strength 2,670 GP. Metal essences are available only to high-level Wizards and usually involve considerations beyond monetary payment. Chest trapped with Universal Solvent Spray contains 5,317 GP and a store of alchemical ingredients.

Potter (233) Paladiner Street

Chalcedon the Hewer

FTR	CGX	021	009	007	032	073	123	096	104	157	165	083	Hand Axe

Chalcedon is noted for water jugs, mugs, and shipping urns with wax stoppers 2D6 CP and up, depending upon the size of the order. He is reputed to be a clan-leader of the Crocodile Clan, noted for its running feud with the Clan of Water Wyrms. A buried urn in his cellar contains 120 GP, 97 SP, 312 CP, and 478 IP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Potter (234) Kings Row

Big Egaprane													
FTR	LEX	031	014	008	021	081	154	123	075	183	163	105	Short Sword

"Eggy" produces burial urns and shipping pots in mass quantities by operating his furnaces around the clock with 28 young, indentured servants worked in 12-hour shifts. He delivers around 128 pieces per day to shippers and the Tarantine Navy at 3 CP each. Burial Urns 1 SP each. Egaprane is a hard taskmaster and must contend with runaways at least once per week. Banded iron strongbox contains 35 GP, 86 PS, and 697 CP.

Potter (235) Trolltrap Lane

Lonely Alhimar													
FTR	CGN	021	010	008	023	051	132	124	125	146	102	124	Mace

Alhimar does very poor work due to inexperience, but he persists in experimenting with simple designs to improve his craft. Virtually any type of pottery desired is available (PROB 30% of Cracks or Chips) for 1D6 CP. Customers include Tradespeople, Farmers, and Fishers, NA 4D6 + 1. Cashbox holds 49 CP.

Pottery (236) Roundkeep Lane

Mordogar Llangwenn													
FTR	LGX	041	022	009	015	081	165	164	123	147	178	158	Truncheon

Mordogar and his uncle, Avrim Tasdek the Wizened, MAG, LGN, 031, HTK 11, ACL 9, WPN Dagger, have specialized in ceramic eating wares and decorative urns of enormous size. Due to their fine craftsmanship, pieces are sold individually for 3D6 SP and up, depending upon the size and intricacy of design. Avrim casts a minor spell on each vessel lid to cause it to hover 1D3 feet above the container at the sound of snapping fingers. Snapping the fingers is expressly forbidden by several signs within the shop because this could cause a furnace explosion if lids are being glazed (PROB 30%). Secret compartment in man-sized urn contains 145 GP, 212 SP, and 15 CP. Patrons are Nobles, Clerics, and Traders, NA 1D6 - 1, LVL 1D3.

Precious Gems (237) Merchant Street

Binkawan the Cutter													
FTR	CNE	022	012	008	024	061	102	143	136	125	184	132	Hammer

Binkawan prefers to import gems from Glackin and Pearls from Regina, but he has been known to purchase good specimens locally (20% below actual value). Rough Gems: 52 Ambers, 43 Agates, 67 Corals, and 35 Turquoises worth 5 GP each (double for cut stones); 12 Obsidians, 8 Aquamarines, and 17 Zircons worth 16 GP each (triple for cut stones); 3 Onyx, 8 Cat's Eyes, and 4 Bloodstones worth 25 GP each (quadruple for cut stones); and 2 Tiger's Eyes, 2 Topazes, and 3 Opals worth 83 GP each (six times that value if cut). Binkawan is protected by six Mercenaries, FTR, NGN, LVL 2, HTK 13 - 14 - 10 - 9 - 12 - 13, ACL 3, WPN Scimitar. The strongbox holds 157 GP, 43 SP, and a rough piece of Jade worth 116 GP. The shop is carefully trapped to seal all exits and set off a terrific alarm if a pedal is depressed beneath Binkawan's work stool.

Puppeteer (238) Street of Gargoyles

Aglerien Diklet													
FTR	CGN	041	017	010	003	071	104	113	104	157	173	164	Dagger

Aglerien is an accomplished acrobat and is able to throw her voice in such a manner that her marionettes seem most lifelike. She does not know that one puppet, Rasthfat the Slavemaster, has been imbued with an Imp spirit by a vengeful evil Priest whom she once insulted. The Imp is impatient to strike but must wait for the most opportune moment when he is not locked within her trunk. Performances are 3 CP per audience. Trunk: 317 CP and twelve marionettes.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Racketeer (239) South Gate Road

Alareg the Destroyer													
THF	LEX	091	043	005	054	061	165	163	124	174	185	176	+1 Scimitar

Blackmail, extortion, and smuggling are Alareg's main sources of income although he is ostensibly engaged in setting up a new marketplace. His gang of bandits, ruffians, and robbers number around 50 with 1D6 + 20 at the headquarters at any particular time. Alareg is careful not to coerce the "wrong" citizens and concentrates his efforts on outlanders and the crews of foreign ships. He and his lieutenants usually bury their treasure in the catacombs. Locked secret room in the cellar contains 674 GP, 453 SP, and 915 CP.

Robes (240) Roundkeep Lane

Frerain Triocular													
FTR	LGN	032	016	008	023	071	094	126	104	175	137	145	Dirk

Frerain enjoys the distinction of having an eye located in the back of his head. Actually a gentle person, he is fond of playing tricks on customers and is rumored to have been sired by a Satyr. His emblem, an eye on a sunburst, decorates each robe he makes and is considered socially distinctive within the City-State. Frerain only makes robes by special order, and secret pockets, spring-loaded Dagger sleeves, armor plates, and padded "bottle" pockets are common features (2D6 GP + 1D6 GP for each special feature). Strongbox holds 16 GP, 85 SP, and 234 CP. Customers include Nobles, Clerics, and Mages, NA 1D6 - 1, LVL 1D6 + 2.

Ropes (241) Jelkar Lane

Halidar the Descendant													
ELF	CGN	041	025	006	043	061	155	143	154	163	167	162	Short Sword

Halidar is "blessed" or "cursed" with highly-developed psychic powers. Frequently saddened by the impending crisis to befall a customer, he is known to burst into tears and become choked with emotion at the coming plight. Halidar refuses to sell rope intended to harm others. His ropes are prefered by mariners for their light weight and high strength (1D6 SP and up per foot, depending upon the thickness). Customers include Sailors, Merchants, and Pirates, NA 2D6 - 1.

Ropemaker (242) Trolltrap Lane

Duinlin Swiftfoot													
RGR	LGX	031	019	009	011	051	153	164	165	162	174	175	Scimitar

Duinlin lost his right leg battling Neanderthals on the Gloworm Steppes and retired to a quieter life in the City-State. His ropes are preferred by trappers and hunters. Special purpose ropes with barbs, woven wire strands, fire-proof materials, and hooked ends cost 3D6 CP per foot plus 2D6 SP per special purpose. Locked trunk beneath his bed contains a broken +2 Sword, 43 SP, and several maps of the northlands. Patrons are Thieves, Rangers, and Bandits, NA 1D6 - 1, LVL 1D3.

Roofer (243) Gryphon Lane

Weasel Dunriand													
FTR	CEN	041	023	008	022	074	173	104	065	183	144	103	Short Sword

Weasel uses his great strength to carry tiles for his roofing crew and does reasonably good work for low prices (2 GP for a 10' x 10' section). He uses virtually any type of laborer willing to work for 2 CP plus gruel per day. Weasel collects information on the manors or apartment quarters of nobles in the second story "upper city" where the "upper" class lives. Thieves and others pay him well for for floor plans and knowledge of protective arrangements (3D6 GP plus a share). Triple-locked iron chest beneath a pile of tile holds 47 GP, 83 SP, 59 CP, and 155 IP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Rugs (244) North Gate Road

Radmas Gerontitis

MAG	LGN	061	031	009	011	091	143	182	164	072	175	163	Wand of Petrification

Radmas employs 43 weavers, 8 dyers, 15 spinners, 4 embroiderers, and 8 stockmen in his bi-level shop. Rugs of all sizes and types are made (5D6 GP). Radmas himself specializes in enchanting rugs for special purposes. Prayer Rugs 3D6 x 10 GP, Communing Rugs 3D6 x 15 GP, Healing Rugs 3D6 x 20 GP, Teleportation Rugs 3D6 x 25 GP, Flying Carpets 3D6 x 30 GP, and Smothering Rugs 3D6 x 35 GP. Radmas enchants the "special" rugs so that only one use is possible before the rug must be recharged by the appropriate spells plus reweaving of hidden threads. This must be done in his shop at half the original cost. None will function beyond 3 miles distant from his shop. Invisible cache beneath a floorboard holds 618 GP and 420 SP.

Rugs (245) Lizardhole Street

Cirielienna Goodbod

FTR	LEN	031	017	009	013	081	104	123	145	124	165	163	+1 Rapier

Ceri enjoys a prosperous business selling genuine Tarantine rugs to caravans and shipping merchants for export. She has capitalized on the reputation of other rug merchants and incorporates fantastic creatures and Mage symbols into the designs woven into the rugs to imply enchantment. Ciri employs 22 weavers and 16 other indentured servants to turn out a copious amount of rugs (3D6 GP each). Secret room contains 3,415 GP in jewelry, 49 GP, 68 SP, 128 CP, and 427 IP. Customers include Traders, Merchants, and Caravaneers, NA 3D6 + 2.

Saddlemaker (246) Street of Gargoyles

Drueling Unchad

FTR	LGX	021	014	009	017	061	135	104	085	154	165	103	Scimitar

Druel the Unclean is reputed to be a Half-Dwarf protected by mountain spirits. He is plagued by an Imp named Nishighnitas, who remains hidden except in moonlight. The Imp severs straps, smears Bear fat on Druel's clothing, and otherwise torments Druel to the extent that he has also had to rescue Druel from certain death at the hands of Highwaymen, Bandits, and Guardsmen angered by the dangerous saddles purchased in his shop. Nevertheless, Druel has several fine saddles for sale for 50 GP plus 1D6 GP for decorative embellishments (PROB 60% of cut straps). Druel's cashbox holds 22 GP and a ring worth 45 GP.

Saddler (247) Merchant Street

Unotim Burnlip

FTR	LGN	041	018	009	013	081	164	105	064	134	152	157	Saber

Unotim and his good friend, Chilworthy, Werejaguar, LGN, LVL 6, ACL 3, HTK 33, WPN Scimitar, enjoy razzing each other and telling bawdy jokes as they craft saddles of exceptionally fine workmanship. Saddles 75 GP plus 1D6 GP, trappings 2D6 GP, and wool blankets 8 SP. Horses spook near Chilworthy. Strongbox 92 GP, 17 SP.

Sage/Vizier (248) Falcon Alley

Glorigore Perbolt the Marilore

SAG	LGX	121	043	010	007	097	064	187	176	052	103	137	None

Glorigore is a genius of ocean lore and marine life in general. He is also knowledgeable about the minerals and Sea Mage spells developed over the ages. Glorigore is often consulted by the Tarantine Navy, and three Marines, FTR, LVL 3, NNN, ACL 4, HTK 21 - 15 - 11, WPN Broadsword, protect his person at all times. Glorigore charages 10 GP for a short consultation, but questions of any complexity are 3D6 x 100 GP and require 1D6 days to answer. His chambers contain many scrolls, charts, sea-shells, and a large aquarium. A locked chest at the foot of his bed holds 412 GP and two Black Pearls worth 120 GP each concealed beneath his clothing.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Sage/Vizier (249) White Pillars Row

Litterater Bronfiend the Graceful													
SAG	LNE	101	038	010	006	106	072	178	176	064	125	145	None

Bronfiend specializes in the historical and political lore of many nations. He maintains the charts of arms of many noble houses and lists all changes in the lineage of aristocrats, royal houses, and secret societies. He has limited knowledge of clans, secret societies, and cults. He charges 4D6 x 100 GP plus costs to answer questions in 2D6 days (weeks for ancient lore). A poison-trapped strongbox contains 229 GP and six titles to properties within the city.

Sailmaker (250) Whalebone Alley

Feston the Scoffer													
FTR	NGX	021	015	009	017	052	153	102	126	137	155	053	Trun-cheon

Feston fashions serviceable sails for small crafts and enjoys repeating tall tales of the seas. Sails are 10 + 1D6 GP and up, depending upon quality of the cloth. A battered sea-chest contains 2 GP, 17 SP, and a silver Dagger worth 57 SP.

Sailmaker (251) Coral Row

Hablot the Legless													
FTR	CNL	021	009	008	022	076	154	153	106	111	134	095	Dagger

Hablot is a randy old man who lost his legs to a Sea Monster. Usually surrounded by pretty maids, he regales them with tales of sunken treasure and privateering among the blue-skinned Valonians. He actually did lose a chest full of silver bars in a wreck off the coast of the Firevine Woods. Hablot sews sails for large merchant ships and war vessels and requires 40 + 3D6 days to completion (90 + 5D6 GP). 63 GP are hidden in each of his wooden legs, which are shod in high-top boots of fine, hard leather.

Sailor (252) Coral Row

Tilmaster Mithern													
FTR	NGX	041	024	009	013	041	142	143	082	123	145	153	Broad-sword

Tilmaster has charted the currents and treacherous reefs of the Ebony Coast and now sells this information to merchants who hug the shoreline to avoid Pirates and Sea Monsters of the deep. Tilmaster charges 10 GP per consultation (PROB 60% accurate). A chest behind a false wall contains momentos of piracy and 215 GP.

Sailor (253) Gold Coast Lane

Briny Winplin the Navigator													
FTR	LEA	041	036	009	019	061	143	167	153	164	125	104	+1 Scimitar

Briny is considered an excellent navigator, but he prefers to remain on solid ground during the spring and autumn stormy seasons. He charages 245 GP per voyage but refuses any ship that will not re-enter port in 180 days. Briny enjoys playing his fifes and has a large collection of ships' bells, navigation instruments, and brass ships' fittings. Buried beneath a ship's wheel and rudder is a leather chest containing 48 GP, 37 SP, 49 CP, and three sea-bottom charts showing several Sea Monster lairs.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Scribe (254) Mirage Lane

Kranky Kalgak

FTR	LNX	023	014	009	017	051	125	142	064	106	153	107	Dirk

Kalgak has studied to become a Sea-Mage, lived as a Monk for several years, and was drafted as a Marine for a brief but furious campaign against Valonian warcraft. Never satisfied, Kalgak is grumpy with everyone. He can only copy at this time, but he is developing some writing ability in three languages. He charges 1 SP per hour plus parchment costs. His strongbox contains 28 SP and a gold brooch worth 27 GP.

Scribe (255) Falcon Alley

Jalwulf the Extoller

FTR	LNX	031	012	009	011	084	104	163	115	104	157	106	Dagger

Jalwulf specializes in the preparation of formal documents, requests for clemency, exaltations for grants or boons, pleas for monopolies, suits for marriage, appeals for letters of marque, solicitations for government escort, beseechments of college acceptance, supplications for pardons, pleadings for entitlement, and entreaties of citizenship worded in the correct manner for 25 GP each (adds +2 to negotiations). Jalwulf spends much time with his collection of 38 talking birds. Hidden in a secret compartment over the mantlepiece are 215 GP, 320 SP, 417 CP, and 685 IP.

Scribe (256) Oracle Street

Sorway the Loose

MNK	LGX	032	022	009	012	076	153	154	162	165	173	161	Staff

Sorway can copy any script and writes in twelve languages. He charges 2 GP for simple writings and 3D6 GP for formal documents. Sorway enjoys working with Mage-script and charges only half-price for interesting jobs. Brass coffer has 23 GP, 14 SP, and six Prayer Beads.

Sculptor (257) Rivercliffe Lane

Mekron Stormlight

CLR	LEA	092	043	004	062	082	165	152	175	173	164	163	Amulet of Strangling

Mekron sculpts all manner of idols and usually works by special order (5D6 GP plus materials costs per foot of height). He enjoys his work and likes to add an occasional **Animation** or **Glowing Enchantment** to the idols. He refuses to work on any piece representing a religion of Good alignment. Mekron is the head of a secret cult of pet slayers called the Iconoclast Kin who gather once every week in his cellar. Cultists see to Mekron's well-being via secret side passages in his studio, FTR, LEA, LVL 1, HTK 4 - 6 - 9 - 10 - 3 - 2, WPN Dagger. A chest in his cellar contains a Talisman of Bruising, a Potion of Anger, a Ring of Imp Summoning, and a 928 GP gold mask.

Sealmaker (258) Windy Avenue

Kenale the Bull

FTR	NGX	021	008	009	013	096	104	123	125	106	174	063	Dagger

Kenale makes seals and signals (4D6 GP in 1D6 days). Longwinded and given to stubborn streaks, Kenale is, nevertheless, well-liked, and many friends gather at his shop every day, FTR, NNN, LVL 1D3, HTK 3 - 14 - 7 - 20 - 18, ACL 9, WPN Scimitar. His cashbox holds 19 GP and 20 SP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Shipbuilder (259) Whalebone Alley

Alantine of Dragonsharp

FTR	LGN	101	046	009	017	099	155	152	124	168	154	167	+1 Saber

Alantine's shop is filled with models of the many ships he has designed and built. Coastal traders, dhows, and ramming ships are his best designs, and he prefers speed over comfort in them. The ships are constructed of the finest materials by the best craftsmen available. Since he considers his ships to be works of art, Alantine has only small, medium, and large ship prices of 7,000 GP, 10,000 GP, and 18,000 GP respectively. His ships require 4D6 months to complete (+2D6 weeks for medium and +3D6 weeks for large ships). Only drawing instruments and tablets are kept in his offices.

Shipping Line (260) Toturan Road

Sunbard Antiak

FTR	LNX	061	029	008	022	096	163	165	082	097	145	173	Broad-sword

Sunbard has three junks and four dhows which carry goods between Tarantis, Kauran, Seraphine, Arunalisia, Edominar, and Dourden. Freight is 3 SP per pound, and passage is 2 SP per league (3 miles). Schedules are sporadic at best (+/- 3D6 days). Warehousing is 1 CP per pound per month. Sunbard offers special discounts of up to 50% off for large shipments. A chest hidden in the attic contains 643 GP in jewelry, 415 GP in spices, and 6 Emeralds worth 240 GP each in a gas-trapped secret compartment.

Shoemaker (261) Maraghn Row

Cobbler Baskarn

MAG	CEX	042	017	009	012	087	104	165	153	146	154	062	Dagger

Baskarn has developed two unique spells which permit him and his four Gnomes, FTR, NNN, LVL 2, HTK 6 - 11 - 8 - 8, ACL 5, WPN Short Sword, to produce fine footgear. His products begin falling apart after one month but fit and look extremely well up to that time. Prices vary depending upon ability to pay 1D6 SP plus 2 SP per PSL. A large selection is available, and special orders for Dancing Shoes (they also lose their ability in one month) for 6D6 x 10 GP are also taken. A chest hidden within a cobbler's bench has 85 GP, 41 SP, and 93 CP in it.

Shoemaker (262) Oafstair Lane

Uncah Budrik

FTR	CGX	031	016	009	019	075	152	078	063	145	163	124	Hammer

Uncah enjoys his work, and customers are always satisfied with his fine craftsmanship at low prices. Despite this, or, perhaps, because of it, he is extremely impoverished and about to lose his shop due to his overgenerous nature. A fine hunter, he often journeys to nearby forests to obtain skins for leather instead of purchasing it locally. Shoes 39 CP - CHA in CP, Boots 18 SP (less 1D6 SP if poor), and Sandals 2 SP (free if with children). Large boot contains 37 CP and a loaf of black bread.

Shoemaker (263) Regatta Lane

Rassim the Knockneed

FTR	LNG	021	010	009	018	064	123	124	107	135	106	132	Hand Axe

Rassim relishes gossip and usually has several stories to tell about the local citizenry. His shoes are considered fair to shoddy, but they are priced accordingly (3D6 SP). Only a large selection guarantees proper fit (PROB 5% per pair). The strongbox holds 47 SP and 14 CP. Customers include Tradesmen, Peasants, and Sailors, NA 4D6.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Shoemaker (264) Jester Lane

Fithail Endel the Footman

FTR	CGX	041	012	008	021	073	114	125	107	165	163	166	Scramasax

Fithril the Elf is overly fond of tickling ladies' feet. He caters only to female tastes and is quite popular even though his prices are steep (1D6 GP). Hidden within a hollow statue of a Wood Nymph are 432 GP and a Potion of Healing. Customers include any, NA 6D6.

Silversmith (265) Vampiret Row

Gwanek Thonandor

FTR	CGN	071	038	006	042	095	154	153	067	124	176	122	Hammer

Gwanek fashions all manner of eating utensils, badges, decorative armor, weapons, and holy emblems from silver. No two articles are alike; Gwanek considers each item a work of art. He is widely known for his statues (2D6 GP and up depending upon size). Two Dwarves, LGN, FTR, LVL 2, HTK 7 - 4, ACL 3, WPN Sword, assist Gwanek. His bullion is stored within a large, iron chest triple-locked and trapped with Sleeping Gas. It consists of 2,485 SP worth of silver bars.

Skins (266) Paladiner Street

Rapwell the Mammoth

FTR	CGN	061	042	006	043	084	164	143	168	185	154	075	Bolo and Sword

Rapwell returns home once per month laden with furs and skins, lives high for two weeks, then returns to the wilds for more game. Although a vegetarian, Rapwell has a keen sense of smell and a highly-developed "sense of forboding" in times of peril. He knows the location of an ancient, ruined city deep in the forest but is loath to disturb the "sacred land" of the ancients. Skins (4D6 GP and up) and Furs (6D6 GP and up) depending upon quality; if rare, double the price.

Skins (267) Magain Boulevard

Akmin Fargoer

FTR	LNX	071	029	009	016	096	124	178	124	153	126	175	Cane Sword

Akmin buys hides, skins, and furs from trappers and hunters, processes them for preserving, and then sells them to tanners and leatherworkers. His process removes much of the stench, and Akmin has become quite wealthy on his virtual monopoly in the trade. Twelve freemen are employed, FTR, NNN, LVL 1, HTK 4 - 3 - 3 - 5 - 6 - 2 - 1 - 5 - 8 - 7 - 6 - 6, ACL 9, WPN Dagger. Large cabinet contains 14 AP, 210 GP, and 950 SP in a secret compartment. The cashbox holds 24 GP, 43 SP, and 12 CP.

Slaver (268) Coldrake Lane

Rokandor the Mute

MAG	LEX	081	033	006	044	076	165	154	107	168	165	153	Ring of Preservation

Rokandor has been investigated repeatedly for the disappearance of Tarantine citizens, but no evidence has ever been found to convict him. He does a fair amount of trade in Neanderthals and Ogres (2D6 x 20 GP plus 1D6 GP for special abilities) during the spring; he travels north in the summer to obtain more "stock." There is only a 10% chance that any desired special ability is available, and there is a 20% chance each week that Rokandor will run out of "stock" in either category. He is assisted by ten Ogres, CEX, LVL 5, HTK 27 - 33 - 24 - 26 - 28 - 30 - 35 - 24 - 21 - 25, WPN Club.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Smithy (269) Black Rose Lane

Mummbles Talibaris

FTR	CEN	021	011	008	022	086	154	103	117	145	156	068	Dirk

Talibaris is often tongue-tied when engaged in barter. He prefers being paid in iron pieces without the benefit of barter for this reason. Talibaris served in the Navy for many years and, having many friends in the service, gets plenty of ship repair work on fittings, anchors, and pulleys. Horseshoeing 8 IP, Horseshoes 15 IP each, Caltraps 20 IP, Buckles 18 IP, and Repairs 1D6 x 10% of original cost of item. Stables for two horses (PROB 50% occupied) 10 IP per night. An iron box contains 14 SP and 3,148 IP.

Smith (270) Coldrake Lane

Porib the Portly

FTR	LNX	031	012	008	024	084	163	104	082	173	164	136	Hammer

Porib is the only smith in the city who will make shoes, trappings, and bardings for non-equestrian mounts. Porib's stalls are constructed to block all sounds and smells, effectively shielding Griffons, Camels, Oliphaunts, War Cats, and other strange mounts from the bustle of the city. Porib's Amulet of Calm permits him to work with most exotic creatures in relative safety. He prefers to barter for young mounts or magic items but, if pressed, will charge 1D6 times the average costs for his services. His strongbox holds 114 GP, 67 SP, and 20 IP.

Smith (271) Assassin Lane

Longreaver the Harper

FTR	LNG	082	037	009	017	126	178	143	154	135	173	112	+2 Scimitar

Longreaver's shop bustles with activity because most nobles and aristocrats prefer to send their work to this distant cousin of the Taran. Longreaver seldom does more than play his harp to soothe the beasts while his eight apprentices, nine grooms, and six forge workers busily shoe horses, repair wagons, bardings, and trappings, make wagon wheels, and repair marine equipment. Customers include Nobles, Gentlemen, and Naval Officers, NA 3D6 - 1, LVL 1D6 + 1, Double-locked iron chest contains 1,713 GP, 276 SP, 495 IP, and 757 CP.

Blacksmith (272) Trolltrap Lane

Orcstalker Grindal

FTR	CNE	061	025	009	016	097	165	124	095	154	173	136	+1 Saber

Orcstalker is one of the best-known naval engineers; he received military honors and was feted for ten days by the Taran for slaying a sea monster, thus rescuing the Taran flagship. Orcstalker lost his left foot shortly thereafter in a raid on an Orc stronghold along the Ebony Coast, further increasing his fame. He is assisted by twelve laborers and friends, FTR, NNX, LVL 1D3, HTK 6 - 3 - 19 - 10 - 8 - 4, WPN Short Swords. Shoeing 1 SP, Repairs 2D6 GP and up depending upon the intricacy of the work, Stabling 1 SP per day, Blacking 2D6 GP and up depending upon size. Strongbox holds 41 GP, 677 SP, 956 IP, 245 CP, and 13 iron chains worth 20 GP each.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Spellbinder (273) Quiking Row

Ekchor Clearblade													
MAG	CNX	101	039	008	024	096	124	178	154	104	167	113	Wand of Ice

Ekchor specializes in Interregnum Magiks and is widely known for his spells of binding. He knows hundreds of cantrips, minor incantations, wardings, reinforcement spells, and warding runes to strengthen locks, confuse intruders, sound alarms, protect doors, seal tombs, summon guardians, and prevent sendings. The least of these costs 1D6 x 50 GP and usually simply strengthens existing defenses. The most expensive bindings can cost 3D6 x 9,000 GP and often summons guardians from another dimension, acts as a force field, and absorbs enchantments. Ekchor's actual stronghold is within the Burntface Volcano, and a special teleport gate within his chambers leads to a Dragon's lair therein. Four Destroyer Guardians, DEM, NNN, LVL 8, HTK 56 - 64 - 44 - 47, ACL 2, 2 Claws 4D6.

Spelunker (274) Topaz Row

Grimhelm of Dragonscar													
FTR	LGN	081	043	006	042	062	163	143	157	175	164	135	+1 Military Pick

Grimhelm has knowledge of or has actually entered 70% of the caves and caverns within 60 miles (except for sea caves). His Dwarven heritage and long experience have made him the best guide to the underworld within the city. Identify Minerals and Gems 75%, Identify New Construction 80%, Knowledge of Cave Dwellers 60%, Identify Traps 50%, Track Underground 60%/turn, Identify Direction 45%, Note Weak Construction or Slides 50%, Note Slopes 60%, Knowledge of Underground Tribes and Kingdoms 45%, and Knowledge of Underground Languages 75%. He loves jokes about Elves, and he speaks Elvish, Goblin, Gnome, Gnoll, Trollish, Orcish, Troglodyte, and Kobold fluently. Grimhelm's tribe was decimated by marauding Trolls twelve years ago; he is the only surviving member. He charges 60 GP per day in advance. Iron Chest 368 GP, 380 SP.

Spices (275) Bushkill Avenue

Balthis Dreamwolf													
MAG	LNX	051	026	009	016	096	104	163	125	143	154	167	Dagger

Balthis buys his spices from caravans and exports them by sea in large urns. Cloves, Cinnamon, Pepper, Mustard, Nutmeg, Cumin, Rosemary, Marjoram, Ginger, Paprika, and Coriander are available for 2D6 x 10 GP per urn. Absinthe, Ginseng, Jasmine, Saffron, and Wolfbane are priced at 1D6 x 90 GP per urn. PROB 10% of any other per month, PROB 40% of stock depleted per week. Balthis prefers trading for magic items or old tracts, tomes, scrolls, or tablets. He is assisted by six workers and two guards, FTR, NNN, LVL 2, HTK 4 - 5 - 2 - 6 - 9 - 8 - 14 - 12, ACL 8, WPN Scimitar, and two apprentices, MAG, LNX, LVL 3, HTK 16 - 10, ACL 9, WPN Dagger. In his basement laboratory, Balthis is in the final stages of completing a Bronze Golem, HD 6, ACL 3, HTK 38, Damage 2 x 3D6. A trapped chest contains 937 GP, 49 SP, and 820 CP.

Spices (276) Ivory Row

Friendal the Woodelf													
FTR	CGN	061	032	009	017	074	124	135	142	156	173	163	Composite Bow

Friendal searches for rare spices by commission. He charges 100 GP per month plus expenses until the spice is located, plus a "finders' fee" of 3D6 x 500 GP and up, depending upon how rare the spice is. Friendal does not guarantee delivery, only information. If he does manage to obtain the spice, he charges an additional 4D6 x 800 GP for delivery of the spice. Needless to say, Friendal is often "out on a chase" (PROB 75%).

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Livery and Stable (277) Emerald Lane

Stalworth Fangfoot

FTR	CEN	031	012	009	011	061	102	083	113	142	156	074	Scimitar

Stalworth and his six indentured servants, FTR, LEX, LVL 1, HTK 2 - 7 - 4 - 4 - 5 - 6, ACL 8, WPN Dirk give meticulous care to the animals left in their charge while the owners are present but mistreat them later. Stabling costs 2 SP, 4 SP, and 6 SP per day and up, depending upon the quality of care and feeding promised and the obvious wealth of the owner. A chest buried in a haystack holds 54 GP, 630 SP, and 20 CP. Customers include Bandits, Mercenaries, and Brigands, NA 2D6 + 1.

Stables (278) Battlement Road

Hamroth the Lame

FTR	CGN	021	015	008	022	081	154	151	068	107	075	085	Dagger

Hamroth charges a flat 4 SP per day for stabling, including grooming, good feed, and excercising. His stables are usually 80% full due to many permanent contracts (10 GP per month) with prominent citizens. Mounts are guarded and cared for by 13 freemen, FTR, NXL, LVL 1, HTK 4 - 1 - 1 - 2 - 3 - 4 - 5 - 6 - 1 - 2 - 3 - 3 - 5, ACL 9, WPN Short Sword. Hamroth loves dogs and usually has 3D6 "pets" following him about. Strongbox holds 120 GP, 212 SP, and 415 CP. Customers include Gentlemen, Guardsmen, and Military, NA 3D6.

Stables (279) Belit Road

Crusty Galatine

FTR	LNG	031	019	009	013	081	163	105	103	124	135	106	Scimitar

"Crusty" runs a small stable of eight stalls and offers meticulous care for domesticated animals of all types. Only the highest quality of feed and grooming are offered at 2 GP per day. Crusty has few customers due to the size of his stable, but he has a high reputation for his love of animals, especially horses. His strongbox holds 26 GP and 41 SP.

Stables (280) North Gate Road

Thrinrid the Big

FTR	LGX	041	029	008	022	071	184	062	145	184	143	166	Trun-cheon

Thrinrid can lift a heavy warhorse complete with barding, but he is as gentle as he is large. He often talks to his charges and actually believes that they agree (whinny) or disagree (neigh) with him. Thrinrid charges a mere 2 SP per day, but he often reduces this to 1 SP per day for "friendly" mounts. His strongbox holds 15 SP and 2 CP.

Tailor (281) Amulet Lane

Longrinder Amrabash

FTR	LGN	031	017	009	011	066	114	103	116	125	147	165	Stiletto

Longrinder fashions amp cloth togas, robes, cloaks, and dresses (5D6 SP). He sews tabards, battlestandards, flags, and pennants by special order (4D6 GP plus 2D6 days). His sales clerk is Karbuk the Gnome, FTR, NNN, LVL 3, HTK 19, ACL 9, WPN Dagger. In his cash drawer are 2 GP, 319 SP, and 15 CP. Customers include Sages, Mages, and Bureaucrats, NA 1D6.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Tailor (282) Yelob Row

Xangrin the Slow													
ILL	CGX	041	013	009	015	093	164	178	106	124	165	167	Dirk

Xangrin enjoys the reputation of being one of the best tailors of women's clothing in the city. Through combinations of exotic fabrics, gemstones, and special illusions (last 2D6 + 28 days), he creates masterpieces of graceful form (6D6 x 250 GP). Patrons are Nobles, Gentlewomen, and Merchants, NA 4D6, LVL 1D6.

Tailor (283) Main Gate Road

Eilief Dornaelf													
FTR	NGX	041	018	009	019	087	104	105	122	064	175	153	Dirk

Eilief possesses a pair of enchanted needles which permit him to work with very difficult materials and with a speed unmatched by other tailors. Three female seamstresses, FTR, NNN, LVL 1, HTK 3 - 4 - 2, ACL 10, WPN Dagger, do the finishing work on custom-made apparel of all types (4D6 GP and up depending upon size and materials). Eilief is rumored to have an invisible Leprechaun working for him which permits him to offer next-day service, and he encourages this rumor to increase sales. Banded chest contains 58 GP, 3 SP, and a necklace of Carnelian stones worth 1,375 GP.

Tanner (284) Burly Row

Wingstone Fieris													
FTR	LEX	042	024	008	021	074	164	167	073	108	165	167	+1 Scimitar

Wingstone tans exotic hides of all types (including those of sentient creatures) with the help of 17 Half-Orcs, FTR, CEX, LVL 1 - 2, HTK 4 - 10 - 8 - 9 - 8 - 14 - 11 - 7 - 4 - 2 - 9 - 12 - 13 - 15 - 14 - 7 - 5, ACL 7, WPN Dagger. He prefers to trade hides for skulls, but prices range at 3D6 x 20 GP, with the hides of Elves and Dwarves bringing the highest prices. Double-locked and chained chest contains 475 GP, 845 SP, 714 IP, and 920 CP. Customers are Clerics, Mages, and Pirates, NA 2D6 - 1, LVL 1D3.

Tanner (285) Scorpion Lane

Dren Swifting													
FTR	LNX	051	027	008	023	056	145	079	104	156	124	126	Dagger

Dren and his three craftsmen, FTR, NNN, LVL 1, HTK 6 - 7 - 6, ACL 8, WPN Scimitar, tan hides for armor and shields. He pre-hardens the materials in semi-formed pieces to permit ease of cutting and finishing. Cashbox holds 28 GP, 148 SP, and 25 CP

Tattoos (286) Lizardhole Street

Calendril of Valon													
FTR	LNX	102	048	009	013	101	173	164	142	173	168	175	+3 Rapier

Calendril is an exiled noble of Valon who specializes in tattooing runes, symbols, messages, signals, marks of ownership, and heraldic insignias on noble offspring, retainers, servants, and slaves. He is assisted by his hunch-backed Dwarven servant, Monquot, FTR, LNX, LVL 3, HTK 23, ACL 5, WPN Dirk, and his four Amazon bodyguards, FTR, LVL 2, HTK 9 - 14 - 12, ACL 6, WPN Spear. Tattoos cost 4D6 x 10 GP and up each, depending upon time required. Calendril often refuses to work on "lower class" customers. In a warchest hidden in his room are 2,340 GP, 897 SP, and a +1 Shield.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Tattoo Shop (287) Black Rose Lane

Aksham the Ludicrous

THF	CNX	031	014	009	013	076	104	118	126	105	188	177	Scimitar

Aksham charges reasonable prices (2D6 SP) for his work and attracts many Sailors, Marines, and Pirates, NA 4D6 + 2, LVL 1D3, for this reason. He often has trouble with "street urchins" stealing the clothing of his customers (the street urchins are actually his accomplices), and, after the resulting confusion, purses and pouches are often also found missing. A secret room at the rear of the shop contains 16 street urchins and a Poison Class 4 trapped chest holding 390 GP, 412 SP, and 838 CP.

Teacher (288) Quiking Row

Jolter Balarman

MNK	LNG	051	033	006	043	081	167	163	165	174	175	176	None

Jolter has taken upon himself the "education of the urchins of the street." He charges 16 CP per week for each student who has parents that can afford to pay. Every student is dunked in the bay every other day, and discipline is strict. His strongbox holds 28 CP.

Teacher (289) Palace Way

Astribar the Transcendant

SAG	LGX	071	027	009	011	091	064	187	186	042	153	164	None

Astribar is the royal tutor and teaches most of the noble children of the City State. Tuition is 1,250 GP per year and one retainer guard to be provided by the parents of each student. Astribar's library is the most extensive within 200 miles, and scholars often beg admittance for months before being permitted a 3-hour study of the contents at 200 GP per visit. Astribar has made extensive use of Mages in protecting the school, and the Taran himself guarantees Astribar's safety.

Temple of the Angry Wolf (290) Bucaner Street

Cercy the Cleric

CLR	LEX	082	045	005	050	132	132	101	164	143	102	101	Foot Mace

This temple is administered by Cercy the Cleric, assisted by his 8 acolytes, who pray to the Wolf God daily. Three times per year, a young lamb is sacrificed to the Wolf God. Before the sacrifice, treasure and precious offerings are laid next to the lamb lying bound upon the granite altar before the statue of the Wolf God, a man-like figure with a Wolf's head, its teeth bared in a hideous grimace. During the ceremony, a sleeping gas is released which causes the worshipers to fall asleep for 2D6 minutes. When they awaken, the treasure and offerings have disappeared, as well as the sacrificed lamb. The members of the Temple are sworn to loyaly protect the Temple and its god and must attempt to convert as many people as possible to the worship of the Wolf God.

Temple of the Dancing Snake (291) Battlement Road

Boa Rac

CLR	LEX	071	035	003	077	052	179	144	179	186	154	062	Staff

The leader of the Temple of the Dancing Snake, Boa Rac, keeps his face hidden within the hood of his flowing robe; it is said that his face is so hideous that any who look in his eyes will die of fear. He leads thirteen Priests, CLR, LEX, LVL 1D3, HTK 22 - 24 - 21 - 19 - 20 - 15 - 10 - 17 - 16 - 24 - 9 - 11 - 12, ACL 7, WPN Mace, in conducting rituals of appeasement to the Dancing Snake God. Three times a year, the Priests set out in groups of three (one group each time) to capture Humans, Elves, Dwarves, and Halflings of Good Alignment to use in their monthly sacrifices. The Priests are most diligent in their search because, if no sacrifice of this type is available at the time of sacrifice, one of them must be chosen by lot to die within the sacrificial pit. A deep pit surrounded by low stone benches is the centerpiece of the Temple. 25' down, a clutch of Giant Cobras wait to devour the monthly sacrifice. A huge stone Cobra painted with red, yellow, and green enamel oversees the offering of the sacrifice. Its eyes are two giant Rubies worth 3,000 GP each but rumored to be cursed. Beneath the Temple are catacombs containing cells for prisoners, rooms for the Priests, and the temple treasury, the door to which is guarded by the Giant Cobras in their lair.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Temple of Ha Le Arshina (292) Firdausi Lane

Suston Kantar

MNK	LEN	041	031	007	032	042	157	148	153	169	163	164	Dagger

A young man of high charisma, Suston Kantar has collected around himself 15 acolytes who provide for the upkeep of the temple by begging in the streets. A relatively new sect in Tarantis, the temple is furnished only with a marble statue of a beautiful man in flowing robes and holding a Trident set upon a 4' high pedestal. Around the statue, strewn on the marble floor, are sixteen large velvet pillows for the use of worshipers who come to meditate in the temple. At the feet of the statue is a bronze bowl worth 15 GP which is used for burning an incense that produces a deep feeling of euphoria when inhaled. The effect of the incense is to create the belief in the person inhaling it that he or she has no problems whatever; all is right with the world. One piece of this incense sells for 5 GP at a small booth just inside the temple door which is manned by one of the acolytes. The euphoric effect lasts 1D6 hours and causes those under its influence to double reaction times. The temple has no treasure because Suston uses all monies brought in to buy materials to create the incense, to which he is deeply addicted.

