

EPIC HIGH FANTASY

Shardar

GUIDEBOOK



THE FREE CITY
OF EASTPORT

EVIL BEAGLE GAMES PRESENTS

THE FREE CITY OF EASTPORT

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THE FREE CITY OF EASTPORT

*By David Vibbert and Sean Patrick Fannon; Illiana's
Point by Anders A. Olsen*

Eastport is an excellent example of the kinds of city-states one finds throughout the Wildlands. Fierce independence collides raucously with corrupt capitalism to create a melting pot of intrigue, opportunity, and adventure.

Located along what is commonly referred to as the Western Coastal Road (which runs from Sunset to the northwest to Lanthor in the far south), Eastport is part of the infamous Three Port Region long fought over by the Malakar Dominion, the fae of Landra'Feya, Grayson's Grey Rangers, and the independent factions of the area.

FACTS IN BRIEF

Capital: Eastport (City of)

Population: Over 9000 (majority human)

Dominant Religion: Reverence of the Ascended, with Archanon growing in popularity. **In secret, there are burgeoning cults for both Flame and Darkness.**

Government: Plutocratic Syndicracy (The wealthiest and the leaders of businesses rule); the Five Families are the true powers of Eastport.

"It's not what you owe, it's who you owe.": Eastport society is structured mainly upon whom one owes debts and obligations to. The Free of Eastport have little power, though they also have the most mobility. The more connected someone is to a Faction, the more opportunity they have to gain power and influence... and death.

Capital Ideas: Eastport is one of the strongest examples of market economy at work outside of the Freelands, with a codified system of credit and an extensive banking system. For all that, most of the citizens are quite poor, with wealth accumulated by the various Faction leaders.

LINER NOTES – THE DELTA AND THE DOCS

This is the chosen "kingdom" of David Vibbert, who contributed not only considerable financial support to Shaintar, but also excellent creative input as well. His goal was to create a "New Orleans" kind of place in Shaintar, with the classic, noir-like elements of criminal and business factions driving the politics and using the inherent assets and blessings of geography to their advantage.

I think we've more than succeeded here. Eastport can be an exciting, stand-alone setting for a campaign. A Game Master might want to explore what it's like being Rangers in such a location (Eastport is a signatory to the Ranger charter, although most of the Factions work hard at keeping them out of "regular business"). Alternately, Eastport will serve nicely for a group wanting to try out playing independent Heroes in a complicated river-to-the-sea port city.

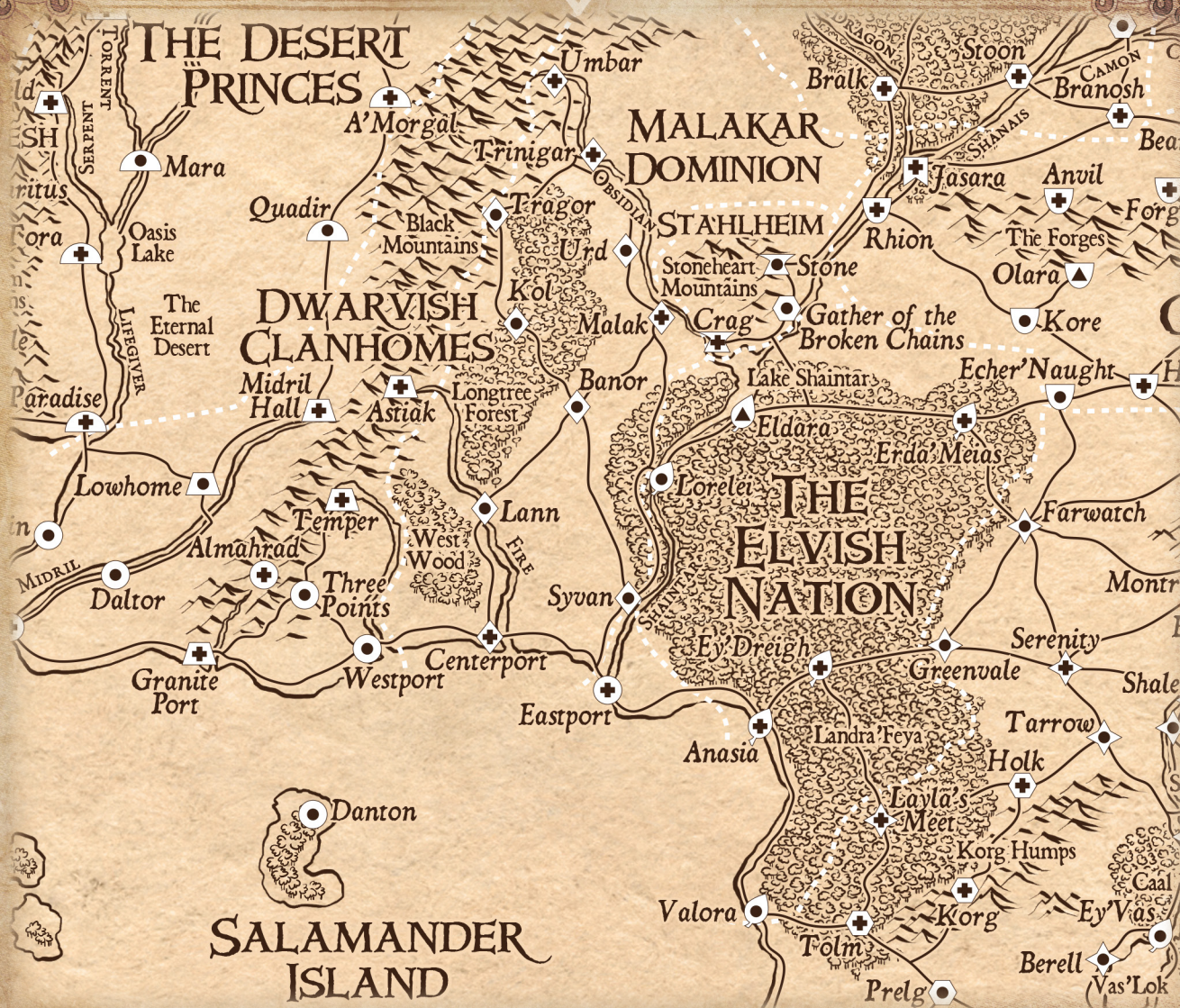
Racial Breakdown: About 60% of the population is human, and another 20% is fae. Interestingly, there's a notable community of Korindian exiles living in the area (most are "guilty" of embracing metal and money). One's gender is of little importance in Eastport; one's money, or willingness to work for it, matters far more.

GEOGRAPHY

Eastport is located on the coastline running west of *Landra'Feya* (the great forest of the Elvish Nation). It lies between the Fae city of Anasia in the east and the Malakar Dominion city of Centerport in the west. In effect, Eastport falls within territory disputed between the Dominion and the rest of the Southern Kingdoms; the latter, via the offices of Grayson's Grey Rangers, defends Eastport from direct control of the Dominion.

Lying at the end of the Shaintar River, where it meets the southwestern seas of the continent, Eastport is a large, complex port city. Some of the surrounding coastal land is too swampy for major construction, but fishermen, ferry runners, and others make their homes out among the marshy outskirts. As well, a small contingent of dregordians live quite happily in these areas, and their natural gifts and talents are in high demand around the ports.

A large part of Eastport is built directly on the solid parts of the delta formed by the outflow of the Shaintar River into the sea. The docks and attendant businesses seem almost chaotic in their construction around the naturally-formed masses of the Shaintar



River Delta, interconnected with an intricate web of streets and canals. Farther inland, things become a bit more organized and traditional, with the upper crust of the city and more established businesses taking up the central city areas, and residential areas spreading out from there into the more agricultural countryside.

THE HARBOR OF EASTPORT

The very reason for the city-state's existence, this is where the great bulk of business is done. Ships come and go through the giant maze of docks here day and night; entire crews are dedicated to manning the light towers throughout the harbor, and a small group of dregordian druids are payed handsomely to keep Life-granted light flowing beneath the surface at particularly busy times during the night.

The Office of Harbormaster (currently held by an eldakar named Jalenz Karrimayn) is one of the most important and prestigious positions in Eastport; Harbormasters are chosen by the Eastport Chamber of Commerce. They head the Eastport Harbor Authority, and it's their job to keep the docks operating at top efficiency at all times. This is by no means an easy job, with the level of constant activity (both legitimate and otherwise).

Because of the organic nature of how Eastport developed on the deltas, the Harbor and its many docks (some directly attached to the mainland, others free-standing within the Harbor) create a miniature city all their own. It takes a true expert to navigate the place, and hundreds of dock-dwelling folks make quite a living offering their services to new arrivals.

THE WESTERN DOCKS

Eastport's history is one of constant conflict-by-proxy between the Malakar Dominion and the Southern Kingdoms. All are free to trade in Eastport; though the Eastport City Council is ostensibly a signatory to the Grey Ranger Charter of the Wildlands, the Dominion and other factions in direct conflict with the Rangers and the Southern Kingdoms enjoy a great deal of practical free reign if they know where and how to do business.

This is where the Western Docks most come into play. Through a series of trade agreements, privatization of certain portions of the Harbor, and other clever tricks (political and otherwise), the Western Docks fall generally outside of the Rangers' jurisdiction and monitoring. This is where the Dominion ships dock, as well as any vessels flying Kal-a-Nar, Prelacy, and Shaya'Nor flags. There are also a number of "independent merchants," otherwise forbidden from trade within Southern Kingdom waters, who are able to slip into and out of the Western Docks to do a bit of business.

The Western Docks Overseer – currently Mistress Alice Saddler – reports to the Eastport Harbor Authority... but she doesn't report everything, by any stretch, and Jalenz is fully aware just how far his authority extends to her domain.

JUTZENKA SQUARE

Named for one of the founding – and still very important – families of Eastport, this is the oldest marketplace in the city-state of Eastport. The oldest of the architecture is distinctly Kalinesh in nature, which is hardly surprising in light of the origins of the patron family. Many permanent, elaborate building form the central part of this region of the city, though there are also plenty of newer, smaller booths and stalls scattered about and forming newer lanes of shopping.

Travelers will never see rundown sheds or tattered tents in Jutzenka Square, and the occasional street hawkers who try to set up temporary shop in this part of Eastport often face aggressive evictions, severe fines, and even a serious beating if they are repeat offenders. The Jutzenka family takes enormous pride in the appearance of style and class for this marketplace, and they enforce their rules with great vigor.

OTHER LOCATIONS OF NOTE

There are a handful of other important places to take note of in Eastport:

The Emporium: The heart of Jutzenka Square is a massive edifice of interconnected buildings called the Emporium. According to legend, it was once called the Imperial Emporium, perhaps as a mixture of pride and thumbing of the nose at the Empire from which the Jutzenkas escaped. However, clearly wiser heads prevailed and the "Imperial" part was dropped in favor of not driving customers away. Another legends holds that no one has ever truly mapped out – or even seen – the entirety of the interior spaces of the Emporium. Those who fear the Jutzenkas believe the secrets within are the key to their real power. Regardless of the truth of either legend, the Emporium is an impressive mall, filled with shops selling the finest and most fascinating wares in the region.

The Eastport Grey Ranger Outpost: The poor, put-upon souls who staff this Ranger Outpost are out-manned and out-maneuvered at every turn. Their hands are tied by a constant barrage of bureaucratic interference and political obfuscation, and they are expected to do their jobs without ruffling enough feathers to get them kicked out of the city. Fresh-faced new arrivals are often ground down by the constant strains of "Leave that group alone" and "You can't touch that one" and "Let it go, Ranger." Some do, some don't... and the latter are growing more bold as matters with the Malakar Dominion continue to escalate throughout the Wildlands.

Swampside: Outside of the city proper, and southeastward, lies a much marshier and swampier region that defies any kind of large settlements. Long ago labeled by the residents, Swampside draws many who prefer to live apart from the hustle-and-bustle of Eastport, yet enjoy the work available or other benefits of the region. Those with agendas outside of the main factions like the privacy Swampside provides, as well. There's a notable population of dregordians living here; it's a natural and welcoming habitat for them, while putting them close to the Eastport Harbor where they can make excellent money. As well, there's a small, yet thriving community of Korindian ex-patriots, most of whom were banished for violations of Kor's Law in one way or another. Many of these folks find regular work on shipping and fishing vessels.

White Crow Theater: One of the more famous theaters in this part of Shaintar, the White Crow is the home of the Troupe of the White Crow, originally founded by a band of wandering performers who eventually chose to settle in Eastport. The theater also serves as the semi-official headquarters of the Mockery (described below); they use the White Crow as a base of operations and coordination for their rather important part of Eastport's annual Ascension Festival.

HISTORICAL OVERVIEW

Follow any river to the sea, and there you will find a community, and usually one made up of a very diverse population. Eastport's history begins with the arrival of various travelers seeking a place to put roots down; some of those travelers were of particularly noble caliber, some of particularly nefarious quality. The interplay of certain families determined Eastport's fated importance, and its doom to struggle.

A CITY OF CELEBRATION AND SIN

There is nowhere I'd rather be than Eastport during the second week of Golden Eagle. They put on an Ascension Festival the likes of which every other Southern Kingdom city aspires to. I once accompanied a five-person delegation from Galadrea to Eastport; they were hoping to pick up pointers on how to improve the Glean capital's own such Festival of Ascension, perhaps to even rival that of Eastport.

By the end of the week, one was dead from a duel, one was horrifically sick, and the other three were convinced that all of Eastport was full of lunatics led by mad people. To be fair, during that time, they weren't far wrong.

A certain kind of madness is required for a city to fall to such barely-controlled, legally-condoned debauchery. Regular business is utterly disrupted, buildings burn, bodies are found in almost every dark alley, and vast sums of wealth and assets trade hands in mostly illegal ways.

At the same time, the carpentry and bricklaying trade enjoys a significant boom during the following weeks. Many old debts are squared, with more than a few slates cleaned for the foreseeable future. Tensions that have built up for months are allayed, and those left standing are generally of a milder demeanor.

For a few weeks, at least.

Eastport is a dangerous place to live, much less to visit, if you don't go in with eyes open and keep to the open places. Certainly, they want your business – repeatedly, even. It's not like anyone will just up and stab you for wandering through the gate or off the boat.

On the contrary, you are far more valuable alive, at least so long as you have gold to spend and favors to trade. Opportunities abound to gain wealth, connections, and power. If you've a skill at something or influence to peddle, the number of deals you can make can be dizzying. Before you know it, you're working for three factions, selling secrets to two others, and trying desperately not to be murdered by another.

That's really what makes Eastport so dangerous. Once it gets enough hands on you, some part of you will always belong to it.

You'll never want for a good party, though.

-- Michael Longteller, Bard and Courier of Galea

The rest of the Southern Kingdoms generally hear the name "Eastport" in conjunction with their famous events and atmosphere surrounding the Festival of Ascension. Only those with reason to do business in that part of the world, or those who have cause to follow the delicate politics of the region, know the real Eastport for what it is – a place where both very decent and very self-interested people came together, built a community, and touched off a secret war that lasts to this day.

A TALE OF FIVE FAMILIES

In the earliest days of the area that is now Eastport (estimated to be sometime around 1675), a family of fisher folk (most well known for their skill at hauling in shrimp and related seafood) settled down in the Shaintar River Delta and built up their home and their fortunes. They came to be known as the Seaborn family, which eventually became their clan name, and they gained a reputation for great charity and community pride. As other families took up the trades of the sea alongside them, while others built marketplaces and fomented river trade, the Seaborns stood tall among the community as leaders and teachers.

Invariably, the day came when pirates saw the opportunities surrounding the burgeoning port. The first attempts were the usual scattered, clumsy affairs, and the community was mostly able to fend them off. The day came, however, when Captain Argosus **Saddler** led his small fleet in a coordinated attack that sent many fishing vessels and trade ships to the bottom of the harbor. The flames burned for days as Saddler and his pirates floated away with treasure and food, and Eastport struggled a long time to recover. In 1712, Cecilia Saddler took over her father's armada and came to see more opportunity than target in Eastport. She made the port her home, officially distancing herself from the pirate fleet while running it behind the scenes. Ironically, Eastport grew even more prosperous, thanks to the inherent protection of the Saddler Pirates.

In 1766, a family of Kalinesh who fled during the Great Exodus found their way to Eastport. Seeking a new home to rebuild their fortunes, the **Jutzenka** Clan put their craftiness and their mercantile savvy immediately to work. Within a few short years, the foundations for the Emporium were laid, numerous shops and businesses run by the Jutzenkas were open and prospering, and at least half the incoming river trade flowed through the Jutzenka River Brokerage. Clever strategies enabled the ex-Kal family to trade on their pride as Northerners without triggering anti-Imperial sentiment against them ("We are victims of the Emperor, just as so many others!").

These three families – the Seaborns, the Saddlers, and the Jutzenkas – maintained dominance of Eastport matters for nearly 700 years. In 2438, following the Battle of the Orshields (Vol Al'Daya's victory over the Malakar Dominion, resulting in the founding of the Kingdom of Galea), a family of Dominion expatriates fleeing massive purges at home landed at the docks of Eastport. Eldakar who believed firmly in the importance of maintaining the purity of Fae blood, the **Karrimayn** family decided Eastport was a good a place to make a new home and a new life. Jewelers and alchemists, the Karrimayns arrived with great wealth and amassed even more, eventually rivaling the Jutzenkas as leading merchants and joining the ranks of influential families.

The last major family of Eastport, the **vo Cosslykss**, emigrated from Salamander Island in 2732. The dregordian clan immediately gained popularity, wealth, and influence by throwing itself into the Harbor Renovation work underway at the time. Within a decade, the vo Cosslykss family built up one of the largest carpentry and dock maintenance businesses along the coast. A branch of the family broke away from the main over "religious differences;" they reside deep in the Swampside region, where it is said they have taken up the ancient dregordian worship of dragons. The main of the vo Cosslykss live in very posh residences along the coast and participate actively in Eastport politics and affairs.