Temple of the Water Wizards (293) Quibble Row

Melkon Homm

MAG	LNG	071	033	007	034	134	165	189	124	178	143	122	Staff

Many Sorcerers come to this Temple to learn the control and conjuration of the element of Water from the great Water Wizard, Melkon Homm. Wizards may advance one level per six months of study in Water Sorcery at a cost of 1D6 x 100 GP per month. The people of Tarantis think very highly of those who are members of the Temple, and many citizens bring offerings to the Temple on a regular basis. In this way, they hope to ensure that, should personal property catch fire, the Water Wizards will use their powers for the benefit of the citizens. The Water Wizards have never refused to aid in times of difficulty, both in dousing fires within the City State and in controlling floods during the rainy seasons.

Theatre of Fine Arts (294) Windy Avenue

Fermlight the Player

SAM	NNX	041	028	006	043	057	146	177	168	145	186	137	Scimitar

The open-air theatre is a round structure with bleachers rising up fifty feet on three sides and a large curtained stage on the fourth side. On either side of the stage is a gate at which guards collect the entry fees. Comedies, tragedies, and dramas are stages here, but the most popular entertainments are the animal acts and jugglers. The theater is owned by Fermlight, an aristocrat who is also the head of the Players' Guild. Fermlight is always looking for people with talent to add to entertainment offered by his theatre. Currently, he is in search of a Snake Dancer and is willing to pay such a performer 10 GP per hour. Fermlight keeps all his treasure, consisting of 6,540 GP, 5 large Agates worth 50 GP each, and assorted jewelry and trinkets worth 735 GP, in his wardrobe, hidden beneath a false bottom.

Thief for Hire (295) Tiger Row

Cergil the Elegant

THF	NEX	061	028	008	022	064	124	135	174	154	176	163	+1 Saber

Cergil is very independent, and, although he pays his Guild dues regularly, he doesn't accept any job in which he is not interested, no matter how well it may pay. He prefers to accept contract work for a flat advance fee plus 30% of the profits (4D6 x 100 GP for average risks, twice normal for high risk jobs.) His careful planning and preparation are famous in the world of Thieves. A gas-trapped lockbox is hidden in a secret compartment within a large chair. It contains 986 GP, 17 AP, and an Amulet of Regeneration.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Thief Extraordinaire (296) Kruel Lane

Nordral Ruffler

THF	LNX	081	042	008	024	082	145	146	154	163	175	168	+1 Longsword

Nordral steals only from "fantastic creatures," and he enjoys a wide reputation for several escapades in which he "almost" became rich. He is prohibited from working within the city walls by a charter of agreement between the Thieves' Guild and the Taran. Nordral frequently organizes his own "quests" when between jobs. He charages 1,000 GP in gems plus 40% of any profits. Presently down on his luck, Nordral is seeking some interesting challeng. 422 GP are hidden in a hollow ceiling beam.

Tools (297) Elfmist Lane

Darkbow Sindak

FTR	CNG	021	014	008	011	043	154	127	043	158	163	142	Crowbar

Sindak is a poor tinkerer but manages to craft serviceable tools for common jobs. His shop is filled with ruined experiments, miscut gears, broken wagons, a half-completed giant plow, and piles of twisted metal, rope, chains, and wood. Crowbars 2 GP, Wrecking Bars 6 GP, Picks 3 GP, Hammers 2 GP, Mallets 1 GP, Tackle 3 GP, Wrenches 3 GP, and Capstans 13 GP. Frequently stumped on a problem, Sindak will mope around the shop for days before another "brilliant" idea hits. Dagger-trapped chest contains 36 GP, 16 SP, and 42 CP. Customers are Craftsmen, Merchants, and Sailors, NA 2D6 - 1.

Tools (298) Windy Avenue

Arnach Wurmtar

FTR	NEX	041	015	008	023	061	133	135	102	161	153	134	Pike

Arnach is experienced in working brass and tin, but he has some "trade-in" stock in other metals. Fishhooks 1D6 CP, Nails 4 CP, Pipes 2 SP/foot, Ladders 3 GP, Swivels 4 SP, Greek Fire Nozzle 6 SP, Sextant 23 GP, Sundial 4D6 GP, Pegs 6/1 CP, Kegs 2 SP, Spikes 8 IP, Door Handles 12 SP, Locks 4D6 GP, Bars 3 GP, and Wire Baskets 4 GP. An iron chest contains 92 GP, 122 SP, 41 IP, and 76 CP. Patrons include Fishers, Craftsmen, and Merchants, NA 4D6.

Town Crier (299) Valiant Promenade

Hipokamis Earnil

FTR	LNX	031	019	008	023	088	124	154	134	156	147	162	Fou-chard

Hipokamis loves gossip and has all the latest news on prominent people, places, and events. He will intersperse paid announcements between official proclamations for 2 GP per word per week. Hipokamis has information for sale regarding the location of an Amulet of Slime Sensing (240 GP), an Efreet Bottle (370 GP), the All-Seeing Eye of Empowering (650 GP), the Grand Gnome of the Gate (210 GP), the Ring of Dweomer Detection (415 GP), and the lair of the Diamond Fiend possessing the Escutcheon of the Dragon Kings (300 GP). Despite his obvious access to earning coins, Hipokamis lives on the brink of poverty because he gambles away everything he earns.

Trapper (300) Pilgrim Lane

Garthrin Elrodan

RGR	LGN	031	019	006	042	041	173	134	123	176	135	102	Scimitar

Garthrin is rumored to be Half-Dwarven, and the fact that he has many Dwarven friends tends to support this rumor. He spends two months in the wilds and then two months in the City State, keeping to this schedule year-round. Garthrin's hall has several Fox, Beaver, and Marten pelts hidden behind the wooden panels. A pouch with 212 GP in it is hidden beneath a flagstone by the door.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Undertaker (301) Palace Way

Carflus the Morose													
FTR	LNX	031	013	008	025	086	123	136	137	165	153	174	Dagger

Carflux provides ceremonial burials, burnings, and mummification for all classes. Each ceremony is especially designed for the unfortunate, and prices are generally 20 GP per PSL plus 3D6 x 100 GP for each special function or ostentatious display. Carflux is assisted by six freemen, FTR, NNN, LVL 1, HTK 6 - 2 - 4 - 5 - 3 - 4, ACL 9, WPN Dirk. Hidden in the false bottom of an expensive casket are 418 GP, 275 SP, and 87 CP.

Wagoneer (302) Ivory Row

Bukbail the Drover													
FTR	CGN	031	016	010	007	061	158	104	127	154	163	122	Whip

Bukbail's wagon is for hire any time of the day at 12 SP per mile plus Inn charges if overnight. His several friends may also be hired as temporary guards for an additional 2 GP each (NA 2D6). Bukbail hates sea-travel and avoids using ferries. Trunk hidden in secret closet has 48 GP, 35 SP, 47 CP, and a treasure map to 3,600 GP buried on a small islet 150 miles southwest of the City State inside it. Bukbail can repair wagons for 3D6 x 2 GP, but he does a poor quality job. He takes his own wagons elsewhere when they need repair.

Wagoneer (303) Winesome Lane

Dirg Mansling													
FTR	LGX	051	022	009	010	075	143	145	132	168	165	146	Hammer

Dirg and his crew produce up to six wagons per month during the summer. Repairs (3D6 x 6 GP) and custom work (3D6 x 8 GP) occupy much of his time. Wagons are small (250 GP), medium (290 GP), and large (340 GP). Carriages and coaches are 200 GP plus 2D6 x 20 GP for the cab and extras. A chest contains 415 GP, 312 SP, and 14 AP hidden beneath the false bottom.

Warehouser (304) Jilan Road

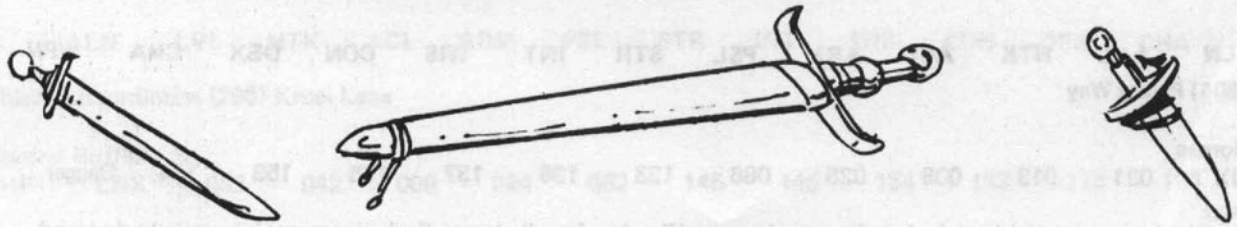
Gidrath Nidhiran													
FTR	LEX	071	034	007	033	083	154	146	123	154	148	147	+1 Scimitar

Gidrath owns two large warehouses and stores goods for export (1 SP/10 cubic feet/day) and import (10% of goods stored up to one month). He often overcharges foreign merchants, and pilferage is common. Gidrath is sometimes accused of storing pirated goods, but no evidence is ever available at his trials. His unique past-time involves wrestling matches and gambling in his empty storerooms, and, on several occasions, the badly-beaten bodies of several citizens and many sailors have been found floating in the bay nearby, but no concrete connections between the deaths and Gidrath have ever been found. Rumors connect Gidrath with a cult of Sea-Monster worshipers called the Sons of the Deep. Twenty dock workers, eight guards, two bodyguards, and five wrestlers may be found near Gidrath at all times. An iron chest within a double-walled crypt contains 1,286 GP, 695 SP, and 950 IP.

Warehouse (305) Toturan Road

Helrak the Auctioneer													
FTR	LNX	081	045	009	014	094	153	164	155	143	145	164	+1 Mace

Halrak warehouses confiscated goods, salvaged goods, and government surplus authorized by the Taran. Once per month, Helrak auctions off half the contents of the warehouse and splits the profits with the treasury. Overly-officious, Helrak is often the subject of scorn by other nobles who believe that trade occupations are beneath their station. Marines guard the warehouse at all times.



CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Weaponsmith (306) Ogretrek Street

Hefton Hawker

FTR	CGX	081	031	008	024	087	134	165	164	153	174	132	Guisarme

Hefton is a retired foot captain and, despite his advanced years, extremely agile and capable. He specializes in pole weapons of all types: Halbards 8 GP, Pikes 6 GP, Volunges 9 GP, Bardiches 8 GP Fouchards 9 GP, Fouchard - Forks 10 GP, Glaves 9 GP, Guisarmes 10 GP, Lances 13 GP, Partisans 7 GP, Ranseurs 9 GP, Spectums 9 GP, and exotic combinations made to order 2D6 GP and requiring 1D6 days to complete. Two Gnomes, Fizdragon and Draperik, FTR, GCN, LVL 3, HTK 19 - 18, ACL 6, WPN Axe, work the forge. Chained, double-locked chest contains 822 GP, 690 SP, 778 CP, 895 IP, and 25 bars of iron worth 160 IP each. Customers are Mercenaries, Marines, and Guardsmen, NA 3D6 - 2.

Weapons - Imported (307) Jester Lane

Haradog of the Codacil

MAG	LNX	042	019	009	015	075	084	165	147	138	156	175	+2 Dagger

Haradog sells only exotic or ornamental weapons and charges accordingly. Dwarven-make weapons are double the stated price. Daggers 5 GP, Dirks 7 GP, Poniards 8 GP, Foils 9 GP, Jo Sticks 2 GP, Throwing Maces 16 GP, War Maces 20 GP, Throwing Axes 6 GP, Scimitars 12 GP, Bastard Swords 18 GP, Hand Crossbows 22 GP, Light Crossbows 39 GP, Heavy Crossbows 66 GP, Hammers 8 GP, War Hammers 12 GP, Heavy War Hammers 17 GP, Battle Axes 22 GP, Cane Swords 14 GP, and Collapsible Spears 19 GP. Ceremonial Weapons (PROB 20%) cost 3D6 x 10 GP extra. Bronze (-2 GP), Steel (+4 GP), Adamantite-edged (PROB 5% - x 100 GP), Silver Inlaid or Plated (+3 GP), and Gem Studded (PROB 10% - +3D6 x 50 GP). Haradog employs six Mercenaries, FTR, LNX, LVL 3, HTK 20 - 17 - 12 - 18 - 15 - 10, ACL 5, WPN Scimitar, to protect his stock. Customers are Nobles, Merchants, and Military, NA 2D6 - 1, LVL 1D6.

Weaver (308) Morose Alley

Bandinose the Stout

FTR	CNE	031	015	008	022	051	124	125	103	113	145	107	Dirk

Bandinose weaves intricate designs into rugs, and special orders for rugs containing messages, spells, and complex codes are commonplace in his shop due to his ability to exactly duplicate any design. "Bandy" is often disgruntled with customers who attempt to rush his work. Rugs are priced at 4D6 GP + 1D6 GP for special dyes or designs and require 8D6 + 10 days to complete. His cashbox holds 43 GP, 16 SP, and 15 CP.

Weaver (309) Brigandine Drive

Durasman of the Circle

FTR	LGA	041	024	010	006	097	152	124	118	136	165	164	+1 Scimitar

Durasman is the Weaver Guildmaster and brags loudly about the fine quality of his wares. Fine, large looms are kept busy by six journeymen, four packers, and three loaders, FTR, LGN, LVL 1, HTK 2 - 1 - 4 - 3 - 1 - 6 - 7 - 3 - 2 - 2 - 1 - 9 - 8, ACL 9, WPN Dagger. Amp cloth, wool, and felt are regularly produced in large rolls for tailors, sail makers, and others. His strongbox holds 214 GP, 72 SP, and 382 CP. The guild treasury is locked in a vault in the basement and contains 975 GP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Weaver (310) Assassin Lane

Fingil Runecrafter

MAG	LGX	051	026	009	016	075	114	156	148	073	158	122	Amulet of Cheering

Fingil supervises the weaving of fine cloth of silk, cloth-of-gold, satin, velvet, and Spider Webs integrated with a complex rune developed by Fingil himself. The rune is partially invisible and difficult to see in any case. Cloth produced with the rune tends to closely cling to any warm-blooded creature, rendering fasteners and buttons unnecessary, although it will part with a gentle tug. The rune remains active for 4D6 months and gradually loses its enchantment over a period of an additional 3D6 weeks. Fingil has become quite wealthy through the merchandising of his cloth and owns three merchant ships. Twenty workers, six guards, and eight servants assist in the production, FTR, LGN - CGN, LVL 1 - 2, HTK 3 - 4 - 4 - 5 - 6 - 3 - 2 - 4 - 2 - 2 - 4 - 5 - 4 - 3 - 6 - 7 - 8 - 8 - 7 - 6 - 5 - 10 - 11 - 14 - 5 - 8 - 4 - 3 - 7 - 6 - 6 - 5 - 9 - 7, ACL 8, WPN Short Swords. Rune-protected trunk contains 566 GP, 3,490 SP, 6,523 CP, and an enchanted lamp worth 785 GP which lights upon command.

Weaver (311) Street of Gargoyles

Devrahorn Print

FTR	LNX	021	015	009	011	073	126	134	115	127	164	173	+1 Singing Dagger

Devrahorn is a retired Amazon with a great capacity for influencing others. Her personality has turned a failing business into a bustling firm with seven looms and over thirty-five employees. Specializing in amp cloth exclusively, Devrahorn has the production ability to fill an average trading ship within 18 days. In her office is a collection of 212 glass sculptures worth 3D6 GP each. A strongbox holding 92 GP, 44 SP, 52 CP, and a pouch containing 42 MP is hidden behind a secret panel.

Weaver (312) Gryphon Lane

Stolgim Stumken

FTR	CNE	031	020	006	043	071	154	076	124	152	136	163	Whip

Stolgim has made a mockery of his family's century-old business. Usually drunk, he seldom spends more than an hour working before he becomes bored and ventures "out for some air." The long-time workers have managed to keep things functioning reasonably well without Stolgrim's interference, but many of the new workers are Stolgrim's drinking friends and do little work. Lower grades of cloth are made on three out-dated looms badly in need of repair. A trunk in the office contains 14 GP, 12 SP, 6 CP, and 16 empty wineskins. "Stumps" the Journeyman keeps the cashbox, containing 45 GP, 63 SP, 54 IP, and 22 CP, under his loom.

Weaver (313) Everon Alley

Spinner Tubstak

FTR	LNG	041	022	009	013	072	163	124	125	137	158	145	Scimitar

Spinner is regarded as an extremely fair employer and businessman. Concentrating upon the lowest grades of cloth, he has a small but prosperous shop with three looms and employing twelve freemen, FTR, NGX, LVL 1, HTK 5 - 2 - 3 - 2 - 3 - 4 - 1 - 6 - 7 - 5 - 2 - 3, ACL 9, WPN Dagger. His small coffer holds 37 GP, 127 SP, and 15 CP.

Wet Nurse (314) Firdausi Lane

Nardienna Moonswell

MER	LGN	041	023	008	024	066	143	107	173	165	184	173	Trident

Nardienna is a half-Mermaid (or, more correctly, Merwoman) who was exiled by her sea-kin and her land-kin alike. She discovered that the Tarantines use highly intelligent Dolphins to guide their ships in uncharted or difficult waters, and the Dolphins frequently are wounded by predators near shoals or shores. She charges 95 GP per treatment of the wounds of these animals and usually demands payment in Pearls. Buried in the sands in her large aquarium are 419 GP worth of Pearls and gems. A pet Sand Shark, HD 5, HTK 27, Bite 2D6, rests, nearly invisible, on the bottom of the aquarium.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Wheelwright (315) Unguard Alley

Baird Graywind													
FTR	CNX	031	015	009	014	064	173	124	136	132	165	102	Hand Axe

Baird fashions wheels for wagons, carriages, chariots, and coaches. His six sons help run the business when they are not out carousing, FTR, CNX, LVL 1, HTK 4 - 5 - 7 - 4 - 6 - 6, ACL 9, WPN Scimitar. Large Wheels 12 GP, Medium Wheels 8 GP, and Small Wheels 5 GP. His strongbox holds 37 GP, 49 SP, and 15 IP.

Whipmaker (316) Cuthroat Alley

Viseagle Shartak													
FTR	LGX	061	043	009	015	078	157	131	143	144	172	074	+2 Bullwhip

Shartak's Whips are famed for their supple quality and great strength. He uses several different materials, and prices are high due to the excellent quality (4D6 GP each). Custom Whips with barbs, clips, and special handles are 3D6 x 10 GP each. Shartak's constant companion is Branar Greatbeard, a Dwarven Cleric, CLR, LGN, LVL 4, HTK 25, ACL 3, WPN +1 Hammer. Customers are Mercenaries, Caravaneers, and Merchants, NA 1D6 -1, LVL 1D6.

Whips and Chains (317) Winesome Lane

Wasptongue Joskin													
FTR	LEX	052	037	006	044	061	174	105	094	156	147	102	Morning Star

Joskin spends most of his life angry and often vents his wrath on everyone within hearing. He blames the new development of "indentured servants" for ruining his business, poor quality of iron for broken chains, unfair competition for bad business, and the weather for fraying whips. Whips 2D6 GP each, Small Chains 1D6 SP per 10', Medium Chains 2D6 SP per 10', and Large Chains 3D6 SP per foot. Patrons include Pirates, Bandits, and Brigands, NA 1D6 - 1, LVL 1D3.

Wigmaker (318) Stonebow Lane

Purblind Whitegard													
FTR	NGN	031	017	009	013	065	124	135	102	145	153	147	Short Sword

Purblind fashions Realistic Wigs (4D6 x 10 GP) and Ornamental Wigs (3D6 x 5 GP) from Human hair. He pays 1 CP per 6" lock to sailors on leave and others for raw materials. Purblind's wigs cannot easily be detected (PROB INT% per hour) and then only when within 10' of the wearer. Large vase contains 137 GP under a plant. Cashbox holds 53 GP, 73 SP, and 29 CP. Patrons are Nobles, Thieves, and Gentlemen, NA 1D6 - 1, LVL 1D6.

Wines (319) South Gate Road

Panilbar Akrodin													
FTR	LGX	051	032	009	011	077	154	168	153	136	124	143	+1 Scimitar

Panilbar blends wines to produce exotic drinks of every color and flavor. The flasks are carefully sealed with beeswax, and his cousin, Glimrest the Siegemage, MAG, LGN, LVL 4, HTK 12, ACL 9, WPN Dirk, artificially ages the wines magically. Of each batch, only a small percentage becomes Highest Quality (3D6 x 520 GP), 20% are Excellent (3D6 x 30 GP), and 30% are Fine (2D6 x 5 GP). Good wines are sold by the keg to inns and taverns (2D6 GP). A large staff tends the cellars.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Wines (320) Bronzeman Lane

Leofrix Hawknose

CLR	NGX	031	020	009	014	084	134	125	132	157	155	154	Rapier

Leofrix is the largest importer and exporter of wines in the city. His caravans and ships carry on trade in most civilized areas. A wax seal affixed with the mark of a Lion's head identifies each flagon of Godd wine, and poorer grades are sold in kegs with his mark burned into the lids. By special contract, Leofrix supplies most naval and military groups in the City-State. He is accompanied by two bodyguards, FTR, NXX, LVL 3, HTK 24 - 29, ACL 3, WPN Sword, and several retainers, NA 2D6, LVL 1D3 at all times. His strongbox containing 320 GP, 149 SP, and 40 CP is hidden in the wine cellar.

Wine Shop (321) Street of Gargoyles

Cadmar Waring

MAG	LGX	041	017	005	052	073	102	154	135	108	126	124	Dagger

Cadmar enjoys his business a bit too much and is usually intoxicated (PROB 80%). He hires only women workers to press the grapes, bottle the wines, and wait on customers, FTR, LGN, LVL 1, HTK 2 - 1 - 1 - 3 - 4 - 5 - 2 - 1 - 2 - 3 - 6 - 4 - 2, ACL 10, WPN Dagger. The wines are flavored with spices, herbs, flowers, and honey according to ancient recipes inherited from his famous grandfather, Phardread the Wizard of Gargan. Wineskins are filled for 1D6 GP and up depending upon wine grade. Most sought is Cadmar's Bronzewater, which sells for 32 GP per flask (PROB 15% of available stock of 1D6) which heals 2 points of damage in 24 hours if completely consumed. Secret compartment under the wine vat has 127 GP, 210 SP, and 48 CP.

Witch (322) Black Rose Lane

Murdrissa the Archantress

WIT	LEN	091	042	005	056	064	064	175	124	153	156	143	Wand of Entrapping

Murdrissa can shapechange into a black Cat, a beautiful young girl, or a large Raven at will. In return for three permanently enchanted magical items such as potions, amulets, Daggers, wands, or bottles, she will place a temporary enchantment on any well-made Sword, raising it to the equal of a magical +2 Sword until the following full moon. Murdrissa also sells Potions of Aging (+ 2D6 years) 540 GP, Potions of Purging (rids body of poisons in 2D6 turns) 725 GP, Potions of Mummifying (Stops speech for 2D6 days) 640 GP, and Potions of Valor (raises Morale and Bravery for 1D6 hours) 990 GP. No more than 1D6 potions are sold per week. Shawl of Protection, Broom of Soaring, Cauldron of Many Toxins, and a Scroll of Three Wishes are in her chambers within a trunk containing 814 GP (3 GP are Cursed).

Healing Witch (323) Ashen Boulevard

Nashira Dar

WIT	CGN	071	038	009	014	053	105	164	133	062	174	168	Dagger

Nashira specializes in healing magiks only, and many otherwise wild animals are her "pets", including a Puma, HD 4, HTK 18, ACL 4, Bite 2D6, 2 Claws 1D1, a Brown Bear, HD 3, HTK 15, Bite 1D6 + 1, 2 Claws 1D4, Badger HD 1, HTK 4, ACL 3, Bite 1D4, and a Wolf, HD 1, HTK 7, ACL 7, Bite 1D4, 2 Claws 1D3. Nahira will heal only Good alignment types, but there is a 50% probability that she will help those of Neutral alignment. A complete healing is possible in 1D6 days, including the restoration of missing parts, providing two individuals plus the "healed" character devote the next sixty days in Nashira's service. She sends parties out into the wilds to spring traps, attack marauding Orcs, and slay Monsters which kill for purposes other than to get food. Quests do not include "return" time, and parties are often sent hundreds of miles away. Herbs of all types and unusual preparations fill Nashira's shop. A necklace worth 1,460 GP is draped over a vial of tasteless concentrated acid on her work bench.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN

Wood (324) Bucaner Street

Hrodel Wortley

FTR	CNX	021	010	008	032	043	153	164	052	115	102	053	Great Axe

Hrodel hires many teams of woodgatherers from the poorest families of the city and sends them out each dawn; they spend until dusk each day in the Dyrfirwall woods and are paid 1 CP for each bundle of 20 sticks (small one's aren't counted). Hrodel sells the bundles for 1 SP each. Hrodel also fashions torches and sells two for 1 SP. Woodsmen bring wagons full of logs to Hrodel's shop to be sold to carpenters, shipbuilders, wagon makers, and others. Ten lumbermen work in the yard, splitting, debarking, and stacking the lumber in grades, FTR, NNN, LVL 1, HTK 4 - 5 - 6 - 4 - 3 - 3 - 4 - 2 - 5 - 5, ACL 9, WPN Axe. His cashbox has 28 GP, 440 SP, and 677 CP in it.

Wood Carver (325) Gremlinvex Drive

Hakon - Ar the Swift

FTR	CGX	041	019	008	027	067	145	136	103	175	168	122	Bowie Knife

Hakon - Ar does all manner of carvings for carpenters, temples, clans, and nobles. His shop is filled with signs, statuettes, totems, and ornate furnishings. Slow-speaking and giving the impression of being disinterested, Hakor - Ar can, nevertheless, finish a man-sized statue in one day. He charges 2 GP per hour (2 GP minimum) per job and generally is "booked" for the week (PROB 80%). Hidden in a hollow statue of a Dragon are 396 GP, 125 SP, 42 CP, and an Emerald worth 1,380 GP.

Zoo Keeper (326) Stonebow Road

Theodric Chanring

DRD	NNG	041	025	006	044	107	143	165	164	134	154	148	Quarter-staff

Theodric manages a zoo supported by several noble families; however, an admission price of 3 CP each is charged to visitors to keep out "undesirables." Virtually every animal and insect is cared for meticulously within several "habitat cages" developed by Mages long ago. Guards are provided by the Taran, and Nobles pay work crews to feed the animals and clean the cages regularly. Animals for games are temporarily housed at the zoo for 10 GP per HD per week by aristocrats of the city. The zoo attracts scholars from many distant lands, and local Innkeepers are required to pay one day's receipts once per year as a special tax; the money is used to pay for repairs to the zoo.

Courts of Tarantis

The High Court of Tarantis

This court holds trials for those who are accused of committing the most serious of offenses: Murder, Treason, and Arson. The judge is Lord Hagneck Gowen. Defendants have been known to commit suicide rather than be judged in his court. Hagneck believes that those who commit a major offense should die for it. He has sentenced many men to death in the past and will send more to the gallows or chopping block. He is not particularly concerned about the guilt or innocence of the defendant, believing that it is better for some innocent men to be put to death than for one guilty one to escape. In this court, a defendant may either hire an attorney or put up his own defense, and the outcome is not changed much either way. Most defendants who have not had a Lawyer have been sentenced to death on the first day of their trial; others have had to wait until later. The prosecutor, Eyulf Gutzon, is as zealous to put an end to crime by any means as is Hagneck. Eyulf is a skillful manipulator and can twist nearly any testimony to make the defendant appear in the worst possible light. Hagneck sentences men to die in many different ways, depending upon the nature of the crime and the social status of the criminal. Arsonists are usually burned at the stake, and murders are either hanged or beheaded. Those found guilty of Treason are usually tortured to death or drowned in Dahute Bay. Judge Gowen especially hates Assassins and has been known to sentence accused Assassins to death without bothering to hear any testimony. Naturally, there have been many attempts on Judge Gowan's life, and the Assassins' Guild has a permanent, although extremely secret, contract on his life of 10,000 GP to the party who can deliver his head to their doorstep.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Lord Hagneck Gowen													
FTR	NNN	051	024	010	009	129	122	178	168	135	113	092	Foot Mace
Eyulf Gutzon													
FTR	NNN	031	027	010	009	119	147	183	153	164	144	117	Truncheon

Executioner

Duer Dy has been the High Court Executioner for many years. He has executed many of his own friends and relatives. Duer never shows emotion and wears the same clothes every day without benefit of laundry. He is rumored to be insane.

Duer Dy, Executioner													
FTR	NNE	031	025	060	042	047	189	113	126	179	165	082	+1 Battle Axe

Hangman

Marhot Lukan is a hangman of fearsome reputation. He loves his job and has been doing it for over twenty years. He is able to name the exact number of times a body will turn before the person dies from hanging. Tarantines fear him and his gallows because he has a reputation for being a sadist, improperly setting the ropes to make his victim suffer more before death. There are many ropes in his home. One particular one is mounted on his wall and has over two hundred knots in it. Lukan uses this device to count the number of people he has successfully hanged. He constructs the gallows himself with the help of any assistants assigned to him by the court. Lukan often requests that the condemned person aid in the construction of the gallows and dig the grave in which he or she will be buried. Marhot always carries a rope at his side and has been known to take active part in lynchings. Citizens leave him alone, fearing to fall victim to his deadly rope. It is rumored that Marhot is a Werejackal, but no one has yet discovered this to be the truth and lived to tell of it.

Marhot Lukan													
FTR	LEX	091	044	030	072	087	189	124	092	167	151	063	Garrot

Court of Citizen Arguments

Magistrate Semg Anktar is in charge of the daily court which handles the sundry lawsuits, civil actions, and minor accusations brought against citizens by one or more other citizens. A tall, powerful man, he listens to the arguments of the lawyers who, by law, must present citizen's complaints to the court, and, based upon the information he receives (but biased in favor of the greater amount of bribery received by his clerk, Shangkar Paltry, in the name of the complainant or the defendant), renders a decision on each case. Magistrate Semg also handles all non-religious marriages for a fee of 12 SP each, as well as official name changes for 12 SP. This tends to give him a very busy schedule, especially since he holds court for only five hours a day. Much of the rest of his time is spent at his estate engaged in his favorite sport, horse-ball. Other than being very open to bribery, he is a good magistrate with an excellent knowledge of human behavior, but he is something of a cynic, having witnessed human nature in its baser forms many times over his years as magistrate.

Bringing a lawsuit before the court is done in the following fashion. First, the plaintiff(s) must select a lawyer from one of the many at the House of Law. Then the lawyer, after gathering all of the evidence he can, informs the person on the receiving end of the action that he is being sued and registers the suit with Shangkar, at which time any "gift to the court" which might be forthcoming is also received by the clerk. The trial for the suit will come up in 1D6 months after registration (1 month if the plaintiff pays a bribe of more than 100 GP). At the trial, the lawyers have two hours to present all evidence to the judge; by custom, each lawyer is granted one hour to present his case. Magistrate Semg Anktar then spends no more than 15 minutes deliberating the case before deciding in favor of either the plaintiff or the defendant. Each side in each case must pay court costs of 50 SP, and token payments of 1 SP from each side are additionally made to the judge, the clerk, and each of the four guards in the Court of Citizen Arguments. Magistrate Semg is able to handle only two cases a day at this rate; the last half hour of each day is reserved for marriages and name changes. As a result, most marriages are handled by the temples due to the incredible length of time it takes to arrange to have a civil marriage performed.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Magistrate Semg Anktar													
FTR	LNA	031	030	015	009	108	173	171	183	132	133	163	+1 Dwarven Hammer
Clerk Shangkar Paltry													
SAG	LNA	011	025	017	009	082	115	162	127	144	166	151	Dagger
Court Guard No. 1													
FTR	LNG	011	028	073	030	053	132	112	123	155	115	117	Scimitar
Court Guard No. 2													
FTR	CGE	011	025	074	030	054	122	167	111	133	144	117	Pole-arm
Court Guard No. 3													
FTR	LNE	011	032	076	003	051	163	137	124	165	157	118	Pole-arm
Court Guard No. 4													
FTR	LGN	011	031	076	030	052	131	167	138	183	114	123	Pole-arm

Court of Serious Offenses

Magistrate Lord Aswan Teng presides over the Court of Serious Offenses, which handles all cases except Murder and Treason, two crimes carrying the automatic death penalty. The court handles all Thievery, Fraud, and Manslaughter in which resonable cause, such as self-defense, might be proven. In this level of the court system, the accused is allowed to have council, but the lawyer may only advise the accused and may not speak for him or her. Lord Teng is an extremely intelligent man who honestly and diligently seeks the truth, and he sees no dishonor in using torture to arrive at it. He listens to all testimony and asks his own questions of the defendant and the witnesses. It must be remembered that the court system at this level presumes that a person is guilty until proven otherwise, and the judge may take a prosecuting attitude toward the defendant. Occasionally, Teng sets a trap for the guilty party by announcing a surprise witness or new piece of evidence to be presented at a later time. This tactic assumes that the guilty party will attempt to obtain the evidence or locate the witness, at which time the guards of the court can apprehend the individual.

Sentences for the following crimes are handed down by Teng, although they are fairly uniform with little respect to money, prestige, or power. If found guilty of theft, the defendant must repay his or her victim the value of the items stolen; if the party is unable to pay, he or she is sold into slavery and the money given to the victim. If the Thief used force in committing his crime, a dozen lashes are applied to the guilty person's back in addition to the previous sentence. If the victim dies as a result of the violence, the crime becomes Murder, which carries a death penalty, but the estate or family of the perpetrator is required to recompense the estate or family of the victim for the worth of any stolen items. If a defendant is found guilty of theft by Fraud, the defendant must return as much of the stolen funds as possible and is given a dozen strokes with the lash before being released. If the defendant in a Manslaughter case is found guilty, but the crime was committed in self-defense, the person is branded on the thumb as though the crime were dueling and then released. If the crime was committed in the heat of passion, the guilty party is given twelve strokes with the whip and a sentence of 1D10 years in the prison. Any person found guilty of a crime punishable by death is either hung (Social Level 10 or lower) or beheaded (Social Level 11 or higher), except for unusually heinous crimes in which the judge is free to fix the means of death himself. Teng's court contains eight Court Guards, the prosecutor, Tongshoe, 1D6 prisoners, and 2D6 spectators.

Tongshoe is the sole prosecutor for the Court of Serious Offenses and has, over the years, developed a good, working relationship with Magistrate Teng. Tongshoe is a learned man who takes great care in presenting his case in order to reveal the truth of the matter. Although he is the prosecutor of the court, he is no less zealous in the search for truth than Magistrate Teng. Slow and methodical, he is, nevertheless, a skilled expert in the law and can defeat most attempts to use special circumstances and custom to circumvent the legal system. The chance of the truth being found is 80% for each case. In the case of NPC trials, the truth is the responsibility of the Judge to determine.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Magistrate Lord Aswan Teng													
SAG	LNG	071	022	010	009	137	071	183	161	122	126	182	Dagger
Tongshoe													
SAG	LNG	041	031	011	009	099	135	182	189	126	135	136	None
Guard No. 1													
FTR	LNX	011	024	077	030	051	134	132	113	117	151	144	Scimitar
Guard No. 2													
FTR	CGA	011	030	074	030	053	163	127	075	145	168	116	Halbard
Guard No. 3													
FTR	LNE	011	036	074	030	053	185	063	125	184	111	135	Halbard
Guard No. 4													
FTR	CNE	011	025	075	030	054	144	145	126	112	135	138	Halbard
Guard No. 5													
FTR	LNX	011	030	075	030	051	171	073	114	132	145	172	Halbard
Guard No. 6													
FTR	LNG	021	034	075	030	052	166	111	116	185	117	152	Halbard
Guard No. 7													
FTR	LGE	011	027	075	030	054	121	076	122	154	113	153	Halbard
Guard No. 8													
FTR	CGN	011	033	075	030	052	153	146	126	184	152	143	Halbard

Court of Lesser Offenses

Magistrate Lord Prompter presides over the Court of Lesser Offenses which handles all of the non-felony offenses. Lord Promptor is a loud, boisterous man; his demeanor belies his canny grasp of the fine points of the law which allows him to handle the slickest litigation trickster. He will assist the prosecution if he thinks they are doing a bad job of it. In this court, there are no lawyers for the defendant, who must marshal his own defense. Lord Prompter usually decides each case quickly; frequently, the decision goes against the defendant because Lord Prompter operates under the presumption that the defendant must have been doing **something** wrong to get into his court in the first place, and, in the second place, if the defendant was doing nothing wrong this time, he or she probably broke the law at some other time but was not caught. Therefore, Lord Prompter usually finds for punishment to rectify any lawless behavior passing unnoticed in the past. The defendant is allowed to speak in his own behalf, but, it is widely known that Lord Prompter prefers to have cases resolved quickly, and any long-winded defense is not in the defendant's best interest.

Most of Lord Prompter's cases fall into four categories: Petty Theft (objects worth less than 1 GP), Brawling, Dueling, and Public Nuisance (under which a variety of petty offenses are prosecuted). Petty Theft is punished with six strokes of the Whip and the returning of the stolen goods or the value thereof by the Thief to his or her victim. However, if the Thief appears before Prompter more than five times, he or she will be sent to the higher court for Felony punishment. If the charge is Brawling, and no one was seriously injured, the defendant must pay for any damages sustained to the property of others and take three strokes from the Whip. If the defendant is unable to pay or is an outlander, an extra six strokes with the whip are added to the punishment. If the defendant killed someone in a fair duel, he or she is branded on the thumb, but, if that person is ever involved in another duel, whether or not anyone is killed, he or she receives 18 strokes of the lash. If no one is killed during a duel, both sides receive the branding and are released. If a person is charged with making a Public Nuisance, the defendant will receive three strokes of the Whip for a first offense and five strokes for each offense thereafter. Lord Prompter varies the punishment as he deems necessary, depending upon the circumstances of the commission of the crime, his current mood, and the weather (he suffers from Gout, which flares up during the rainy seasons and causes him to be excessively cross).

The court of Lord Prompter will contain Fu the Faceless, Artemis the Glib, Tangar the Correct, two court guards, and 1D6 various petty criminals. Fu the Faceless wields the Whip and the brand as the Magistrate directs. He keeps his Whips well oiled and the brazier well fired with several branding irons at red-hot at all times. A quiet, hooded man of great physical size and strength, he can deal with all but the strongest offender single-handedly. When dealing with women, however, he is gentle and takes some care to avoid disfiguring them with the blows of his Whip. Artemis the Glib is a foreign litigant who quickly learned the local laws and bought an appointment to prosecute in the City State. Whenever he prosecutes in Prompter's court, Artemis will begin a long and elaborate speech, boring in the extreme, which will be interrupted by Prompter, who will ask Artemis to get quickly to the point. If Artemis is prosecuting a person, roll 1D6; 1 - 2 indicates that the defendant is found innocent, 3 - 5 indicates that the defendant is found guilty, and 6 indicates that the defendant is found guilty and is given double the normal punishment due to Lord Prompter's intense irritation with Artemis's long-windedness. Tangar the Correct (better known as Tangar the Corrected) is the other litigant in the Court of Lesser Offenses. He is a young man who has only recently learned his craft and is very nervous. He often makes such mistakes as accusing the wrong person of the crime, losing his notes on the case, and forgetting various minor points of law or believing that some law exists when, in fact, it does not. When Tangar is prosecuting a person, roll 1D6; a 1 indicates that Tangar makes a mistake and laughter fills the courtroom until Prompter is forced to strike his cymbal to bring the court to order.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Magistrate Lord Prompter													
SAG	LNC	051	025	010	009	125	125	164	145	114	112	117	Dagger
Fu the Faceless													
FTR	LNE	011	031	072	030	018	167	128	141	158	126	114	Scimitar
Artemis the Glib													
SAG	LGA	061	030	012	009	086	156	183	112	151	186	132	Dagger
Tangar the Correct													
SAG	LNG	011	023	013	009	089	133	114	047	116	127	114	None
Guard No. 1													
FTR	LNX	011	026	075	030	051	125	065	145	145	114	084	Battle Axe
Guard No. 2													
FTR	LGX	011	027	075	030	051	116	123	066	165	123	134	Battle Axe

The Court of Merchant Matters

The Court of Merchant Matters is held once a week to handle problems between the merchants and shopowners of the city and to make judgements as to whether or not any merchants or manufacturers are producing overly shoddy goods. The court is made up of seven randomly-selected merchants, vendors, and shopowners drawn by lot the week before. The randomly-selected judges hear complaints about short weighting and other fraudulent practices. Tricking an outlander by fraudulent means is not considered a crime, however. The decision of the Merchant's Court is final in such matters, and the Court of Citizen Arguments will not hear a case that has already been decided by the Merchant's Court. If one of the selected judges is also a party to a complaint on the day he or she is to serve, that merchant steps down from the position of judge when his or her case comes before the court. The loser in each complaint is required to return any funds derived from his or her activity, in addition to paying court costs of 10 GP. Lawyers are not allowed to practice in the Court of Merchant Matters; each complainant and defendant must speak in his or her own behalf. If a merchant is found guilty of selling especially shoddy goods to townspeople and other city tradesmen, that merchant is tied to a chair mounted on a platform which is carried three times around the city by six strong men. Examples of the merchant's poor goods are placed on another platform and carried behind him. This is done in an attempt to warn the populace of the poor quality of the merchant's goods, and to shame the merchant into either leaving town or upgrading his wares. The building in which the weekly court is held is guarded by Irness Axeman, who is paid from the fines collected and who aids in strapping the more belligerent merchants to the display chair. The building contains the records of earlier decisions, the two display platforms, and a locked chest containing 120 GP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Irness Axeman													
FTR	LNX	011	030	060	040	053	164	116	134	144	133	158	Club

The House of Law

Once an abandoned tavern, the House of Law now serves as the central office for all Lawyers of the City State. By custom, no Lawyer who does not have an office in the House of Law may practice his craft in the City State. This naturally restricts the number of Lawyers in the city to 6 due to the limited office space in the building. A Lawyer without an office in the House of Law may only advise clients upon legal matters and may not present cases before judges. With the exception of some government Lawyers, the Lawyers of the City State must work their way up from lowly apprentices to the position of Law Clerk. At that point, the would-be Lawyers must wait until an office is open in the House of Law to become full-fledged Lawyers. Openings only occur if a Lawyer dies, retires, or moves out of the city, all of them rare occasions. If a Lawyer dies, retires, or moves and has no heirs at Law Clerk level, the opening goes to the eldest Law Clerk. This system results in some very old Law Clerks and some very young Lawyers. The Lawyers are able, by restricting the number of practicing attorneys in the city, to command exorbitant fees for their services. The old taproom of the tavern now serves as the waiting room for the offices upstairs, and, to keep the peace in a room where antagonists often meet, three guards are on duty in the room during all office hours.

Lawyer

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Cunning Euryptis													
SAG	LGA	041	022	011	009	084	145	168	117	141	134	165	Dagger

Euryptis is considered one of the better general lawyers of the City State. He can adequately handle any kind of civil or criminal case, gives excellent advice, and is considered an expert in rare coins; he is often consulted concerning the authenticity of coins put forward by travelers as "rare finds." A careful-speaking, middle-aged man, he is assisted in his work by one apprentice and two clerks. His offices consist of two rooms, both filled with various scrolls, law tomes, and writing instruments, all neatly arranged. Euryptis is well-respected because he did not inherit his office. He earned it when the previous owner died with no heirs. Because of the low pay of a Law Clerk, and because he spent what little he did receive on rare coins, Euryptis has never married, but now that his station in life has improved, he is looking for a likely wife (mainly an intelligent woman able to converse with him on coinage of previous eras). His fees are reasonable; he will prepare a will for 10 GP (although one of the clerks does the actual work), and he will advise or represent a person for a mere 50 GP plus expenses. Beneath his desk is a hidden compartment containing a cashbox which holds 2 GP, 4 SP, and a collection of old copper pieces worth 20 GP.

Lawyer

Ank Tank-an-Sanic													
SAG	LGN	061	027	013	009	084	153	117	138	184	125	128	Dagger

Ank Tank-an-Sanic is the oldest of all the Lawyers in the House of Law and is considered the grand old man of law. He is an excellent Lawyer who, during his long years of practice, has handled nearly every kind of case imaginable and is, therefore, very experienced in all types of law cases. A kindly-appearing old man, he is a skilled manipulator of people and evidence. Unless the opposition has bribed the court, he has a 60% chance of wining civil cases when he directly intervenes. It is said that to hear his theatrical presentation provides good entertainment, and the mere rumor that he is presenting a case to the court is enough to pack the gallery with spectators. He is currently in semi-retirement, prefering merely to advise people for 100 GP and draw up wills for 20 GP, but an interesting case would draw him back into active work for 200 GP and expenses. He intends to retire and let his grandson, who works as one of his clerks, take over his practice, but he is putting it off because he has spent so much of his life in the practice of law that he has few outside interests. His three-room office is filled with the normal law books and court papers necessary to the running of a successful law business. A petty cashbox is hidden in one of the drawers of his desk; it contains 20 GP, 35 SP, and 47 CP. He knows, from a past client, of a treasure buried up the river by pirates. He has not pursued it himself because he feels that he is not fit for strenuous work, but he will offer half of the treasure to any adventuresome clients that appear in his office and are willing to make the trek. The chest full of treasure lies buried under a tree by the side of the river, and Ank has a fairly good map of its location. It will be easy to find, but, as it is uncovered, six Zombies armed with Broadswords and having 16, 14, 19, 10, 11, and 12 HTK will rise up to attack any who attempt to unearth the treasure. The chest contains 300 SP, 100 GP, a gold and Ruby brooch worth 150 GP, 12 Black Pearls worth 50 GP each, a silver Dagger worth 30 GP, four Amethysts worth 12 GP each, and a gold goblet worth 120 GP.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Lawyer													
Patan Kait													
SAG	LNA	051	034	013	009	083	147	184	132	111	142	172	None

Most noted for his large staff of two apprentices and four clerks, Patan has trained his clerks in the skills of surveillance so that they can secretly gather information for him. He charges 8 GP for drawing wills and 100 GP for each civil or criminal case plus expenses and 10 GP for each clerk used to gather information concerning the case. His two offices are filled with the standard books and papers of a law office, as well as several boxes containing clothing and other props necessary for secret surveillance. Hidden beneath some of the clothing is a carefully written notebook of interesting information that has been discovered but never used in a court case. The book is worth 1,500 GP for all of the useful blackmail information that it contains. Patan's clerks are the equivalent of 2nd Level Thieves as their second class and are widely known (although mostly by reputation) throughout the city. The news that Patan has been hired for a case makes anyone who might be implicated in it check his or her closets for skeletons. Patan sometimes hires outside unknowns, usually Thieves, to assist his clerks in their investigations.

Lawyer

Ravan Kirmir

SAG	LEA	031	030	012	009	083	155	143	184	126	114	167	None

Ravan has a reputation for concocting false evidence and buying false witnesses in order to win cases for his clients. It is said that he deals with the Thieves' and Assassins' Guilds to intimidate an occasional witness who might testify against his clients. Ravan covers his shady activities very well and blends in enough true testimony to confound anyone who might try to check his facts. He trusts no clerk and, therefore, works alone. Ravan charges 120 GP plus expenses for his services, and his expense vouchers are usually double whatever the actual expenses of a case may have been. Despite his somewhat unsavory reputation and high fees, wealthy clients who cannot afford to lose their cases seek him out with enough regularity to allow him to live sumptuously. His office contains the usual law scrolls and tablets and a cashbox holding 360 GP and 456 SP.

Lawyer

Agnel the Rhymer

SAG	LNX	021	022	010	009	082	122	151	184	168	116	147	None

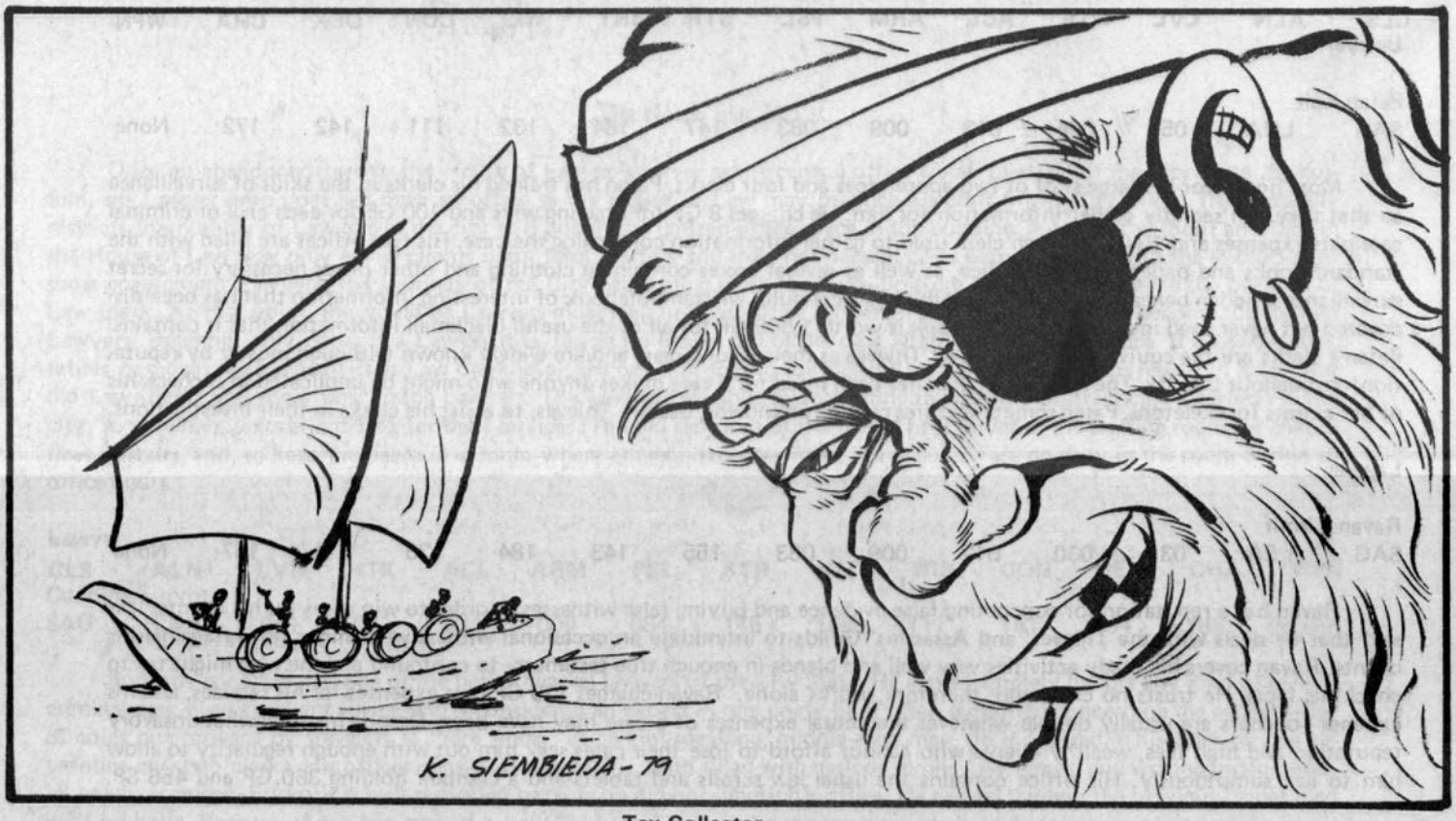
Agnel recently inherited his post and the offices of his father before he was really ready to run a law business. Although an excellent preparer of wills and a fair advisor, he has not had enough experience in the courtroom to do well in such a situation. Because of this, he avoids courtroom appearances. According to custom, he must appear in the civil court once during the year or lose his office. His two offices are cluttered with law tomes and scrolls, numerous wills, and various office supplies. He charges 10 GP for advice and wills and 50 GP plus expenses for courtroom work, but, until the year is half over, he will decline all clients who wish him to appear in the courtroom. He is assisted in his work by two apprentices and a single Law Clerk. When not in the office, he will be found wandering the beaches near Tarantis, looking for the rumored entrance to the vault of Redhand the Freeboater. He will hire a party of adventurers to assist him in his search for 1 GP per week plus a share of the treasure if it is found. The chance of the entrance to the vault being found is 1% per week, non-cumulative. The vault consists of three rooms, each locked. The first is guarded by ten Zombies, HTK 11 - 14 - 7 - 9 - 13 - 8 - 8 - 13 - 9 - 10, ACL 5, WPN Shortsword. The second room contains ten Heavy Crossbows rigged at a height of about 4' from the floor to fire at the door when it is opened (chance of being hit 1 - 3 on 1D6 for first members of a party through the door). The last room contains 5 Zombie guards, HTK 15 - 13 - 14 - 10 - 9, ACL 5, WPN Shortswords. Unfortunately, there is no treasure in the vault.

Lawyer

Segwar the Fortunate

SAG	LNG	031	026	010	009	084	111	161	142	145	128	161	Dagger

Segwar is the only lawyer knowledgeable about outlander laws, customs, and mores. His skill and oratory abilities allow him to quickly sway the judge in most cases he handles, but the legal complications of outlander cases necessitate a 10% failure rate that even a bribe to the judge will not change. He has two apprentices and two clerks working for him. One of the clerks is his son, a young man to whom Segwar plans to leave his law practice when he retires at a time far in the future. Segwar is considered quite a sportsman and regularly stages hunts in the Dyrfirwall Forest for his friends. Shrewd business dealings by his ancestors made Segwar's family quite wealthy indeed, and he works as a lawyer as a recreation rather than for a living. His fees are 230 GP for himself, 15 GP for each of his Law Clerks, and 2 GP for each apprentice, plus expenses. His set of two cramped offices are filled to overflowing with papers, law books, notes on cases, and writing instruments. Despite the best efforts of his apprentices to keep things neat, Segwar is not a tidy man by nature, so his offices always look extremely cluttered. Oddly, he is able to find anything he needs in his office in a moment unless his apprentices have put it away in its "proper" place. Under a pile of papers is a cashbox containing 115 GP, 23 SP, and 56 CP.



Tax Collector

Fu Wong, Servitor of the Treasury, is despised and widely hated. He sends his men out once a week to collect the various sales and property taxes from the populace at large. Normal citizens can't bribe him, but local nobles or rich merchant's are often ignored by the collectors. He is not to be bribed in the normal sense because he does not take cash rewards from those he favors. He prefers to be paid off in favors. Wong is a real dealer in power and uses his office to gain influence. Recently, he used his influence to get his own ideas on taxes presented to Atar the Lion rather than those of his superior, the Treasurer. He is a seeker of power for its own sake and regularly uses his tax collection influence to acquire more power.

Wong is in charge of five tax collectors who handle the ordinary collection of taxes. They are empowered to call up the town guard (who don't like it) when a person becomes hostile or refuses to pay the taxes. If the required taxes are still not paid, or the person assaults the tax collector, the tax collector has the power to temporarily arrest the offender, with the help of the town guard. The tax evader is held until double the normal taxes are paid. If a tax evader cannot pay, his property is seized by the government and sold, and his family is sold into slavery, the profit of which goes to the treasury. The tax collectors wear hoods to conceal their faces, which gives rise to their nickname, the Hooded Bandits. As a group, they are fairly honest. Wong has been known to set up traps to catch cheating tax collectors. In exchange for total obedience to Wong, the collectors have special compensation in the form of 2% of all taxes collected and immunity from all city taxes.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Fu Wong, Servitor of the Treasury													
FTR	LAN	051	024	010	009	103	125	161	131	116	113	152	Dagger
Trigus Arrover, Tax Collector													
FTR	LEG	011	026	072	030	065	154	144	175	116	135	125	Scimitar
Balamith Dyring, Tax Collector													
FTR	CGE	011	020	076	030	068	171	145	126	134	126	126	Scimitar
Arlaog Whiterunner, Tax Collector													
FTR	LEN	011	026	075	030	066	137	125	156	133	114	116	Scimitar
Brightface Skilune, Tax Collector													
FTR	CEL	011	031	075	030	064	153	125	138	166	115	121	Scimitar
Prox Rendorc, Tax Collector													
FTR	CGE	011	026	073	030	063	146	137	126	127	135	146	Scimitar

The City State Jail

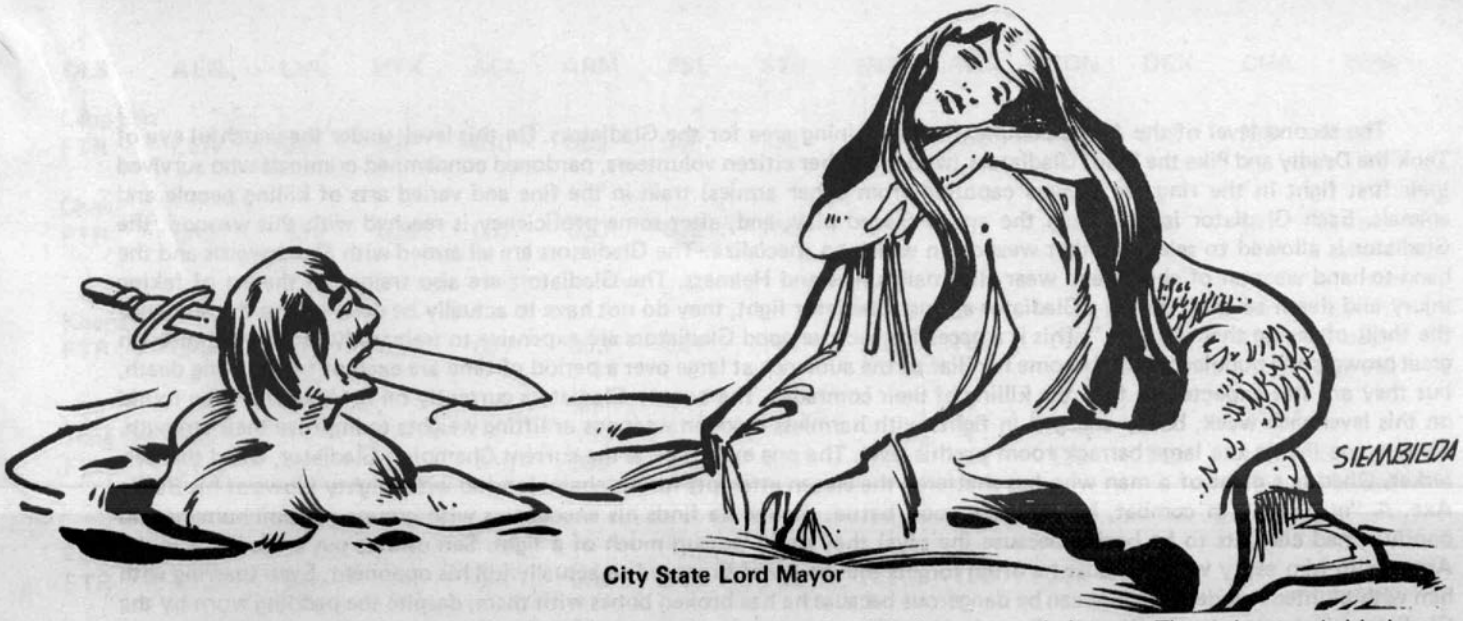
The jail of the City-State is divided into two sections, the torture chamber and the prison section. The entire complex is run by Lord of the Dark, Shang the Unnamed. Shang, like his father and his grandfather before him, faithfully serves Atar the Lion by tending the prisoners of the City-State. He is a tall man, but few know his true identity because he has never been seen in his public capacity without his executioner's hood. He oversees most of the torture and punishment for the various courts, with the exception of the Court of Lesser Offenses, which has its own flogger who is not under the direct supervision of Shang due to the numerous floggings which must be administered each day. In addition, Shang is in charge of the administration of the jail, seeing to it that the prisoners are fed and the cells cleaned when he deems necessary. Shang is careful of the stronger of his prisoners and sees to it that they are kept fit and healthy if they are not slated for the torture chamber because they are expected to produce maximum work when taken out in the prisoner work force to labor for Atar the Lion. A skilled torturer of the first water, Shang can keep a person alive in great pain for weeks; he knows when to decrease the pain to prevent the object of his torture from becoming insane with the pain or dying from the shock of it. It is said that he plays his tools of torture on the body of a person as though on a fine instrument, causing his victims to sing the truth (60% - CON% chance per week of learning the truth). He is especially sensitive to the moment when his victim has told all he or she knows of a matter and can no longer be a source of useful information. Shang takes no special delight in torture, despite his proficiency in it; he considers it part of his job and does not feel that it is evil work. He believes that any mistakes which are made are the fault of the law and the court. Because of his great knowledge about the human body, which he has gained from his work, he is often consulted on matters of healing and the prevention of pain.

Shang is concerned about his two sons, who do not seem suited to the family profession. The eldest son, Angleer, enjoys the torture aspect of the job too much and inflicts pain when it is not needed or inflicts so much pain that he totally breaks his victim without getting maximum information from him. The other son, Teni, has the skill of his father, but he plans to become a warrior because he is uneasy with the work his father does.

Shang is assisted by three torturers and five prison guards. Currently, his prison contains twenty-three prisoners, five persons who have been brought in for questioning (light torture), and one particularly heinous Assassin who tried to kill a Holy One and has been sentenced to be tortured to death for his crime. Of the prisoners, only four are anxious to escape. The four all have more than five years to serve on their sentences. The five people who have been brought in for questioning are also extremely concerned about getting out. They have been confined to the same cell and are busily digging themselves a tunnel to use as an escape. By their calculations, the group is only five days away from finishing the tunnel to the sewers beneath the City State. Once they have broken through to the sewers, they plan to use them to get out of town. Players placed in the city jail will be put in the cell with the group of tunnel diggers. If the players should complete the tunnel, which will take five nights of digging, and escape, their escape will be discovered within 1D6 hours and the Town Watch will be called out to search. Shang the Unnamed will personally offer a 50 GP reward per escaped prisoner recovered, dead or alive, which will be quickly doubled by the Taran for a total of 100 GP per head.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Shang the Unnamed													
FTR	NXX	081	040	065	040	019	168	184	136	151	165	041	+1 Battle Axe
Angleer													
FTR	LNE	021	030	060	040	012	153	121	124	121	144	054	Scimitar
Teni													
FTR	LNG	011	028	063	040	011	163	153	166	126	121	146	Scimitar
Torturer No. 1													
FTR	LEN	011	026	066	040	011	156	127	117	115	165	115	Saber
Torturer No. 2													
FTR	LNE	011	026	063	040	011	143	062	066	122	134	128	Short Sword
Torturer No. 3													
FTR	LEX	011	030	064	040	012	143	075	113	162	128	154	Quarter-staff

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Prison Guard No. 1													
FTR	LEX	011	026	065	040	055	121	116	122	141	134	111	Pole-arm
Prison Guard No. 2													
FTR	LNG	011	030	065	040	051	154	156	117	158	121	122	Long-sword
Prison Guard No. 3													
FTR	CGN	011	027	065	040	052	168	111	125	118	147	137	Halbard
Prison Guard No. 4													
FTR	LEN	011	026	065	040	052	133	182	156	135	162	136	Pole-arm
Prison Guard No. 5													
FTR	LGE	011	029	065	040	054	155	157	114	147	174	118	Short Sword
Prisoner No. 1													
FTR	CXX	011	027	000	010	069	127	182	155	155	147	135	None
Prisoner No. 2													
THF	LNC	041	035	000	010	012	143	183	167	157	124	156	None
Prisoner No. 3													
FTR	CNA	011	029	000	010	011	184	117	116	118	185	157	None
Prisoner No. 4													
FTR	LNG	011	027	000	010	011	146	114	064	134	166	167	None
Prisoner No. 5													
FTR	LNE	011	031	000	010	011	153	147	126	162	166	037	None



City State Lord Mayor

Amir Sutab is only a figurehead; he has no real voice in matters of political or economic import. The real power behind his office is The Malix Proctor, Ablamar. Ablamar would do anything to get Sutab's office. Ablamar has incrimanating evidence of the misappropriation of royal funds and other indiscretions performed by Sutab. With his evidence, Ablamar has blackmailed the mayor into issuing bills to promote his own political causes. Unknown to Ablamar, Sutab has placed a contract on his life with the Assassins' Guild, but no attempts have been made as yet to collect it.

The Arena

Once every week, the Arena of the City-State holds mock-battles and other sporting events. When the Arena is in session, shops close, the courts become empty, and even Thieves take a vacation. The Arena is free to all citizens; non-citizens must pay 1 SP to get in. This is because the costs of operation are defrayed by the gambling done on the fights held in the Arena as well as by support given to it by local nobles, who are bound by tradition to aid in its upkeep. The Arena can seat 4,000 people and is enclosed by a roof to provide protection from the weather. The interior is lit by a magical *Permanent Sphere of Light* that acts as a miniature sun, totally lighting the area, although it is not hot to the touch. Any attempt to remove the Sphere will cause it to go out.

The schedule varies somewhat at the Arena. Generally, the entertainment begins with a fight between a Bull and a Brown Bear, followed by two Fighters armed with Cestuses. Afterward, an Elephant or other large animal is pitted against a trio of large cats, usually Lions or Tigers, depending upon which is handiest at the time. Sometimes, the entertainment includes a team of four Horse Lancers fighting a trio of Archers riding a four-man War Chariot; at other times, a succession of condemned criminals armed only with Shortswords fight a variety of large carnivores such as Lions, Tigers, or Bears. If the criminal survives his encounter with the animal, he is pardoned and may become a Gladiator; he is never freed. The first big event of the day is usually a pitched battle between two groups of ten to fifteen Gladiators armed with various hand-to-hand weapons, followed by a match between two picked Gladiators which is rarely to the death. Several boxing matches usually take place between this and the second big event of the day, which is either a fight to the death between the Champion Gladiator and a challenger or, if no challenger steps forward, between the Champion Gladiator and six prisoners or captured demi-humans such as Goblins. Several smaller skirmishes between pairs of trained Gladiators are held before the final big event, which is usually some sort of very large monster such as an Ogre being pitted against a number of Gladiators, armed condemned men, or demi-humans. The type of monster varies, but Ogres are the ones most often captured for this sort of sport.

The Arena is composed of three levels. The first level is the actual enclosed Arena. The second level, below the first, is the training quarters for the Gladiators. The third level, nicknamed "The Zoo", consists of holding pens for the animals, convicted criminals, demi-humans, and monsters.

The first level is surrounded by a 15' tall wall designed to prevent escape by those people and animals within and enhanced by an invisible *Field of Force* that, even for the small area covered, costs the owner of the Arena, Leng Sen, quite a bit of money to keep in good working order. Various betting shops and food stands are set up on this level, and they turn a good profit for Leng, who employs 15 slaves to run the stands, all of whom do an excellent job for fear of being put into the Arena. The seats of the Arena are hard stone, but several box seats, including a special one for the sponsor of the day's entertainment, are placed at strategic locations for the best possible view of the proceedings within the Arena and contain several cushioned chairs. Order is kept in the stands by a dozen guards armed with Clubs, who use their weapons freely if the spectators get too rowdy. Located in rooms beneath the stands are various holding cages for the animals, people, and monsters awaiting their turn to enter the Arena. A system of levers and pulleys is used to enable Sen to control the opening of all doors leading into the Arena to keep the events organized and going with minimal delay. A large pit leading down to the lowest level is hidden behind a black door. It is into this pit that the cleanup crew of 10 slaves armed with Spears (for putting any dying people and animals out of their misery) toss the corpses from the melees in the Arena, with the exception of the corpses of the Gladiators, who are given burials in keeping with their status. Behind a red door that also opens to the Arena floor is an infirmary where wounded Gladiators are tended, and several doors open to ramps leading to the second level of the complex.

The second level of the Arena complex is the training area for the Gladiators. On this level, under the watchful eye of Tenk the Deadly and Pike the Bold, Gladiators (who are either citizen volunteers, pardoned condemned criminals who survived their first fight in the ring, or soldiers captured from other armies) train in the fine and varied arts of killing people and animals. Each Gladiator is trained in the art of Sword play, and, after some proficiency is reached with this weapon, the Gladiator is allowed to select another weapon in which to specialize. The Gladiators are all armed with Shortswords and the hand-to-hand weapon of choice and wear Ringmail tunics and Helmets. The Gladiators are also trained in the art of faking injury and death so that, during a Gladiator-against-Gladiator fight, they do not have to actually be dead to give the audience the thrill of seeing them "killed." This is a necessity because good Gladiators are expensive to train; only those who, through great prowess and popular appeal, become familiar to the audience at large over a period of time are exempt from faking death, but they are still expected to fake the killing of their comrades. The twenty Gladiators currently on Sen's staff will be found on this level each week, busily engaged in fights with harmless wooden weapons or lifting weights to improve their strength. All but one live in the large barrack room on this level. The one exception is the current Champion Gladiator, Obed the Berserker. Obed is a giant of a man who has shattered the eleven attempts for his championship with mighty blows of his Battle Axe. A "mad-man" in combat, he enjoys a good battle, though he finds his encounters with groups of demi-humans and poorly-armed convicts to be boring because (he says) they don't put up much of a fight. Sen cannot put a Gladiator in the Arena with him every week because he often forgets that he is not supposed to actually kill his opponent. Even sparring with him with blunted wooden weapons can be dangerous because he has broken bones with them, despite the padding worn by the Gladiators during test bouts. Obed the Berserker has his own private room, a good supply of wine and other refreshments even though regular Gladiators are allowed only one tankard of wine a day, and, due to betting on himself, enough of a fortune hidden away to buy his freedom from the Gladiatorial ring if he wished. However, he feels that he has several good years left at the Arena and wishes to remain to earn even more money with which to set himself up comfortably when he does retire. Also on the second level is the Weapons Room which contains not only 100 Short Swords but also two of every type of weapon known to man, ranging from an Elephant Goad Ank to a War Fan. Also on this level is Sen's treasury which, on the day after an Arena exhibition, is loaded with about 19,000 GP and 5,000 SP that represents the profits from the betting and the gate and food stand receipts. The treasury is emptied the following day, and, until the next set of games, it contains a mere 50 GP and 200 SP to cover minor expenses. All twelve arena guards and three Gladiators guard the massively built locked door to the treasury when it is full, but only one guard is on duty the rest of the time. The slaves who compose the concession and clean up staff are housed on this level as well.

The third level is used to store animals, condemned men who have been slated for the Arena, and various lots of captured demi-humans (presently, only Goblins). The cells beneath the Arena contain only fifteen convicts at present because Sen hasn't had the time to get more in since the last exhibition. One of these is aware of an exit from this level to the sewers of the City State through an unguarded pit into which the offal and excrement from the Arena is dumped. Another is in possession of the knowledge of the whereabouts of a treasure map to a great treasure buried on an island near Tarantis. If he is included in any successful attempt at escape, he will gratefully lead his rescuers to the location of the secreted map (Judge's choice). The level also contains 20 Goblins, HTK 11 - 9 - 8 - 8 - 5 - 6 - 8 - 8 - 11 - 11 - 12 - 12 - 12 - 12 - 14 - 13 - 10 - 10 - 10 - 10. When released, they will rush toward the surface, ignoring whoever released them and attempting to kill anyone or anything that gets in their way. The monster pens contain three Giant Baboons, HTK 11 - 17 - 16, three Zombies, HTK 21 - 20 - 15, WPN Short Sword, and a single Croc-man, HTK 15. The pit into which the dead from the Arena are thrown can be opened on this level; the corpses are fed to the monsters and Goblins. The uneaten remains are tossed into the shaft that leads into the sewers beneath the city. Anyone attempting to leave by the shaft will encounter a group of 14 Sewer Rats, HTK 7 - 1 - 3 - 3 - 4 - 4 - 5 - 5 - 6 - 7 - 5 - 1 - 5 - 7, who feed upon the scraps which come down the shaft. The Sewer Rats will attack anyone who comes down the shaft. Three guards on this level tend the monsters and humans and will attempt to prevent any escape.

Leng Sen, the owner of the Arena, purchased it from the previous owner and founder when she retired. Sen is a hard taskmaster who pushes his staff to its limit in order to get as much work out of them as he can for as little money as possible. He has degraded the level of danger in the Arena by having Gladiators fake fights and by rigging some of the fights, but the crowds have yet to diminish because of it. A shrewd operator, he intends to make a fast fortune on the Arena and then retire to a life of wealth and leisure, as his predecessor did. Due to the amount of overhead needed to run the Arena, his plan will require more time to complete than he thinks. He is always guarded by two bodyguards, Chan and Khanat, when he visits the lower levels of the Arena because he fears the attack of an escaped convict or a monster.

The statistics given for Gladiators, Arena Guards, and Convicts are to be re-used at will to fill out the ranks of NPCs used in the running of the Arena.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Leng Sen													
FTR	LEN	011	027	010	009	069	132	152	152	145	138	166	Cestus
Chan													
FTR	LNX	031	029	007	030	052	165	126	167	164	146	161	Broad-sword
Khanat													
FTR	CNE	031	034	007	003	051	144	126	135	146	125	166	Broad-sword
Teng the Deadly													
FTR	LEN	051	035	010	009	025	136	152	141	135	112	148	Short-sword
Pike the Bold													
FTR	LGA	051	036	010	009	025	121	122	126	136	113	147	Foot Mace
Obed the Berserker													
BER	CGN	061	042	005	052	029	188	144	113	146	145	113	Battle Axe
Gladiator No. 1													
FTR	LNE	021	027	005	052	021	152	065	126	116	133	124	Cestus
Gladiator No. 2													
FTR	LGA	031	033	005	052	023	155	114	128	151	143	171	Short Sword
Gladiator No. 3													
FTR	CNG	031	031	005	057	032	164	155	157	131	152	145	Trident
Gladiator No. 4													
FTR	LNE	021	028	008	027	014	165	176	124	173	176	132	Short Sword
Arena Guard No. 1													
FTR	CNL	011	029	003	072	051	142	166	157	152	161	154	Whip
Arena Guard No. 2													
FTR	CGE	011	034	003	072	052	185	132	141	167	152	122	Long-sword
Arena Guard No. 3													
FTR	CEL	011	031	003	074	052	141	115	145	172	172	175	Spear
Arena Guard No. 4													
FTR	LGN	011	031	003	074	056	166	131	136	153	131	132	Great Sword
Convict No. 1													
FTR	LEG	011	029	010	006	011	156	114	137	145	115	112	Dirk
Convict No. 2													
FTR	CEN	011	023	010	009	113	111	125	168	127	166	156	Battle Axe

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Convict No. 3													
FTR	LNG	011	024	008	022	013	134	168	144	113	146	145	Battle Axe
Convict No. 4													
FTR	LNA	021	029	010	008	011	152	114	127	134	125	155	Quarter-staff

The Armory

The Armory is located near the Main Gate. This is where most of the weapons are repaired and where war machines are constructed. It is supervised by Merwin the Despotic, a man who has been constructing siege machines for two decades. He was impressed into the Tarantine Navy forty-three years ago and has attempted to desert several times. Two guards, under the direct orders of the Taran himself, accompany Merwin. He is assisted by Kared Byre, a Captain in the Tarantine Army. Together, they have created some brilliant siege machines. Antoher part of the shop is used to repair broken weapons and war engines. Twelve guards, four carpenters, six laborers, a weaponsmith, and an armorer work in shifts constantly. A large backlog of damaged arms and armor has piled up. Stored are 4 Onagers, 5 Dart Throwers, 38 Ladders, 68 Spears, 22 Light Crossbows, 38 Longbows, 16 Short Swords, 11 Halbards, 8 Polearms, 3 Blowguns, 49 Shields, 65 Dirks, 4 Chainmail Tunics, 8 Leather Jacks, 3 Holy Water Sprinklers, 5 Voulges, 2 Battle Axes, 2 Arbalests, a Multiple Crossbow, and a Battering Ram (70% are damaged).

Volunteer Fire Brigade

Rothgard the Warder maintains the firefighting equipment in a small stable near the North Gate. The citizens take pride in their fire brigade, and th Taran presents medals once per year to any deserving citizen for acts of valor. Volunteer Mages are required to keep a *Water Creation* spell in reserve at all times. The brigade is empowered to impress all citizens below PSL 6 into temporary service with jugs and Axes in an emergency. Rothgard also operates a temporary shelter for stray pets and animals in the stable.

Rothgard the Warder													
CLR	LGX	041	026	009	013	085	112	143	117	153	173	162	Great Axe

Keen Sightings

The range of unobstructed sighting possible should be varied according to creature type. For the purposes of this guideline, a man of normal height is assumed to be the observer. Allow 5 miles per foot of height from 1' - 10', an additional 2 miles per foot from 11' - 50', and 1 additional mile per foot thereafter - for unobstructed viewing. Probability of discernment of details is equal to 2% times height, in feet, of detail; a bonus to the basic probability is given for details within 1000' of the observer - within 100. +50%, within 200' +45%, within 300' +40%, etc., to within 1000' +5%. There is a 10% per mile discernment penalty after the first mile from the observer. Thus, a viewer may sight a 20' Dragon at a distance of 15 miles and discern that it is, in fact, a Dragon 40% - 150% = 00% of the time. In other words, the Dragon would appear only as a dot on the horizon.

Obstructions will impair sighting, and it is encumbent upon the Judge to determine the correct method of sighting to be used according to situation. Judge must determine what measurement increment is to be used for the distance and height ranges listed according to the specific circumstances. For instance, in a mountain gorge, the obstruction distance might be in feet or yards, whereas, traveling on the mountain's spur, the obstruction distance might be thousands of yards or miles. The following guideline is for ground level sighting and is recommended for determining obstacles in any direction corresponding to a hex field. North, NE, SE, South, SW, and NW. The PROB of Flora and Fauna is indicative of that life within the distance of the obstacle and has nothing to do with sighting.

Obstruction	Open Sea	Packed Desert	Drifting Dunes	Hills	Light Forest	Heavy Forest	Mountains	Jungle	Plains Steppes
Probability	05	40	60	72	80	90	75	96	15
Distance	1 - 12	20 - 40	10 - 60	10 - 80	3 - 18	2 - 12	30 - 180	1 - 6	80 - 480
Height	1 - 10	4 - 24	7 - 42	8 - 48	5 - 30	6 - 36	40 - 240	6 - 36	2 - 12
Weather	62	24	16	32	34	36	26	38	40
Flora	16	10	06	42	65	75	21	82	28
Fauna	25	15	05	35	88	96	18	98	34

Hydrographic Terrain

Only streams, rivers, and lakes have been printed on the campaign level maps. Other hydrographic terrain is encountered upon scouting or prospecting one of the .20 mile hexes - 1056 feet across - following the format of the Keen Sighting guidelines. Add 10% to encounter probability for river and coastline hexes and subtract 40% for desert hexes.

	Feature	Width	Depth	Encounter
1	Rivulet	2' - 12'	1' - 6'	01 - 30
2	Streamlet	4' - 24'	2' - 12'	31 - 50
3	Rill	6' - 36'	3' - 18'	51 - 65
4	Brooklet	8' - 48'	6' - 36'	66 - 76
5	Runnel	20' - 120'	10' - 60'	77 - 85
6	Brook	60' - 360'	20' - 120'	86 - 94
7	Runlet	80' - 480'	40' - 240'	95 - 98
8	Stream	100' - 1000'	60' - 360'	MAP ONLY
9	River	200' - 2000'	100' - 1000'	MAP ONLY
10	Unusual	*	*	99 - 00

	*Unusual
1	Spring
2	Quicksand
3	Geyser
4	Spray
5	Boiling Springs
6	Pool 40' - 240'
7	Pond 100' - 1000'
8	Water Hole
9	Hot Springs
10	Lake - MAP ONLY

For generating an indicated water course, use the following table. Add or subtract from relevant dimensions 10% where prudent. Keep in mind that the dimensions should increase when moving downstream and decrease when moving upstream - apply a 5% bonus to reflex this difference. Subtract 3 from all die rolls not made for hill or mountain hexes. Rolls not on the chart indicate no overall change.