SOCIETY

The average citizen of Eastport works hard every day, plying a trade or selling wares in a city that is full of commerce and customers. The Five Families wield the true power of the city, and there's a constant state of maneuver/counter-maneuver among them for greater control of the city's assets and wealth.

Other groups, businesses, and guilds strive to carve out what they can from the remaining bits of pie, so to speak, but most such factions ultimately end up under the control, or at least influence, of one of the Families. Some groups may be strong enough to minimize the hold a Family has over them, but too much resistance can lead to an ugly shadow war that dashes hopes and ends lives.

Those who make their own way, independent of the power structure of the Five Families or even a smaller group, are few and far between. Debts are almost always leveraged into factional obligations, and Eastport is a city that runs on debt of one kind or another. Whether it's through taxes too heavily levied or favors freely granted with invisible strings, only the most savvy and self-sufficient who live in and around the Shaintar River Delta can hope to escape the web of intrigue and manipulation that moves each resident around the massive game board.

Where a person falls in the basic structure of Eastport society can be broken down as follows, as expressed by their relationship with one or more Factions:

- **Indentured.** Through excessive debt (which is a serious crime in Eastport, for which there are a couple of prisons) or some other crime that's serious enough to warrant effective slavery, a citizen can lose all rights and become an indentured servant to a major Faction. This means, of course, they are ultimately owned by one of the Five Families. While it's possible to earn freedom from such a state, this is exceedingly rare. It's all too easy to violate one or more rules and get extra time added to one's servitude. The Rangers have conveyed repeated complaints over the treatment of Eastport's Indentured, so far to no avail. Eastport skirts the line of the Southern Kingdoms' prohibition against slavery... very finely.
- **Free.** The Free, as most Eastporters call such folks, are those who manage to live in the Delta without incurring any real debt and, thus, Factional obligations. An astounding thing, when one realizes how easy it is to incur debt due to either unfortunate circumstances or simple desires. The Free have plenty of rights and privileges in the legal code of Eastport, but in reality they are held at arm's length and in great suspicion by those in charge. Most Free who don't keep a low profile become targeted for "inclusion" in one or more of the city's Factions.
- **Client.** Those who are enmeshed in a Faction of some kind, usually as an employee or lesser associate. They support the Faction they serve, and in turn enjoy protections and benefits from that Faction. The vast majority of Eastport's citizens are Clients, as viewed by this structure.
- **Factioner.** Someone highly placed within a Faction. Very often, a Factioner is a blood member of one of the Five Families (or at least married into said Family). Note that Factions can be anything from a business to a criminal enterprise.

LINER NOTES – PART "THE BIG EASY," PART "GANGS OF NEW YORK"

The apparent laid-back nature of almost everyone in Eastport belies the deep corruption of the governing bodies and power brokers, as well as the constant struggle to extricate one's self from debt and servitude. There's almost always a party somewhere in Eastport, which is how most of the population deals with what would otherwise be a deeply frustrating life, sometimes burdened by outright despair.

For all that, there *is* joy in Eastport. None of the Five Families see any profit in completely oppressing the people. In fact, most people in Eastport make fairly good money and are relatively prosperous... to a point. There's always that nagging amount of back taxes, or that loan outstanding for the emergency repairs on the fishing boat. A child's illness can lead to a lifetime of "little jobs" for a certain person who arranged for medicines. This is what most folks live within when they take up residence in the otherwise alluring environs of the Delta.

As well, in the back alleys and private warehouses, away from the eyes of customers and tourists, vicious battles sometimes break out in bloody and murderous confrontations as one gang or guild is set against another over territory, access, or any number of other sources of conflict. Amid all this, the Malakar Dominion and the Southern Kingdoms continue their battle-by-proxy for control – or at least influence – of Eastport.

What most of players of the Game of Eastport don't know, however, is that two other major Factions are also engaged in their own plans to take control of the city-state. The Cult of the Red Goddess seeks to deliver Eastport to the Kal Emperor, while those of the Mockery have their own plans for liberating the Delta from the Five Families.

- **Patron.** The bosses and directors of the Factions are Patrons. They enjoy almost excessive benefits and privilege, yet it's their necks most likely to be put on the chopping block when things go wrong. Patrons are rarely chosen outside of a Family; those non-Family Patrons that do exist are usually remarkable individuals, or else remarkably wealthy.

Visitors to Eastport tend to be viewed essentially as temporary Clients, due rights and protections so long as they are spending money or otherwise serving Eastport's interests.

TITLES AND RANKS

In Eastport, the concept of nobility is almost as anathema as it is in the Freelands. Authority derives from the merit (or, more likely, money) of the person who wields it. On the other hand, Eastport is a city built on laws and structure, so there are positions acknowledged by all, and titles that go with them. As with most more traditional regions, many of the higher titles are attained by grace of birth – or at least whom one knows and is loyal to.

Patriarch/Matriarch

No one even pretends that the heads of the Five Families are the true powers of Eastport. By default, the eldest member of the main bloodline of the Family is considered the head of the house, but very often infirmity leads such a person to hand over the reins of control to another as needed.

As with most such situations, the eldest child is granted this honor. Pragmatism rules in matters of money, however, and there's been more than one instance of a younger child, niece or nephew, or some other family member being favored by a Family ruler to succeed them.

Unsurprisingly, most Families have a constant internal warfare of one kind or another, oriented around proving who is most worthy to take over. As well, in the instances where a Patriarch or Matriarch has unwisely failed to name a chosen successor before an untimely death, a bloody battle of succession usually follows.

The vast majority of Family business is conducted through empowered agents and proxies; the heads of the Families rarely ever meet together for anything less than a true crisis. There is a traditional **Dinner of the Five**, held at the beginning of the Ascension Festival. The location of the dinner rotates among the Families' domains each year, though the specific location is at least moderately secret.

Very rarely have all five heads of the Families failed to attend; the tales of what happens in the after-dinner drinks-and-deserts portion, behind very closed doors, are the stuff of legends.

Traditionally, the heads of the Five Families are addressed as "Lord" and "Lady."

Controllers

The top of mercantile food chain, Controllers oversee huge portions of a Family's holdings. The most senior Controller for each Family sits on the **Eastport Chamber of Commerce**, a subtly powerful body that wields quiet-but-absolute authority. The **High Controller** – the one who chairs the meetings of the Chamber – is determined by a quarterly accounting of the wealth of the Families. This often creates an interesting game itself; reveal too much, and your enemies have too much information about your true worth. Reveal too little, and your rival has control of the Chamber.

While Chamber Controllers are the most respected (feared) of those of this rank, there are others in Eastport Society who are similarly positioned. Each of the Families has anywhere from five to eight Controllers, overseeing large collections of related businesses and other holdings.

The **Harbormaster of Eastport** is a Controller level position, answerable only to the Chamber of Commerce.

The proper address for such a person is "Controller," the "Harbormaster" is appropriate for that post.

Overseer

The master of any major business or organization is called an Overseer in Eastport (and many other similar Wildland and Freeland cities and towns). Eastport is full of Overseers, naturally, because Eastport is full of businesses, organizations, agencies, and so forth.

The proper address for such a person is "Master" or "Mistress."

A Sea of Bureaucracy

Over time, such cities as Eastport develop a tangled, internecine web of bureaucracy throughout both government and business. With this comes all kinds of lesser titles and posts of authority. Such titles as Director, Manager, Inspector, Officer, Consul, and more may be encountered at any time; a favorite past time of many Eastport workers is to watch when two or more such folks get into an argument (occasionally devolving into a brawl, or even a duel) over who has authority over a given matter.

TRAVELING THROUGH EASTPORT

“Jovial cynicism. For Eastport, that’s what I’d call their national state of being.”

– Michael Longteller

While no one has any illusions about the true nature of their home, and grousing about the politics of the city is a favorite hobby, nonetheless the people of Eastport are a generally happy and content lot. They enjoy their leisure – what they get of it – with great passion, and visitors are always treated as welcome latecomers to the party, especially at night.

In the daylight hours, Eastport is a bustling, busy city where work is getting done. It feels like everyone a visitor might run into is either trying to get something done as fast as possible (but correctly, lest an Overseer notice anything is amiss) or is trying to sell something. A cacophony of noise, a riot of odors, and a dizzying array of sights might overwhelm even the most seasoned traveler.

During the day, Eastport is a place of commerce first. All else is secondary to ensuring the life’s blood of the city – copper, silver, and gold – flows in all the proper directions. Much more, of course, flows in less-appropriate directions, but it all greases the machinery that keeps Eastport alive.

At night, a very different Eastport comes to life. While many businesses shutter their windows and lock their doors as the sun sets, many more light their lanterns, set the cookfires ablaze, and tell the bards and musicians to begin playing the tunes that will draw customers to their doors. The streets empty only for a very brief time, filling up again as the night takes hold.

Folks in Eastport love their city, despite its many flaws in danger. Most love it for what it becomes at night, a place of light and music, dancing and romance, stories and adventures. Many residents only go home long enough to grab a quick supper and change clothes; Eastporters take pride in their reveling, even on a simple night of the week, and the poorest will put on at least a bit of color over their tunics and breeches and simple skirts in order to feel a part of the ongoing festival that is Eastport’s streets at night.