1. Narrows
2. Widens
3. Turns Left
4. Turns Right
5. Shallower
6. Deeper
7. Partial Blockage
8. Fall 10' - 1000'
9. Rapids
10. Isle or Bar

Partial Blockage
1. Slide
2. Flora
3. Fauna
4. Rocks
5. Construction
6. Debris

Debris
1. Skeletons
2. Refuse
3. Flotsam
4. Brush
5. Logs
6. Wrecks

Construction
1. Dam
2. Stilt Hut
3. Bridge
4. Dock
5. Ruins
6. Mill

Slide
1. Mud
2. Gravel
3. Sand
4. Rocks
5. Clay
6. Salt*

*PROB of Edible Salt VM 2.0, Ore Grade 1 - 4

Flora
1. Mold
2. Weed
3. Flower
4. Herb
5. Vegetable
6. Fruit

Flora State
1. Seedling ¼ Size
2. Sprout ½ Size
3. Mature Full Size
4. Ripe
5. Decayed ½ Size
6. Withered ¼ Size

Flora Size
1. Creeper 4" - 24"
2. Underbrush 6" - 36"
3. Brush 1' - 6'
4. Shrub 2' - 12'
5. Vine 3' - 18'
6. Tree 4' - 40'

Fauna
Roll by Terrain Type on Encounter Tables appropriate to the situation.

Prosperous Prospecting

Prospecting a .20 mile hex requires one week of time with attendant encounter die rolls. Once found, the Deposit Type is diced for, and workers must be hired to "mine" the deposit. Roll for Ore Grade, and then determine the value of the "worked" minerals using the following formula: 1700 x Cubic Feet of Ore Deposit Volume x Yield Percentage x Value Multiplier. The product is the value in Gold Pieces of the refined or "worked" mineral. Note that Marble and Gems are not determined in this manner. ****For the GP value of Marble from a Marble deposit, use the following formula: Marble Class Percentage x Marble Type Number x Cubic Feet of Deposit x Yield Percentage. ****For Gem ore GP value of rough stones, use the following formula: 10 x Cubic Feet of Deposit x Value in GP of Gem Type. A stone cutter jeweler (as Engineer) can increase or decrease the value of each cubic foot of rough gem stones. Dice on the Stone Cutting table, adjusting +1 for DEX above average and -1 for below average DEX of the jeweler.

	Deposits	Cubic Feet*	Find PROB*
1.	Trace	1 - 6	40%
2.	Thread	1 - 8	38%
3.	Streak	1 - 10	35%
4.	Leader	2 - 12	30%
5.	Vein	3 - 18	20%
6.	Seam	4 - 24	09%
7.	Ledge	6 - 36	07%
8.	Placer	8 - 48	04%
9.	Lode	9 - 54	02%
10.	Mother Lode	1 - 6 x Lode	01%

	Ore Grade	Yield**
1.	Fools	01%
2.	Vile	10%
3.	Base	15%
4.	Mediocre	25%
5.	Poor	30%
6.	Fair	35%
7.	Fine	40%
8.	Superior	45%
9.	Sublime	50%
10.	Majestic	60%

	Other Minerals	VM*
1.	Volcanic**	.009
2.	Mercury	.008
3.	Sulphur	.006
4.	Tin	.006
5.	Zinc	.010
6.	Lead	.009
7.	Coal	.005
8.	Porcelain, Clay	.003
9.	Petroleum	.004
10.	Semiprecious	

	Semi-Precious	VM*
1.	Copper	.02
2.	Iron	.06
3.	Quartz	.03
4.	Meteorite	.08
5.	Carnelian	.09
6.	Jasper	.07
7.	Marble***	---
8.	Nitre	.05
9.	Alum	.04
10.	Precious	

	Precious Minerals	VM*
1.	Orichalcum	40.0
2.	Ophite	0.5
3.	Silver	0.1
4.	Gold	1.0
5.	Electrum	2.0
6.	Platinum	5.0
7.	Mithril	10.0
8.	Adamantite	20.0
9.	Magicum	30.0
10.	Gems****	---

*For Semi-Precious Double
For Other Minerals 1 - 6x
For Rocks 1 - 100x

**Cost to refine is 30% of GP value of yield less the Deposit number - i.e. 20% for Mother Lode.

**Concrete Grade

Find PROB is rolled only if scouting a .20 mile hex in which the Judge has predetermined that a deposit exists. Prospecting allows a cumulative PROB die roll once per week.

Stone Cutting

1. Decrease Value 80%
2. Decrease Value 30%
3. Increase Value Double
4. Increase Value Triple
5. Increase Value Fourfold
6. Increase Value 5x

Rocks	VM*
1. Granite	.0008
2. Shale	.0007
3. Limestone	.0006
4. Chalk	.0004
5. Sandstone	.0003
6. Other Minerals	

Rock Sizes
1. Sand .01" - .10"
2. Gravel .1" - 1.0"
3. Pebbles 1" - 3"
4. Stones 2" - 12"
5. Rocks 4" - 24"
6. Boulder 2' - 12'

*VM: Value Multiplier
Ore weight is 1700 GP, not Value; see other rule on Prospecting.

Marble Class	
01 - 20	Gray
21 - 38	Brown
39 - 54	Blue Gray
55 - 69	Black
70 - 80	Yellow
80 - 85	Pink
85 - 92	Red
93 - 95	Green
96 - 97	Blue
98 - 99	Snow White
00	Iridescent

Marble Types

1. Solid
2. Mottled
3. Coral
4. Fossil
5. Striped
6. Translucent

Triumphant Grand Tactical

The campaign maps use a scale of 5 miles per hex. Within each 5 mile hex are 625 small hexes, each .2 miles across (1056', or 352 yards). Each .2 mile hex contains 22.2 acres, or 967,032 square feet. A .2 mile hex may be more finely divided by making it the encompassing hex; each small hex within it will be 42.24' wide. Following is a small section on a simplified rule on movement/terrain points.

Simplified Movement/Terrain Points

Each turn of movement on the Grand Tactical hexes is 1 hour long. Your movement points are the same as your dungeon move distance in inches; see the following table. Each hex costs the movement points listed to enter; if you do not have enough remaining points to pay the cost listed, you cannot enter the hex. (Optionally, a player may always move one hex, despite terrain penalties.)

Terrain Point Costs to Enter a Hex

Movement Points		General		Slopes		Hydrographic		Hours of Daylight
Encumbered	3	Road	½	Gentle	2	River Ford, Stream, Deep		Winter - 8 hours
Armored Foot	6	Plains/Steppes	1	Rise	4	Gully, or Swift Current	+3 to Cross	Spring - 12 hours
Heavy Foot	9	Brush	2	Steep	6 NH	Small Gully or Slow		Summer - 16 hours
Light Foot	12	Light Woods	3	Cliff	9 NH	Current	+1 to Cross	Fall - 12 hours
Heavy Horse	15	Dense Woods	5 NH	Talus/Rocks	6 NH	(Crossing cost is additional to other terrain)		
Medium Horse	18	Packed Desert	2					
Light Horse	24	Dunes	4 NH					

NH - Horsemen are not allowed except in the case of dunes and dense woods, where they are required to dismount and walk their horses.

Deduct 1/3 of your movement points for each of the following conditions: snow, mud, extreme heat or cold, or non-moonlit night turns.

Constitution Check

Player(s) must make a Constitution Check whenever they attempt to climb steep hills or cliffs, move when having not eaten in the last 6 hours, or move when having not slept in the last 10 hours. A Constitution Check is performed by rolling a 20-sided dice with any result **equal to or less than** your CON to succeed. Failing the check by rolling higher than your CON reduces your movement points by half on succeeding turns if you do not take a turn out to rest and not move. Successive failures after the first reduce your movement points by half again, until rested. The Judge should give bonuses or penalties on top of this guideline for circumstances and player actions.

Movement Obstacles

To determine movement obstacles, dice on the following tables, adjusting for the type of terrain in the 5-mile hex in which the .2-mile hexes are located. Movement penalties for Uplands and Lowlands are solely dependent upon the Slope Grade, which is determined independently each .2 mile hex for that particular contour. Flatland penalties are a function of the feature encountered and should be adjusted by the Judge according to the severity of each situation. Avoiding obstacles by encircling them negates the penalty. Obstacles which indicate Flora or Fauna also require some input by the Judge because no tables are provided for each habitant. Note that the encounter with Fauna opens the possibility of hunting by the players and adds a feel of realism to the wilderness. The numbers following Uplands indicate the range of the die roll to be used.

Type of 5 Mile Hex Terrain

General	Hills and Dunes	Mountains	Open Sea
1. Flatlands	1. Flatlands	1. Flatlands	1. Sandbar
2. Flatlands	2. Flatlands	2. Uplands 1 - 20	2. Reef
3. Flatlands	3. Uplands 1 - 10	3. Uplands 1 - 20	3. Islet
4. Flatlands	4. Uplands 1 - 10	4. Uplands 1 - 20	4. Flotsam
5. Uplands 1 - 6	5. Lowlands	5. Uplands 1 - 20	5. Jetsam
6. Lowlands	6. Lowlands	6. Lowlands	6. Flora
7. Flora	7. Flora	7. Lowlands	7. Fauna
8. Fauna	8. Fauna	8. Hydrographic	8. Floe
9. Hydrographic	9. Hydrographic	9. Flora	9. Whirlpool
0. Hydrographic	0. Uplands 1 - 10	0. Fauna	0. Sandbank

Slope Grade in Degrees		Upslope Penalty	Downslope Penalty
01 - 20	Incline	-2"	0"
21 - 30	Mild	-4"	0"
31 - 40	Gentle	-6"	-2"
41 - 50	Steep	-8"	-4"
51 - 60	Abrupt	-10"	-6"
61 - 70	Torturous	-12"	-8"
71 - 80	Breakneck	-14"	-10"
81 - 90	Precipice	-16"	-12"

Adjust movement penalty for DEX above 12 to +3" and below average to -3". Only footmen can ascend to Ledges. For Horses, dice normally, although they cannot ascend slopes steeper than Abrupt. Donkeys and Goat-like beasts dice as high DEX for purposes of slippage. Probability of slip is half the degree of slope stated as a percentage. Thus, a man ascending a slope of 30 degrees has a 15% chance of slipping; treat as a fall for damage. Adjust for DEX above 12 at -10% and DEX below 9 at +10%, as well as for each movement penalty beyond the first at -05%. Therefore, the man climbing the 30 degree slope can reduce his chance of falling by 05% if he slows his movement by 8". When prudent, the Judge should adjust the movement/time scale to tens of feet/10 minutes or .2 mile hexes moved/hour. Hills generally consist of 1 - 10 contours of 2' - 200' in height each, and mountains would usually consist of 30 - 180 contours of 2' - 200' each. Contours descend in overall length as they stack, but more than one contour can exist on the same lower contour, forming spurs and ridges with defiles. The sub-table for Lowlands gives the overall dimensions of the features, and the Uplands sub-table gives the heights of the rises with respect to the position of the viewer from a lower contour; it does not preclude the possiblity of a higher contour beyond the viewer's position. These guidelines need the discerning eye and practiced hand of a skilled Judge to be applied well.

Lowlands	Width	Depth
1. Cul-de-Sac	30' - 180'	30' - 180'
2. Dip	30' - 180'	1' - 20'
3. Sinkhole	20' - 120'	10' - 100'
4. Excavation	See Sub-table	
5. Water Course	See Sub-table	
6. Dingle	See Sub-table	
7. Dale	60' - 240'	21' - 40'
8. Dell	80' - 480'	30' - 180'
9. Basin	100' - 1M	60' - 360'
10. Bottom	1M - 4M	90' - 540'
11. Glen	2M - 12M	100' - 1M
12. Vale	3M - 18M	200' - 1200'
13. Hollow	4M - 24M	300' - 1800'
14. Valley	5M - 30M	400' - 2400'
15. Gorge	2M - 12M	600' - 3600'
16. Defile	1M - 6M	700' - 4200'
17. Cleft	100' - 1M	800' - 4800'
18. Crater	10' - 1M	10' - 1M
19. Chasm	30' - 180'	900' - 5400'
20. Canyon	5M - 30M	800' - 4800'

M= 1000'

Uplands	Width	Height
1. Cul-de-Sac	30' - 180'	30' - 180'
2. Boulders	2' - 12'	2' - 12'
3. Rise	20' - 120'	4' - 24'
4. Elevation	See Sub-table	
5. Mound	60' - 360'	10' - 60'
6. Hummock	100' - 600'	32' - 42'
7. Hillock	200' - 1200'	42' - 52'
8. Knoll	300' - 1800'	52' - 62'
9. Butte	400' - 2400'	62' - 72'
10. Hill	500' - 3M	72' - 82'
11. Ridge	See Sub-table	
12. Mount	600' - 3600'	82' - 92'
13. Cliff	See Sub-table	
14. Pike	800' - 4800'	92 - 102
15. Vantage	1M - 6M	102' - 112'
16. Spur	2M - 12M	112' - 122'
17. Tor	4M - 24M	122' - 132'
18. Mountain	5M - 30M	132' - 142'
19. Ered	6M - 36M	142' - 152'
20. Crest	See Sub-table	

Flatlands
1. Cul-de-Sac
2. Hydrographic - Water Course if Desert
3. Trees - Sand if Desert or Mountain
4. Sand - 20 - 120 Hexes if Desert; Move -2"
5. Flora - See Sub-table
6. Trap - See Sub-table
7. Swamp - See Sub-table
8. Mud Flat - Salt if Hard Packed Desert
9. Fauna - See Sub-table
10. Field - See Sub-table
11. Construct - See Sub-table
12. Grassland - See Subtable; Sand if Desert
13. Muck - 1 - 6 Hexes; Move -4"
14. Rocks - See Sub-table
15. Pumice - Move -4"; No Sighting if Riding
16. Slime - PROB SLIP as Breakneck Slope
17. Inclosure - See Sub-table
18. Lair - As Monster Lair
19. Ruins - See Sub-tables
20. Passages - See Sub-table; Random Direction, PROB 10%/Hex of end

Excavation*	Width	Depth
1. Trench	1' - 100'	1' - 20'
2. Ditch	3' - 18'	2' - 12'
3. Furrow	2" - 12"	1" - 6"
4. Pit	3' - 18'	4' - 24'
5. Hole	1' - 6'	60' - 360'
6. Well	2' - 12'	40' - 240'
7. Mine	2' - 12'	100' - 1M
8. Reservoir	40' - 240'	10' - 60'
9. Terraform	1' - 100'	3' - 300'
10. Cistern	6' - 36'	20' - 120'

*PROB 10% of Stairway

Elevation	Width	Height
1. Monolith	9' - 54'	20' - 200'
2. Tumulus	60' - 360'	As Width
3. Barrow	80' - 480'	40' - 240'
4. Totem	4' - 24'	30' - 180'
5. Tower	10' - 60'	20' - 120'
6. Spire	3' - 18'	10' - 100'
7. Building	10' - 40'	10' - 40'
8. Stairway	6' - 36'	30' - 180'
9. Terraform	90' - 540'	90' - 540'
10. Heap	4' - 240'	As Width

Crest
Top Contour of 12′ - 19′

Type	Height	.2 Mile Hexes	Slope
1. Dome	7′ - 42′	1 - 4	Gentle
2. Summit	8′ - 48′	1 - 6	Steep
3. Point	9′ - 54′	2 - 12	Abrupt
4. Peak	20′ - 120′	3 - 18	Torturous
5. Horn	40′ - 240′	4 - 24	Breakneck
6. Pinnacle	60′ - 360′	5 - 30	Precipice

Ridge
Top Contour of 5′ - 10′

Type	Height	.2 Mile Hexes	Slope
1. Dune	4′ - 24′	1 - 2	Mild
2. Fold	6′ - 36′	8 - 48	Gentle
3. Escarpment	7′ - 42′	4 - 24	Steep
4. Rough	8′ - 48′	2 - 12	Abrupt
5. Broken	8′ - 48′	2 - 12	Torturous
6. Hogback	8′ - 48′	1 - 6	Breakneck

Trap
1. Pitfall
2. Snare
3. Fauna*
4. Stakes
5. Lure
6. Deadfall

*Webs, etc.

Cliff
Lower Contour of 14′ - 19′

Type	Height	.2 Mile Hexes	Slope
1. Steep	6′ - 36′	1 - 6	Steep
2. Scarp	7′ - 42′	2 - 12	Steep
3. Fault	6′ - 36′	10 - 60	Abrupt
4. Crag	8′ - 48′	4 - 24	Breakneck
5. Bluff	10′ - 60′	6 - 36	Abrupt
6. Promontory	20′ - 120′	30 - 180	Precipice

Dingle
Flora and Lair Always Present

Type	Width	Depth
1. Clearing	1′ - 10′	1′ - 10′
2. Glade	2′ - 20′	2′ - 20′
3. Grot	3′ - 30′	3′ - 30′
4. Grotto	4′ - 40′	4′ - 40′
5. Cave	5′ - 50′	5′ - 50′
6. Cavern	6′ - 60′	6′ - 60′

Enclosure*

Type	.2 Mile Hexes
1. Pen	¼
2. Sheepfold	½
3. Coup	½
4. Pigsty	1 - 6
5. Corral	2 - 12
6. Kennel	3 - 18

*No Move Penalty. PROB 30% of domesticated creatures NA 1 - 100 with PROB 80% Guardian/Herder

Water Course
Water Depth 1″ - 6″ Although Feature Is Full Sized

1. Freshet*	2′ - 12′	1′ - 6′
2. Gully	6′ - 36′	3′ - 18′
3. Ravine	20′ - 120′	10′ - 60′
4. Channel	80′ - 480′	40′ - 240′
5. Waddis*	100′ - 1M	60′ - 360′
6. Hydrographic	See Sub-table	

*Completely dry except in rainy season or during flood

Passages*

Type	Bonus	Move Adjustments
1. Track	+1″	Fauna Passage
2. Path	+2	1′ - 6′ Overgrown
3. Trail	+3	2′ - 12′ Marked
4. Gravel Road	+4	Construct
5. Roman Road	+5	Construct
6. Asphalt	+6	Construct

*Do not negate Slope Penalty

Construct*
8″ - 48″ Tall
1. Hedgerow
2. Fence Paling
3. Low Wall
4. Pavement
5. Pile
6. Signpost

*No Move Penalty if less than creature's height, otherwise -2″

Swamp*

Type	.2 Mile Hexes	Penalty
1. Morass	1 - 6	-1″
2. Mire	2 - 12	-2″
3. Fen	3 - 18	-3″
4. Bog	4 - 24	-4″
5. Marsh	5 - 30	-5″
6. Quagmire	6 - 36	-6″

*True Swamps appear only on Maps

Grassland*

Type	.2 Mile Hexes	Height	Penalty
1. Field	1 - 6	6″ - 36″	0″
2. Pasture	2 - 12	6″ - 36″	0″
3. Paddock	3 - 18	6″ - 36″	0″
4. Meadow	4 - 24	9″ - 54″	-2″
5. Heath	5 - 30	10′ - 60′*	-3″
6. Range	6 - 36	20′ - 120′*	-4″

*Steppes and Plaines appear only on Maps. Flora higher than viewer negates sighting.

Ravaged Ruins

Roll Class, Condition, Covering (if Applicable), State, Keeper, and Sub-tables

Class	Condition	Covering	State	Keeper
1. Ruins	1. Partially Covered	1. Sand	1. Crumbled and Decayed	1. Mechanical
2. Relics	2. Fully Covered	2. Ashes	2. Disfigured and Defaced	2. Giant Types
3. Remains	3. Above Ground	3. Cinders	3. Worm-eaten	3. Dragon Class
4. Vestiges	4. Rocky Slope	4. Earth	4. Crystalized and Petrified	4. Undead Types
5. Remnants	5. Inside Cavern	5. Thicket	5. Corroded and Eroded	5. Lycanthropes
6. Refuse	6. In Crevice	6. Mold	6. Collapsed and Tumbled	6. True Giants
7. Wrecks	7. Beneath Overhang	7. Slime	7. Mouldy and Contaminated	7. Animals
8. Skeletons	8. Large Crater	8. Rocks	8. Dangerous Operational	8. Insects
9. Antiques	9. Partially Sunken	9. Webs and Dust	9. Partially Operational	9. Trap
10. Artifacts	10. Charred and Burned	10. Vines	10. Fully Operational	10. None

Ruins	Manor	Village	City
1. Manor	1. Hut	1. 2 - 12 Huts	1. 7 - 42 Houses and Citadel
2. Village	2. Hovel	2. 4 - 24 Hovels	2. 8 - 48 Houses
3. City	3. Hall	3. 6 - 36 Cottages	3. 9 - 54 Houses and Wall
4. Citadel	4. Villa	4. No. 3 and Ditch	4. No. 3 and 1 - 4 Citadels
5. Castle	5. Cottage	5. No. 3 and Pallisades	5. 20 - 120 Houses
6. Temple	6. Palace	6. No. 5 and Moat	6. No. 5 and 1 - 4 Temples

Citadel	Castle	Temple
1. Tower	1. Keep and Pallisades	1. Altar
2. Tower and Outer Wall	2. No. 1 and Moat	2. Shrine
3. Great Keep	3. No. 2 and Walls	3. Sanctuary
4. Keep and 4 Towers	4. No. 3 and Manor	4. Oracle
5. No. 4 and Outer Wall	5. No. 4 and 4 Towers	5. Pantheon
6. No. 5 and Moat	6. No. 5 and Outer Wall	6. Monastery

Relics	Tools	Machines	Tombs	Armor	Weapons	Containers
1. Tools	1. Ladder	1. Loom	1. Grave	1. Breastplate	1. Dagger	1. Barrels
2. Machines	2. Plow	2. Grinding Wheel	2. Sepulcher	2. Greaves	2. Scimitar	2. Urns
3. Tombs	3. Pick	3. Clock	3. Mausoleum	3. Gauntlets	3. Hand Axe	3. Trunks
4. Armor	4. Hoe	4. Balance	4. Catacombs	4. Helmet	4. Spear	4. Jars
5. Weapons	5. Anvil	5. Potter's Wheel	5. Vault	5. Chainmail	5. Trident	5. Bottles
6. Containers	6. Axe	6. Press	6. Crypt	6. Shield	6. Battle Axe	6. Boxes

Remains	Utensils	Apparel	Harness	Toys	Optics	Tomes
1. Utensils	1. Eating	1. Hauberk	1. Swimmer	1. Doll	1. Monocle	1. Lexicon
2. Apparel	2. Digging	2. Boots	2. Flyer	2. Vehicle	2. Spectacles	2. Scroll
3. Harness	3. Writing	3. Cloak	3. Giant Animal	3. Weapon	3. Spyglass	3. Manual
4. Toys	4. Navigating	4. Tunic	4. Small Animal	4. Tool	4. Mirror	4. Tablet
5. Optics	5. Measuring	5. Mask	5. Man-Sized	5. Game	5. Colored Pane	5. Book
6. Tome	6. Musical	6. Breeches	6. Colossal	6. House	6. Periscope	6. Codex

Vestiges	Pyramid	Mound	Fountain	Totem	Sewers	Monolith
1. Pyramid	1. Burial Tomb	1. Sacrificial	1. Giant	1. Mammal	1. 1' Square and Open	1. Column
2. Mound	2. Temple	2. Burial	2. Statued	2. Human	2. 2' Square and Open	2. Hewn Statue
3. Fountain	3. Observatory	3. Treasure	3. Miniature	3. God	3. 1' Square and Closed	3. Minaret
4. Totem	4. Palace	4. Lair	4. Geometric	4. Monster	4. 2' Square and Closed	4. Obelisk
5. Sewers	66% have	5. Sacred	5. Wish	5. Bird	5. 4' Square and Closed	5. Effigy
6. Monolith	stepped sides;	6. Polymorphed	6. Spray	6. Snake	6. 8' Square and Closed	6. Monument
	the rest are flat.					

Remnants	Road	Tombstone	Signpost	Channel	Masonary
1. Road	1. Track	1. Plaque	1. Guide	1. Tunnel	1. Mud Bricks
2. Tombstone	2. Trail	2. Cairn	2. Omen	2. Pipe	2. Stone Bricks
3. Signpost	3. Gravel	3. Staff	3. Trade	3. Well	3. Marble Blocks
4. Channel	4. Roman Paved	4. Beacon	4. Warning	4. Passage	4. Plaster
5. Masonary	5. Asphalt	5. Pyre	5. Emblem	5. Canal	5. Wattle
6. Bridge	6. Concrete	6. Stone Pile	6. Boundary	6. Aqueduct	6. Stone Blocks
7. Wall					
8. Edifice	**Bridge**	**Edifice**	**Works**	**Structure**	**Wall**
9. Works	1. Rope	1. Carved Cliff	1. Arsenal	1. Stairway	1. Stockade
10. Structure	2. Wood	2. Sculptured Mound	2. Granary	2. Ramp	2. Barricade
	3. Stone	3. Colossal Statue	3. Paved Plaza	3. Shaft	3. Fence
	4. Earth	4. Palace	4. Viaduct	4. Spire	4. Rampart
	5. Natural	5. Mill	5. Reservoir	5. Roof	5. Dike
	6. Brick	5. Calendar Stone	6. Cistern	6. Tunnel	6. Partition

Refuse	Offal	Sewage	Parts	Discards	Food	Fuel
1. Offal	1. Viscera	1. Soap	1. Buckle	1. Leather Scraps	1. Fat	1. Wood
2. Sewage	2. Bones	2. Body Wastes	2. Lacing	2. Papyrus Scraps	2. Fruit	2. Coal
3. Parts	3. Gore	3. Oils	3. Crossbar	3. Handle	3. Seeds	3. Peat
4. Discards	4. Grizzle	4. Slop	4. Pommels	4. Shield Boss	4. Vegetables	4. Dung
5. Food	5. Fat	5. Chemicals	5. Arrowhead	5. Pole	5. Minerals	5. Petroleum
6. Fuel	6. Talons	6. Lint	6. Spike	6. Linen Scraps	6. Meat	6. Wax

Wrecks	Sea Vehicle	Land Vehicle	Air Vehicle
1. Sea Vehicle	1. Raft	1. Sledge	1. Balloon
2. Land Vehicle	2. Canoe	2. Wagon	2. Wings
3. Air Vehicle	3. Pig Bladder	3. Litter	3. Hang Glider
4. War Engine	4. Longboat	4. Carriage	4. Unusual*
5. Submarine	5. Merchant Ship	5. Wain	5. Parachute
6. Subterranean	6. Man O' War	6. Chariot	6. Roc Carriage

War Engine	Submarine	Subterranean	*Unusual Air
1. Onager	1. Dolphin Sled	1. Mole Sled	1. Propeller Driven
2. Screw	2. Sea Horse Carriage	2. Rock Borer	2. Jet
3. Ram	3. Giant Turtle House	3. Mine Cart	3. Re-Entry Capsule
4. Tower	4. Diving Bell	4. Earth Borer	4. Space Craft
5. Springal	5. Pocket	5. Worm Saddle	5. Helicopter
6. Trebuchet	6. Nuclear	6. Rat Chariot	6. Anti-Grav

Skeletons	Small	Man-Sized	Giant	Unusual	Skulls	Colossal
1. Small	1. Miniscule	1. Man	1. Ogre	1. Cubic	1. Miniscule	1. Humanoid
2. Man-Sized	2. Halfling	2. Elven	2. Hobgoblin	2. Crystaline	2. Man-Sized	2. Avian
3. Giant	3. Dwarven	3. Orc	3. True Giant	3. Multi-Limbed	3. Giant	3. Reptilian
4. Unusual	4. Pixie	4. Troll	4. Dinosaur	4. Multi-Headed	4. Colossal	4. Ursoid
5. Skulls	5. Gnome	5. Lizard Men	5. Sea Monster	5. Winged	5. Multi-Horned	5. Amphibian
6. Colossal	6. Kobolds	6. Snake	6. Whale	6. Armor-Plated	6. Multi-Sockets	6. Crustacean

Antiques	Statues	Furniture	Engravings	Idols	Fittings	Handicrafts
1. Statues	1. Miniature	1. Throne	1. Battle Scene	1. Stone	1. Faucet	1. Basket
2. Furniture	2. Half-Sized	2. Chest	2. Coronation	2. Plaster	2. Lamp	2. Vase
3. Engravings	3. Life-Sized	3. Giant-Sized	3. Punishment	3. Metal	3. Bell	3. Miniature Painting
4. Idols	4. Giant-Sized	4. Miniature	4. Religious	4. Wooden	4. Frescoe	4. Abacus
5. Fittings	5. Abstract	5. Stone Seat	5. Romantic	Height: 1" - 20"	5. Hinges	5. Ship's Figurehead
6. Handicraft	6. Magic (JG, L24)	6. Stone Table	6. Curse		6. Knocker	6. Bust

Artifacts
1. Weapon
2. Entertainment
3. Protective Device
4. Offensive Device
5. Informative Device
6. Leadership Device

Weapons
1. Sword
2. Dagger
3. Hammer
4. Club
5. Battle Axe
6. Javelin

Entertainment
1. Animated
2. Musical
3. Dancing
4. Serving
5. Intensifying
6. Dreaming

Offensive Device
1. Hand
2. Vase
3. Eye
4. Box
5. Horm
6. Vat

Protective Device
1. Machine
2. Staff
3. Vial
4. Garment
5. Talisman
6. Armor

Informative Device
1. Stone
2. Flask
3. Orb
4. Diadem
5. Crystal Ball
6. Necklace

Leadership Device
1. Ring
2. Gem
3. Throne
4. Rod
5. Sword
6. Scepter

Weeds, Flowers, Vegetables, Herbs, and Molds

Tropical 01 - 20 Hexes	Sub-Tropical 10 - 60 Hexes	Middle Latitude 31 - 50 Hexes	High Latitude 41 - 60 Hexes	Flowers	Unusual Flowers
1. Skunk Cabbage	1. Flax	1. Water Lily	1. Blueberry	1. Delphinium	1. Rose
2. Monstera	2. Tapioca	2. Anemone	2. Heather	2. Lily	2. Iris
3. Oil Palm	3. Prickly Pear	3. Buckwheat	3. Goldenrod	3. Sunflower	3. Geranium
4. Pineapple	4. Bilberry	4. Smartweed	4. Dandelion	4. Snapdragon	4. Nasturtium
5. Traveler Palm	5. Crowberry	5. Pigweed	5. Horseradish	5. Lotus	5. Poinsetta
6. Hemp	6. Hemlock	6. Pokeweed	6. Ragweed	6. Foxglove	6. Rhododendron
7. Down Grass	7. Nettle	7. Gooseberry	7. Cocklebur	7. Mullein	7. Petunia
8. Bamboo	8. Nightshade	8. Strawberry	8. Thistle	8. Columbine	8. Morning Glory
9. Papyrus	9. Pipeweed	9. Raspberry	9. Sagebrush	9. Hollyhock	9. Poppy
10. Mushroom	10. Belladona	10. Blackberry	10. Bluegrass	10. Lavender	10. Carnation
11. Tree Fern	11. Bladderwort	11. Alfalfa	11. Timothy	11. Daffodil	11. Camellia
12. Willow	12. Ivy	12. Clover	12. Wheat	12. Azalea	12. Primrose
13. Sugarcane	13. Coffee	13. Water Chestnut	13. Alder	13. Woundwort	13. Aster
14. Cotton	14. Currant	14. Cranberry	14. Barley	14. Honeysuckle	14. Daisy
15. Rush	15. Hops	15. Milk Weed	15. Oat	15. Buttercup	15. Chrysanthemum
16. Tea	16. Huckleberry	16. Spiky Grass	16. Millet	16. Philodendron	16. Marigold
17. Seaweed	17. Grape	17. Water Cress	17. Bracken	17. Violet	17. Tulip
18. Canna	18. Scrub Grass	18. Blackthorn	18. Gorse	18. Gladiolus	18. Hyacinth
19. Flower	19. Fruit	19. Herb	19. Mistletoe	19. Spiderwort	19. Narcissus
20. Unusual	20. Unusual	20. Unusual	20. Unusual	20. Unusual	20. Rare

Rare Flowers	Vegetables	Unusual Vegetables	Herbs	Unusual Herbs	Molds
1. Orchid	1. Rice	1. Lettuce	1. Oregano	1. Frankincense	1. Yeast Mold
2. Rock Flower	2. Parsley	2. Corn	2. Thyme	2. Gum Arabic	2. Amber Mold
3. Vampire Orchid	3. Parsnip	3. Squash	3. Anise	3. Tanna	3. Brown Pudding
4. Vampire Vine	4. Carrot	4. Pumpkin	4. Dill	4. Myrrh	4. Lime Slime
5. Yellow Lotus	5. Celery	5. Endive	5. Caraway	5. Saffron	5. Crimson Ooze
6. Purple Lotus	6. Potato	6. Asparagus	6. Ginger	6. Tarragon	6. Ochre Jelly
7. Black Lotus	7. Egg Plant	7. Sprouts	7. Sage	7. Chicory	7. Sludge Mold
8. Venus Fly Trap	8. Pepper	8. Artichoke	8. Alum	8. Apasar	8. Mildew Mold
9. Belladona	9. Sweet Potato	9. Radish	9. Garlic	9. Bay	9. Musty Mold
10. Wolvesbane	10. Peanut	10. Green Beans	10. Rosemary	10. Marjoram	10. Stale Mold
11. Black Orchid	11. Mustard	11. Cauliflower	11. Allspice	11. Savory	11. Fusty Mold
12. Man-Eating Tulip	12. Cabbage	12. Turnip	12. Paprika	12. Basil	12. Fester Mold
13. Silver Chimes	13. Rhubarb	13. Broccoli	13. Cayenne Ppr.	13. Cardamom	13. Smutty Mold
14. Swallower Vine	14. Spinach	14. Rutabaga	14. Black Pepper	14. Chervil	14. Muck Mold
15. Whispering Vine	15. Beet	15. Tomato	15. Tartar	15. Coriander	15. Rankle Mold
16. Enchantress Vio.	16. Peas	16. Lima Bean	16. Curry	16. Cumin	16. Reek Mold
17. Eye Flower	17. Bean	17. Popcorn	17. Spearmint	17. Fennel	17. Fetid Mold
18. Clinging Blossom	18. Maize	18. Melon	18. Chili Pepper	18. Mace	18. Rancid Mold
19. Tigersbane	19. Onions	19. Watermelon	19. Sesame	19. Pekoe	19. Dry Rot Mold
20. Leech Flower	20. Unusual	20. Rare	20. Unusual	20. Rare	20. Scum Mold

Lofty Trees

Trees range in height from 4' - 400' when mature. The tree size table gives the number of .2 mile hexes that the stand of trees will occupy. The tree type is actually the strain predominant in that stand of trees and is a function of latitude. The latitude is stated in number of 5-mile hexes from the equator located between the 5-mile hexes of row XX17 and XX18 of the Barbarian Altanis, Desert Lands, and Ebony Coast Campaign Maps. Actual Climatic Zones will vary; the guideline is intended as a simplified aid only.

Tropical 01 - 20 Hexes	Sub-Tropical 10 - 60 Hexes	Middle Latitude 31 - 50 Hexes	High Latitude 41 - 60 Hexes	Nut	Fruit	Unusual
1. Baobab	1. Cedar	1. Birch	1. Buckeye	1. Almond	1. Orange	1. Balsa
2. Jacaranda	2. Rosewood	2. Basswood	2. Beech	2. Brazil	2. Lemon	2. Bay
3. Mahogany	3. Satinwood	3. Alder	3. Yew	3. Butternut	3. Lime	3. Bayberry
4. Manchineel	4. Poplar	4. Cottonwood	4. Holly	4. Cashew	4. Grapefruit	4. Betel
5. Mangrove	5. Stink Tree	5. Dogwood	5. Spruce	5. Coconut	5. Breadfruit	5. Brazilwood
6. Monkeypod	6. Macadamia	6. Catalpa	6. Douglas Fir	6. Filbert	6. Citron	6. Calabash
7. Tamarind	7. Magnolia	7. Hawthorn	7. Balsam	7. Hazel	7. Cherry	7. Camphor
8. Teak	8. Ash	8. Hickory	8. Pine	8. Hickory	8. Mango	8. Date
9. Banyan	9. Locust	9. Hackberry	9. Cypress	9. Pecan	9. Nectarine	9. Carob
10. Bo Tree	10. Oak	10. Maple	10. Bristlecone	10. Pinon	10. Olive	10. Chinchona
11. Cycad	11. Soapberry	11. Aspen	11. Hemlock	11. Pistachio	11. Avocado	11. Clove
12. Ebony	12. Sweet Gum	12. Elm	12. Juniper	12. Walnut	12. Papaya	12. Coffee
13. Palm	13. Sycamore	13. Plum	13. Larch	13. Kola	13. Kumquat	13. Cork
14. Upas	14. Tulip	14. Tallow Tree	14. Sequoia	14. Bitternut	14. Pawpaw	14. Kapok
15. Ombu	15. Willow	15. Beetwood	15. Linden	15. Litchi	15. Pomegranate	15. Rubber
16. Chinchona	16. Persimmon	16. Laurel	16. Winterberry	16. Winterberry	16. Quince	16. Sapodilla
17. Date Palm	17. Osage Orange	17. Sorrel	17. Eucalyptus	17. Chestnut	17. Apricot	17. Mesquite
18. Nut	18. Nut	18. Sassafras	18. Redwood	18. Nutmeg	18. Anchovy	18. Mimosa
19. Fruit	19. Fruit	19. Nut	19. Arborvitae	19. Cacao	19. Peach	19. Fig
20. Unusual	20. Unusual	20. Unusual	20. Unusual	20. Cinnamon	20. Banana	20. Rare

Rare	Unique	Feature
1. Crabapple	1. Sacred Sycamore	Hot-line to Deity
2. Witch Hazel	2. Spear Ash	Nymph Home
3. Box	3. Tree of Enlightenment	Telepathic
4. Redbud	4. Tree of Knowledge	Skill From the Fruit
5. Ginkgo	5. Tree of Life	Resurrection in 8 Hours
6. Bottle Tree	6. Tree of Fate	Quest of Profit
7. Mangosteen	7. Golden Apple Tree	Fruit as Potion of Longevity
8. Wahoo	8. Tree of Healing	Heals 1 - 6 Pips by Vapor in 4 Hours
9. Raisin Tree	9. Tristriseult	Telepaths Memories of Passion
10. Myrtle	10. Golden Fleece Tree	Bough as Luckstone
11. Laburnum	11. Tree of Heaven	Giant Spider in Tree Form
12. Poinciana	12. Thunder Tree	Sentient - Control Weather/Month
13. Fringe Tree	13. Tree of the Universe	Pods Contain Animals, Birds, and Humans
14. Mulberry	14. Tree of Portent	Shaking Leaves Predict
15. Ironwood	15. Tree of High Sorcery	One Random Spell/Day
16. Lancewood	16. Tana Tree	Bunt Leaves Control Mummy
17. Jujube	17. Great Tree	Branches make 1 - 10 Magic Arrows or 1 Magic Sword
18. Brasswood		
19. Fawnwood	18. Jewel Tree	Gem Fruit; PROB 50% of a Gem Inhabited by a Jewel Worm
20. Unique		
	19. Incense Tree	Burnt Leaves Attract Wild Game
	20. Tree Man	Talking PROB 60%, Active PROB 30%

Trees	Size*
1. Stand	.01 - 1.0
2. Coppice	1 - 6
3. Copse	3 - 18
4. Thicket	5 - 30
5. Grove	7 - 42
6. Brake	9 - 54
7. Timber	30 - 180
8. Wood	MAP ONLY
9. Forest	MAP ONLY
10. Woodland	MAP ONLY

*Size is number of .20 mile hexes filled with trees. Halve for Plains and Steppes and Quarter for Mountains in 5 mile hex. MAP ONLY means that the size appears on the 5 mile hex campaign map.

Fauna

These guidelines are intended as an aid in developing a world in which your players can hunt, engage in trapping, and "live off the land." Insects, birds, and small mammals can be dispatched with one blow. For this reason, many are listed as 0 hit die, and this indicates that one point of damage will subdue or kill the creature. Giant creatures range from 2 - 16 hit die. The Armor Class, Hit Die, and Move of the fauna listed is recorded as AC - HD - MOVE.