Everyone is welcome as much at night as they are in the day, especially if they are there to revel and spend. Making friends with a local is a wise choice,

LINER NOTES – FUN, BUT DANGEROUS

Eastport welcomes visitors from all over Shaintar.

All. Over. Shaintar.

This means it’s entirely possible to meet a Kal soldier or a shayakar merchant in the streets as you’re shopping around. Eastport is an open port, and the Chamber of Commerce is unwavering in its devotion to this principle, no matter how much the Rangers and the Southern Kingdoms desire otherwise. As part of the deal to keep a Ranger Outpost in Eastport, an agreement was signed that *no* visitor to Eastport is to be harassed or impeded in any way by the Rangers, unless they acted in a criminal fashion.

Eastport’s own laws address the use of necromancy or thaumaturgy in it’s borders, which technically satisfies the worst of the Rangers’ concerns. As well, no undead or demons are permitted. If an acolyte or necromancer is identified, however, they cannot be touched or arrested, unless they actively use their powers.

Eastport is a city-state that thrives on vice. Drugs alchemical and otherwise are available legally, including floaters (alchemical mind-altering concoctions) that are otherwise forbidden elsewhere in the Wildlands and beyond. Prostitution is practiced in every conceivable way; the worst exploitations are technically illegal, but rarely enforced. There are gambling dens everywhere. A great deal of fun can be had for a price.

While open violence in the streets is completely forbidden (the merchants of Eastport don’t want blood all over the nice things they are trying to sell), Eastport has a very formal and elaborate Dueling Code. Specific areas are designated, and all the classic rules apply – the offended party challenges, the challenged party accepts or declines.

Declining a duel can be anything from a reasonable recourse (when dealing with a drunken lout of no status) to an act of great insult to the whole of Eastport (if the challenge was issued by anyone considered a Factioner or higher). In the latter case, it’s best to leave town before something truly awful happens that the authorities will very readily ignore.

The challenged party gets to decide a time within two days, as well as which of the sanctioned dueling locations to meet upon. The challenger then declares whether the duel is to be to first blood, incapacitation, or death. Only the most grievous of insults or wrongs can legally warrant a duel to the death, but enough highly placed witnesses can see to it that any offense is couched as grievous enough.

Seconds are chosen to ensure fairness and no interference; most duels rely on similar weapons, but that’s more an unspoken rule than a code issue, and roughly half of all duels rely on the weapons of choice for each combatant.

especially if one wishes to avoid being fleeced into utter poverty before the dawn. As it is, a spare purse with a small bit of coin is often a good idea to grant pickpockets, with the greater portion of coin stored more securely. Some claim there are more thieves guilds in Eastport than in the great city of Lanthor, or even Snakes Den; an unsubstantiated boast, but not, perhaps, by much.

OF SPECIAL INTEREST

The qualities of the Shaintar River Delta create an environment where very interesting and dangerous elements breed. The whole area is well worth exploring... but folks should watch their step.

THE FIVE FAMILIES

Eastport's fortunes are forever entwined with those of the Five Families, as their fortunes are tied completely to the Shaintar River Delta. The current leaders and other key folks are important to know for anyone who may spend time in the city.

The Seaborns

The Seaborn family has always been a gentle-but-firm influence on the region, encouraging hard work, charity, and fair treatment for all in order that all might survive and thrive on the bounty of the sea. In more recent times, the Seaborns have been forced to make some sacrifices to their ethics just to survive, but it remains a truism that "A debt to the Seaborns is the easiest to bear." At the same time, it's also a truism that the power of the Seaborns is waning among the Five.

Joelly Seaborn is the current Matriarch of the Seaborns, and at her feet may be laid the burden of the Seaborns gaining some tarnish on the shine of their honor as a family. Watching the family rapidly diminish in power and influence under the rule of her stubborn, honorable father, Joelly determined that she would do what was necessary to see that the greater good of what her family was capable of was not crushed under the heels of the other four Families. To this end, when she took control of the family, she immediately reached out to the Patriarchs of the Karrimayn and vo Cosslykss Families. She proposed a series of trade agreements, cooperative projects, and other links that effectively amounted to an alliance to ensure the Jutzenkas and the Saddlers – always the two strongest Families in recent years – did not gain too much the upper hand.

Though shrewd business and negotiation served Joelly well in these efforts, she did find herself obliged to do business with people her father would never have countenanced sitting down at the table with. The Karrimayns brought much in the way of trade with Dominion factions, and the vo Cosslykss, on more than one occasion, have called upon the Seaborns to assist in certain smuggling efforts that resulted in some rather offensive transport on Seaborn ships.

In her mid-fifties, Joelly Seaborn is still a vital and strong leader. However, her clan is growing more and more disgruntled with her, and there are some of her blood who refuse to even speak to her, or to work with her directly on any business. In danger of her clan fracturing, she's now in the position to seriously examine stepping down and choosing a successor. Unfortunately, many of her new business associates would find that inconvenient; they might take action to ensure that the one who takes her seat is more amenable to their aims.

In contrast to the bitterly pragmatic Matriarch, her nephew, **Cal Seaborn**, is quite popular with his family, as well as many of the common folks of Seaborn. He's watched with sadness as the reputation for fair dealings and honor among the Seaborns is waning. He's also begun talking to some folks about what might be done, and not all of them are in his clan.

The Saddlers

Shipping magnates or pirates? Where the Saddlers are concerned, it depends entirely upon whom you ask, and whom you are talking about.

The current Patriarch, **Bradford Saddler**, continues the long-standing tradition of distancing his family as far from their piratical heritage as possible. Always well-dressed, refined, and more than a bit effete, Bradford cuts a very urbane figure that suggests posh affluence over buccaneer freebooting by a great margin. According the decades-long story, the pirate branch of the Saddler family long ago set sail for other waters, and the Saddlers of Eastport are the most respectable and upstanding family of the entire southwest coast.

As with almost everything in Eastport, the truth is far more complex and the circumstances far more insidious.

Commodore Nathan Saddler of the pirate ship *Sea Viper*, is the second son of the Saddler family, Bradford's younger brother. The well-told story of the terrible duel between the brothers – leaving Bradford with a permanent limp and Nathan with only one eye – established that Nathan was forever exiled from Eastport and any future dealings with the family. Bradford will never forgive Nathan, and Nathan plots his revenge against Bradford and the rest of the clan. Nathan ran off to join with the nefarious relations, putting something of a stain on the Eastport Saddlers, who are naturally working very hard to remove said stain.

Out of the public eye, Bradford can walk just fine. In his cabin, Nathan uses both eyes to read his charts... and his letters from home.

The Saddler brothers are enacting a rather elaborate plan to bring the two parts of the family back together. Currently, Nathan's expanding fleet targets the shipping interests of Bradford's rivals. At the same time, Bradford makes sure Nathan knows the juiciest targets heading for the southwestern coast, since he's in a position to know most of the shipping schedule of the region. The brothers have also begun very careful, quiet negotiations with agents from the Dominion; their plan is to launch a coup that places the Saddlers firmly in control over Eastport, and Eastport under Dominion rule.

They are playing the long game, waiting to see how the sequence of wars the Southern Kingdoms affects the region. More importantly, they are waiting to see if the Rangers will be any kind of threat to their plans. The Saddlers may be the most dangerous foes the Rangers of Eastport don't know they have.

The Jutzenkas

Charming, gregarious, and generous nearly to a fault, **Karolilona Jutzenka** is renowned for being the most popular (and beautiful) head of one of the Five Families in the Shaintar River Delta. Her role as Matriarch elevates the Jutzenkas at a time when the Seaborns are waning in both effectiveness and influence; the once-harsh overlords of Jutzenka Square are now considered benevolent and welcoming. Karolilona's instituted policies allowing limited temporary stalls and markets, and she's increased the overall pay of her employees and servants.

The Kalinesh expatriates, with their extraordinary wealth, popularity, and influence (the High Controller of the Chamber of Commerce is her son, **Kellef**), are transforming into the true "royalty" of the Delta. There are even some whispers among the populace that perhaps – just perhaps – Karolilona might make a very fine queen.

Meanwhile, in the far depths of the impossible maze that lies at the heart of Emporium, where no light shines that is not a flame dedicated to Ceynara and the Demon Princes, the Cult of the Red Queen patiently husbands its power and its resources. Karolilona has no idea about any of what's going on; none of the Matriarchs or Patriarchs of the Jutzenka Family have known about the Cult for over a century now. This serves the true power of the Family perfectly.

The Karrimayns

Few individuals in the world exemplify amorality as well as the Patriarch of the Karrimayns, **Iyrros**. He wishes no being harm or ill will, neither does he seek the well-being or benefit of anyone outside of his Family. The world for Iyrros is about numbers and ledgers, accounts paid and those outstanding, and the surety that he has the best numbers of all.

The only reason the High Controller is *not* a Karrimayne is that Iyrros does not wish a Karrimayne to hold the post. He is happier concealing a large portion of his Family's wealth and assets, instead seeing to it that the Harbormaster is one of his most trusted sons.

The Patriarch of the Karrimayns, being an eldakar, has ruled his family well for nearly two-hundred years. He's well aware of most of the plots and plans afoot in the Delta, and he tracks each as carefully as he tracks the books of his dozens of mercantile enterprises. When necessary for the health of his businesses and his Family (in that specific order), he acts. A word passed here, a force of troops there, an assassination of a key figure in the wilds of the Freelands... anything that serves Iyrros' schemes will be done, as needed.

If it can be said that Iyrros has a single weakness, it would be his daughter, **Elrilien**. She fawns over her father, a vapid and innocent child, and it pleases him to allow her to be simple, innocent, and happy. This may well be his undoing, as well as the undoing of many others, for Elrilien is anything but simple and

innocent, and the one person in all of Shaintar who truly makes her happy is Cal Seaborn. She believes in Cal's dream of a better home for all, returning to the better days of Eastport. Together, with their best friend, Kassyrill (see below), they may well change the entire Delta.

The vo Cosslykss

The Patriarch of the vo Cosslykss, **Jonkyss**, isn't amoral – he's downright mean, to the point of evil. A former slave himself, he defies logic by embracing slavery as a valuable form of trade. While the main (and overt) business of the dregordian Family remains the crafting and repair of ships and maintenance of the docks, Jonkyss' underground trade in slaves and contraband is netting him substantial personal wealth.

To the dismay of his rather idealistic son, **Kassyrill**, the Jonkyss recently took up smuggling agents and materials for the Dominion into key areas of the Southern Kingdoms. On more than one occasion, he's leveraged his influence over the Seaborns (trading on their good name among the Rangers and other Southern Kingdom authorities) to even get necromancers and acolytes transported to the heart of Galea and elsewhere.

Kassyrill has no illusions he will ever be Patriarch; his father has no faith in his willingness to do what the Family requires, so his cousin, Hasskorr, is being groomed for the role. Fortunately, Kassyrill is mostly left to his own devices. Playing at being simply idly rich and useless, he secretly aids Cal Seaborn and Elrilien Karrimayne in their burgeoning plans to change things in Eastport.

THE EASTPORT CONSTABULARY AND MAGISTRATES OFFICE

As any citizen of Eastport about how well the Constables and Magistrates serve the city, and the likely answer will be "they don't." Corrupt to the core, justice is either purchased or denied. Most of the Eastport Constables are little more than added muscle for whichever Faction holds sway over the area they patrol, and the Magistrates primarily determine who goes to what debtor prison or other work program, as needed.

There are exceptions, of course, but they are vastly outnumbered and in danger of losing their very lives if they aren't careful. Fortunately, the commander of the Ranger Outpost of Eastport is beginning to cultivate those folks as friends.

THE RANGERS OF EASTPORT

Commanded by **Lieutenant Evan Granger**, the Eastport Outpost is a modest building located on the east bank of the Shaintar River, across from the main docks operated by the Jutzenka River Brokerage. Among other things, this strategically places the bulk of the Rangers far away from the actual harbor docks, where they would no doubt disrupt business with their pesky law enforcement efforts.

Granger isn't stupid; he knew how monumentally impossible his task was within days of arriving. Most of the Rangers he gets assigned are unfit for patrol or line duty, near-washouts from training (sent to him for "rehabilitation"), or troublemakers and foul-ups of one kind or another. He often wondered who he upset so utterly to warrant such an assignment, until the day Lord Great Colonel Kesspar no Visstor showed up at his command, in disguise as a simple dregordian dock worker.

"You need to undersstaaaand, Lieutenant Grraaanger," the Colonel said in that distinctive dregordian manner, "that I chossse you ssspecccciffically for thissss mission. Your loyalty is unquesstionable, yet you are alsso thoughtful and intelligent. The Familiessss need to believe thissss outfit iss not a threat. You need to quietly make it one."

Since that day, Granger's conducted extensive training and education of his troops, encouraging them to change nothing of their outward appearance or perceived nature, while at the same time leveraging their strengths and unique predilections and talents to his mission needs. His scroungers scrounge (information as well as material), his gamblers gamble and hear the secrets told only by drunken card players, and so forth.

The Eastport Ranger Outpost is becoming quite the listening post for the Rangers, as well as one of the more interesting covert operation teams in the service.

Even more interesting is the friendship Lieutenant Evan Granger has quietly struck up with Cal Seaborn...

THE MOCKERY

Artists, actors, musicians, and acrobats. Thieves, grifters, pickpockets, and ne'er-do-wells. These terms and many like them are normally used when describing the association known as the Mockery. The only reason the Families have done nothing to curtail their activities is due to their extraordinary service to the city in making the Ascension Festival the grandest in all of Shaintar, as well as the perception that they are so fractious and disorganized, their various guilds and gangs keep each other in check.

Truly, the various secret societies, thieves guilds, gangs, and troupes seem to spend most of their time fighting amongst themselves and getting in each others way. They manage a bit of larceny, certainly, but they also pay the right tithes to the right block captains, so all is well in the end.

The Families have no idea just how fantastic the Mockery is at one thing above all else – acting.

Very few beings outside of the Mockery understand the true power of the association. They go to great lengths to hide their assets and their plans, playing a very dangerous game in a way that their opponents would never really understand.

The Mockery has three great secrets they strive to keep at almost any cost -

- They are united to a purpose, each and every one of them.
- That purpose is the liberation of Eastport from the Five Families.
- Their power is such that they are, for all intents and purposes, the Sixth Family of Eastport.

In recent days, three idly wealthy children of the heads of three of the Families have been hanging around with the miscreants that loiter around the White Crow.

As well, Lieutenant Evan Granger apparently has a great love of theater.

THE CULT OF THE RED GODDESS

The hidden power of the Jutzenkas is **Wilhold Jutzenka**, Karolilona's "doddering old" uncle. He puts on a rather impressive act of near-senility and good-natured simpleness, the rare times he makes any public appearances. In truth, he is a vital and powerful war priest in service to Ceynara, and he's been amassing wealth, arms, and followers for a very long time, deep in the bowels of the Emporium. Powerful concealment magics hide his activities from anyone with mystical senses happening by.

His ultimate goal is to seize Eastport in coordination with elements from the Maelstrom stationed in the Malakar Dominion. His hope is to present Eastport as a gift to the Emperor, believing his family will then be restored to their former glory as he is named the first War Priest Warlord in the Empire's history.

Wilhold is not altogether right in the head, but he is crafty, cunning, and prepared to do anything to achieve his goals.



ILLIANA'S POINT

Illiana's Point is a port town a couple of days travel southeast of Eastport, and a few days travel west of Anasia. An independent town with strong connections to the Grey Rangers and Landra'Feya, Illiana's Point has long resisted the efforts of Eastport to annex it. Though often shielded from many of the major conflicts affecting most of the Southern Kingdoms, the town did come under multiple attacks during the War of Flame, and more recently has suffered an increase in pirate raids.

The total population of the Point (as many locals call it) is less than 3000, mostly human. The vast majority of the residents work for either the many merchants who have shops in the town, or else in the shipyards where a few boatwrights do healthy business on small river craft and full sea-going ships alike.

The town developed at the mouth of a small river – more a sizable stream than a full river, really – called the Everwood, which pours out into the ocean just south and east of the main promontory that gives the town its name. Upon that promontory stands the pride and joy of Illiana's Point, a huge and expertly built lighthouse.

The Illiana's Point Lighthouse (or Point House) was a joint project of fae, dwarves, and dregordians. Built as both a shrine for Illiana and a guiding light for ships sailing along this part of the Southern Kingdom coasts, the Point House is a place where druids who feel the call of river and sea may gather in the sea caves below. Thanks to dwarven engineering, the light of the Point House reaches many miles out to sea, helping guide them safely to harbor from Eastport to Anasia.

Both the lighthouse and cheaper docking fees draw enough ships away from Eastport to help trade grow and thrive at the Point, with caravans hauling goods westward to make use of the larger river trade operations there. This has created more than a few ruffled feathers and a handful of bloody feuds between factions of the two locales, with the Rangers and the River Trade Coalition working extra hard to prevent more open conflict.

Note – More can be discovered about Illiana's Point at Shaintar.com.

DENIZENS

The various people – specific and general – one is likely to meet in traveling in and around Eastport. For many encounters, the Criminals category in the Denizens section of *Shaintar: Legends Arise* (beginning page 167) will provide excellent stats. Use Bosses for block captains and upper-level operatives, with gangs of Thugs led by Enforcers for many other situations. There's also Commoners and Constables found on page 158 of that same book.

ALICE SADDLER, WESTERN DOCKS OVERSEER

Cunning, crafty, and charming, Alice Saddler is an excellent representative of the Saddler family in the Western Docks. She's also the prime source of information about the comings and goings of many merchantmen and their fat, valuable cargoes, as well as important passengers coming and going through the port that might otherwise not wish to be noticed.