Humid Continental		Sub-Tropical		Semi-Arid		Desert	
1. Red Deer	5 - 1 - 18	1. Hyena	7 - 1 - 10	1. Ant	2 - 0 - 1	1. Lizard	5 - 0 - 6
2. Elk	5 - 2 - 14	2. Lion	6 - 3 - 12	2. Cattle	9 - 2 - 9	2. Camel	8 - 2 - 14
3. Wolf	7 - 1 - 12	3. Rhinocerous	3 - 4 - 9	3. Dog	6 - ½ - 10	3. Horse	8 - 2 - 24
4. Horse	8 - 2 - 24	4. Giraffe	8 - 1 - 10	4. Hyena	7 - 1 - 10	4. Iguana	6 - 0 - 9
5. Lion	6 - 3 - 12	5. Monkey	6 - ½ - 10	5. Gopher	6 - 0 - 8	5. Gila Monster	5 - ½ - 6
6. Squirrel	2 - ½ - 18	6. Armadillo	2 - 1 - 3	6. Porcupine	4 - ½ - 4	6. Cobra	5 - ½ - 4
7. Panda	8 - 1 - 6	7. Sloth	8 - 1 - 4	7. Armadillo	2 - ½ - 3	7. Rattlesnake	6 - 0 - 4
8. Racoon	2 - 0 - 12	8. Koala	7 - 1 - 6	8. Hare	3 - 0 - 16	8. Tortoise	2 - 1 - 3
9. Fox	4 - 1 - 24	9. Elephant	6 - 8 - 12	9. Bat	4 - 0 - 24	9. Toad	5 - 0 - 6
10. Chipmunk	2 - 0 - 14	10. Shrew	2 - ½ - 24	10. Mole	9 - ½ - 4	10. Gerbil	9 - 0 - 6
11. Rabbit	2 - 0 - 20	11. Woodchuck	5 - ½ - 8	11. Kangaroo	7 - 2 - 14	11. Mole	8 - ½ - 4
12. Sheep	7 - ½ - 6	12. Chimpanzee	6 - ½ - 10	12. Yak	7 - 2 - 6	12. Prairie Dog	4 - 0 - 6
13. Goat	7 - 1 - 8	13. Platypus	7 - 1 - 3	13. Coyote	8 - 1 - 8	13. Coyote	8 - 1 - 8
14. Badger	3 - ½ - 10	14. Jaguar	7 - 4 - 18	14. Puma	4 - 4 - 12	14. Lynx	5 - 1 - 8
15. Wildcat	5 - 3 - 18	15. Chinchilla	3 - ½ - 10	15. Copperhead	5 - ½ - 6	15. Hyena	7 - 1 - 10
16. Rodent	1 - 0 - 8	16. Python	6 - 2 - 8	16. Tortoise	2 - 1 - 3	16. Ass	8 - 1 - 12
17. Dinosaur	- VAR -	17. Dinosaur	- VAR -	17. Dinosaur	- VAR -	17. Dinosaur	- VAR -
18. Insect	- VAR -	18. Insect	- VAR -	18. Insect	- VAR -	18. Insect	- VAR -
19. Bird	- VAR -	19. Bird	- VAR -	19. Bird	- VAR -	19. Bird	- VAR -
20. Monster	- VAR -	20. Monster	- VAR -	20. Monster	- VAR -	20. Monster	- VAR -

Tundra		Taiga		Tropical Wet		Tropical Wet and Dry	
1. Yak	7 - 2 - 6	1. Sable Antelope	8 - 1 - 24	1. Tiger	6 - 4 - 14	1. Panther	5 - 2 - 15
2. Wolverine	4 - 1 - 12	2. Kudu Antelope	7 - 2 - 20	2. Orangutan	7 - ½ - 10	2. Great Ape	6 - 3 - 9
3. Musk Ox	8 - 3 - 10	3. Camel	8 - 2 - 14	3. Gorilla	7 - 2 - 12	3. Anteater	6 - ½ - 6
4. Reindeer	8 - 2 - 18	4. Mastodon	4 - 10 - 8	4. Tapir	8 - 1 - 10	4. Impala	6 - 2 - 15
5. Bison	8 - 4 - 18	5. Boar	7 - 1 - 16	5. Peccary	7 - ½ - 14	5. Zebra	7 - 2 - 15
6. Boar	7 - 1 - 16	6. Fox	4 - 1 - 24	6. Hippopotamus	4 - 4 - 6	6. Coral Snake	5 - ½ - 3
7. Bear	3 - 3 - 10	7. Sheep	7 - ½ - 6	7. Leopard	5 - 2 - 20	7. Gorilla	5 - 4 - 6
8. Caribou	7 - 2 - 24	8. Ass	8 - 1 - 12	8. Boa Constrictor	6 - 2 - 3	8. Snail	8 - 0 - 1
9. Polar Bear	4 - 3 - 10	9. Moose	7 - 3 - 18	9. Crocodile	4 - 3 - 6	9. Baboon	4 - 2 - 12
10. Walrus	5 - 4 - 6	10. Chamelion	9 - 0 - 8	10. Tree Frog	0 - 0 - 6	10. Salamander	7 - 1 - 6
11. Lemming	4 - 0 - 10	11. Snapping Turtle	2 - 0 - 4	11. Leech	8 - 0 - 1	11. Guinea Pig	7 - 0 - 4
12. Panda Bear	5 - 2 - 8	12. Badger	3 - ½ - 10	12. Spider Monkey	4 - ½ - 9	12. Crocodile	4 - 3 - 6
13. Gnu	8 - 2 - 16	13. Oppossum	6 - ½ - 8	13. Sumatran Rat	3 - 0 - 9	13. Otter	6 - 0 - 6
14. Frog	5 - 0 - 4	14. Pig	9 - 0 - 10	14. Rhinocerous	3 - 4 - 9	14. Peccary	5 - ½ - 9
15. Wart Hog	5 - ½ - 14	15. Gazelle	6 - 1 - 24	15. Wolverine	4 - 1 - 12	15. Water Buffalo	7 - 3 - 6
16. Porcupine	4 - ½ - 4	16. Anteater	8 - ½ - 6	16. Beaver	5 - ½ - 9	16. Toad	5 - 0 - 4
17. Dinosaur	- VAR -	17. Dinosaur	- VAR -	17. Dinosaur	- VAR -	17. Dinosaur	- VAR -
18. Insect	- VAR -	18. Insect	- VAR -	18. Insect	- VAR -	18. Insect	- VAR -
19. Bird	- VAR -	19. Bird	- VAR -	19. Bird	- VAR -	19. Bird	- VAR -
20. Monster	- VAR -	20. Monster	- VAR -	20. Monster	- VAR -	20. Monster	- VAR -

Marine		Highlands		Land Birds	Water Birds	Unusual Birds
1. Otter	6 - 0 - 6	1. Cave Bear	4 - 3 - 9	1. Oriel	1. Albatross	1. Condor
2. Weasel	5 - 0 - 9	2. Mountain Lion	4 - 2 - 10	2. Robin	2. Bittern	2. Peacock
3. Jellyfish	9 - ½ - 3	3. Goat	5 - ½ - 9	3. Nightingale	3. Egret	3. Vulture
4. Sea Cow	9 - 4 - 3	4. Llama	7 - 2 - 9	4. Hummingbird	4. Pelican	4. Eagle
5. Seal	8 - ½ - 3	5. Sun Bear	5 - 2 - 10	5. Cardinal	5. Heron	5. Owl-Bear
6. Walrus	7 - 3 - 3	6. Grizzly Bear	3 - 4 - 8	6. Woodpecker	6. Crane	6. Gerfalcon
7. Beaver	5 - ½ - 9	7. Skunk	7 - 0 - 9	7. Lark	7. Tern	7. Roc
8. Lemur	5 - 0 - 9	8. Stag	5 - 3 - 14	8. Crow	8. Loon	8. Cockatoo
9. Water Buffalo	7 - 3 - 6	9. Ram	4 - 1 - 9	9. Jay	9. Swan	9. Myna
10. Sea Snake	5 - ½ - 3	10. Rat	3 - 0 - 9	10. Finch	10. Sandpiper	10. Parrot
11. Sea Turtle	2 - 2 - 3	11. Spotted Lion	5 - 3 - 12	11. Hawk	11. Gull	11. Flightless
12. Alligator	4 - 3 - 6	12. Salamander	7 - 1 - 6	12. Starling	12. Penguin	12. Flamingo
13. Water Mocassin	6 - ½ - 3	13. Wolf	7 - 1 - 16	13. Wren	13. Gannet	13. Ostrich
14. Crocodile	4 - 3 - 6	14. Racer Snake	5 - ½ - 3	14. Thrush	14. King Eider	14. Macaw
15. Crab	5 - 0 - 3	15. Turtle	5 - 0 - 2	15. Mockingbird	15. Fulmar	15. Toucan
16. Clam	3 - 0 - 1	16. Weasel	5 - 0 - 9	16. Swift	16. Frigate Bird	16. Quetzal
17. Dinosaur	- VAR -	17. Dinosaur	- VAR -	17. Owl	17. Plover	17. Jacana
18. Insect	- VAR -	18. Insect	- VAR -	18. Falcon	18. Ibis	18. Sunbird
19. Bird	- VAR -	19. Bird	- VAR -	19. Game Bird	19. Game Bird	19. Shoveler
20. Monster	- VAR -	20. Monster	- VAR -	20. Unusual	20. Unusual	20. Stirge

Game Birds	Insects	Unusual Insects
1. Grouse	1. Locust	1. Dragonfly
2. Pheasant	2. Grasshopper	2. Lantern Fly
3. Prairie Chicken	3. Cricket	3. Scorpion
4. Bobwhite	4. Cockroach	4. Stink Bug
5. Woodcock	5. Praying Mantis	5. Bed Bug
6. Turkey	6. Termite	6. Assassin Bug
7. Quail	7. Lice	7. Kissing Bug
8. Goose	8. Mayfly	8. Black Widow
9. Duck	9. Butterfly	9. Tarantula
10. Mallard	10. Bee	10. Trapdoor Spider
11. Teal	11. Ant	11. Bird Spider
12. Pidgeon	12. Wasp	12. Bolas Spider
13. Blackbird	14. Fly	13. Purse Spider
14. Buzzard	14. Mosquito	14. Crab Spider
15. Cock	15. Tick	15. Water Spider
16. Gobbler	16. Flea	16. Yellow Jacket
17. Road Runner	17. Brown Spider	17. Water Bug
18. Snipe	18. Centipede	18. Beetle
19. Stewing Hen	19. Crab	19. Gnat
20. Flyer	20. Unusual	20. Aphid

Civilizations and Technological Levels

The following chart can be used to determine the relative technological/civilization level of a village or section. There are actually eleven levels, increasing in sophistication; a "0" on the ten-sided die is considered either 0 or 10, at the Judge's option.

Civilization	Leader	Defenses	Technology
0. Anarchy	Warlord	Manor, Caves, Pits	Papyrus, Stone Wheel
1. Democracy	Hetman	Earthworks, Ditches	Stirrup, Waterwheel, Bronze
2. Tribal	Chief	Pallisade, Patrols	Agriculture, Rudder, Iron
3. Agrarian	Mayor	Citadel, Militia	Sundial, Linen, Candles
4. Religious	Cleric	Temple, Traps	Lantern, Chariot, Felt
5. Tributary	Governor	Keep, Garrison	Screw, Windmill, Silk
6. Oligarchy	Noble	Outside Troops	Crossbow, Chainmail, Spinning Wheel
7. Republic	Senator	Walls, Machines	Hourglass, Stagecoach
8. Aristocracy	Overlord	Fortress, Reserves	Knitting Machine, Compass, Plate Mail
9. Feudal	King	Castle, Vassal Armies	Rockets, Glasses, Damascus Steel
10. Dictatorship	Emperor	Multi-Fortress, Allies	Telescope, Calculus, Sextant

Population Density

The population density of an area will largely be determined by the civilization and tillable land within the area. There are 13,856 acres and 21.65 square miles in each 5 mile hex. Hunting tribes require one square mile per member, but one square mile of farmland will support a population of 320. Agriculture requires a density of 30 per square mile for maximum utilization. A village of 220 pure hunters would require a hunting range of ten hexes for support. A village of 660 farmers which farmed an entire hex would support an additional 5,740 population group.

The wilderness map assumes that all hexes are lightly wooded, excluding mountains. The woods shown are especially dense, requiring horsemen to walk mounts. The only true clear terrain hexes are those within and adjacent to the names of plateaus and plains. Tillable land is the farmland cleared by farmers. Any civilization above Level Two has 10 - 100% tillable land within the hex in which it is located. Thus, agriculture hexes will support a population of 640 to 6,400. When entering a hex containing a village, tower, or castle, a 6 on a six-sided die indicates that the feature in question has actually been found, and a 5 indicates that a small farm or hamlet (10 - 60 population) has been found instead. Players following a road, coastline, or river that intersects a village, negates the necessity of "encountering" same.

Baronies

Upon building a stonghold, a player-character must clear every four hexes (five miles each) radiating from the hex in which his stronghold is located. While clear terrain hexes can be maintained monster-free by patrols, mountainous, swamp, and dense wood hexes cannot be maintained free of monsters. For this reason, Barons usually do not maintain patrols in these areas, preferring the more tillable, clear terrain and hilly hexes.

Investments will increase the population of a hex by ten able-bodied men per month per 1,000 GP invested. Adjacent hexes are affected at the rate of five men per month unless mountainous, swamp, or dense forest hexes.

Income

Time is stated in game months unless otherwise specified. A Barony will yield income from the raw materials, basic commerce, fiefs, and taxes based upon the number of five mile hexes with population centers, their civilization levels, and adjacent cleared hexes. Multiply the civilization level by the population to obtain the maximum income possible from the population center. Each adjacent hex (excluding hexes counted adjacent to another center, and uncleared hexes) will yeild 10% of the population center income. This maximum, if taken in any one month, would reduce the area to zero income for one year and result in widespread discontent, disease, and reduction in the population by 10% - 60%. Judicious income taking is a function of the Baron's class.

	Cleric	Fighter	Thief	Assassin	Magic User	Druid
Judicious Percentage	24%	20%	15%	13%	8%	20%

Each percentage point over the judicious amount will increase the probability of non-response to a general level call-up by 2% and the desertion rate by 1%.

Satellite baronies cannot exceed the number of non-player characters permitted the Baron by his Charisma. Each barony must be cleared, a stronghold built and garrisoned, and a non-played character of 8+ level installed as an administrator. Players who go off adventuring cannot administer a barony. The non-played character must have served the player 4+ game weeks and, once established, no longer counts toward the NPC total of the player.

Population centers can be converted in alignment by: 1) Subjugating them and maintaining a police force, 2) Building a 10,000 GP temple and installing a priest, or 3) Investing 10,000 GP in the village to provide employment. Changing the alignment of a village requires one game month per 20 population. Any investment will yeild a return of 10%/game month except seasonal returns, which yield 20% during the season and nothing in the off-season. Raw materials present can be determined by the Judge, and radical changes in income are possible (+/- 40%).

It is incumbent upon an employer to feed and house his workers and fighters. Basic subsistence costs 20 GP/game month for each employee. Armies can "live off the land," depending upon the tillable land in each hex. Dice as normal for the percentage of tillable land. Each percentage point will feed 10 men if passing through or 20 men each day thereafter up to a maximum of 10 days. Hexes subjected to the maximum depletion rate beyond ten days will feed 10 men/percentage point/day for ten additional days and thereafter must be treated as if maximum income (plunder) had been taken.

Trade Guide

Because most inhabitants are self-sufficient, trade is limited to towns or armies where specialization is evidenced. Since all village populations are stated in Able-Bodied Men, the actual maximum market potential is roughly four times greater. Demand is the willingness to buy, not the ability to produce. High prices demand wealthy customers.

Product Class	**Demand/Week**
Common	1%
Rare	22%
Extraordinary	56%

For example: Wine, classed as Common, sold in a village with a population of 200 - 200 x 4 = 800; 800 x 1% = 8 quarts of wine, which, since wine sells for 1 GP per quart, would yield 8 GP per week.

Examples of Product Class: (See JG Booklet I)
Common - foodstuffs, wine, mead, clothing, rope, tools, nets, feed, seeds
Rare - processed foods, armor, weapons, machanisms, luxuries, oils, sundials, imports
Extraoridinary - fantastic creatures, parts and eggs of fantastic creatures, magic items, magic weapons

Examples of Price:

Bushel of Maize	3 GP	Dragons	700 - 1200 GP/Hit Die	Gorgon and Manticora, Chimera and Wyvern	300 - 800 GP
Fur Pelt: Small	1 GP	Giants	100 - 1000 GP/Hit Die	Gargoyle, Lycanthrope, and Minotaur	100 - 600 GP
Medium	2 GP	Hydra and Balrog	200 - 700 GP/Hit Die	Purple Worm	10,000 GP
Large	5 GP	Sea Monster	300 - 800 GP/Hit Die	Centaur, Unicorn, Griffon, Giant Insects, and Giant Animals	400 - 900 GP
Barrel of Fish	6 GP	Goblins and Kobolds	1 - 6 GP each	Djinn and Efreet	10,000 GP
Bushel of Fruit	4 GP	Orcs, Hobgoblins, and Gnolls	1 - 10 GP each	Pegasi and Roc	1200 GP
10 Rabbits	1 GP	Cockatrice, Basilisk, and Medusae	100 - 600 GP each	Parts	1/10th of the type
Fox	1 GP	Eggs	1/4th of the type		
Deer	5 GP				
Bear	6 GP				

The Tarantine Palace

1. Grand Reception Courtyard - This courtyard is lined with stone benches whereon persons desiring an audience must wait their turn to speak with the Taran. The order of selection is as follows: City State Nobles NA 2D6 - 1, Emissaries and Messengers from Foreign Rulers NA 1D6 - 1, Prominent Citizens of PSL 7 and higher NA 3D6 + 2, Military Leaders NA 1D6 - 1, Citizens of PSL 4 - 6 NA 4D6, Merchants and Traders NA 3D6, Citizens of PSL 1 - 3 NA 1D6 - 1, and All Others NA 2D6. Many guards search for hidden weapons and check all but Daggers into a guarded bin protected by an elite squad. Nobles may retain a ceremonial Sword or similar weapon. Twenty-four guards, FTR, NX - LG, LVL 2, HTK 12 - 10 - 11 - 10 - 12 - 9, ACL 2, WPN Sword.

2. Chamber of Doom - Convicted citizens and recalcitrant nobles are forced to await their judgement within this chamber decorated in somber colors and horrific murals. Manacles line the walls near the stone benches, and the chamber is unheated. Prisoners and Interpleaders NA 5D6 and twenty Guards, FTR, NX - LE, LVL 2, HTK 12 - 11 - 11 - 13 - 10, ACL 2, WPN Mace.

3. Private Audience Waiting Chamber - Persons bringing tribute or expensive gifts are taken into this chamber wherein three large tables are set with condiments, desserts, and rich wines served by 6 Dancing Girls, FTR, NXX, LVL 1, HTK 2 - 1 - 3 - 3 - 3 - 1, WPN Dagger. Order of selection of persons waiting for an audience is based entirely upon the relative value of the gift. Supplicants NA 3D6 + 2, and ten Guards, FTR, NX - LG, LVL 2, HTK 7 - 10 - 12 - 14 - 15, ACL 3, WPN Spear.

4. The Onyx Throne Room - In the west end of this huge, columned Throne Room, the Taran holds public audiences from the Onyx Throne. The path leading to the Taran is lined with 36 Elite Bodyguards, FTR, NXX, LVL 4, HTK 23 - 30 - 25 - 20 - 18 - 17 - 18 - 22 - 16 - 14, ACL 3, WPN Spears and Swords. The chamber is also attended by personal retainers of the Taran, NA 3D6 + 10, LVL 1D6 + 2.

5. Office of the Grand Vizier - Monact the Canny awaits the Taran's summons within this office. A small library and several cabinets filled with scrolls and tablets line the walls. Sixteen personal retainers of the Grand Vizier, FTR, LGN, LVL 1, HTK 3 - 7 - 2 - 1 - 1 - 2 - 3 - 4 - 2 - 6 - 5 - 4 - 2 - 3 - 3 - 4, ACL 6, WPN Short Sword, protect his person.

6. The Garden of Repose - Highly regarded guests, Ministers, and the Taran use this exotic garden to consider proposals and deliberate decisions of import. Ten Guards stand at each end of the garden, FTR, NX - LG, LVL 2, HTK 12 - 10 - 8 - 4 - 6, ACL 3, WPN Spear and Sword.

7. The Inner Council Room - Around a large, oval table are arranged the chairs in which the council members sit when the council meets. A large map of the Ebony Coast is depicted in tile laid in the floor. Four Elite Bodyguards, FTR, NXX, LVL 4, HTK 18 - 23 - 20 - 17, ACL 3, WPN Halbards and Swords, guard each door.

8. Council Dining Room - Several long tables and serving cabinets are arranged in this room, which is used for court dinners. A large hearth for warming food stands in the southwest corner. The silver dining service worth 4,240 SP is guarded by two Palace Guards, FTR, NXX, LVL 2, HTK 12 - 11, ACL 3, WPN Spear and Sword.

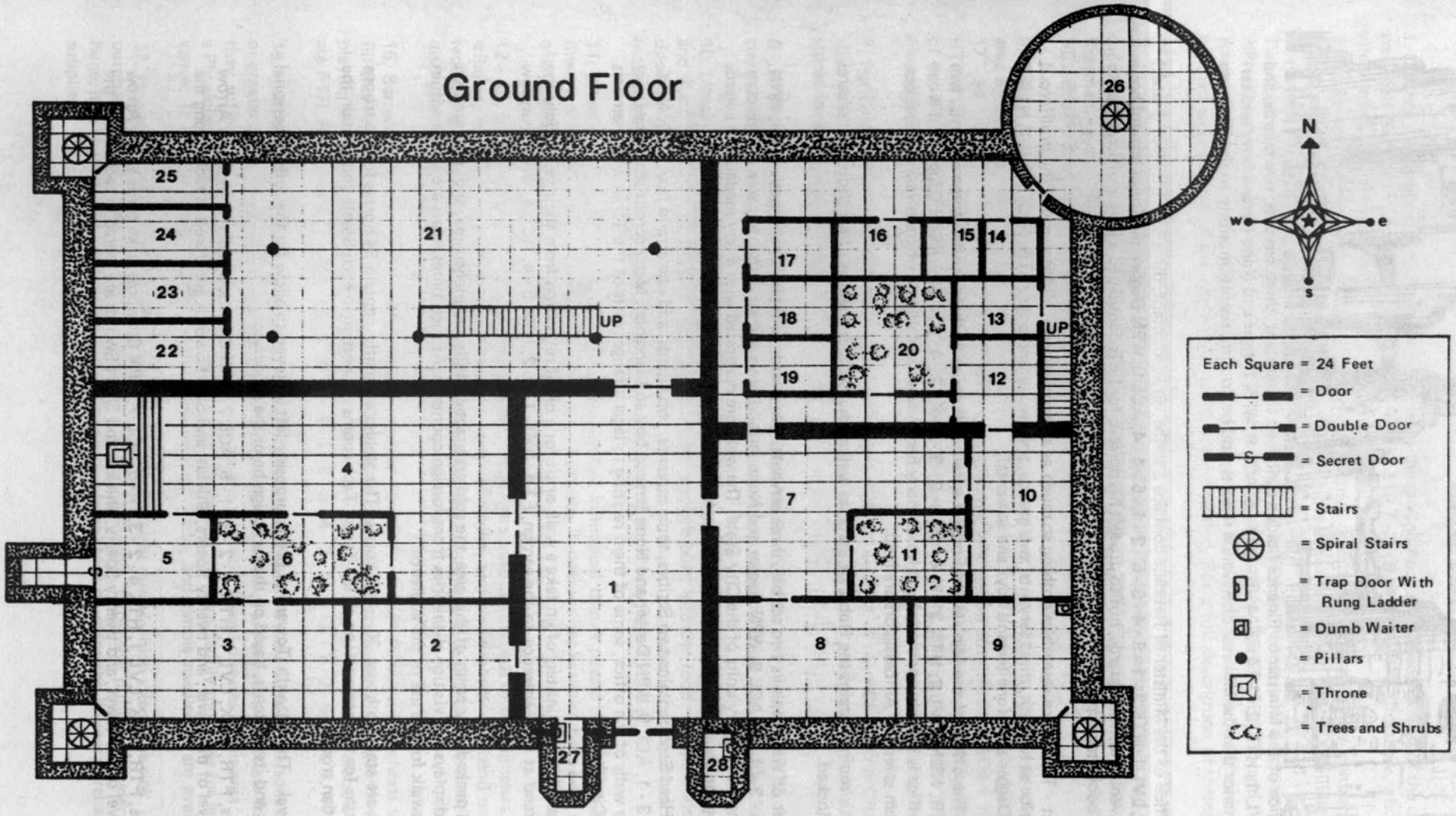
9. Imperial Kitchens - Two ovens, two large tables, and several cabinets with cooking utensils line the walls. Three cooks and four kitchen servants work here, FTR, NX - LG, LVL 1, HTK 2 - 3 - 1 - 1 - 4 - 3 - 5, ACL 7, WPN Dagger. The Minister of Domestic Affairs tastes all foods served to the Taran's family. Six stewards are generally serving guests somewhere in the palace. A door in one corner of the room leads to a spiral staircase which descends to the basement level kitchen storage room and ascends to the levels above.

10. Guard Barrack - Guards live and eat here when not on duty or "on leave." At any one time, 4D6 guards will be present, and 3D6 guards will be sleeping, FTR, NX, LVL 1, HTK 5 - 3 - 1 - 2 - 2 - 4 - 6 - 5 - 8 - 2 - 3 - 4 - 6 - 1 - 2 - 3 - 3 - 6, ACL 9, WPN Short Swords. The room contains 100 bunks, 60 chests, and three tables. There are always 25 guards on patrol within the palace.

11. Garden of Larette - This small garden is used for private discussions and is the frequent meeting place for the Ministers and their spies.

12. Office of the Minister of Domestic Services - The Minister's office contains a scribe, three servants, two guards, and two errand boys, FTR, NXX, LVL 1, HTK 2 - 1 - 4 - 3 - 4 - 5 - 2 - 1, ACL 9, WPN Dagger and None (errand boys and servants). The Minister of Domestic Services also serves as the official Taster for the castle.

Ground Floor



1. Grand Reception Courtyard
2. Chamber of Doom
3. Private Audience Waiting Chamber
4. Onyx Throne Room
5. Office of the Grand Vizier
6. Garden of Repose
7. Inner Council Room
8. Council Dining Room
9. Imperial Kitchen
10. Guard Barrack
11. Garden of Larette
12. Office of the Minister of Domestic Services
13. Office of the Minister of Finance
14. Office of the Minister of Revenue
15. Office of the Minister of Land Management
16. Office of the Minister of Foreign Affairs
17. Taran's Robing Chamber
18. Office of the Minister of War
19. Office of the Head Sage
20. Garden of Ministers
21. Parade Grounds
22. Stable
23. Stable
24. Stable
25. Stable
26. Wizard's Tower
27. Portcullis Tower
28. Portcullis Tower

13. Minister of Finance - The office of the Minister of Finance holds a scribe, an accountant, three servants, two guards, and two errand boys, FTR, NNN, LVL 1, HTK 2 - 1 - 4 - 3 - 4 - 5 - 2 - 1 - 5, ACL 9, WPN Dagger and None (errand boys and servants). It is to the Minister of Finance that the Minister of Revenue reports, and he, in turn, reports monthly to the Taran on the financial state of the city.

14. Minister of Revenue - The office of the Minister of Revenue contains a scribe, an accountant, three servants, four guards, and two errand boys, FTR, NXX, LVL 1, HTK 2 - 1 - 3 - 4 - 3 - 5 - 2 - 1 - 5 - 4 - 4, ACL 9, WPN Dagger and None (errand boys and servants). The Minister of Revenue has four guards, not to protect his person, for he is considered a minor official, but to see to it that no tampering of the books takes place.

15. Minister of Land Management - This office resembles nothing so much as an exotic jungle. Hidden among the proliferous potted and hanging plants are a scribe at his desk, three servants, two guards, and two errand boys, FTR, NXX, LVL 1, HTK 2 - 1 - 4 - 3 - 4 - 5 - 2, ACL 9, WPN Dagger and None (errand boys and servants).

16. Minister of Foreign Affairs - The office of the Minister of Foreign Affairs makes use of three scribes, three servants, two guards, and four errand boys, FTR, NNN, LVL 1, HTK 2 - 1 - 4 - 3 - 5 - 2 - 3 - 5 - 4 - 2 - 4 - 3, ACL 9, WPN Dagger and None (errand boys and servants). This office is lavishly appointed and holds many heavy wooden cabinets wherein variious Treaties, Trade Agreements, and reports from spies and Ambassadors are held.

17. Taran's Robing Chamber - This room contains the Robes of State, as well as thirty other changes of wardrobe and several suits of armor for the Taran. It is locked.

18. Minister of War - The Minister of War employs two scribes, three servants, two guards, and two errand boys, FTR, NNN, LVL 1, HTK 2 - 1 - 4 - 3 - 5 - 2 - 3 - 1 - 3, ACL 9, WPN Dagger and None (errand boys and servants), to carry out his commands and aid him in administering the military units of the City State. The walls are decorated with many medals and awards given to the Minister of War during the course of his lifetime for his performance in the line of duty.

19. Head Sage - The office of the Head Sage contains two Scribes, three servants, two guards, and one errand boy, FTR, NXX, LVL 1, HTK 2 - 1 - 4 - 3 - 5 - 2 - 3 - 1, ACL 9, WPN Dagger and None (errand boy and servants). Many scrolls and tomes may be found on shelves which line the walls of the office, some of them relating to legal arrangements of the Taran with members of the council and citizens of the City State.

20. Garden of Ministers - In this garden, the Ministers often take a walk or sit for a bit of relaxation from their tasks. Only the Ministers and the guards which stand at each entrance to the garden, FTR, NXX, LVL 2, HTK 8 - 4, ACL 4, WPN Crossbow and Sword, may enter.

21. Parade Grounds. On the hard-packed clay earth of this area, the soldiers practice drills and maneuvers, and it is here that the Taran stages military parade displays for visiting dignitaries from foreign countries. At such times, seats are set up within the shade of the overhanging crosswalk for the use of the audience.

22 - 25. Stables - In these stables are stalls to house 70 - 140 horses. The stables currently contain 84 horses for the troops stationed at the castle and 12 horses for the personal use of the Taran. Tack rooms are nestled in each Stable and contain the necessary equippage for the equestian troops.

26. The Wizard's Tower, First Level - The Wizard's Tower has been purposely left unkeyed to allow for the Judge's personal discretion in describing the Tower and its contents, based on the campaign he or she moderates.

27. Portcullis Tower - Ten Archers, FTR, NXX, LVL 1, HTK 4 - 2 - 3 - 1 - 5, ACL 7, WPN Crossbow, take turns at the Arrow slits. A ladder leads to the next level of the tower, and twenty Spears, Shields, and Short Swords are stored in racks along the walls.

28. Portcullis Tower - Ten Archers, FTR, NXX, LVL 1, HTK 4 - 2 - 3 - 1 - 5, ACL 7, WPN Crossbow, take turns at the Arrow slits. A ladder leads to the next level of the tower, and twenty Spears, Shields, and Short Swords are stored in racks along the walls.

Second Level

1. Catwalk - The stairs and catwalk give access from the ground floor to the second level of the castle. On the catwalk, also, are stationed Archers, FTR, NXX, LVL 2, HTK 8 - 9 - 11 - 7 - 8 - 9, ACL 4, WPN Crossbow, who may defend this access to the upper levels in case of invasion.

2 - 4. Barracks - These barracks are reserved for mercenary companies under long-term contract with the Taran. Each has 100 bunks, chests, and stools. Mercenary companies have more liberal leaves, and only 5D6 will be on "active" duty in the palace at any one time, FTR, NXX, LVL 1, HTK 2 - 5 - 4 - 5 - 4 - 3 - 1 - 6 - 3 - 4 - 2 - 3 - 3 - 4 - 1 - 2 - 5, ACL 8, WPN Short Swords. Two Sergeants, FTR, NXX, LVL 3, HTK 15 - 14, ACL 7, WPN Longswords, and a Captain, FTR, NXX, LVL 5, HTK 30, WPN Scimitar are in charge of the mercenaries. Each chest contains 4D6 GP, 5D6 SP, and 6D6 CP (PROB 20% of Special Weapon). An additional 25 Mercenaries accompanied by 5 Militiamen are always on patrol in the city. Duty assignments are handled with colored tiles hung on each bunk every morning. For a full description of mercenary units, see Book I, p. 14.

5. Barrack - This barrack houses Shu Shar's Bowmen when they are on duty in the city. The barrack is often empty because the Bowmen make frequent trips to the Bard Citadel nearby. The room contains bunks and trunks for each member of the unit. Each trunk contains 4D6 GP, 5D6 SP, and 6D6 CP (PROB 20% of Special Weapon). For a full description of Shu Shar's Bowmen, consult Book 1, p. 13. Bowmen are FTR, NXX, LVL 1, HTK 2 - 5 - 4 - 5 - 4 - 3 - 1 - 6 - 3 - 4 - 2 - 3 - 3 - 4 - 1 - 2 - 5, ACL 8 WPN Bow.

6. Martial Monks - This huge area houses a complete martial arts school, with sleeping quarters, divided from the rest of the area by curtains, for the 4D6 + 30 Monks, MNK, LG - LN, LVL 3, HTK 14 - 15 - 13 - 12 - 13 - 11 - 14 - 15 - 14 - 16 - 13 - 15 - 17 - 16 - 15 - 13 - 12 - 14 - 11, ACL 7, WPN Quarterstaves, who are on duty teaching 3D6 + 10 students, FTR, NXX, LVL 1, HTK 2 - 3 - 1 - 2 - 4 - 2 - 2 - 1 - 3 - 5 - 2 - 1, ACL 9, WPN Dagger, and taking turns at the Murder Holes opening into the ceiling of the Throne Room and Waiting Rooms on the Ground Floor. Only the most fanatically loyal followers of the Taran, who must also be expert marksmen, are permitted the duty of training Longbows on every guest to avert treachery.

7. Portcullis Tower - Ten Archers, FTR, NXX, LVL 1, HTK 4 - 2 - 3 - 1 - 5, ACL 7, WPN Crossbow, take turns at the Arrow slits. A ladder leads from the lower level to the next level of the tower, and twenty Spears, Shields, and Short Swords are stored in racks along the walls.

8 - 9. Stairwell - Six Elite Bodyguards, FTR, NXX, LVL 3, HTK 12 - 11 - 13 - 15 - 14 - 12, ACL 3, WPN Sword, protect the stairwell at all times. Each stairwell has an Alarm Gong to summon additional help if needed hanging on the walls.

10. Library - In this room are stored tomes and records used by the scribes, ministers, officials, and military units of the castle and the City State. Shelves and racks line the walls and are built into the room to create aisles of files for storage of these documents. Several large tables surrounded by chairs are arrange in the center of the room to facilitate the gathering of information by the scribes, who are the most frequent users of the library, NA 1D6, LVL 1.

11. Librarian's Quarters - Eric takes an active interest in magical talents passed down by lineage in families, and his room is filled with family charts, census tiles, and family histories. Ponderous books which have been deemed invaluable are sealed in a large glass case along the north wall.

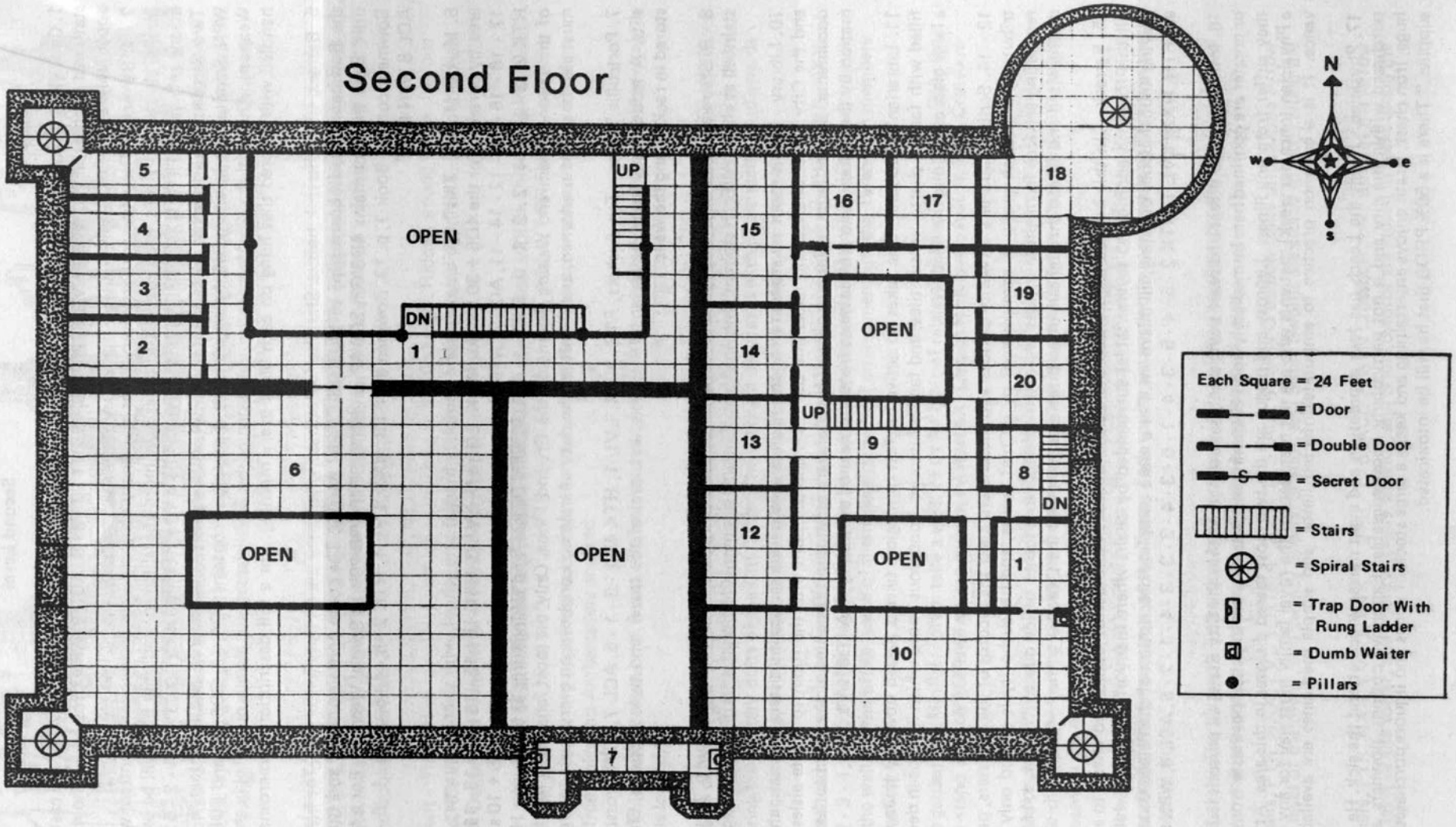
12 - 14. Scribes' Quarters - Twenty Scribes and messengers keep the records of the Ministers, particularly those of taxes and tributes, here. Each group is administered by a Chief Scribe, and his authority is second only to the Head Sage. Ministers requesting services from these offices are often referred to another office due to "overload." Many of the state records are disorganized and spread throughout these three chambers and the Library.

15. Barrack - In this barrack are housed the Palace Guard. A number of bunks and chests to accommodate this elite group fill this room, in addition to several tables surrounded by chairs where many of the guard while away some off duty hours playing knucklebones or eating, fill this room. For a more complete description of the Palace Guard, see Book 1, p. 13. Guards are FTR, NXX, LVL 1, HTK 2 - 5 - 4 - 5 - 3 - 4 - 1 - 6 - 3 - 4 - 2 - 3 - 3 - 4 - 1 - 2 - 5, ACL 8, WPN Short Sword.