Alice is very cautious about just how much she passes on through her networks, and to who. Naturally, her uncle Bradford gets the best intelligence, but she also rations out her valuable information to other factions, ensuring many owe her favors or pay into her well-padded coffers.

Naturally, on more than one occasion, she's been accused of just the kind of spying and information brokering that she's guilty of. This regularly results in the issuing of a duel... and she's more than capable of winning one of those, thanks to Uncle Nathan. In situations where she has more than one enemy to contend with, there's always a contingent of Saddler Marines (see below) nearby.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Boating d6, Fighting d12, Gambling d6, Intimidation d8+2, Lockpicking d6, Notice d6, Persuasion d8+2, Shooting d6, Stealth d8, Streetwise d8+2, Swimming d6, Taunt d8+2, Throwing d8

Pace: 8 (d10 "Run"); **Parry:** 10 (1); **Toughness:** 8 (2)

Edges: Attractive, Combat Reflexes, Counterattack, Dark Fighting, Dirty Fighter, Extraction, Fencer, Frenzy, Glib, Killer Instinct, Lunge, Rich, Strong Willed, Tricky Fighter

Gear: Enchanted Saber (+2 Fighting, Str+d6+2, AP 1), Throwing Knives (Str+d4, 3/6/12), Studded Leather Armor (+2, -4 Coverage), Bracers (+1 Parry)

BRADFORD SADDLER

Bradford is a man of strategy and negotiation, greatly preferring to leave physical exertion to those far more suited to it. He's normally got quite a contingent of Saddler Marines (see below) nearby, as well as his personal huntsman/bodyguard, Edward (use the Rover stats on page 174 of Legends Arise).

Of course, the fact that Bradford is an Adept of some skill means he's never helpless, but he's managed to keep this fact a secret for so long, he truly abhors ever using his abilities.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Gambling d8, Intimidation d8, Knowledge (Magic) d6, Knowledge (Politics) d8, Notice d8, Persuasion d10+2, Stealth d6, Streetwise d6+2, The Way d10

Pace: 6; **Parry:** 6 (1); **Toughness:** 7 (1)

Edges: Adept, Charismatic, Connections, Dreamdancer, Fast Talker, Filthy Rich, Linguist, Trader

Gear: Short Sword (Str+d6), Small Shield (+1 Parry), Partial Leather Armor (+1, -2 Coverage), Focus Crystal (+5 Essence)

Powers: *Deflection, Illusion, Mind Reading, Phantasm, Puppet, Telekinesis*

Essence: 25 (5 from enchanted focus crystal)

CAL SEABORN

Though young and idealistic, Cal is also aware of the nature of his city, and that of its people. This is why he is more than willing to work with the rogues and thieves of the Mockery; at least they have their own personal codes, and genuinely care about the common folk.

Cal pretends to know very little about fighting, but he's secretly been training with any and all who will teach him. He has no intention of being an inciter of rebellion without being able to lead from the front. He's also got a lot of up-to-now hidden talents as a leader.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Boating d6+2, Climbing d4+2, Fighting d10, Intimidation d8+2, Notice d8, Persuasion d8+2, Shooting d8, Stealth d8, Streetwise d8+2, Swimming d6+2, Taunt d8+2

Pace: 8 (d10 "Run"); **Parry:** 10 (3); **Toughness:** 9 (3)

Edges: Brawler, Bruiser, Charismatic, Combat Reflexes, Command, Connections, Dirty Fighter, Elan, Fleet-Footed, Hold the Line, Improved Frenzy, Jack-of-All-Trades, Martial Artist, Rich, Sea-Born, Strong Willed, Trader, Tricky Fighter

Gear: Enchanted Long Sword (Str+d8, +2 Fighting, +1 Parry), Dwarven Crossbow (Range 20/40/80, 2d6, AP 2, 3 shots before reload), Chain Armor (+3, -4 Coverage), Enchanted Bracers (+2 Parry)

COMMODORE NATHAN SADDLER

The pirate captain of the Sea Viper is a shrewd, ruthless man who has earned his reputation as one of the deadliest sailors on the southern seas. He's enjoying his role immensely, and looks forward to his days as the Pirate King of the Southwestern Coasts.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Boating d8+4, Climbing d6+2, Fighting d12, Gambling d6, Intimidation d8+2, Lockpicking d6, Notice d6, Shooting d8, Stealth d8, Streetwise d6, Swimming d4+2, Taunt d8+2

Pace: 8 (d10 "Run"); **Parry:** 10 (2); **Toughness:** 11 (4)

Edges: Ambidextrous, Brawler, Bruiser, Combat Reflexes, Command, Command Presence, Dirty Fighter, Fervor, Frenzy, Killer Instinct, Sea-Born, Sea Dog, Seafarer, Strong Willed, Tricky Fighter, Two-Fisted

Gear: Enchanted Saber (Str+d8+2, +3 Fighting), Handbow (Range 5/10/20, 1d6+1, AP 1, 1 action reload), Enchanted Studded Leather (+4, -3 Coverage, Environmental Protection - Water), Parrying Dirk (Str+1d4, +1 Parry), Bracers (+1 Parry)

ELRILIEN KARRIMAYNE

Hiding her intellect and her true intentions from her father, Elrilien has been training with the Mockery for years. She's not only an accomplished actress, but a very capable thief and spy whose been supplying her allies with extremely valuable information. More than a few of her acquaintances among the street folk make snide remarks about how "the pretty elf princess is in no real danger." She knows better – should her father ever discover her betrayal, he will not hesitate to have her murdered in a very ugly fashion as a warning to anyone else who might ever cross him. It's just good business.

Attributes: Agility d12, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8 (+2), Fighting d10, Investigation d8, Lockpicking d10 (+2), Notice d10+4, Persuasion d8+2, Stealth d12 (+2), Streetwise d8+2, Throwing d10

Pace: 8 (d10 "Run"); **Parry:** 13 (5); **Toughness:** 9 (4)

Edges: Acrobat, Alertness, Assassin, Connections, Dark Fighting, Dirty Fighter, Improved Extraction, Level Headed, Quick, Quick Draw, Really Dirty Fighter, Rich, Thief, Tricky Fighter

Gear: Eldakar Rapier (Str+d6+2, +2 Parry, AP 1, White Silver), Parrying Dirk (Str+d4, +1 Parry if used defensively), Throwing Knives (Range 3/6/12, Str+d4), Enchanted Shayakar Night Chain (+4, -3 Coverage, +2 Stealth at night), Enchanted Bracers (+2 Parry), Climbing Gear, Enchanted Lockpicks (+3), Rope, other gear as needed

SPECIAL ABILITIES AND CONDITIONS:

- **Enemies:** All creatures of Darkness and Flame will seek to kill an eldakar, given a chance.
- **Keen Fae Senses:** +2 Notice checks
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.

- **Magically Sensitive:** Detect Arcana at will, using Spirit
- **Unearthly Fae Beauty:** +2 Charisma
- **Weakness:** All eldakar are deathly vulnerable to Black Iron and Blood Steel and suffer +4 damage from those sources.

HASSKORR VO COSSLYKSS

Due to the constant disappointment the patriarch has in Kassyrill, Hasskorr is being groomed to take over the house of his family. He possesses the necessary ruthlessness, and he's solidly built, but Jonkyss could hope for more creativity and cleverness. His skills as an adept, however, more than make up for his other limitations.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d8, Knowledge (Magic) d6, Knowledge (Politics) d4, Notice d6, Persuasion d8, Stealth d6, Swimming d6, The Way d10

Pace: 6; **Parry:** 8 (1); **Toughness:** 10 (3)

Edges: Adept, Dreamdancer, Linguist, Trader, Way Gifted

Gear: Kayakor (Str+d10, AP 1, +1 Parry, Reach 1, 2-Hands), Dregordian Scale Mail (+3, -4 Coverage), Focus Crystal

Powers: *Deflection, Illusion, Mind Reading, Phantasm, Puppet, Telekinesis, Telepathy*

Essence: 25

SPECIAL ABILITIES AND CONDITIONS

- **Aquatic:** Breathe underwater
- **Battle Rage:** Spirit roll every round or start using only Wild Attacks.
- **Jungle Dweller:** -4 penalty resisting cold environmental effects.
- **Tail and Claws:** Str+d4.

IYRROS KARRIMAYNE

Eldakar tend to play for the long game, and few play it more expertly than Iyrros Karrimayne. He's outlived many enemies in his time, and his wealth and station are a testament to patience as much as anything. Still, if ever he must get his hand dirty, it will go badly for whoever causes him to act instead of observe.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d8

Skills: Fighting d8, Knowledge (Cosmology) d10, Knowledge (Legend Lore) d6, Knowledge (Magic) d12, Notice d10+2, Sorcery d12+2 (d10 Wild Die)

Pace: 6; **Parry:** 9 (3); **Toughness:** 9 (3)

Edges: Archmage, Easy Magic (Armor, Deflection), Essence Link, Exceptional Rapid Recharge, Filthy Rich, High Magic (Bolt, Dispel, Telekinesis, Teleport), Improved Level Headed, Mage, Magic Proficiency (+2 Bolt, Telekinesis), Master (Sorcery), Merchant, Sorcerer, Trader, Venerable

Gear: Enchanted Staff (Str+d4+2, +2 Fighting, +3 Parry, Reach 1, 2 hands; +15 Essence, Smite), Amulet of the Adroit Master (+3 Armor, Mind's Eye, Quickness, Danger Sense)

Powers: *Armor, Barrier, Blast, Bolt, Boost Trait, Cantrips, Conceal Arcana, Deflection, Disguise, Dispel, Entangle, Environmental Protection, Invisibility, Telekinesis, Teleport; Auberik's Instant Fortress*

Essence: 50 (15)

SPECIAL ABILITIES AND CONDITIONS

- **Enemies:** All creatures of Darkness and Flame will seek to kill an eldakar, given a chance.
- **Keen Fae Senses:** +2 Notice checks
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.
- **Magically Sensitive:** Detect Arcana at will, using Spirit (+2)
- **Unearthly Fae Beauty:** +2 Charisma

- **Weakness:** All eldakar are deathly vulnerable to Black Iron and Blood Steel and suffer +4 damage from those sources.

JALENZ KARRIMAYN, HARBORMASTER

Jalenz knows his entire livelihood depends upon his loyal service to House Karrimayne. He strives to ensure he never disappoints his patriarch. Against the inevitable day he does, however, he's secreted a small fortune, made friends in certain circles, and made sure he knows how to protect himself and which way to run.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Gambling d6, Intimidation d6, Lockpicking d4, Notice d8+2, Persuasion d6+1, Shooting d6, Stealth d8, Streetwise d8+1

Pace: 6; **Parry:** 7 (1); **Toughness:** 10 (4)

Edges: Brawler, Connections, Dirty Fighter, Scrounger, Tricky Fighter

Gear: Elvish Longsword (Str+d8, AP 1, +1 Parry, White Silver), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), White Silver Chain Armor (+4, -6 Coverage), Bracers (+1 Parry)

SPECIAL ABILITIES AND CONDITIONS

- **Enemy:** All creatures of Darkness and Flame see the alakar as a racial enemy and will attack them first if possible.
- **Fae Beauty:** +1 Charisma.
- **Keen Fae Senses:** +2 to sight-based Notice checks.
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.
- **Weakness:** Vulnerable to Black Iron and Blood Steel (they suffer +2 damage from those sources).

JOELLY SEABORN

Worn down and wracked by guilt, Joelly Seaborn strives to put forth a brave, confident, and even intimidating face. While she admonishes Cal for his “frivolous idealism,” secretly she hopes he can turn things around for the Seaborn family and return them to who they once were – without all the compromises she’s made.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Boating d6, Fighting d8, Healing d6, Intimidation d10+2, Investigation d8+2, Notice d8, Persuasion d10+2, Shooting d6, Stealth d6, Streetwise d8+4, Swimming d6, Taunt d8+2

Pace: 6; **Parry:** 7 (1); **Toughness:** 8 (2)

Edges: Charismatic, Connections, Investigator, Jack-of-All-Trades, Merchant, Nerves of Steel, Rich, Strong Willed, Trader

Gear: Enchanted Mace (Str+d6+2, +2 Fighting, AP 2), Crossbow (Range 15/30/60, 2d6, AP), Full Studded Leather Armor (+2, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit)

JONKYSS VO COSSLYKSS

In the darkest part of his heart, Jonkyss wants to watch all the fleshy ones burn. He’ll settle for taking all of their money for now, building his power base and his eventual empire. One day, when the dragons come, he plans to sit upon one of the many new thrones of bone, helping to rule the burned world.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d8+2, Knowledge (Cosmology) d6, Knowledge (Magic) d8, Knowledge (Politics) d8, Notice d10, Persuasion d10, Stealth d6, Swimming d6, The Way d12+2 (d10 Wild Die)

Pace: 6; **Parry:** 9 (3); **Toughness:** 12 (5)

Edges: Adept, Dreamdancer, Easy Magic (Deflection), Essence Link, High Magic (Puppet, Telekinesis), Level Headed, Magic Proficiency (+2 Rending), Master (The Way), Merchant, Order of the Onyx Eye (equivalent to the Order of the Sapphire Citadel), Ride the Beast, Trader

Gear: Crysarium Rod (Str+d6, Damage Field 2d8, Permanent; 15 Essence), Enchanted Bracers (+3 Parry), Enchanted Dregordian Scale Armor (+5, -5 Coverage)

Powers: *Barrier, Clairvoyance, Deflection, Embrace the Beast, Fear, Illusion, Mind Reading, Mind’s Eye, Pummel, Puppet, Quickness, Rending, Telekinesis, Telepathy*

Essence: 50 (15)

SPECIAL ABILITIES AND CONDITIONS

- **Aquatic:** Breathe underwater
- **Battle Rage:** Spirit roll every round or start using only Wild Attacks.
- **Jungle Dweller:** -4 penalty resisting cold environmental effects.
- **Tail and Claws:** Str+d4.

JUTZENKA SQUARE ENFORCERS

These are the very polite, very well-dressed, and very unrelenting people who ensure that all rules are followed in Jutzenka Square. They pride themselves on being pleasant and helpful to visitors and customers, while being utterly efficient at “disappearing” troublemakers.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6+2, Persuasion d6, Shooting d6, Stealth d6, Streetwise d6

Edges: Alertness

Pace: 6; **Parry:** 7 (1); **Toughness:** 9 (3)

Gear: Long Sword (Str+d8), Halberd (Str+d8, Reach 1, 2 hands), Crossbow (Range 15/30/60, 2d6, AP) Full Chain Armor (+3, -4 Coverage), Medium Shield (+1 Parry, +2 Armor vs. ranged shots that hit)

KAROLILONA JUTZENKA

The matriarch of the Jutzenka family is just what she seems – a beautiful, charismatic, and capable leader with grand ideas and a flair for the ostentatious. She's the perfect front for what goes on in depths of the Emporium...

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Boating d4, Gambling d6, Investigation d6, Knowledge (Politics) d6, Notice d6+2, Persuasion d6, Riding d6, Streetwise d4+4

Edges: Attractive, Charismatic, Merchant, Trader

Pace: 6; **Parry:** 2; **Toughness:** 5

Gear: Dagger (Str+d4)

KARRIMAYN HOUSE GUARDS

Iyrros prefers those of his race to guard his home and his assets, and they are trained to deal with all kinds of situations, in the city and out of it.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d4, Fighting d8, Healing d4, Intimidation d6, Notice d8+1, Shooting d8, Stealth d6, Survival d6, Streetwise d6, Swimming d4, Tracking d6

Pace: 6; **Parry:** 7 (1); **Toughness:** 8 (2)

Gear: Short Sword (Str+d6), Bow (Range 12/24/48, 2d6), Full Studded Leather Armor (+2, -4 Coverage), Bracers (+1 Parry)

SPECIAL ABILITIES AND CONDITIONS

- **Enemy:** All creatures of Darkness and Flame see the alakar as a racial enemy and will attack them first if possible.
- **Fae Beauty:** +1 Charisma.
- **Keen Fae Senses:** +2 to sight-based Notice checks.
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.

- **Weakness:** Vulnerable to Black Iron and Blood Steel (they suffer +2 damage from those sources).

KASSYRILL VO COSSLYKSS

Well-dressed and well-spoken, Kassyrill affects an air of foppishness, completely out of character for most dregordians. He plays the part of the fool to his family, even managing to convince them he's mostly squandered his natural gifts with the Way. This is, of course, all an act; he's plotting with his friends against the day they will change things in Eastport, when he hopes to return honor to his family.

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d8, Vigor d8

Skills: Fighting d12, Intimidation d8, Notice d6, Persuasion d8+2, Shooting d8, Stealth d6, Streetwise d6+2, Swimming d8, The Way d10

Pace: 8 (d10 "Run"); **Parry:** 10 (1); **Toughness:** 10 (4)

Edges: Adept, Block, Calm the Beast, Charismatic, Elan, Exceptional Rapid Recharge, First Strike, Fleet-Footed, Force of Will, Improved Charge, Improved Frenzy, Level Headed, Nerves of Steel, Quick, One Against Many, Warrior-Adept

Gear: Crysarium Kayakor (+2 Fighting, Str+d10+2, AP 1, Parry +1, Reach 1, Two-Handed, focus crystal in hilt with 10 Essence), Full Plate & Chain Armor (+4, -4 Coverage)

Powers: *Armor, Boost Trait, Deflection, Mind Reading, Quickness, Smite, Speed, Telekinesis, Warrior's Gift*

Essence: 35 (10)

SPECIAL ABILITIES AND CONDITIONS

- **Aquatic:** Breathe underwater
- **Jungle Dweller:** -4 penalty resisting cold environmental effects.
- **Tail and Claws:** Str+d4.