16. Infirmary - The threat of disease being a constant danger within the City State, all persons living within the castle of PSL 7 or greater are confined here immediately upon becoming ill. Outsiders are expelled posthaste from the palace if it is found that they suffer from any illness. Leprosy and plague are the two most feared diseases in this area. Attended by seven servants and a Physician (once per week), patients who are not members of the royal family must pay for any treatment they receive in advance. It is a common practice to amputate infected limbs, and simple medicines are available, though quite expensive.

17. Physician - Hrath the Leech has four apprentices and eight nurses which attend the sick. He relies heavily on medications purchased within the city and is not particularly knowledgeable. Expensive potions, powders, and salves are locked within a huge, iron chest. Hrath enjoys entertaining and keeps a large stock of wines and liquors purchased under the guise of "medical supplies." There is a 50% PROB that he will be intoxicated.

Second Floor



1. Catwalk
2. Barrack
3. Barrack
4. Barrack
5. Barrack
6. Martial Monks
7. Portcullis Tower
8. Stairwell
9. Stairwell
10. Library
11. Librarian's Quarters
12. Scribes' Quarters
13. Scribes' Quarters
14. Scribes' Quarters
15. Barrack
16. Infirmary
17. Physician
18. Wizard's Research Chamber
19. Storeroom
20. Armory

18. Wizard's Research Chamber - Forgotten experiments and many dangerous surprises fill this room, which is avoided by the present Wizard. Although knowledgeable about the method of recharging the architectural and defensive runes of the Castle-Palace, the relatively inept Wizard cannot comprehend the processes developed by his venerable father, who "disappeared" in a cloud of yellow smoke in this chamber some five years ago. Things appearing half alive move slowly within murky jars and crystals. A pallor of fear and distress seems to fill the dusty air itself. Cobwebs cover vats and glassware still smouldering from chemical reactions begun over a decade ago. An iron fence containing no gate commissioned by the present Wizard after his father disappeared bars access to the room from the spiral staircase.

19. Storeroom - Within this storeroom is kept enough preserved foodstuffs, grains, and water to feed the occupants of the palace for two months. Vermine are an occasional problem here when the Wizard fails to maintain the proper enchantments.

20. Armory - Ten Heavy Crossbows, twenty-five Light Crossbows, sixteen Longbows, twenty Short Bows, five Longswords, six Military Picks, thirty-two Polearms, and forty Short Swords are stored along the north wall of this room. On the east wall are stored ten bundles of thirty Arrows each, fifteen Spears, six bundles of fifteen Quarrels each, six Slings with pouches of Lead Shot, and a Blowgun with ten Darts. Arranged on the south wall are forty Shields, forty Helms, and ten Chainmail tunics. An anvil and forge with tools stands in the center of the room.

Third Level

1. Seraglio - Continuing the custom set by former monarchs, the Taran keeps a harem of 30 concubines from as many different nations, 25 dancing girls, and 16 serving maids in this huge area. Pillow-strewn areas are partitioned off with expensive tapestries to form an assortment of smaller rooms in which several of the females keeps her small store of personal belongings. In fact, the Taran spends little time here, and all the women of the palace may have quarters here, should they desire female companionship. Ten Amazons, FTR, NXX, LVL 2, HTK 8 - 11 -10 - 9 - 6 - 7 - 5 - 12 - 6 - 8, ACL 8, WPN Spear and Swords, protect the only entrance, and only females or the Taran are allowed within.

2. Catwalk - The catwalk is guarded by twenty Palace Guards, FTR, LNN, LVL 2, HTK 4 - 6 - 7 - 6 - 4 - 10 - 8 - 7 - 9 - 13, ACL 6, WPN Crossbow and Sword, at all times. A large gong located at the top of the staircase may be used to sound an alarm, if necessary. The staircase itself can be sprung with a lever located on the catwalk to cause it to become a slide. A small cauldron of oil above the stairs can be tipped onto the slide to prevent firm footing.

3. The Taran's Chamber - Only by depressing three keys in the right order will one be able to unlock the iron door to the Taran's chamber. A peephole covered with a plate can be slid aside to ascertain who is on the catwalk outside. Atar will be within the chamber 20% of the time during the day and 60% of the time during the night. A +2 Shield, a +1 Scimitar, and an ornate Helm are mounted on the west wall. A complete collection of weapons of all types is mounted on the south wall. Arrayed along the east wall are the Taran's huge wooden bed, three trunks of clothing, several cabinets containing military gear, and a low table holding a relief map of Tarantis.

4. The Taris's Chamber - The Taris leads an active life and heads several political groups designed to further Tarantine trade and break down old customs which restrict foreign contacts and treaties. Her chamber is filled with art objects from many lands, and a huge wall map showing the principal countries of the known world dominates the north wall. Four serving maids tend her many wardrobes and exotic plants. A large bath is located near the west wall, separated from the rest of the room by a gauze curtain. The Royal Jewels of State are mounted in a glass case in the northwest corner of the room: Tiara 8,957 GP, Necklace 4,680 GP, six Rings 1,925 GP, and two Armbands 770 GP each. Any attempt to open the case without saying the word, "alinkaime," will result in the entire chamber filling with a potent Sleeping Gas (ST -6). The door is protected by a Rune of Stunning (up to 36 levels) against any male not wearing the Ring of Atar.

5. Nursery - This nursery contains only female offspring and is attended by six servants, FTR, NXX, LVL 1, HTK 6 - 5 - 4 - 5 2 - 3, ACL 9, WPN Dagger, and four nurses. The door is guarded by two Palace Guards, FTR, NXX, LVL 2, HTK 11 - 12, ACL 3, WPN Spears and Swords. Within the room reside four little princesses ranging in age from two years of age to eleven years of age.

6. Female Servants' Quarters - Fifteen handmaidens and seven nursery women live here in relative luxury. A small fountain sprays perfumed water into a marble pool in the center of the room, and each woman's living area is cordoned off by satin curtains. Sleeping furs, wardrobe cabinets, small trunks, tables, and chairs are to be found in 30 curtained areas arranged around the walls.

7. Dining Room - Three butlers and two serving girls, FTR, NXX, LVL 1, HTK 6 - 7 - 3 - 2 - 4, ACL 9, WPN Dagger, serve meals prepared in the downstairs kitchen and brought up in the dumbwaiter in Room 8. Serving trays, eating utensils, and plates of gold and silver worth a total of 2,680 GP are locked within the ironwood cabinets on the east wall. A large, ornate, oval table is used by everyone on this floor, but the monarchs seldom dine here, preferring to take meals in their quarters unless some state dinner requires their presence downstairs.

8. Dumbwaiter and Storage - Provisions are stored here for use in the event of siege. A dumbwaiter operated by a large handcrank brings huge trays of food from the kitchen below. The dumbwaiter is sealed with an iron-banded trapdoor when not in use.

9. Guard Captain's Planning Room - This meeting room is seldom used but contains plans of the Palace-Castle and nearby areas for use in planning patrols and defensive measures in the event of an attack. A secret passage leads from this room to the stairwell in the southeast corner of the room.

10. Pandemonium Room - Women near childbirth and infants below the age of two years are cared for in this chamber by sixteen servants and four mid-wives. The room is guarded by four Palace Guards, FTR, NXX, LVL 2, HTK 5 - 4 - 9 - 11, ACL 5, WPN Spear and Sword. Currently, eight babies and two very pregnant concubines are being housed in this room.

11. Palace Guard Captain's Chamber - The present Captain of the Guard does not enjoy ceremonies nor palace life and spends little time in this ornately-decorated room. For further information about the Captain of the Guard or his Lieutenants, see Book 1, p. 13. He lets his Lieutenants use the room when on duty on the Third Floor. A collection of arms is arranged along the south wall, and several gaming tables and piles of sleeping furs are in the center of the room. An enchanted Gong sounds in unison with any alarm gong struck within the castle and is mounted on the north wall. A +2 Spear and three Shields are hung near the door. There is a 30% chance that 3D6 Palace Guards will be "gaming" in the room with 1D2 Lieutenants at any one time.

12. Male Servants' Quarters - This room is furnished with twenty bunks, nightstands, and trunks. 4D6 interpreters, scribes, butlers, fitness experts, wine tasters, falconers, and other servants will be here at any one time, FTR, NXX, LVL 1 - 2, HTK 3 - 7 - 4 - 5 - 6 - 4 - 12 - 10 - 5 - 4 - 3 - 4, ACL 9, WPN Dagger. Twenty Short Swords and Shields are mounted near the door for use in the event of trouble.

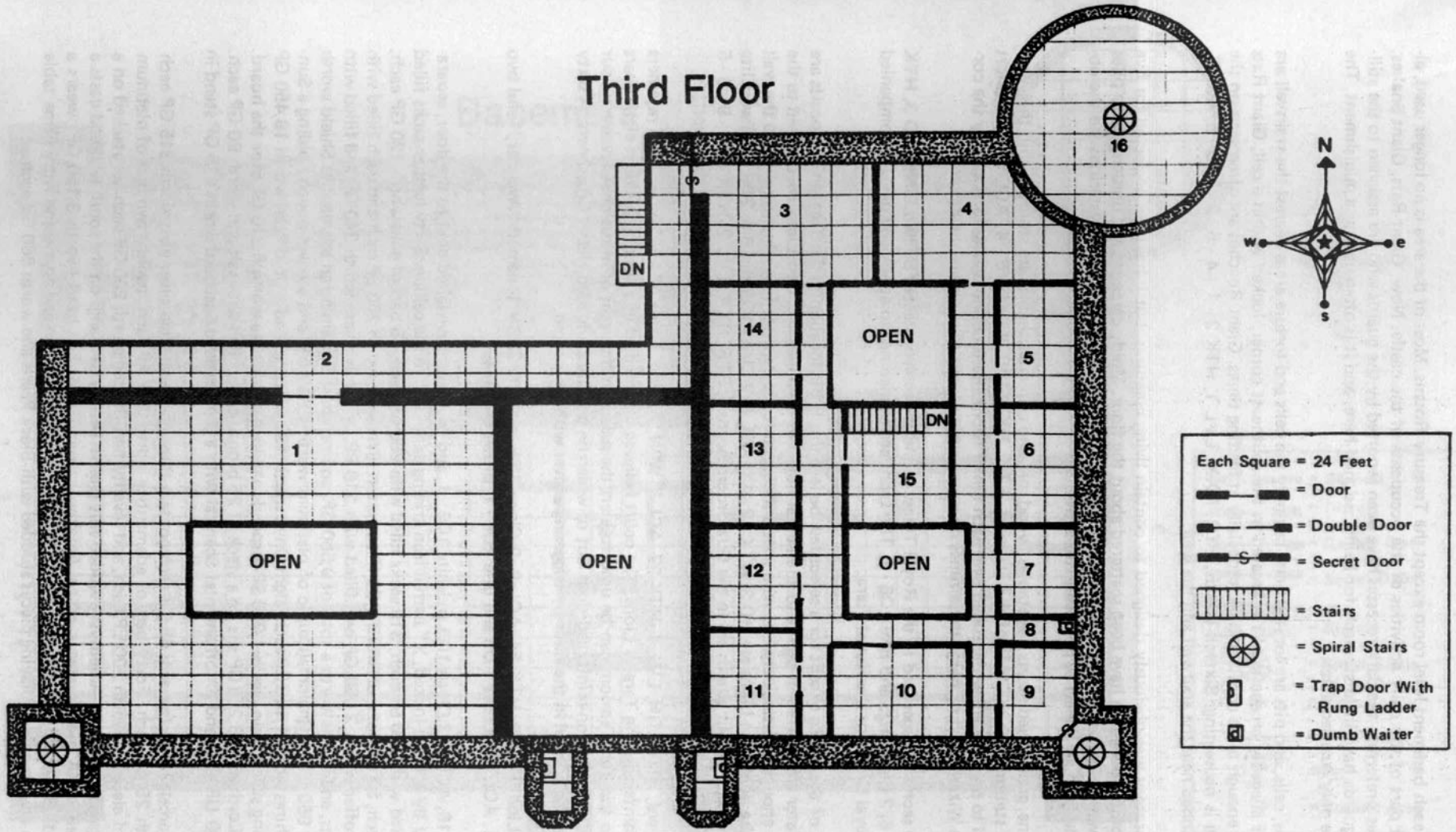
13. Armory - In this room is stored the prized collection of weapons accumulated by the Taran. Twenty-two Shields, ten Light Crossbows, a Canesword, five Short Swords, two Longswords, six Scimitars, a Boomerang, six Throwing Stars, three Darts, thirty-one Daggers, a Short Composite Bow, three Lances, seven suits of Plate Armor, two Quarterstaves, and equipment for making repairs on arms and armor are contained within this room.

14. Males' Nursery - The male offspring are cared for in this chamber until the age of 7 years. Fourteen servants, FTR, NXX, LVL 1 - 2, HTK 4 - 7 - 8 - 6 - 5 - 4 - 3 - 10 - 4 - 2 - 6 - 3 - 4 - 2, ACL 9, WPN Dagger, are assigned to teach elementary customs and manners. Each of the seven boys within is treated like a petty king, and each has a personal bodyguard. The room is filled with games, toys, miniature ships, blunt weapons, and flags. The door is guarded by two Palace Guards, FTR, NXX, LVL 2, HTK 12 - 13, ACL 5, Spear and Sword.

15. Guard Room - Only the elite of the Palace Guard who have been carefully screened for loyalty are permitted to take this station. Thirty Heavy Crossbows and thirty Light Crossbows are kept cocked and loaded here at all times. A heavy cauldron of boiling oil is maintained at the top of the staircase, and passes of colored tile are required of everyone wishing to ascend. Thirty Palace Guards, FTR, NXX, LVL 2, HTK 12 - 11 - 10 - 12 - 14 - 9 - 10 - 11 - 8 - 7, ACL 5, WPN Spears and Short Swords, are on constant alert here. An additional 3D6 Palace Guards are resting within the chambers.

16. Wizard's Laboratory - Strange equipment fills this chamber. Most of it was accumulated by past Wizards and cannot be used without considerable research, but some of it is used by the present Wizard. A Multiple Crossbow is mounted facing the stairwell, and many potions, urns, and coffers filled with unknown substances are ranged on shelves and tables about the room.

Third Floor



1. Seraglio
2. Catwalk
3. Taran's Chamber
4. Taris's Chamber
5. Female Nursery
6. Female Servants' Quarters
7. Dining Room
8. Dumbwaiter and Storage
9. Guard Captain's Planning Room
10. Pandemonium Room
11. Palace Guard Captain's Chamber
12. Male Servants' Quarters
13. Armory
14. Male Nursery
15. Guard Room
16. Wizard's Laboratory

Basement Level

Three wells are located in each basement level room except the Treasury Rooms. Most of the area is no longer used, although it was once an important part of the daily activities of the occupants of the castle. Now, Giant Rats, Giant Snakes, Giant Spiders, and other creatures preferring the dark recesses have been reported by the guards who are assigned to the still-used portions of this level. The guards have little stomach for being assigned here, and it is often used as a punishment. The storage cellar and dungeon are the only guarded areas.

1. Dungeon - Several torture areas, cells, and pits are located here, but only the cells and torture areas nearest the stairwell are ever used. A forgotten archive of allegedly arcane books is located in the southeast corner, locked within a cell. Giant Rats plague the prisoners unfortunate enough to be confined here, especially at feeding times. Giant Roaches are often seen on the ceilings and walls, and the stench is nauseating. Sixteen guards, FTR, NXX, LVL 1, HTK 2 - 1 - 4 - 5 - 2 - 3 - 6 - 5, ACL 5, WPN Spears and Swords, are stationed near the stairwell and the well.

2. Wizard's Zoo - This large laboratory was obviously designed to contain living creatures, but it has been neglected for five years. Huge stocks of grain and other foodstuffs have been scattered about the floor. Moldy carcasses and unidentifiable piles of animal matter have putrefied within iron cages. A few cages stand open, their locks broken by some mysterious (to the observer) force of great strength. The fetid air attests to processes still active.

3. Storage - Extensive stores of wine, grain, dried meats, vegetables, wood, oil, and other perishables are stored within this huge basement area. Two Guards are stationed at the foot of the stairwell, FTR, NXX, LVL 1, HTK 6 - 4, ACL 5, WPN Short Sword. Protective runes designed to preserve are emblazoned over each bin or room and function well as long as only the correct stuffs are stored therein. The Wizard must recharge these runes once per lunar month to maintain their potency.

4 - 5 - 6. Secret Passages - These secret passages lead to the Royal Treasury and are each protected by two Lions, HD 3, HTK 14 - 15 - 14 - 13 - 16 - 14, ACL 6, 2 Claws 1D3 and Bite 2D6 - 1. The Lions are trained not to attack any party accompanied by a person wearing either the Royal Crown or the Royal Tiara.

7. False Treasury - All members of the palace except for a select few believe this is the location of the Treasury. Deposits are carried to this location and are later transferred in secret to the actual hoard in Chamber 10. Two Lions are chained to the north wall; their chains are long enough to attack anyone who enters the room if they are not first winched close to the wall by the use of a handcrank near the door. The Lions are HD 3, HTK 12 - 13, ACL 6, 2 Claws 1D3 and Bite 2D6 - 1. Two Elite Guards are stationed in the stairwell, and four guards are in the Guardroom beyond, FTR, NXX, LVL 2, HTK 8 - 7 - 9 - 6 - 5 - 6, ACL 5, WPN Short Swords. Chests filled with stones are piled about the False Treasury, and 190 GP litter the floor.

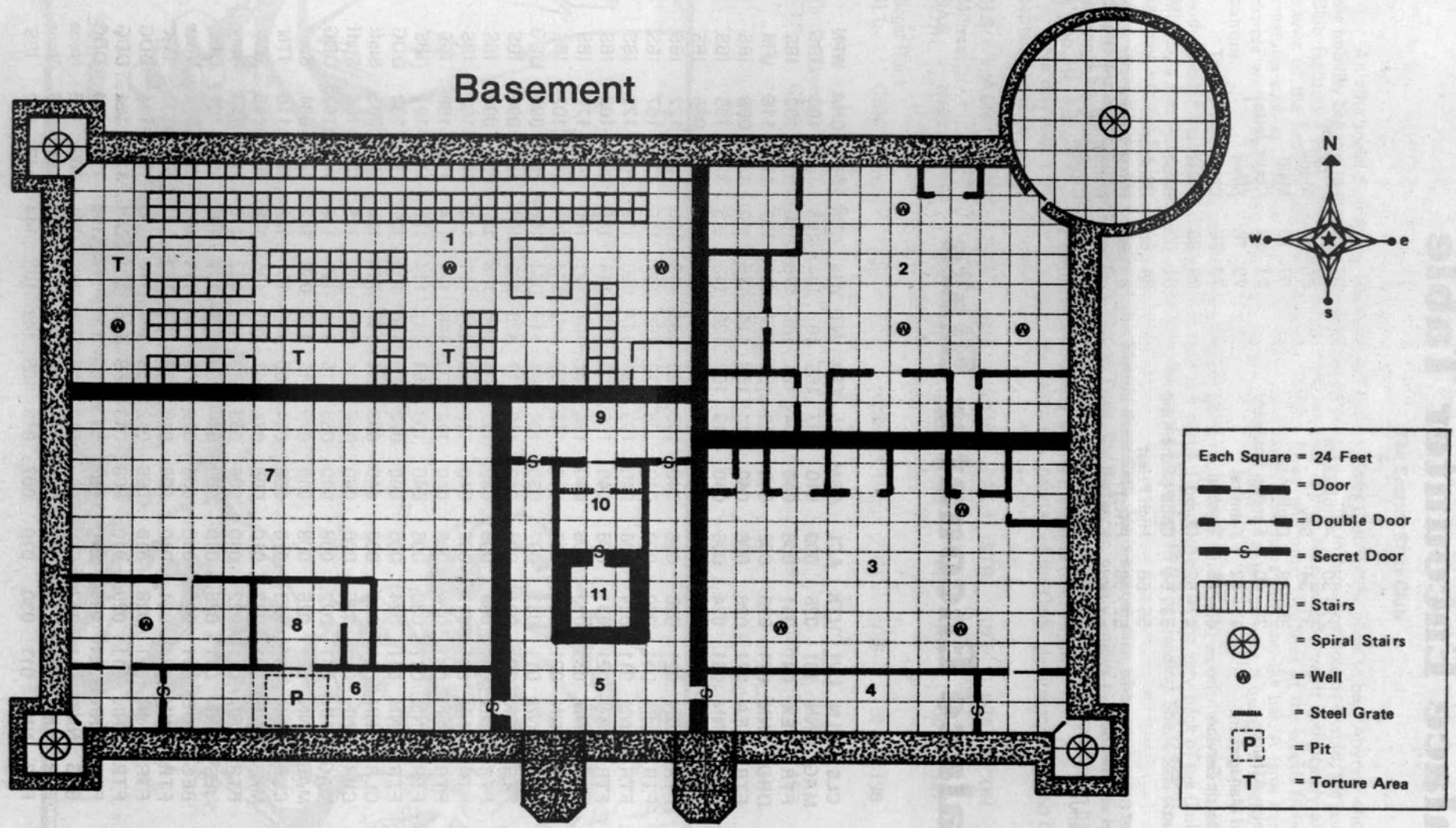
8. Lion Keeper - Clavan the Shrewd, FTR, LGN, LVL 4, HTK 27, ACL 6, WPN Scimitar, is one of Atar's most loyal retainers and has undertaken the task of maintaining the Taran's Lions. The court believes that he died in a hunting accident eight years ago. An alarm gong connected to the Taran's room can be used to alert the palace in the event of intrusion. Clavan has four murder holes and a barred opening in his iron-reinforced door out of which he can fire six loaded Heavy Crossbows. A sixty feet deep pit, 40' x 40' in area, can be opened in the floor by triggering a lever within his room.

9. Treasury Entrance - A Giant Lion, HD 10, HTK 54, ACL 6, 2 Claws 1D6 and Bite 3D6 + 1, named "Avelatar," and two female Lions, HD 3, HTK 14 - 11, ACL 6, 2 Claws 1 D3 and Bite 2D6 - 1, prowl this area.

10. A female Lion, HD 3, HTK 16, ACL 6, 2 Claws 1D3 and Bite 1D6 - 1, and four cubs have laired next to the door, separated from the rest of the treasury by a triple-locked, ½" barred iron grating extending to the ceiling. Sixty leather sacks filled with 200 GP each, 127 sacks filled with 200 SP each, 315 sacks filled with 200 CP each, 45 bars of gold worth 120 GP each, 36 bars of silver worth 120 SP each, 50 bars of Iron worth 120 IP each, ten silver urns worth 250 SP each and each filled with 325 EP, a gold, gem-encrusted coffer worth 2,050 GP and filled with 210 PP, an Amber vase worth 340 GP and filled with necklaces, bracelets, torques, rings, and chains worth a total of 9,560 GP, an iron chest containing an adamantite Shield worth 3,480 GP, a mithril Mace worth 960 GP, a Chainmail tunic of platinum worth 2,640 GP, and a velvet pouch holding a Sunstone worth 5,100 GP, two Sapphires worth 1,100 GP each, eight Onyx worth 130 GP each, and a Gold Pearl worth 19,450 GP are stored in this room. A 20' long silver chain worth 1,220 SP suspends a golden candelabra worth 5,310 GP over the hoard. A Topaz statuette of a Dwarven Lord worth 6,250 GP sits on a stack of 25 bronze casks filled with salt and worth 90 GP each. Thirty large jars of oil worth 200 GP each and an ornamental Scimitar with a gem-studded Scabbard worth 615 GP stand in the southwest corner.

11. Inner Treasury - Three green porcelain chests worth 65 GP each contain three gem-encrusted silver urns worth 315 GP each and filled with 1,400 Pearls worth 25 GP each. Forty bars of adamantite worth 200 AP each, twenty-two bars of platinum worth 200 PP each, fifteen bars of electrum worth 200 EP each, and seventy bars of gold worth 200 GP each are stacked on a raised platform. A huge +3 Longsword with an Amethyst-studded hilt worth 14,780 GP hangs on the south wall and casts a purple glow throughout the chamber. A marble statue of an Amazon carrying a Medusa head (worth 3,150 GP) wears a coronet with three Sapphires worth 3,490 GP. A large golden mask worth 2,815 GP sits upon and ebony and ivory game table worth 1,350 GP. Within the table are ten golden playing pieces studded with Black Pearls and worth 860 GP each.

Basement



1. Dungeon
2. Wizard's Zoo
3. Storage
4. Secret Passage
5. Secret Passage
6. Secret Passage
7. False Treasury
8. Lion Keeper
9. Treasury Entrance
10. True Treasury
11. Inner Treasury

Palace Encounter Table

Die Roll	Encounter				
01 - 04	Chief Advisor	27 - 30	Ambassador	63 - 64	Physician
05 - 06	Minister of War	31 - 34	Spy	65 - 66	Monk
07 - 08	Minister of Foreign Affairs	35 - 38	Diplomat	67 - 70	Maid
09 - 10	Minister of Land Management	39 - 40	Foreign Emissary	71 - 72	Court Jester
11 - 12	Minister of Domestic Services	41 - 42	Admiral	73 - 76	Slave
13 - 14	Head Sage	43 - 46	General	77 - 78	Cook
15 - 16	Chief Accountant	47 - 52	Guard	79 - 80	Valet
17 - 20	Accountant	53 - 54	Child of the King	81 - 83	Butler
21 - 22	Librarian	55 - 56	High Priest	84 - 86	Gardner
23 - 24	Tax Collector	57 - 58	Priest	87 - 90	Hired Servant
25 - 26	Minister of Revenue	59 - 60	Scribe	91 - 92	Nanny
		61 - 62	Wizard	93 - 00	Citizen

Palace Encounter Stats

Title	CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Chief Advisor	MAG	NNN	101	026	009	010	137	168	167	144	106	146	105	DDG
Minister of War	FTR	NEX	091	031	006	040	124	154	166	178	166	117	133	IBS
Minister of Land Management	DRD	NNN	071	026	009	010	113	138	112	163	102	123	118	IFM
Minister of Foreign Affairs	FTR	NEA	071	026	006	040	113	168	114	145	103	113	096	IBS
Minister of Domestic Services	FTR	NNN	061	024	006	040	113	102	128	113	145	125	135	IBS
Chief Accountant	FTR	NNN	041	025	006	040	118	142	148	158	114	157	086	IBS
Accountant	FTR	NNN	021	026	006	040	105	136	183	143	136	124	122	IBS
Head Sage	FTR	NNN	011	029	009	010	108	173	156	142	125	126	157	IBS
Librarian	FTR	NNN	011	024	006	040	103	134	147	093	118	106	122	IBS
Tax Collector	FTR	NNN	021	031	006	040	105	133	113	114	188	094	103	IBS
Minister of Revenue	FTR	NNN	031	023	006	040	114	137	107	121	105	141	177	IBS
Ambassador	FTR	NNN	021	024	006	040	112	133	162	147	111	112	107	IBS
Spy	THF	NNN	011	031	007	030	104	164	117	084	158	156	096	UDG
Diplomat	FTR	NNN	031	021	006	040	118	111	136	133	101	107	096	IBS
Foreign Emissary	FTR	NNN	081	026	006	040	117	134	154	138	137	092	093	IBS
Admiral	FTR	NNN	081	022	006	040	113	113	124	111	117	108	103	IBS
General	FTR	NNN	081	024	006	040	114	133	166	121	114	113	168	IBS
Guard	FTR	NNN	011	030	006	040	106	154	161	114	155	114	121	IBS
Child	FTR	NNN	011	024	006	040	073	125	166	103	122	162	132	DDG
High Priest	CLR	NNN	091	026	006	040	083	144	137	188	126	165	093	Staff
Priest	CLR	NNN	021	025	006	040	086	134	168	167	125	138	164	Staff
Scribe	MAG	NNN	031	022	008	010	055	116	154	155	113	112	157	DDG
Wizard	MAG	NNN	031	025	008	010	076	112	177	086	143	145	084	Staff
Physician	CLR	NNN	031	023	010	008	064	105	157	151	138	124	116	ITN
Monk	MNK	LNE	031	027	010	008	074	147	141	134	138	101	148	IFM
Maid	FTR	NNN	011	022	010	008	033	113	081	103	115	121	173	None
Court Jester	JES	NNN	011	025	010	008	044	154	174	107	104	158	107	DDG
Slave	BEG	NGE	011	020	010	005	012	105	134	113	107	095	124	None
Cook	FTR	NNN	021	024	010	008	046	136	137	132	111	102	137	ITK
Valet	FTR	NNN	011	028	010	008	042	138	167	147	156	128	124	DDG
Butler	FTR	NNN	011	029	010	008	043	158	136	124	148	122	164	DDG
Gardner	FTR	NNN	011	029	010	008	043	132	127	117	166	113	114	DDG
Hired Servant	BEG	NNN	011	023	010	005	012	125	075	111	114	105	168	None
Nanny	FTR	NNN	021	024	010	008	056	116	141	107	138	114	135	None
Citizen	FTR	NNN	011	030	010	007	043	165	143	103	144	142	112	IBS

The Soaring Stars Club

An elite social club on the west side, the Soaring Stars Club is "the place to be." Anyone who is wealthy, popular, or of the nobility belongs to the Stars. Contacts can be made here and information bought or sold; the gossip flows freely. The Stars Club features a large bar made of wood from the near-extinct Moonwood tree. It is delicately and beautifully carved with scenes of the heavens and earth, Nymphs, Satyrs, Elves, and other creatures of the woods frolicking about, and fantastic creatures such as Unicorns and Pegasi. Moonwood tables and chairs surround the bar. A large dance floor made of polished marble with a stage is set agianst the back wall. Some type of entertainment is usually provided for the enjoyment of the patrons.

To the right of the game room is the hot baths room. In it, seven small wooden tubs are filled with warm water agitated with wooden paddles by a slave girl at each tub (CHA 15 or higher). In the very back of the Club is a fortune-telling room. Milisca, a seer from Seraphine works here, telling the future for 15 GP per reading. She is 80% accurate in her readings (-10% per day into the future).

Sagel Ranir is the manager of the Soaring Stars Club. He is a quiet man who is not given to the frivolities of the rich, despite his own considerable wealth. Untoo Twee, the bartender, greatly enjoys his job because he hears all the local gossip among the high class clientele. He also likes to talk and cannot be trusted to keep a secret. Untoo has a bad leg and walks with a limp. He received his injury while in the military during the Battle of Crowrun.

No one with a PSL of 7 or lower can become a member of the Club. Membership costs 50 GP per year, and any unacceptable behavior is reason to lose membership, as well as status.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Milisca													
SAG	NNN	094	023	010	005	105	114	167	156	127	166	135	Dart
Sagel Ranir													
ILL	CEN	103	023	010	005	107	104	186	157	136	176	146	+1 Throwing Kife
Untoo Twee													
FTR	CEN	092	010	006	105	176	124	105	165	157	145	177	Dagger

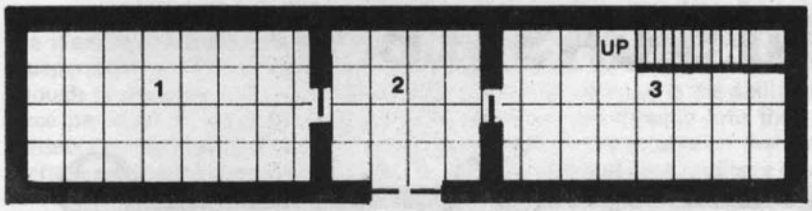
The Burnt Dragon Club

The Burnt Dragon is a club for those professing to be Magicians (or people involved with magic) only. Not only is it a place for relaxation, with various games, hot baths, and the like, but it is also a place where Mages can gather to discuss new techniques and ideas. Club membership is 100 GP a month, but all food and drink is free to members. Both the food and the drinks are of very high quality, so the membership fee is well worth it. To gain membership, an individual must prove magical abilities and be PSL 9 or higher. The club is managed by Thetavelus, a prominent Magician and good businessman. He employs three bouncers who guard the door, FTR, NNN, LVL 3, HTK 12 - 14 - 15, ACL 6, WPN Scimitar. The bar is tended by Thetavelus or Zeresa, his pretty, young wife.

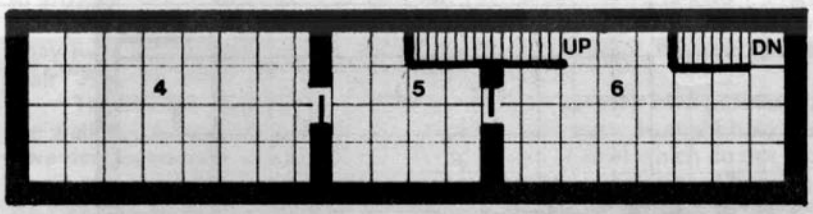
Atop the bar is a revolving crystal ball radiating prismatic colors. Three similar balls hang from the ceiling over the bar. Expensive murals and tapestries adorn the polished wooden walls of the club. Visitors are not allowed in the club because a lot of trade secrets circulate here that are not meant for the ears of outsiders.

CLS	ALN	LVL	HTK	ACL	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	WPN
Thetavelus the Marvelous													
MAG	NNN	194	029	010	007	105	156	196	185	147	167	157	Wand
Zeresa													
WIT	NNN	122	025	010	005	106	127	176	168	137	178	179	None

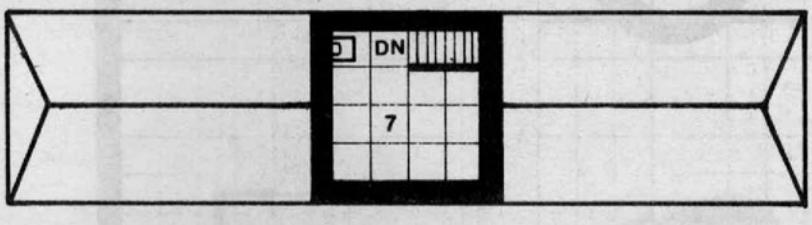
Fighter or Bard Citadel



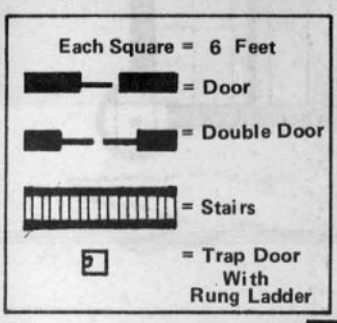
First Floor

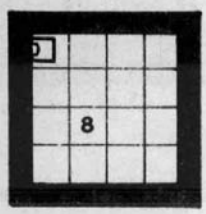


Second Floor



Third Floor





Fourth Floor

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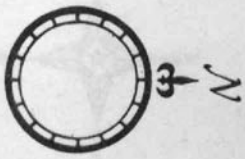
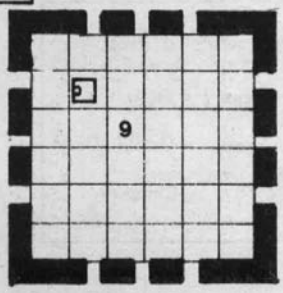
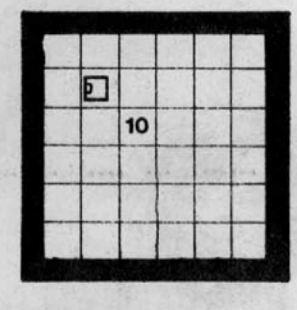
11 _____

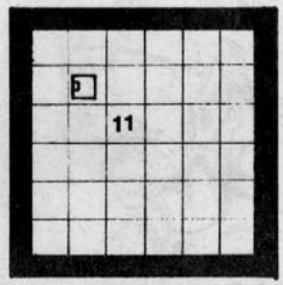




Fifth Floor

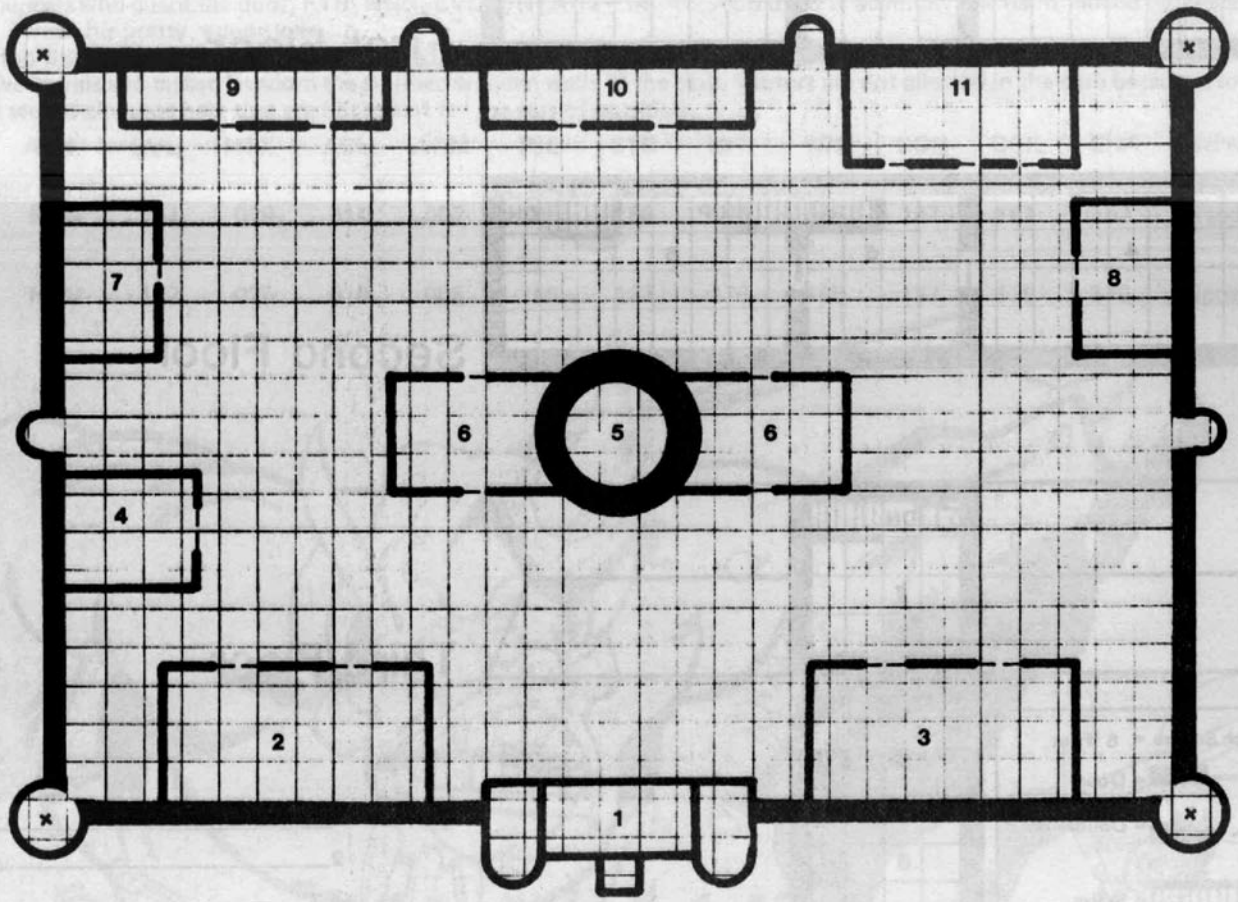


Sixth Floor



Roof

HO CHI'S CASTLE



1. Main Gate
2. Stable
3. Stable
4. Armory
5. Tower
6. Ho Chi's Residence
7. Guest House
8. Servants' Quarters
9. Barrack
10. Barrack
11. Storage

Each Square = 10 Feet

= Door

= Double Door

= Catapult

Meriem Catwolf Folk

The "Meriem" are a highly-intelligent, free-roaming race of the Catwolfs closely related in appearance to Warcats. Unlike the Warcats, however, the Meriem are completely sentient, have a highly-developed sense of honor, have evolved a civilization independent of Human-kind, and believe themselves to be descendants of an instellar race. Their ferocious appearance is enough to dissuade most predators, but chief of their defenses is the ability to Charm other creatures (up to 10 HD or 10 LVL once per day) if they can induce the creature to look directly into their eyes. Although they are four-legged, the Meriem possess an opposing thumb and three fingers which are retractable on their front paws. Their tails have sensitive touch, and the Meriem use them with great dexterity to signal in sign language, indicate direction, climb, and grasp simple objects.