KELLEF JUTZENKA, HIGH CONTROLLER

It should be no surprise that the chosen High Controller is a skilled adept, among other things. For all that, he's actually quite scrupulous. Again, all part of the deeper scheming of the family.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d8, Knowledge (Magic) d6, Knowledge (Politics) d8, Notice d8, Persuasion d10+2, Stealth d6, Streetwise d8+2, The Way d10

Pace: 6; **Parry:** 6 (1); **Toughness:** 7 (1)

Edges: Adept, Charismatic, Connections, Dreamdancer, Linguist, Merchant, Rich, Trader

Gear: Short Sword (Str+d6), Small Shield (+1 Parry), Partial Leather Armor (+1, -2 Coverage), Focus Crystal

Powers: *Deflection, Illusion, Mind Reading, Phantasm, Puppet, Telekinesis, Telepathy*

Essence: 15

LIEUTENANT EVAN GRANGER

Part Ranger, part envoy, part spy – the life of the commander of the Eastport Grey Ranger outpost is never dull. He's been quietly meeting with the Mockery and Cal Seaborn's factions to see how best to "set things right" in the important port city, though he's also charged with making sure he minimizes bloodshed.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Climbing d6, Fighting d10, Healing d6, Intimidation d8, Lockpicking d4, Notice d8, Persuasion d6, Shooting d10, Stealth d8 (+2), Streetwise d8, Survival d8 (+2), Swimming d6, Tracking d8 (+2)

Pace: 8 (d10 "Run"); **Parry:** 8 (1); **Toughness:** 11 (3)

Edges: Archer, Battle Hardened, Brawny, Combat Reflexes, Command, First Strike, Fleet-Footed, Hold the Line, Marksman, Woodsman

Gear: Long Sword (Str+d8), Mace (Str+d6, AP 1 vs. Rigid Armor), Elvish Longbow (Range 18/36/72, 2d6+1), Full Chain (+3, -4 Coverage), Bracers (+1 Parry)

MAMA BONES

A wizened goblin female of indeterminate age, no one knows exactly how long Mama Bones has been living in the theater district of Eastport. All they know is she's someone to be listened to if she says the spirits are talking to her...

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d8

Skills: Channeling d10, Climbing d4, Fighting d4, Knowledge (Cosmology) d8+2, Knowledge (History) d8+2, Knowledge (Magic) d8, Notice d8 (+2), Persuasion d8, Stealth d6, Streetwise d8, Survival d6

Pace: 4 (d4 Run); **Parry:** 5 (1); **Toughness:** 7 (1)

Edges: Connections, Epiphany of the Silver Tree (see Guidebook Goblinsesh), Shaman (see Guidebook Goblinsesh)

Gear: Staff (Str+d4, Reach 1, +1 Parry, Two-Hands), Partial Leather Armor (+1, -2 Coverage)

Powers: *Bless, Clairvoyance, Curse, Deflection, Divination, Fear, Healing, Greater Healing, Mind's Eye*

Essence: 35

MOCKERY TROUPE MEMBERS

Thieves, rogues, acrobats, musicians, actors, and so forth, the Mockery is much more than a merry band of underclass theater folk. It's an army in the making, planning and positioning for the day when it will take back its beloved city from the greedy and the profane.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8 (+2), Fighting d8, Intimidation d6, Knowledge (Theater) d6, Knowledge (Performance or Craft of choice), d6, Lockpicking d8 (+2), Notice d8, Persuasion d8, Stealth d8 (+2), Streetwise d8, Taunt d8, Throwing d8

Pace: 6; **Parry:** 8 (1); **Toughness:** 6 (1)

Edges: Acrobat, Connections, Dark Fighting, Dirty Fighter, Extraction, Glib, Thief

Gear: Short Sword (Str+d6), Throwing Knives (Range 3/6/12, Str+d4), Partial Leather Armor (+1, -2 Coverage), Bracers (+1 Parry), Climbing Gear, Lockpicks, Rope, other gear as needed

RED GODDESS CULTISTS

Those who serve Wilhold Jutzenka's terrible quest to deliver Eastport into the hands of Ceynara are dedicated zealots. Though they endeavor to either hide in plain sight or stay removed from those outside the deeper halls of the Emporium, they are occasionally encountered making off with kidnapped would-be sacrifices for their bloody rituals from outlying communities.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Cosmology) d6, Knowledge (Flame) d8, Knowledge (Magic) d6, Notice d6, Persuasion d6, Stealth d6, Streetwise d6, Thaumaturgy d8

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Edges: Acolyte, Essence Link

Gear: Ceremonial Blood Steel Long Knife (Str+d6), Partial Scale Armor (+2, -2 Coverage)

Powers: *Armor, Bolt, Burst, Conceal Arcana*

Essence: 15

SADDLER MARINES

Trained to fight on sea or land, the official guards of House Saddler are often viewed as little more than pirates with uniforms by their enemies. Not often to their faces, though.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Boating d4+2, Climbing d4 (+2), Fighting d8 (+1), Gambling d4, Intimidation d6, Notice d6, Shooting d6, Stealth d8, Streetwise d6, Swimming d6+2, Throwing d4 (+1)

Pace: 6; **Parry:** 7 (1); **Toughness:** 8 (2)

Edges: Brawler, Dirty Fighter, Tricky Fighter, Sea-Born

Gear: Short Sword (Str+d6) or Spear (Str+d6, Reach 1, Parry 1, Two Hands), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action reload), Partial Scale Armor (+2, -2 Coverage), Small Shield (+1 Parry)

SEABORN HOUSE GUARDS

Those who protect the homes and assets of House Seaborn are skilled in combat under any circumstance. They are often called upon to defend against bandits, thugs, and pirates alike.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Boating d4+2, Climbing d4 (+2), Fighting d8 (+1), Intimidation d6, Notice d6, Shooting d8, Stealth d6, Streetwise d4, Survival d4, Swimming d4+2, Throwing d4 (+1), Tracking d6

Pace: 8; **Parry:** 7 (1); **Toughness:** 9 (3)

Edges: Counterattack, Fleet-Footed, Marksman, Sea-Born, Steady Hands, Tricky Fighter

Gear: Long Sword (Str+d8), Bow (Range 12/24/48, 2d6), Full Chain Armor (+3, -4 Coverage), Small Shield (+1 Parry)

VO COSSLYKSS HOUSE GUARDS

Jonkyss will hire mercenaries of all types for various dirty jobs, but he will only surround himself and his family with the most loyal dregordians, who he pays to train and equip to very high standards.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d4, Notice d4, Shooting d6, Stealth d6, Survival d4

Pace: 6; **Parry:** 7 (1); **Toughness:** 11 (4)

Edges: Brawny, Combat Reflexes, Kayakor Initiate

Gear: Kayakor (Str+d10, AP 1, Parry 1, Reach 1, 2 Hands), Bow (Range 12/24/48, 2d6), Full Dregordian Scale Armor (+3, -4 Coverage)

SPECIAL ABILITIES AND CONDITIONS

- **Aquatic:** Breathe underwater
- **Battle Rage:** Spirit roll every round or start using Wild Attacks only.
- **Jungle Dweller:** -4 penalty resisting cold environmental effects.
- **Tail and Claws:** Str+d4.

WILHOLD JUTZENKA, HIGH PRIEST OF THE RED GODDESS

He plays at senility, but Wilhold Jutzenka is truly mad. He dreams of the day when the Empire will sail an armada up to the docks of Eastport, responding at last to one of his countless letters home inviting the Emperor to seize the port. On that day, Ceynara herself will rise up from the bowls of the Emporium setting aflame the city itself in a pyre to her glory, and Wilhold Jutzenka will ascend into the sky, her High Priest, leading an Army of Glory through Landra'Feya and into the Southern Kingdoms.

That's the dream. For now, the plans and schemes continue, as does the slow-but-steady building of power in the chambers of sacrifice hidden within the sub-basements of the Emporium.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d10, Vigor d10

Skills: Fighting d12, Healing d4, Knowledge (Cosmology) d6, Knowledge (Flame) d10, Knowledge (Magic) d8, Notice d8, Thaumaturgy d12+2 (d10 Wild Die)

Pace: 6; **Parry:** 9 (1); **Toughness:** 16 (7)

Edges: Acolyte, Charge, Easy Magic (Armor), Essence Link, Flamelord (equivalent of Archmage), High Magic (Bolt, Warrior's Gift), Improved Frenzy, Improved Sweep, Magic Proficiency (+2 Bolt, Rending), Master (Thaumaturgy)

Gear: Enchanted Blood Steel Great Sword (+2 Fighting, Str+d10+3, AP 1), Enchanted Blood Steel Plate & Chain Armor (+7, -6 Coverage), Bracers (+1 Parry), Enchanted Ring (+10 Essence, Hard to Resist, Deflection -2, Conceal Arcana)

Powers: *Armor, Bless, Bolt, Burst, Deflection, Divination, Fly, Puppet, Rending, Summon Ally, Warrior's Gift*

Essence: 45 (10)

SPECIAL ABILITIES AND CONDITIONS

Demonic Form: +2 Toughness, +2 to recover from Shaken, immune to all diseases and poisons, one-half damage from non-magical attacks, +4 damage from White Silver and Everwood, cannot receive healing of any kind

Nurturing Fire: While touching any open fire, instead of burning, the minister gains the benefit of Slow Regeneration.