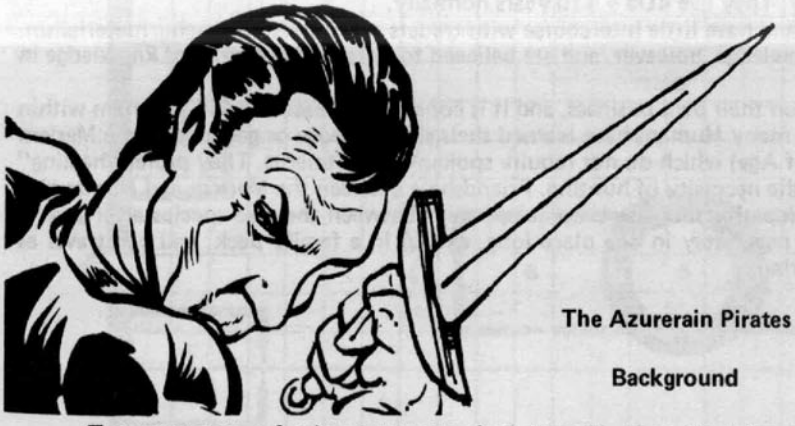
The Meriem's thick fur coat provides a protective covering equal to ARM 024 to ARM 063 (ACL 8 to ACL 4), depending upon the size of the creature. Coloration of their fur is light and ranges in soft shades from pure white (smallest size) to golden yellow. Size ranges from 4' to 10' in length with body weights from 100 to 600 pounds (HD 1D6, 2 Claws 1D2, Bite 1D6). They bear their young in litters (1D4 cubs) only once in a female's lifetime and form a family grouping of 2D6 adults to protect the young during the first three years only. They live 4D6 + 110 years normally.

The Meriem disdain the ownership of objects and have little intercourse with traders and others evidencing materialism. They have been known to exchange services for knowledge, however, and are believed to possess a vast store of knowledge in their "Revered Ones" (Meriem over 100 years old).

The Meriem range freely in and out of Tarantis on their own business, and it is considered treason to kill a Meriem within the walls of the city. The Meriem never speak, but many Humans have learned their sign language or gestures. Some Meriem have developed spell abilities (PROB 5%/20 Years of Age) which do not require spoken enchantments. They prefer "healing" magic and sometimes perform this service to avoid the necessity of hunting. Friendships between the Meriem and Humanoids are rare but have been reported. In such cases, a telepathic link has become apparent between the two species after several years of contact (+2% per Year). The Meriem will never stay in one place long, except in a family pack, and can travel as swiftly as a Light Horse for up to 3 hours without tiring.

The Azurerain Pirates

Detailed more fully in the City State Campaign Installment contained in **Pegasus 6**, the stronghold of Bireznia, where the Pirates who work hand-in-glove with the government of Tarantis, are located, is given a cursory description in the following pages. The hexes referred to in the descriptions are those of the map of the five-mile hex numbered 2625 on Campaign Map 4.



The Azurerain Pirates

Background

Ten years ago, a freebooter approached Atar the Lion, the ruler of Tarantis (Hex 2327, Campaign Map Four) with an interesting proposition. An agreement was reached between Atar and the man who has since been known as the Seahawk.

The Seahawk gathered together all the local pirates, privateers, buccaneers, and the other refuse of the water and molded them together into a brotherhood - an association of independent captains which would eliminate competition between them. Atar and the markets of Tarantis would share in the enterprise. It soon became recognized that ships licensed by the Tarentine Merchants' Association would be guaranteed passage by the Brotherhood if a slight fee was paid. Vessels which were not registered would be fair game for the pirates. Seized goods were then auctioned by the Brotherhood monthly. It has been rumored that Atar sometimes denies registration to vessels carrying goods he covets and then buys them at the auction when the ship is taken by the Brotherhood.

In time, a camp grew around the market site about 18 miles northeast of the city of Tarantis. The Seahawk, a cautious type, developed a system of protection for his men. Lookout points were situated along the Azurerain River. Agents of the Brotherhood were sent into the cities and towns along the river. It is rumored that, by this time, agents can be found in most major cities in the known area. A carrier pigeon system was instituted about five years ago, thus insuring quick communications between outposts. It is not uncommon for magic to be used to notify the Seahawk of wealthy prizes.

Ships used by the Brotherhood vary in type. Most are owned by the Captains although ships are also known to be under the ownership of patrons who receive a portion of the booty when it is sold. The main type of vessel is a clinker-built, shallow-draft ship, close in design to the Viking war boat. This type of ship can be used with sails or oars and is quite capable of long sea journeys. Smaller river craft are also used. In most cases, the crew is entirely composed of members of the Brotherhood although some vessels use slaves as rowers.

The governing body of the Brotherhood is the Council of Captains. Each captain (who must possess a ship and at least fifty men) has a vote in Council deliberations. The Captain-General has three votes and decides the action if a tie vote results. The Tarentine Merchants' Association and Atar the Lion each get one vote. General meetings are held twice a year, and at least three-quarters of the Captains must be present in order to have a voting quorum. New Captains are appointed as voting members only with the approval of two-thirds of the voting membership. Quarrels within the membership are normally decided by a formal duel if agreement cannot be enforced by the members. Violations of the Articles of Association of the Brotherhood are tried before a judicial board consisting of the Captain-General and two Captains elected every two years.

Shares of sold booty are normally divided in the following fashion although minor variations are known to exist.

30%	Master of the vessel. Usually the Captain.
10%	Officers and bodyguard.
30%	Crew.
10%	Captain-General.
15%	Brotherhood treasury.
5%	Atar the Lion and the Tarentine Merchants' Association.

Average Ship Characteristics

Length: 65' to 70'
Beam (width): 13' to 15'
Crew: 55 - 60, usually two per oar.
Officers: 3 - 5
Average Speed: 3 - 7 knots rowing, 4 - 11 knots sailing, usually with one mast and a large, square sail.
Armament: Some ships mount small ballistae on a platform on the bow. Individual crewmen are armed with their personal weapons. Some Captains elect to use unarmed slaves as rowers, but the rest of the crew is armed.

Offices of the Tarentine Merchants' Association

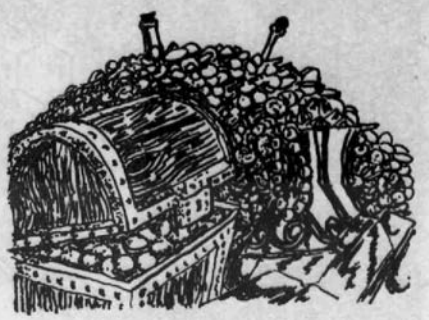
Representatives of the Association can be found in many towns and cities of the known world. A typical building is three stories high. Living quarters for the agent and his family are found on the second floor. There are also living quarters for the guards (2 - 8 Fighters, all in Leather Armor, bearing Longswords). The strong box is also found here.

The third floor contains storerooms and a carrier pigeon loft. 5 - 15 birds are kept, watched over constantly by a trainer. Using these birds, the agent always keeps in touch with the home organization. Messages are always sent in code, and the code is known only to the agents.

The first floor holds the offices for the Association. Record files are maintained by 1 - 4 scribes. The licensing office is in the rear. Licensing permits and the Association's seal are kept in a locked strong box during business hours and transferred upstairs at night. Average costs are 1 CP per ton of common goods, 1 SP per ton of luxury goods (wine, fine cloth, etc.), and 1% of the value of valuables (jewelry, fine books, spices, magical items, etc.). Slaves are priced according to the use of the slave. Common slaves are insured for 1 CP per 10 slaves. Trained slaves are 1 SP each. Harem girls, fine cooks, body servants, and scribes are insured for 1 GP each.

Permits may be denied (and the information passed along to the main office) if the cargo exceeds certain values):

Cargo Value	Chance of Denial	Attack Chance
0 - 50 GP	1%	1%
51 - 100 GP	5%	7%
101 - 500 GP	8%	10%
501 - 1,000 GP	10%	15%
1,001 - 5,000 GP	15%	20%
5,001 - 25,000 GP	20%	30%
25,001 - 100,000 GP	30%	45%
100,001 - 500,000 GP	40%	60%
500,001 - 1,000,000 GP	50%	80%
1,000,001 - 2,500,000 GP	75%	95%
More than 2,500,000 GP	80%	100%



Attack chance is the percentage roll to determine if the Brotherhood will attempt to take the unlicensed merchant vessel. Note that bribery may be resorted to by shippers to attempt to gain a proper license.

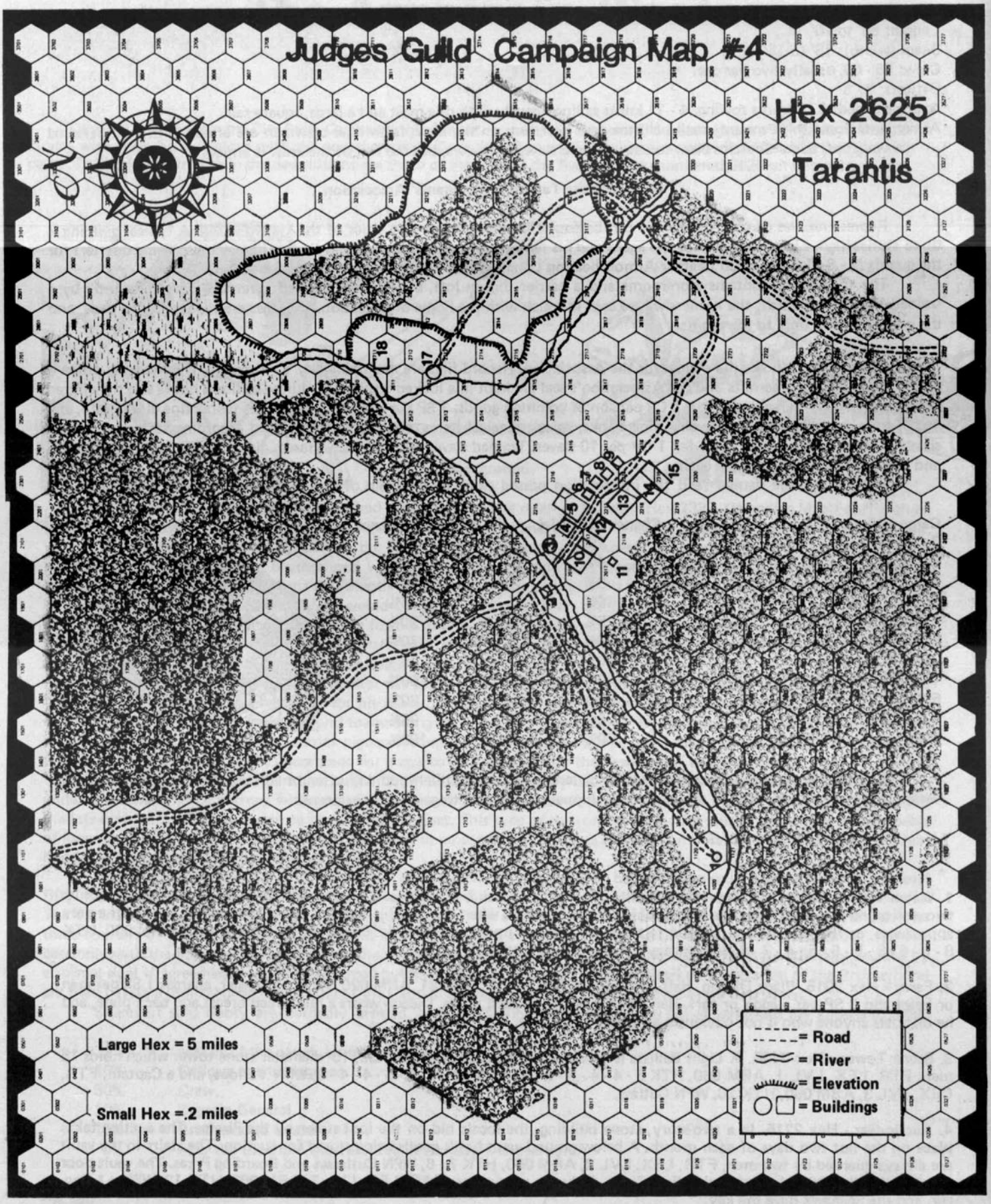
1. Watch Tower - Hex 1120. A platform built in a very large oak tree serves as a watchtower. It holds 10 men on each of its two stories and is entered by a rope ladder which is only lowered when the guard is changed every 18 hours. If danger or a prey approaches, carrier pigeons are released to relay the message upriver to Bireznia. Guard: FTR, LEX, LVL 2, ARM 060, HTK 8 - 6 - 6 - 5 - 5 - 5 - 5 - 4 - 7 - 8, WPN Heavy Crossbows and Cutlasses.

2. Ferry - Hex 2015. Black Diccon, Half-Orc, THF, NNN, LVL 5, HTK 21, ARM 020, WPN +1 Dagger, charges 1 SP per man or beast and 3 SP per wagon or cart. Beneath his black, hooded robes, Diccon wears a reinforced breast and back plate, and he distrusts anyone who is not obviously a Fighter or a Pirate.

3. Stone Tower - Hex 2115. A Light Ballista is mounted on the roof of the 20' tall, 15' diameter stone tower which holds 15 men, FTR, LEX, LVL 1, ARM 060, HTK 5 - 4 - 4 - 3 - 2 - 7 - 5 - 4 - 3 - 4 - 6 - 6 - 4 - 4 - 2, WPN Various, and a Captain, FTR, CEX, LVL 3, ARM 060, HTK 20, WPN Cutlass.

4. Auctioneer - Hex 2215. In a two-story, stone building, the locals bid on the loot stolen by the Pirates. The auction takes place on the last two days of each month. A below-ground vault holds goods being stored for auction. The stairs to the vault are always guarded by two men, FTR, LEX, LVL 2, ARM 060, HTK 7 - 6, WPN Cutlasses and Boarding Pikes. The vault door is trapped with 2D6 poisoned, spring-fired Darts. Only the auctioneer, MAG, LEX, LVL 3, ARM 080, HTK 12, WPN +1 Dagger, and the Seahawk have the key.

Area Mapped _____


Judges Guild Campaign Map #4
Hex 2625
Tarantis
Large Hex = 5 miles
Small Hex =.2 miles
= Road
= River
= Elevation
= Buildings

5. Seahawk's Hold - Hex 2316. The Seahawk, FTR, LEX, LVL 9, ARM 050, HTK 38, WPN +2 Cutlass, is often absent from the Hold (20% PROB he is in Tarantis, 40% PROB he is on a raid, 10% chance he is at the Red Lion Inn). The stairs to the second floor are guarded at all times by two Pirates, FTR, LEX, LVL 1, ARM 060, HTK 6 - 5, WPN Cutlass. A trapdoor in the Seahawk's room on the second floor leads to a hidden stairway to a tunnel below ground level which serves as an escape tunnel and is barred by a magically-locked, heavy door. Only those who live at the Hold know the secret password required to deactivate the spell. A treasure room to the left of the door contains locked strongboxes holding 15,000 GP, 15,000 SP, 25,000 CP, 10,000 GP in jewelry, 15,000 GP in gems and potions of Ether Form, Dominate Birds, Flying, Persuasiveness, and Dragon Control. The treasure is guarded by an Iron Golem which will always attack unless the control word, known only to the Seahawk and his closest companions, is spoken.

6. Accounting House - Hex 2316. Two Clerics, two Scribes, and six slaves, HTK 8 - 6 - 2 - 1 - 5 - 4 - 4 - 3 - 2 - 2, WPN Maces and None (slaves), work here, keeping the records of the auctioneer and the Pirates in order.

7. Temple of Neptune - Hex 2317. This is a local shrine to the patron of the river. All monetary donations are used to plate the marble statue of Neptune; all non-gold items are exchanged for gold plating. The current worth of the statue is 22,500 GP. The statue stands on a high dais surrounded by a 15' wide and 30' deep moat filled with river water. The temple is presided over by Nordak the Cleric, two acolytes and three custodian guards, HTK 24 - 13 - 13 - 10 - 11 - 7.

8. Armory - Hex 2317. The armory contains 2 Light Ballistae, 25 casks of oil, 150 Ballista Bolts, 50 Heavy Crossbows, 100 Light Crossbows, 2,000 Crossbow Bolts, 300 Cutlasses, 500 Boarding Pikes, 200 Knives, 150 small Shields, 100 sets of Leather Armor, and 100 Grappling Hooks. Five Pirates guard the contents, FTR, LEX, LVL 1, ARM 060, HTK 6 - 5 - 5 - 4 - 3, WPN Cutlasses and Pikes.

9. Rope Maker - Hex 2417. Boldikker, Goblin, FTR, CEX, LVL 1, ARM 060, HTK 4, WPN Dagger, makes ropes for use by the Pirates. 56 GP are hidden beneath a rope coiled in the upper loft.

10. Red Lion Inn - Hex 2116. Big John, FTR, NEX, LVL 4, ARM 060, HTK 21, WPN +1 Mace owns the Inn. Fast Eddie, THF, NEX, LVL 3, ARM 060, HTK 11, WPN +1 Dagger, runs the knucklebones games in the corner. He often cheats, but the chance of detection is 5% cumulative per roll. Rooms upstairs (PROB 40% available) are 2 SP per night, including breakfast and a drink on the house. Customers are Pirates, NA 10D4, LVL 1 - 2. The establishment's till is kept in a locked cash box and contains 120 GP, 100 SP, and 55 CP.

11. Granary - Hex 2117. The watchman, FTR, NEX, LVL 2, HTK 8, ARM 060, WPN Club, guards 20 - 200 tons of grain, depending upon what the latest raids have produced.

12. Barrack - Hex 2216. The barrack provides living quarters for 50 + 1D20 Pirates and their personal belongings. The Pirates are FTR, CEX, LVL 1 - 2, ARM 060, HTK 4 - 6 - 7 - 3 - 9 - 2 - 5 - 3 - 7 - 8 - 5 - 6 - 2 - 5 - 4, WPN Cutlass.

13. Lathey's Place - Hex 2317. Captain Bigboot Lathey, Orc, FTR, CEX, LVL 6, ARM 050, HTK 25, WPN +1 Cutlass, and his cronies are the Seahawk's main competition. They control about a third of the Brotherhood's votes and are always trying to undermine the authority of the Seahawk. Bigboot will pay money for any information which may prove damaging to the Seahawk.

14. Bellagio's - Hex 2318. Captain Bellagio, FTR, NEX, LVL 5, ARM 050, HTK 38, WPN Cutlass generally votes with the Seahawk on policy matters.

15. Brig - Hex 2418. Cells contain 1D8 Pirates (usually jailed for fighting), 2D6 prisoners being held for ransom, and 1D4 others. All cells are on the upper level of the building. The lower levels contain quarters for the overseers and field slaves. There are quarters for 150 slaves, who are chiefly employed in working on the nearby fields, and 10 overseers armed with Whips. Slaves are kept chained at all times, and attrition rate is high - 10% chance of disease cumulative per month held in slavery. Slave raiding is one of the Pirates' many activities.

16. Watchtower - Hex 3118. A wooden tower 20' high and 15' in diameter holds a ten-man garrison, FTR, LEX, LVL 1, ARM 060, HTK 6 - 5 - 4 - 3 - 2 - 1 - 4 - 5 - 6 - 5, WPN Cutlasses and Light Crossbows.

17. The Keep - Hex 2612. A beacon fire on the roof of this stone Keep is sometimes used to guide ship to the camp or relay signals. The normal garrison is 20 men, FTR, LEX, LVL 1, ARM 060, HTK 6 - 5 - 4 - 3 - 2 - 1 - 4 - 5 - 6 - 4, WPN Light Crossbow. A trap door on the first floor leads to the caves below.

18. Ruins - Hex 2610. Here are the remains of what was once a large building which was destroyed by fire long before the Pirates found it. The area is shunned by the superstitious sailors, although some say that the place was once a rich temple to a local cult of killers.

K. SIEMBIEDA - 79

Events and Encounters in Town

If an encounter is rolled for in the town, roll 1D20 for the type of occurrence.

1 A party of drunken Pirates (HTK: 8, 6, 4, 3, and 3) accost the party and demand that they buy a round for them at the Red Lion. They will fight if the party doesn't come across.

2 Old Wilf, a one-legged retired Pirate offers the party a secret map (fake) of the dungeons below the Seahawk's house for 200 GP. If pressed, he will say that he is not able to search them himself because of his bum leg. (This encounter may only happen once. If it is rolled a second time, roll again.)

3 Mother Jujy, an old hag, offers good luck charms to the party, 1 SP each. They are worthless.

4 A band of slaves is being led to work in the fields, and one attempts to escape. He runs toward the party while the overseer chases him. It is a serious crime to aid a slave and a duty to capture all escaping ones.

5 A drunken Pirate is observed being robbed by a small boy. The boy, Grido, knows all about a secret tunnel that leads beneath the mountain to a hidden temple.

6 An impressment gang has a 35% chance of noticing a player-characer and will seek to capture him.

7 Party is offered employment by a representative of the Tarentine Merchants' Association as a crew member for a raiding expedition.

8 An Elf, chained to a wagon, whispers to the party leader that he will pay handsomely if they will release him.

9 A scantily-clad woman (Argelis, Class: Fighter; Alignment: CG; LVL: 4; Social Level: 4; STR: 15; INT: 12; WIS: 11; CON: 13; DEX: 15; CHAR: 17; POW: 16; END: 14; STA: 13; AGIL: 16; SPD: 16; LED: 18; LCK; 8; GAM: 7; Weapon: Longbow) walks toward the party. If the party says anything suggestive or improper, Argelis will fight. She is a member of the crew of the **Revenger**. HTK: 23.

10 A rough-looking character gives the party leader a scrap of paper and whispers, "It must be done tonite, matey." The paper has a large black spot, and beneath it is written: Prog the Grim. (This encounter may only happen once. If rolled a second time, roll again.)

11 A beautiful woman asks the party leader to help her to find her father who is rumored to be a prisoner of Bigboot Lathey. She will pay 1,000 GP if her father is released. Lathey demands 2,000 GP for the ransom of the prisoner.

12 A ship-less Captain, Tindel the Red, Class: Fighter; Alignment: LG; LVL: 3; Social Level: 3, STR: 17; INT: 11, WIS: 14; CON: 14; DEX: 9; CHAR: 11; POW: 17; SPD: 13; END: 14; LED: 11; STA: 15; LCK: 8; AGIL: 8; GAM: 14; HTK: 16, approaches the party and confides that he is a little down on his luck but is seeking investors to help him get a new ship. He shows the party half of a treasure map showing the legendary island of Dariabar where fabled riches are concealed. (This encounter may only happen once. If rolled a second time, roll again.)

13 A street vendor approaches, selling "official" Pirate head scarves for 2 CP each. He is very persistent.

14 Two Pirates begin a fierce brawl as the party passes. There is a 25% chance that one of the party is struck by one of the combatants.

15 A rum-seller runs past the party yelling, "Stop, Thief!" to a fugitive disappearing into a doorway ahead.

16 A lady of the evening propositions the party leader.

17 A drunken Pirate lies sprawled in the gutter muttering about men and "a dead man's chest." He has 3 SP in his pocket and a treasure map (fake) hidden under his bandana. (This encounter may only happen once. If rolled a second time, roll again.)

18 A recruiter for the ship, **Levantine Lady**, accosts the party and seeks a trained archer for the ship's company.

19 A Pirate walks past the party carrying a woman over his shoulder. The woman appears drugged. If aided, the woman will pay the party 100 GP.

20 A mounted messenger knocks down the party leader. He carries a list of unlicensed shipping to the Seahawk.

The Pirate stronghold is refuge for about 418 Pirates and their families. If the Judge does not have "The Azurerain Pirates" in **Pegasus 6**. he or she must create the necessary stats for any Pirates encountered in this section since there is not enough space in this project to include all the information contained in the Installment.

Village Construction Tables

Wall Sections and Streets

Die Roll	Number of Wall Sections
1	2 - 12
2	4 - 24
3	6 - 36
4	8 - 48
5	10 - 60
6	12 - 72

Wall Height
To determine wall height, multiply the number in parenthesis on the **Wall Thickness Chart** by the actual thickness. Grates range from 6′ to 36′ high.

Wall Length
To determine the length of each wall section, multiply the wall thickness by 1′ to 20′.

Wall Thickness and Type

Die Roll	Earth (2x)	Wood (4x)	Brick (4x)	Stone (3x)	Marble (3x)	Grate
1	10′	1′	2′	4′	2′ Latticed	1″ diameter B*
2	20′	2′	4′	8′	4′	2″ diameter B
3	30′	3′	6′	12′	6′	3″ diameter B
4	40′	4′	8′	16′	8′	1″ diameter I*
5	50′	5′	10′	20′	10′	2″ diameter I
6	Wood	Brick	Stone	Marble	Grate	3″ diameter I

*B = Bronze
*I = Iron

Die Roll	Wall Characteristics
1	Secret Gate
2	Stained
3	Carved
4	Batter 3″ - 18″
5	Spiked Top
6	Pointed Top
7	Castellated
8	Arrow Slits (1/10′)
9	Crumbling
10	Cantilevered Platform
11	Parapets (1/30′)
12	Glass Embedded
13	Overgrown
14	Dry Ditch
15	Moat
16	Iron Reinforced
17	Magically Reinforced
18	Small (Postern) Gate
19	Gate Tower
20	Tower Both Ends

Die Roll	Wall Defenses
1	None
2	Taboo Symbols
3	Multiple Crossbow
4	Iron Pellets
5	Spear Trap
6	Arrow Trap
7	Nets
8	Gas Spheres
9	Tar Pits
10	Mirrors
11	Watch Creatures
12	Pits
13	Magically Protected
14	Stones
15	Catapult
16	Onager
17	Trebuchet
18	Dart Thrower
19	Greek Fire
20	Cauldrons (1/30′)

Die Roll	Number of Streets
1	1 - 10
2	1 - 20
3	3 - 24
4	4 - 32
5	4 - 40
6	6 - 60

Street Length
To determine the length of each street, multiply the width by 20′ to 200′.

Street Width and Type

Die Roll	Trail	Dirt	Gravel	Wood	Brick	Stone
1	1′	2′	3′	2′	5′	10′
2	2′	4′	6′	4′	10′	20′
3	3′	6′	9′	6′	15′	30′
4	4′	8′	12′	8′	20′	40′
5	Dirt	10′	15′	10′	25′	50′
6	Dirt	Gravel	Wood	Brick	Stone	60′

Shop Types

To find the types of shops a village will have, note first the number of shops the population will allow on the **Population Chart**. Then note the technological level of the village on the **Village Technologica Chart**. If a village has a technological level of Tributary with a population of 200, four village shops and two government works building should be rolled.

Village Population Level Chart

Percentage Die Roll	Population	Shops	Percentage Die Roll	Population	Shops	Percentage Die Roll	Population	Shops
01	10	1	30 - 32	150	3	80 - 81	280	6
02	20	1	33 - 36	160	4	82 - 83	290	6
03	30	1	37 - 40	170	4	84 - 85	300	6
04	40	1	41 - 44	180	4	86 - 87	310	7
05 - 06	50	2	45 - 49	190	4	88 - 89	320	7
07 - 08	60	2	50 - 55	200	4	90 - 91	330	7
09 - 10	70	2	56 - 60	210	5	92 - 93	340	7
11 - 12	80	2	61 - 64	220	5	94 - 95	350	7
13 - 14	90	2	65 - 67	230	5	96	360	8
15 - 17	100	3	68 - 70	240	5	97	370	8
18 - 20	110	3	71 - 73	250	5	98	380	8
21 - 23	120	3	74 - 76	260	6	99	390	8
24 - 26	130	3	77 - 79	270	6	00	400	8
27 - 29	140	3						

Village Shops

After locating the technological level of the village, roll on the chart in the technological level indicated. Roll for no more than one - third of the shops in that category. The remainder shall be rolled for from the lower technolgical levels.

Village Technological Level Chart

Roll a 12 - sided die to determine the village technological level. A roll of 12 indicates a re-roll. The column of numbers next to the technological level indicates the number of government works buildings to be rolled for.

1.	Anarchy	0
2.	Democratic	1
3.	Tribal	1
4.	Agrarian	2
5.	Religious	2
6.	Tributary	2
7.	Oligarchy	3
8.	Republic	3
9.	Aristocracy	3
10.	Feudal	4
11.	Dictatorship	4
12.	Re-roll	

Village Shop Charts

Anarchy

1. Flint Cutter
2. Tanner
3. Stone Cutter
4. Tavern
5. Wheel and Cart Shop
6. Stone Tool Maker
7. Plow Maker Shop (Wood)
8. Ox Keeper
9. Wise Man's Den
10. Weaver's Shop
11. Basket Market
12. Open Air Market
13. Yoke Maker
14. Stone Weapon Maker (Axe, Knife)
15. Spear Maker
16. Smoke House
17. Shield Maker (Skins)
18. Jeweler (Uncut Stones, Bones)
19. Armorer (Breasplate, Bone)
20. Rainmaker

Tribal

1. Canoe Maker
2. Railsplitter
3. Oil Shop
4. Miller
5. Hunting Dog Trainer
6. Pitch Maker
7. Wine Maker
8. Ale Maker
9. Tavern
10. Sword Maker
11. Tavern
12. Horse Keeper
13. Coal Supplier
14. Sailboat Maker
15. Blacksmith (Horse Care)
16. Hand Axe Maker
17. Fur Trader
18. Spike and Wedge Maker
19. Helmet Maker (Leather)
20. Shield Maker

Religious

1. Lantern Maker
2. Chariot Maker
3. Hat Maker
4. Silversmith
5. Leather Armor
6. Master Builder
7. Ghost Chaser
8. Undertaker
9. Composite Bow Maker
10. Locksmith
11. Slaver
12. Navigational Shop
13. Pipeweed Shop
14. Brewery
15. Religious Symbols Shop
16. Lance and Javelin Shop
17. Jail (Law Enforcement)
18. Trap Maker
19. Temple
20. Herb and Spice Shop

Democracy

1. Horse Breaker
2. Bow Maker
3. Fortune Teller
4. Stable Keeper
5. Mold and Pattern Maker
6. Raft Builder
7. Glove Maker
8. Tavern
9. Remedy House
10. Axe Maker
11. Net Maker
12. Sandal Maker
13. Drum Maker
14. Water Witch
15. Leader's House
16. Stirrup Maker
17. Waterwheel Maker
18. Bronze Caster
19. Water Skin Maker
20. Carver's Shop

Agrarian

1. Sundial Maker
2. Linen Shop
3. Robe Maker
4. Book Maker
5. Candle Maker
6. Oil Lamp Maker
7. Coppersmith
8. Scribe
9. Tavern
10. Inn
11. Carpenter
12. Wagon Builder
13. Slate Cutter Shop
14. Polearm Shop
15. Mace Maker
16. Tailor
17. Pottery Shop
18. Sail Maker
19. Bricklayer
20. Horsetrader

Republic

1. Ship Builder
2. Hotel
3. Slave Market
4. Bath House
5. Swine Market
6. Cattle Market
7. Clerical Aid Shop
8. Sculptor
9. Lumbermill
10. Shipyard
11. Bake Shop
12. Interpreter
13. Building Supplies
14. Stage Hire
15. Foundry
16. Hourglass Shop
17. General Store
18. Sage's House
19. Jade Shop
20. Gladiator School

Aristocracy

1. Plate Armor (Armorer)
2. Geologist (Sage)
3. Rugs and Tapestries
4. Siege Tower Builder
5. Deed Recorder
6. Village Clerk
7. Leech (Doctor)
8. Assassins' Den
9. Mining Engineer
10. Ship Captains' Guild
11. Pottery Shop
12. Animal Trainer
13. Thieves' Den
14. Music Shop
15. Sailors' Hall
16. Puppeteer Shop
17. Theater
18. Bricklayer
19. Beggars' Guild
20. Court of Law

Oligarchy

1. Crossbow Maker
2. Chainmail (Armorer)
3. Trap Designer
4. Artist
5. Poison Shop (Alchemist)
6. Accountant
7. Astrologer's Shop
8. Mineral Sage
9. Botanist (Sage)
10. Body Snatcher's
11. Map Maker
12. Feed, Seed, and Dry Goods
13. Minstral Guild
14. Mason
15. Library
16. Wigs
17. Courthouse
18. Moneychanger
19. Mercenary Service
20. Hypnotist

Dictatorship

1. Telescope Shop
2. School of Math and Science
3. Gladiator Arena
4. Siege Engineer
5. Sages' Guild
6. Monastery
7. Taxidermist
8. Glass Shop
9. Sign Painter
10. Circus
11. Survey Shop
12. Sanitation Station
13. Womens' Clothing Shop
14. Orcamitory
15. Laundry Service
16. Landscape Service
17. Investigator
18. Falcon Trainer
19. Glass Cutter
20. Rat Chaser

Feudal

1. Rocket Builder
2. Road Engineer
3. Castle Engineer
4. Fighters' School
5. Magic School
6. Messenger Service
7. Astronomer (Sage)
8. Catapult Builder
9. Execution Yard
10. Building Inspector
11. Actors' Guild
12. Spectacle Shop
13. Steel Factory
14. Ship Captains' School
15. Siege Tower Builder
16. Assassins' Guild
17. House of the Insane
18. Village Bookkeeper
19. Military Induction Center
20. Hall of the Great Druid

Tributary

1. Screw Maker
2. Windmill Builder
3. Silk Goods
4. Moneylender (Bank)
5. Carpet Maker
6. Goldsmith
7. Barding Maker (Armory)
8. Halbard, Morning Star, and Flail Maker
9. Glass Blower
10. Debtors' Prison
11. Tax Collector
12. Sheep Market
13. House of Joy
14. Informant Shop
15. Town Crier
16. Saddle Designer
17. Transportation Shop
18. Butcher
19. Bureaucrat's Office
20. Court Clerk

Government Work Charts

Anarchy
None

Democracy
1 - 5 Tax Office
6 - 15 Village Meeting Hall
16 - 20 Community Warehouse

Tribal
1 - 2 Tax Office
3 - 4 Guardhouse
5 - 6 Waterworks
7 - 8 Granery
9 - 10 Lookout Tower
11 - 12 Leadership Home
13 - 14 Temple
15 - 16 Jail
17 - 18 Village Meeting Hall
19 - 20 Village Court

Agrarian
1 - 2 Citadel
3 - 4 Militia Headquarters
5 - 6 Town Square
7 - 8 Tax Office
9 - 10 Town Meeting Hall
11 - 12 Community Warehouse
13 - 14 Lookout Tower
15 - 16 Leadership Home
17 - 18 Jail
19 - 20 Temple

Religious
1. Temple
2. Temple
3. Burial Grounds
4. Prison
5. Citadel
6. Militia Headquarters
7. Public Bathhouse
8. Town Square
9. Tax Office
10. Town Meeting Hall
11. Community Warehouse
12. Lookout Tower
13. Leadership Dwelling
14. Town Armory
15. Waterworks
16. Granary
17. Town Stable
18. Large Tomb
19. Temple
20. Temple

Tributary
1. Pantheon (Several Temples)
2. Circus (Similar to Arena)
3. Marketplace
4. Temple
5. Bathhouse
6. Burial Grounds
7. Prison
8. Citadel
9. Militia Headquarters
10. Garrison Headquarters
11. Town Square
12. Tax Office
13. Village Meeting Hall
14. Emperium (Royal Warehouse
15. Leadership Dwelling
16. Lookout Tower
17. Keep
18. Town Postal System
19. Military Induction Center
20. Village Court

Oligarchy
1. Stadium
2. Theater
3. Noble's Home
4. Sentry Station
5. Pantheon
6. Circus
7. Marketplace
8. Village Court
9. Temple
10. Bathhouse
11. Prison (Law Enforcement)
12. Citadel
13. Tax Office
14. Village Meeting Hall
15. Lookout Tower
16. Postal System
17. Burial Grounds
18. Sentry House
19. Military School
20. Windmill

Republic
1. Temple
2. Bathhouse
3. Prison
4. Citadel
5. Military Headquarters
6. Town Square
7. Tax Office
8. Village Meeting Hall
9. Lookout Tower
10. Burial Grounds
11. Village Court
12. Military School
13. College
14. Village Defense Walls
15. Pantheon
16. Stadium
17. Theater
18. Noble's Home
19. Circus (Similar to Arena)
20. Marketplace

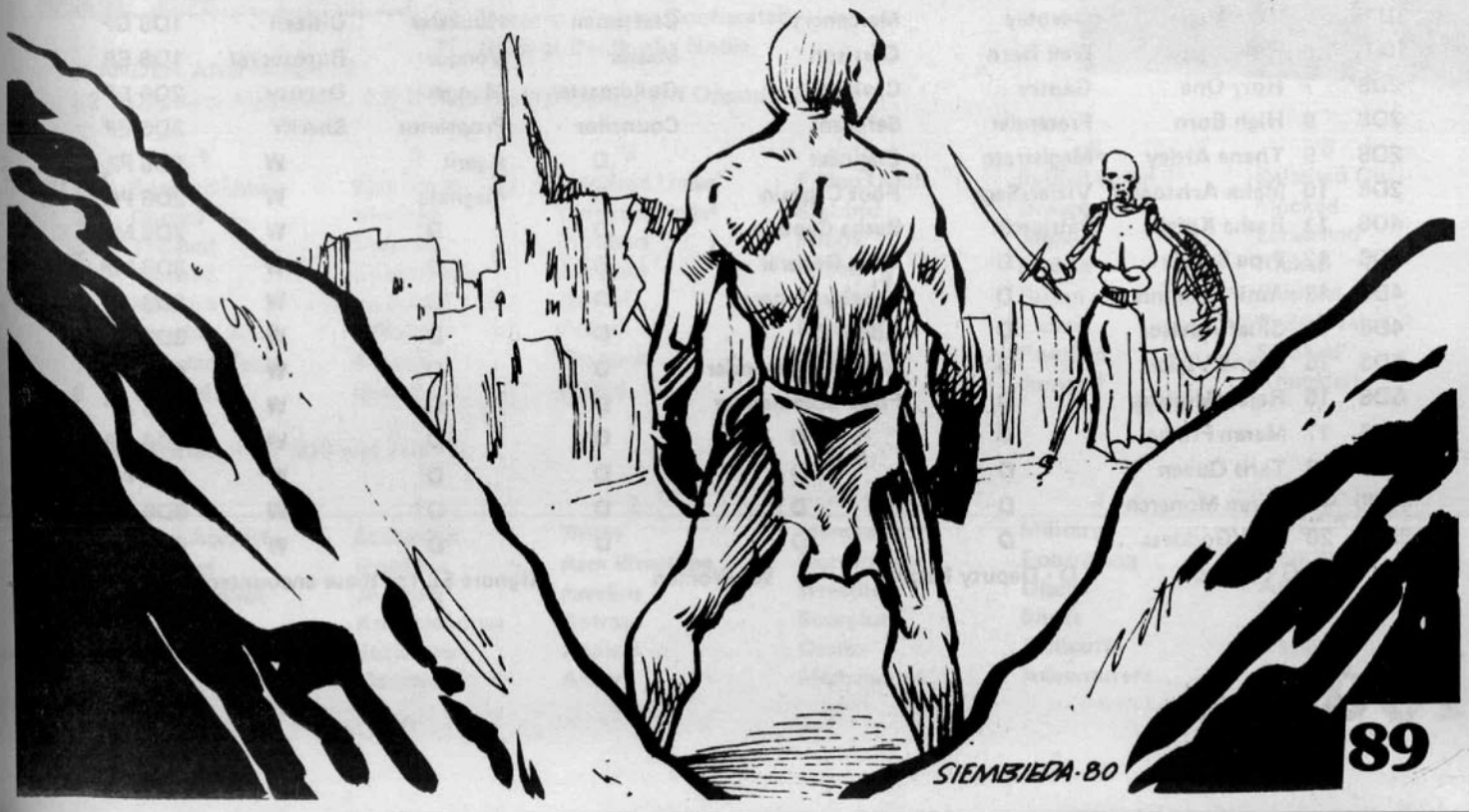
Feudal
1 - 3 Castle
4 - 7 Vassal Training Center
8 - 11 Tomb of the Overlord
12 - 15 Fortress
16 - 19 Odeum
20 - 23 Gladiator School
24 - 25 Temple
26 - 27 Bathhouse
28 - 29 Prison (Law Enforcement)
30 - 31 Citadel
32 - 35 Military Headquarters
36 - 39 Town Square
40 - 41 Tax Office
42 - 43 Village Meeting Hall
44 - 45 Emperium
46 - 47 Lookout Tower
48 - 49 Keep
50 - 51 Village Coroner
52 - 54 Village Printing House
55 - 57 Military Induction Center
58 - 60 Burial Grounds
61 - 64 Village Court
65 - 68 Debtors' Prison
69 - 72 Sentry House
73 - 75 Military School
76 - 78 College
79 - 81 Capital (Temple Dedicated to a Ruler)
82 - 84 Guardhouse
85 - 87 Village Defense Wall
88 - 90 Pantheon (Several Temples)
91 Stadium
92 Theater
93 - 94 Noble's Dwelling
95 - 96 Sentry Station
97 - 98 Circus (Similar to Arena)
99 - 00 Marketplace

Aristocracy

1 - 2	Fortress
3 - 6	Odeum (Music Hall)
7 - 10	Gladiator School
11 - 14	Temple
15 - 18	Bathhouse
19 - 22	Prison
23 - 26	Citadel
27 - 30	Military Headquarters
31 - 34	Town Square
35 - 38	Tax Office
39 - 42	Village Meeting Hall
43 - 46	Emperium
47	Lookout Tower
48	Keep
49 - 52	Village Coroner System
53 - 56	Village Printing House
57 - 60	Military Induction Building
61 - 64	Burial Grounds
65 - 68	Village Court
69 - 72	Debtors' Prison
73 - 75	Sentry House
76 - 78	Military School
79 - 80	College
81	Capital
82 - 84	Guardhouse
85 - 87	Village Defense Wall
88 - 89	Pantheon
90 - 91	Stadium
92 - 93	Theater
94 - 95	Noble's Dwelling
96 - 97	Sentry Station
98 - 99	Circus
100	Marketplace

Dictatorship

1 - 3	Naumachial (Place to Hold Mock Sea Battles)
4 - 6	Castle
7 - 9	Vassal Training Center
10 - 12	Tomb of the Overlord
13 - 15	Fortress
16 - 18	Odeum
19 - 20	Gladiator School
21 - 23	Temple
24 - 26	Bathhouse
27 - 29	Village Printing House
30 - 32	Military School
33 - 35	Burial Grounds
36 - 39	Village Court
40 - 42	Debtors' Prison
43 - 45	Sentry House
46 - 48	Military Induction Building
49 - 50	College
51	Capital (Temple Dedicated to Ruler)
52	Guardhouse
53 - 55	Village Defense Wall
56 - 58	Pantheon (Several Temples)
59 - 61	Stadium
62 - 64	Theater
65 - 67	Noble's Dwelling
68 - 70	Sentry Station
71 - 73	Circus
74 - 77	Marketplace
78 - 80	Prison (Law Enforcement)
81 - 83	Citadel
84 - 86	Military Headquarters
87 - 89	Town Square
90 - 92	Tax Office
93 - 95	Village Meeting Hall
96	Emperium
97	Lookout Tower
98 - 99	Keep
100	Village Courier



TARANTIS ENCOUNTERS

TYPE OF ENCOUNTER	
1	Attacked
2	Challenge
3	Slander/Insult
4	Questioning
5	Proposition
6	Special

UNUSUAL ENCOUNTER (Roll 20 sided Die)									
1	Mage	6	Giant Roaches	11	Snake People	16	Orcs	1 - 3	Man (See 3 SL)
2	Cleric	7	Giant Rats	12	Fakir	17	Ogre	4	Meriem Catwolf
3	Bard	8	Dervish	13	Zombies	18	Paladin	5	Unusual
4	Illusionist	9	Lizard Man	14	Goblins	19	Troll	6	Roll Per Quarter
5	Vampire	10	Merman	15	Giant	20	Djinni		

WHO ENCOUNTERED	
1 - 3	Man (See 3 SL)
4	Meriem Catwolf
5	Unusual
6	Roll Per Quarter

ENCOUNTERS WITHIN QUARTERS

	THIEVES	SHOPKEEPERS	TRADESMEN	SEA FRONT	SAGES	TEMPLES	MERCHANT	NOBLES
1	Apprentice	Shopper	Racketeer	Sailors	Vizier	Pilgrim	Watchman	Assassin
2	Footpad	Bodyguard	Alchemist	Buccaneer	Librarian	Acolytes	Robber	Spy
3	Fence	Moneychanger	Laborer	Pirate	Scribe	Beggar	Merchant	Sheriff
4	Burglar	Black Marketeer	Wagoneer	Sea Captain	Translator	Priest	Taxman	Mercenary
5	Cutpurse	Tradesman	Packer	Officer	Engraver	Seer	Caravaneer	Noble
6	Catburglar	Merchant	Woodsman	Shipper	Researcher	Soothsayer	Judge	Adventurer

SPECIAL ENCOUNTER			
1	Pickpocket	11	Town Crier
2	Storyteller	12	Fugitive
3	Impressment Gang	13	Street Urchins
4	Cultists Kidnap	14	Quested Seeker
5	Beggar	15	Gambler
6	Messenger	16	Mistaken Identity
7	Performer	17	Drunken Sods
8	Lamplighter	18	Lepers
9	Buffoon	19	Counterfeiter
10	Vigilantes	20	Strange Encounter

STRANGE ENCOUNTER	
1	Awning Collapses Upon
2	Sewer Covering Collapses
3	Balcony Collapses Upon
4	Sedan Chair Falls Upon
5	Splashed With Muddy Water
6	Knocked Down by Runaway Camel
7	Barrel Laden Cart Overturns On
8	Evidence Planted Upon
9	Hit by a Stone
10	Perilous Encounter

PERILOUS ENCOUNTER	
1	Arrow From Nowhere
2	Acid Falls Upon
3	Statue Falls Upon
4	Lamp Post Falls Upon
5	Alchemist Explosion
6	Sewer Gas Explosion
7	Horse Tramples
8	Roc Excretes Upon
9	Wall Crumbles Upon
10	Chamber Pot Falls Upon

SOCIAL LEVEL

Hierarchy		1	2	3	4	5	6	CARRIED
LVL	SL	NOBLE	GENTLEMEN	MILITARY	GUILDSMEN	MERCHANT	GENERAL	WEALTH
1D6	1	G	G	G	Beggar	G	Slave	1D6 - 1 CP
1D6	2	G	G	Gladiator	Laborer	G	Serf	1D6 CP
1D12	3	G	G	Herald/Page	Apprentice	G	Villain	1D6 IP
1D12	4	G	Lowly One	Militia	Journeyman	Trader	Freeman	1D6 SP
1D12	5	Page/Varlet	Devotee	Mercenary	Craftsman	Huckster	Citizen	1D6 GP
1D12	6	Holy Pasha	Well Born	Garrison	Master	Vendor	Bureaucrat	1D6 EP
2D8	7	Holy One	Gentry	Cavalry	Guildmaster	Monger	Deputy	2D6 EP
2D8	8	High Born	Pretender	Sergeant	Councilor	Proprietor	Sheriff	3D6 EP
2D8	9	Thane Ardey	Magistrate	Engineer	D	Agent	W	1D6 PP
2D8	10	Malix Aristocrat	Vizier/Sage	Foot Captain	D	Magnate	W	2D6 PP
4D6	11	Basha Knight	Patriarch	Basha Captain	D	D	W	2D6 MP
4D6	12	Prov Sultan	D	Foot General	D	D	W	3D6 MP
4D6	13	Amir Adminis	D	Cavalry General	D	D	W	2D6 AP
4D6	14	Chief Advisor	D	Admiral	D	D	W	3D6 AP
5D6	15	Grand Vizier	D	Army Commander	D	D	W	4D6 AP
5D6	16	Rajah/Minister	D	Fleet Commander	D	D	W	5D6 AP
5D6	17	Maran Prince	D	D	D	D	W	6D6 AP
5D6	18	Taris Queen	D	D	D	D	W	7D6 AP
8D20	19	Taran Monarch	D	D	D	D	W	8D6 AP
8D20	20	God/Goddess	D	D	D	D	W	9D6 AP

G - Guard D - Deputy Patrol W - Women (Ignore SL for these encounters)

ATTACK

If no logical reason is apparent for the attack, use the following table to determine the purpose. Encounters with persons of Level 6 or higher will also involve companions equal to the Level Guildline and will be 1D6 Levels lower than their liege. Nobles and Gentlemen will also have bodyguards equal in number to their party size. Thirty percent of all attacks will be to subdue the player(s), and all attacks marked with asterisks will be to capture the player(s). Intelligent encountered attackers will no attack a superior party but will harass and harry them, instead.

1	Mistaken Identity	11	Doesn't Like Comrades
2	Doesn't Like Appearance	12	Dislikes Clothing
3	Doesn't Like Class	13	Notariety Desired
4	Alignment Hatred	14	Interfering With Plans
5	Race Hatred	15	In the Way
6	Robbery Confiscate	16	Drunk or Charmed
7	Lust*	17	Religious Hatred
8	Temporary Insanity	18	Revenge
9	Imagined Slight	19	Jealousy
10	Clan Hatred	20	Capture*

CAPTURE REASONS

1	To Sacrifice
2	To Use as Decoy
3	To Enslave
4	Use in Prisoner Trade
5	To Impress into Work
6	Use as Ransom
7	Experiment Specimens
8	Alchemist Ingredient
9	To Polymorph
10	To Feed to Pet

Class Abbreviations

MAG	Magic User
FTR	Fighter
THF	Thief
SAG	Sage
BRD	Bard
MNK	Monk
RGR	Ranger
PAL	Paladin
ILL	Illusionist
CLR	Cleric
DRD	Druid
BEG	Beggar
DEM	Demon
ASN	Assassin
ARM	Armorer
ALC	Alchemist
KNT	Knight
WIT	Witch
BUF	Buffoon
SAM	Samurai
BRB	Barbarian
BER	Berserker
ANM	Animal Trainer
VAL	Valkyrie
AMZ	Amazon
VIK	Viking

SPECIAL ENCOUNTERS

TOWN CRIER

1	General Call to Arms
2	Ship Arriving or Leaving
3	Special Occurrence
4 - 6	All's Well

SPECIAL OCCURRENCES

1	Caravan Arriving/Departing
2	Cavalry Call to Arms
3	Wall Militia Call to Arms
4	Footmen Call to Arms
5	Fire (4% Chance to Spread)
6	Epidemic Outbreak (Roll Quarter)
7	Naval Battle Won/Lost
8	Holiday Announced
9	Execution Tomorrow
10	Celebration of Festival
11	Curfew (Fugitive Sought)
12	Non-citizen Tax (1D6 GP)
13	Gates Locked (Brigand Sought)
14	Flying Illegal (Mage Sought)
15	Jail Break (2 GP Reward for Each of 4D6 Escapees)
16	Warchest Depleted - 2 GP/SL
17	Special Sale at (Roll Shop)
18	War or Treaty Declared
19	Horse or Weapon Confiscated
20	Birth or Death of a Noble

SLANDER AND INSULTS

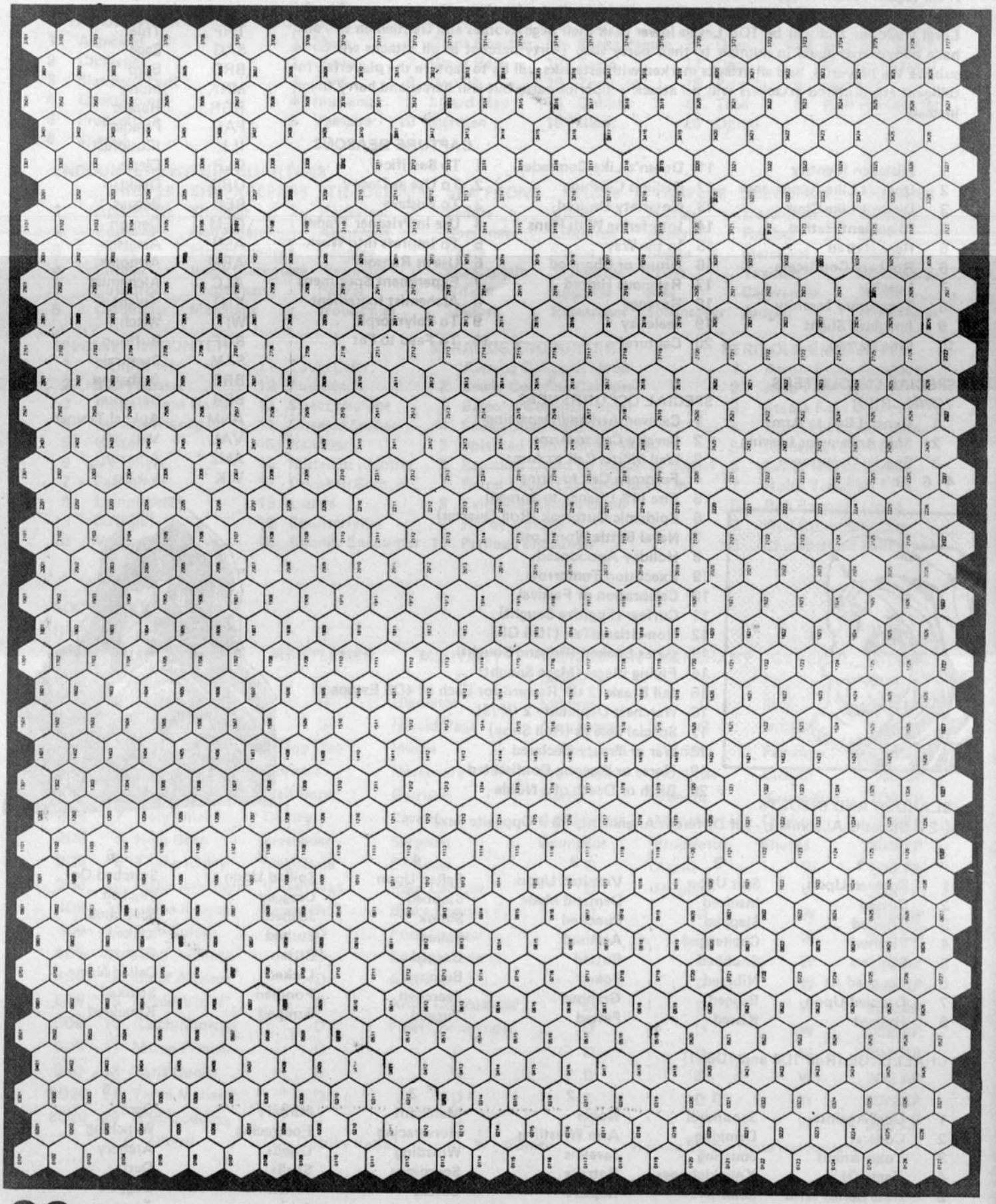
(-2 if Opposite Alignment, -1 if Different Alignment, +2 if Opposite Sex)

	1	2	3	4	5	6
1	Sneezed Upon	Spit Upon	Vomited Upon	Fallen Upon	Spilled Upon	Snitched On
2	Cursed	Insulted	Demand Made	Stabbed	Dragged	Mocked
3	Tripped	Slapped	Punched	Shook	Jabbed	Scratched
4	Pinched	Challenged	Accused	Pulled	Pushed	Kicked
5	Slapped	Snubbed	Butted	Gagged	Bitten	Gripped
6	Laughed At	Nibbled	Poked	Bumped	Licked	Called Name
7	Drooled Upon	Begged	Grabbed	Searched	Fondled	Stroked
8	Hugged	Kissed	Petted	Tugged	Jumped	Knuckled

CHALLENGE (Roll 1D6 and 1D6 -1)

		1	2	3	4	5
1	Duel Against	Scoundrel	Noble	Merchant	Military	Ogre
2	Contest	Drinking	Arm Wrestling	Horseracing	Footracing	Wenching
3	Tournament	Jousting	Javelins	Wrestling	Discus	Archery
4	Game Of	Knucklebones	Ratrace	Scorpions	Shells	Darts
5	Irate Suitor With	Scimitars	Rapiers	Cestus	Fisticuffs	Daggers
6	Recruiter From	Marines	Army	Mercenaries	Adventurers	Trappers

Area Mapped _____



ABBREVIATIONS

L	LEATHER
M	MITHRIL
N	NETTING OR ROPE
O	ORICHALCUM
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	POISON TREATED
V	MAGIC
W	WOOD
X	UNIDENTIFIED
Y	MAGICUM
Z	ZIRCON

SW	SWORD
MG	MAIN GAUCHE
TK	THROWING KNIFE
DK	DIRK
DG	DAGGER
SS	SHORTSWORD
FL	FALCHION
SC	SCIMITAR
BS	BROADSWORD
LS	LONGSWORD
CS	CANE SWORD
RS	RAPIER
HS	BASTARD SWORD
TS	TWO-HANDED SWORD
JV	JAVELIN
SP	SPEAR
LA	LANCE
PK	PIKE
PA	POLE ARM
CP	CATCH-POLE
BP	BLADICHE
BI	BILL
FS	FEATHER STAFF
GP	GUARDED AWL PIKE
FC	FAUCHARD
GI	GUISARME
GV	GUISARME-VOULGE
GL	GLAIVE
GG	GLAIVE-GUISARME
HL	HALBERD
LH	LUCERN HAMMER
MF	MILITARY FLAIL
PT	PARTIZAN
RN	RANSEUR
TR	TRIDENT
VL	VOULGE
AA	ADZ-AXE
AD	PARRYING ADZ
CA	CARPENTER'S ADZ
AN	ANKH
AK	AXE-KNIFE
HA	HAND AXE
BA	BATTLE AXE
MP	MILITARY PICK
DH	DWARVEN HAMMER
HM	HORSE MACE
FM	FOOT MACE
HW	HOLY WATER SPRINKLER
MS	MORNING STAR
CL	CLUB
TC	TRUNCHEON
BL	BLUDGEON
QS	QUARTERSTAFF
PC	PACHO
SB	SHORTBOW
CB	COMPOSITE BOW
HB	HORSE BOW
LB	LONG BOW
AB	ARBALEST
KB	HEAVY CROSSBOW
MB	MULTIPLE CROSSBOW
PB	PELLET CROSSBOW
RB	REPEATING CROSSBOW
DB	DART BLOWGUN
ST	SPEAR THROWER
SL	SLING
SF	STAFF SLING
DT	DART
TH	THROWING STAR
BR	BOOMERANG
CE	CESTUS
KN	KNUCKLE DUSTER
WH	WHIP
NT	NET
BO	BOLAS
WF	WAR FAN
FA	FANG
CT	CALTROP
BT	BALLISTA
BM	BATTERING RAM
CU	CATAPULT
MA	MANGONEL
ON	ONAGER
SG	SPRINGALD
TB	TREBUCHET

This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems and requires a separate rules system for its use. The categories of statistics listed are selected to be applicable to the majority of the published rule systems but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Judge is encouraged to add it. All unused categories may be ignored. The values of the statistics given assume that the natural span of human characteristics ranges between one and twenty with the normal person averaging at ten. Since adventurous characters are above average, their beginning characteristics are generated with 3D6 to give a range of three to eighteen. A comparison chart is provided to permit the Judge to quickly convert values on the 1D6, 2D6, 3D6, 1D20, and %D ranges from one to the other. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to suit the tone of the campaign he or she is moderating.

The basic assumptions on the rationale for Magic vary so widely from one game system to another that one set of statistics cannot cover the field adequately. Therefore, each spell or magical effect is given a general name such as Stop Person or Invisibility. Unusual effects or articles are described in the text where first encountered or in a special section at the end. The Judge can then assign an equivalent spell or effect from the game system being used.

During the initial reading of this product, the Judge should note the quantities and distribution of the treasure and artifacts. Each game system and each campaign tends to run at a level of reward unique unto itself. The Judge is reminded to adjust the amount of treasure available by adding or deleting to correspond with the campaign he or she moderates.

Game characters are given varying amounts of description depending upon the importance of the character to the adventure. Minor individuals are listed where first encountered in the text and have only the most cursory details given. Major individuals are listed where first encountered and have as much detail given as is desirable for their intended role. In addition to the text listing, an alphabetical listing of the characters and their game statistics may be given in chart form at the end of the product. The explanations of the possible character statistics follows in the order given. In the cases of statistics STR through CHA or PSY (depending on which is used last), the first two numbers indicate the actual ability, and the last number indicates the number of times per day that the ability may be tested without checking for stress damage.

CLS - Class is an indication of the character's profession or main occupation. Abbreviations are explained on a following table.

ALN - Alignment is an index of a character's predisposition toward the moral or ethical choices to be made during the game. Alignment is abbreviated in descending importance from left to right. The third letter indicates only a suppressed desire.

LVL - Class Level is an index of the experience and skill acquired in the character's main occupation or profession. The first two numbers indicate the actual class level, and the last indicates the total number of occupations in which the character has gained skill.

HTK - Hits to Kill is the number of hit points necessary to render a character unconscious when reduced to zero or to slay the character when reduced to a negative amount equal to the character's CON.

ACL - Armor Class is an indication of the degree of difficulty of hitting based upon the defender's armor.

ARM - Armor Type is a summary of the amount of damage it is possible for the character to absorb due to the protection of worn armor and clothing. Wearing a lot of armor will lower the AGL and SPD of the character. During normal combat, the amount of damage which can be absorbed per round is equal to one-tenth the ARM with all decimal amounts dropped. For instance, ARM 022 will provide 02 points of protection per round. The ARM is the sum of the pieces of armor listed in the following charts.

PSL - Personal Social Level is an index of the character's social standing. The first two digits indicate the level in the area in which the character resides, and the third number indicates the level of notoriety gained within a twenty-mile radius.

STR - Strength is an index of the character's ability to apply physical force.

INT - Intelligence is an index of the character's reasoning power, learning ability, concentration, and memory.

WIS - Wisdom is an index of the character's intuitive judgement and knowledge gained from experience.

CON - Constitution is an index of a character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative powers of the character.

DEX - Dexterity is an indication of a character's coordination and manipulative ability.

CHA - Charisma is an index of the character's personal magnetism and persuasiveness.

END - Endurance is a measure of the amount of physical stress to which the character can be subjected.

AGL - Agility is an index of the character's ability to maneuver the entire body.

LED - Leadership is an index of the character's ability to command the respect of subordinates, motivate others, and boost morale.

LCK - Luck is an index of the character's relationship with the forces that control that character's fate. The first two digits are the actual LCK, and the third is the number of times this characteristic can be tested without incurring the "wrath of the gods."

PSY - Psionic Ability is an index of the character's ability to channel and use psionic powers.

WPN - Weapon is an indication of the weapon commonly carried and most likely to be used in combat. Abbreviations are explained on a following table.

ABBREVIATIONS

ALC	ALCHEMIST
AMZ	AMAZON
ANM	ANIMAL TRAINER
ARM	ARMORER
ASN	ASSASSIN
BEG	BEGGAR
BER	BERSERKER
BRB	BARBARIAN
BRD	BARD
BUF	BUFFOON
CHL	CHILD
CLR	CLERIC
DEM	DEMON
DRD	DRUID
FTR	FIGHTER
ILL	ILLUSIONIST
KNT	KNIGHT
MAG	MAGIC USER
MNK	MONK
PAL	PALADIN
RGR	RANGER
SAG	SAGE
SAM	SAMURAI
THF	THIEF
VAL	VALKYRIE
VIK	VIKING
WIT	WITCH

ARMOR

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FELT OR FUR
G	GOLD
H	HARDENED WOOD
I	IRON
J	JASPER OR JADE
K	CLOTH
L	LEATHER
M	MITHRIL
N	NETTING
O	ORICHACUM OR ONYX
P	PLATINUM
Q	QUARTZ
R	ROCK
S	SILVER
T	TIN
U	EARTH OR CLAY
V	MARBLE
W	WOOD
X	UNIDENTIFIED
Y	PAPER
Z	ZIRCON

CT	CHAIN MAIL TUNIC
RT	RING MAIL TUNIC
CD	COAT OF DEFENSE
MC	COAT OF MAIL
BR	BREASTPLATE
BC	BODY CORSELLET
BA	BANDED ARMOR
CA	CLEMAL - ARMOR
JK	JACK
SL	STUDDED LEATHER
KK	KULAH KHUD
GN	GORGET NECK ARMOR
CG	CAMAIL GUARD
BB	BALDRIC BELT
AD	ARMING DOUBLET
AG	ARMING GIRDLE
AH	ARMING HOSE
AS	ARMING SPURS
SA	SPIKED ARMLET
GB	ARCHER'S GUARD BRACES
DG	DUELING GAUNTLET
FN	FALCONER'S GAUNTLET
MG	MAIL GAUNTLET
FA	FALCONER'S GLOVE
LG	GREAVES
CH	CLOSED HELM
HC	HELM CREST
FG	FACE GUARD
EG	EAR GUARDS
PB	PLATE BARDING
CB	CHAIN BARDING
SH	SHIELD
BS	BUCKLER
SU	SURCOAT
XD	CLOAK OR ROBE

WEAPONS

A	ADAMANTITE
B	BRONZE
C	COPPER
D	DAMASCUS STEEL
E	ELECTRUM
F	FLINT
G	GOLD
H	HARDENED WOOD
I	IRON
J	JADE
K	CURSED

UNIVERSAL COMBAT STATISTICS

GAME STATISTICS VARY CONSIDERABLY WITH EACH GAME SYSTEM, AND THE MOST SENSITIVE OF THESE STATISTICS ARE THOSE USED TO RESOLVE COMBAT. RATHER THAN COMPLETELY IGNORE THIS VITAL AREA, AS MANY OTHERS DO, WE HAVE PROVIDED TWO STATISTICS TO PERMIT YOU TO ADJUST THE ONE CLOSEST TO THE SYSTEM YOU USE. REFER TO THE DEFINITIONS OF ARM AND ACL.

ARMOR TYPE - ARM

ADD ALL THE FOLLOWING DESCRIPTIVE RATINGS (RATINGS ARE FOUND TO THE LEFT OF THE DESCRIPTION) TO DETERMINE THE ARMOR TYPE (ARM). MULTIPLY THE ARMOR TYPE (ARM) BY THE RATING OF THE CONSTRUCTION MATERIAL USED TO DETERMINE THE TOTAL DAMAGE THE ITEM CAN ABSORB WITHOUT FAILURE. WHEN USING THIS SYSTEM, ONLY THE SHIELD OR BODY ARMOR WILL ABSORB DAMAGE, NOT BOTH.

COVERAGE	BODY	HEAD	SHIELD
BARE	1 SHOULDER GUARDS	1 BAND TIARA	1 GUARD
SCANTY	2 BELT	2 COIF	2 BASKET GUARD
BASIC	3 SKIRTED BELT	3 HOOD CROWN	3 NET CLOAK
ADEQUATE	4 GIRDLE	4 TURBAN	4 PARRY WEAPON
AVERAGE	5 WAR CLOAK	5 CAP	5 BUCKLER
PROTECTED	6 BREASTPLATE	6 HELM	6 TARGET
ARMORED	7 SKIRTED BREASTPLATE	7 BANDED HELM	7 HEATER
THOROUGH	8 TUNIC	8 CRESTED HELM	8 ASPIS
ENCLOSED	9 HOODED TUNIC	9 BASINET	9 KITE
EXTENSIVE	10 COAT	10 CRESTED BASINET	10 GERHON
COMPLETE	11 SEALED COAT	11 HEAUME	11 PAVIS TOWER

ARMS

1 GLOVES
2 BRACERS
3 ARMBANDS
4 VAMBRACE
5 HALF SLEEVES
6 SLEEVES
7 GLOVED SLEEVES

CONSTRUCTION METHOD

0 OPEN
1 RINGMAIL
2 CHAINMAIL
3 FORMED PLATE

DESIGN

1 CHEEKGUARDS
1 NECKGUARD
1 NASAL GUARD
2 VISOR
1 REINFORCED*

* SEE MATERIALS

MATERIAL (REINFORCEMENT)

1 SILK, LINEN, CLOTH
2 SOFT LEATHER AND WOOD
3 FELT, LIGHT FUR
4 WICKER, HEAVY FUR (+1)
5 HARD LEATHER, CLAY (+1)
6 HARD WOOD, HORN, BONE (+1)
7 GOLD, COPPER, MARBLE, JADE (+2)
8 ELECTRUM, SILVER, BRONZE (+3)
9 PLATINUM (+3)
10 IRON (+4)
11 DAMASCUS STEEL (+4)
12 ADAMANTITE, HIGH CHROME STEEL (+5)

APPAREL

ADD CONSTRUCTION MATERIAL ONLY FOR EACH ARTICLE OR LAYER WORN.

DRAWERS
LOINCLOTH
UNDERSHIRT
PETTICOAT
HOSE
LEGGINGS
STOCKINGS
BLOUSE
SHIRT
HALF TUNIC
VEST
SMOCK
APRON
MANTLE
SHAWL
CAPE
SURCOAT
JAPON
SHIFT
JERKIN
CLOAK
SKIRT
TOGA
DRESS
ROBE
GOWN
HABIT
BUSKINS
TROUSERS
PANTALOONS
HAT
GABERDINE
GAMBESON
FROCK
JACKET
BREECHES
HOUSECOAT
UNDIES
BRA
COWL
FOOTGEAR

ARM	DPR	ACL	DESCRIPTIVE EXAMPLES - SHIELDS EXCLUDED
000	0	10	BARE HUMANS OR SOFT-SKINNED HUMANOIDS
005	0	10	SCANTY CLOTHING
008	0	10	FULL SILK, WOVEN CLOTH, OR LINEN CLOTHING
010	1	9	BASIC LAYERED CLOTHING OR FUR
018	1	9	ADEQUATE LIGHT LEATHER TUNIC OR HEAVY FELT
020	2	8	BODY CORSELET OR WAR CLOAK
025	2	8	AVERAGE HEAVY LEATHER TUNIC
030	3	7	LEATHER JACK
035	3	7	PROTECTED PADDED LEATHER OR LEATHER JACK +1
040	4	6	COAT OF DEFENSE
045	4	6	ARMORED STUDDED LEATHER OR BRIGANTINE
050	5	5	SCALE MAIL TUNIC
055	5	5	THOROUGH COAT OF MAIL
060	6	4	CHAINMAIL TUNIC OR COAT OF MAIL +1
065	6	4	EXTENSIVE PARTIAL BRONZE PLATE OR BRONZE PLATEMAIL
070	7	3	LAMELLOR TUNIC OR BANDED MAIL
075	7	3	COMPLETE ADVANCED SEALED BODY ARMOR COAT
080	8	2	PARTIAL IRON PLATE OR IRON PLATEMAIL
085	8	2	IRON PLATEMAIL +1
090	9	1	PARTIAL DAMASCUS PLATE OR STEEL PLATEMAIL
095	9	1	ADVANCED SEALED BODY SUIT OR FULL GOLD, COPPER, OR JADE PLATE
100	10	0	FULL BRONZE, SILVER, OR ELECTRUM PLATE
110	11	-1	FULL PLATINUM PLATE OR IRON PLATEMAIL +5
120	12	-2	FULL IRON PLATE OR FULL ELECTRUM PLATE +2
130	13	-3	FULL DAMASCUS PLATE
140	14	-4	FULL MITHRIL PLATE
150	15	-5	FULL ADAMANTITE PLATE
160	16	-6	
170	17	-7	
180	18	-8	
190	19	-9	
200	20	-10	POWERED ARMOR SUIT TECH

Probability Comparison Chart

1D6	1	1	1	1	1	2	2	3	4	5	5	6	6	6	6	6
2D6	2	2	3	3	4	5	6	7	7	8	9	10	11	11	12	12
3D6	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1D20	1	1	1	2	3	4-5	6-7	8-10	11-13	14-15	16-17	18	19	20	20	20
%D	1	2	3-5	6-10	11-17	18-27	28-38	39-50	51-62	63-73	74-83	84-90	91-95	96-98	99	100

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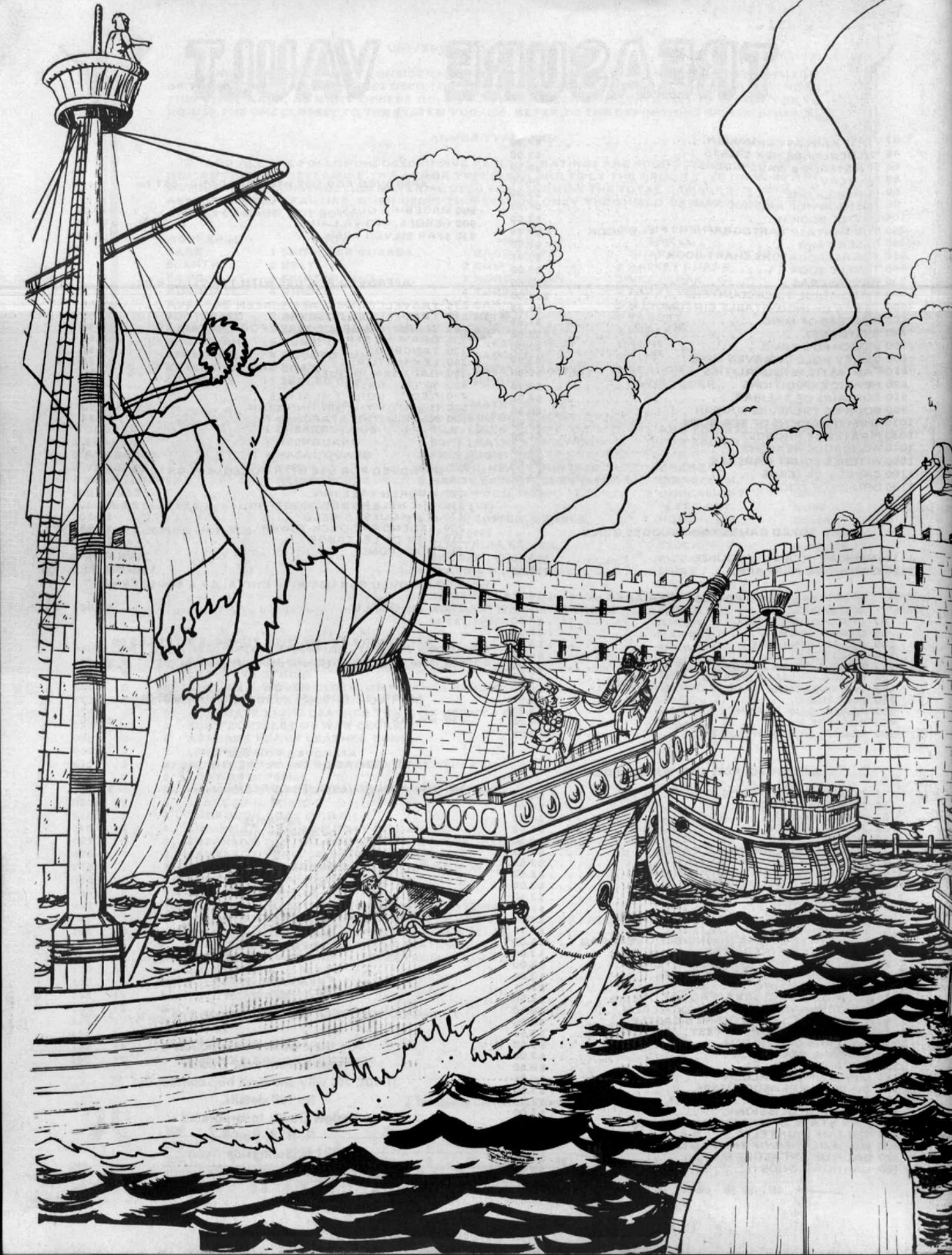

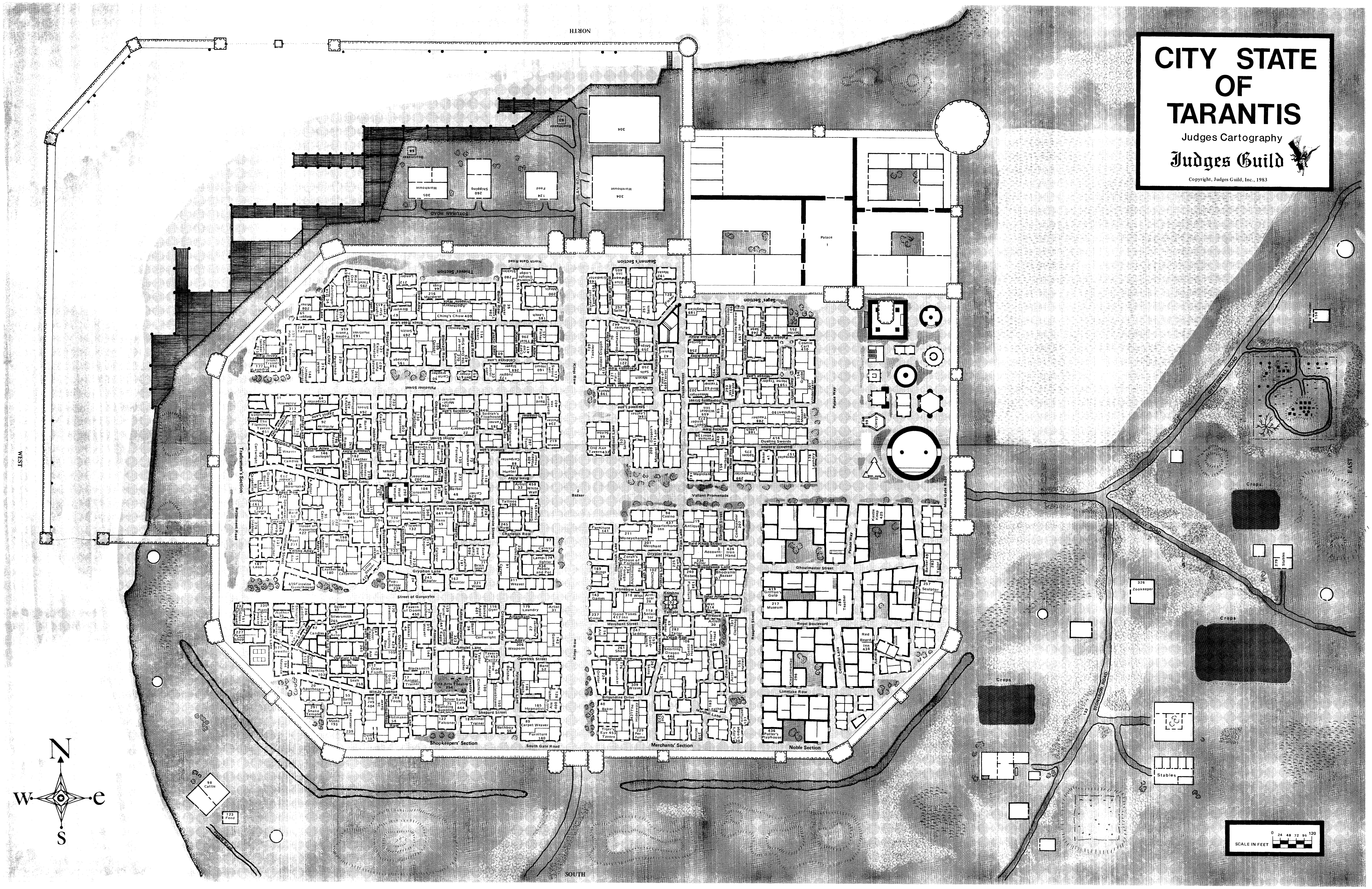

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Palace
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Bazaar
Thieves' Section
Seamen's Section
Sages' Section
Tradesmen's Section
Shopkeepers' Section
Merchants' Section
Noble Section
North Gate Road
South Gate Road
Main Gate Road
Battlement Road
Kings Row
Palace Way
Paladiner Street
Valiant Promenade
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Ghoulmaster Street
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326 Zookeeper
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Crops
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123 Feed
133